

# TORNADO COLORS

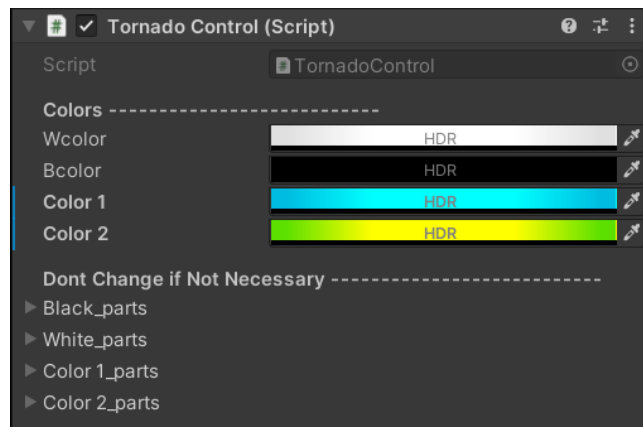
## BY YSA-UNITY

### SIMPLE SKILL FOR YOUR GAME

- **HOW TO USE:**

In the “Prefabs” folder you will find a one prefab named “Tornado”, drag it to your scene then scale it as you like.

Then, you can customize the colors in the script component “TornadoControl”



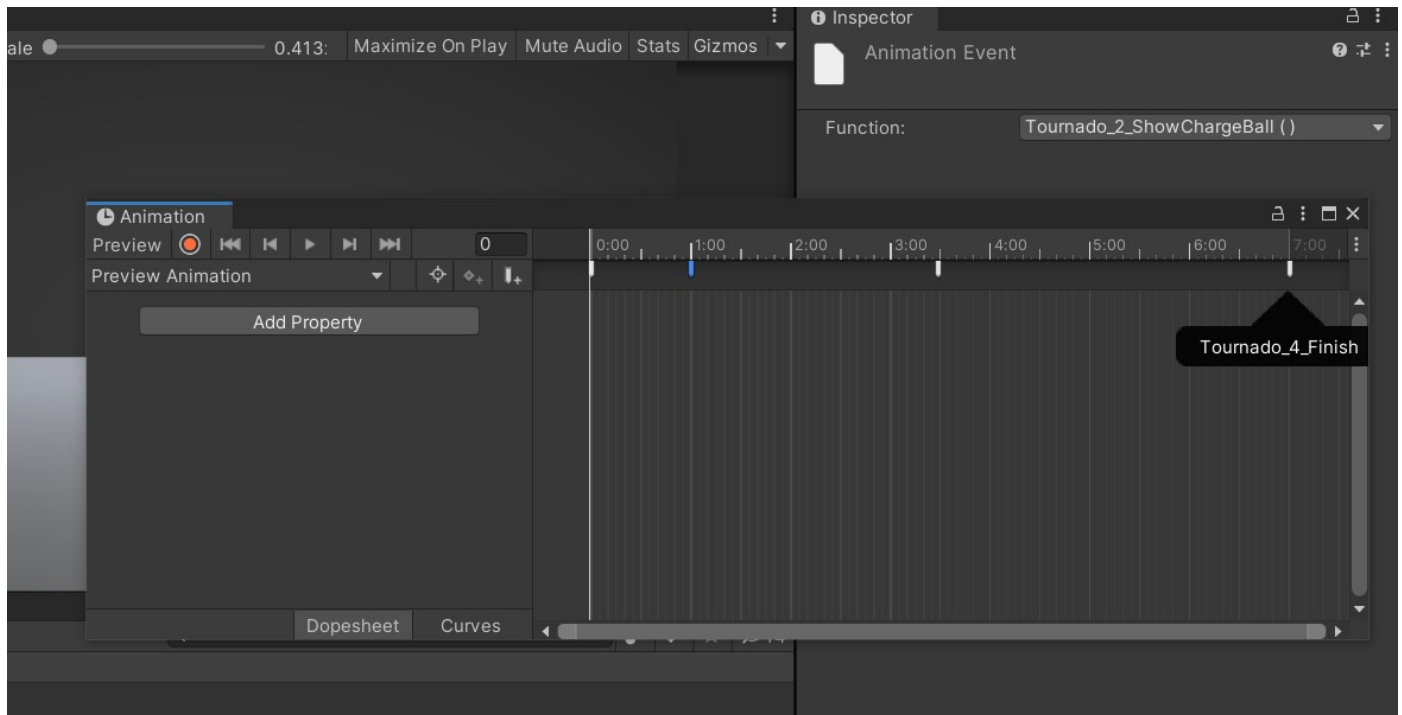
For switching from a state to another (animate it) you should just call the functions in the script component on the Tornado.



By scripting:

```
if (Input.GetMouseButtonDown(0)) {  
    tornado.GetComponent<TornadoControl>().Tournado_1_PlayTrails();  
    //tornado.GetComponent<TornadoControl>().Tournado_2_ShowChargeBall();  
    //tornado.GetComponent<TornadoControl>().Tournado_3_ShowTornado();  
    //tornado.GetComponent<TornadoControl>().Tournado_4_Finish();  
}
```

Or adding Animation Events:



- **FUNCTIONS:**

- Tornado\_1\_PlayTrails
- Tornado\_2\_ShowChargeBall
- Tornado\_3\_ShowTornado
- Tornado\_4\_Finish