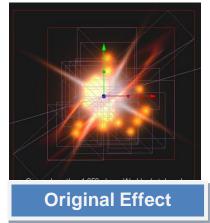
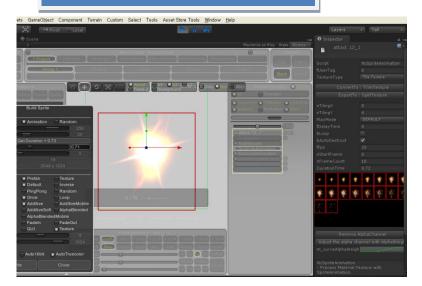
FX Maker 1.2 – BuildSprite



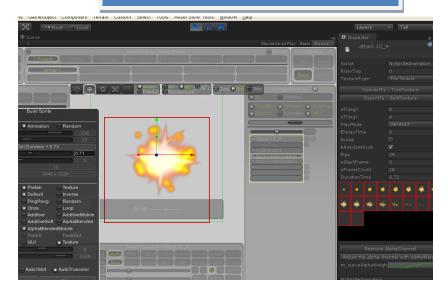




Sprite - Additive Shader

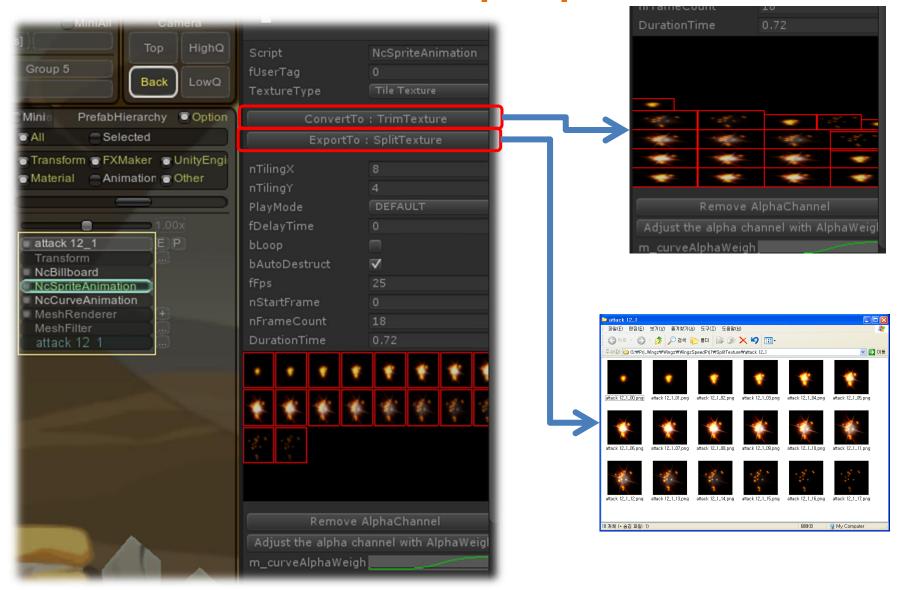


Sprite - Alpha-Blended Shader



FX Maker 1.2 - Create AlphaBlended Sprite DurationTime **Build Sprite** Capture Animation Random Get Duration = 0.73 0.71 Remove AlphaChannel Adjust the alpha channel with AlphaWeigl Output Prefab Texture Mode Default Inverse PingPong Random Once Loop **Convert AlphaChannel** Additive AdditiveMobile AdditiveSoft AlphaBlended AlphaBlendedMobile - GUI Texture Remove Black 1024 Format npressed Auto16bit AutoTruecolor Build Sprite Close **Create Sprite Prefab**

FX Maker 1.2 - TrimTexture and Export SplitFile



FX Maker 1.2 - Updated Script

Script: NcUvAnimation, NcCurveAnimation, NcSpriteAnimation

- Added function:

public void SetCallBackEndAnimation(GameObject callBackGameObj)

public void SetCallBackEndAnimation(GameObject callBackGameObj, string nameFunction)

public bool IsEndAnimation()
public virtual void public virtual void public virtual void public virtual void ResumeAnimation()

public virtual void MoveAnimation(float fRate)

Script: NcCurveAnimation

public float GetRepeatedRate()

script: NcSpriteAnimation

- Added property:

Built-In Plane Align Pivot

script: NcUvAnimation

- Added property:

m_bAutoDestruct