

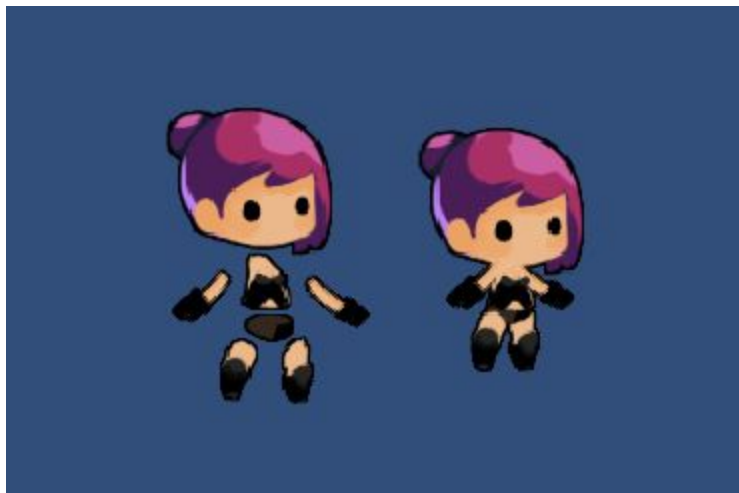
**HI THERE!**

Thank you so much for choosing our work. Just want to let you know that we are appreciated.

## Multi-Part Outline

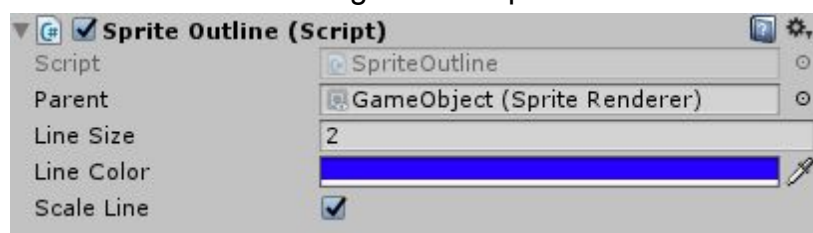
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Multi-Part outline is a tool to make outline for 2D sprite , It can make outline at the back of group of sprites.



### How to Start

1. Create Sprite Renderer Game Object
2. Attach "Sprite Outline" Component
3. You can set outline value through the component

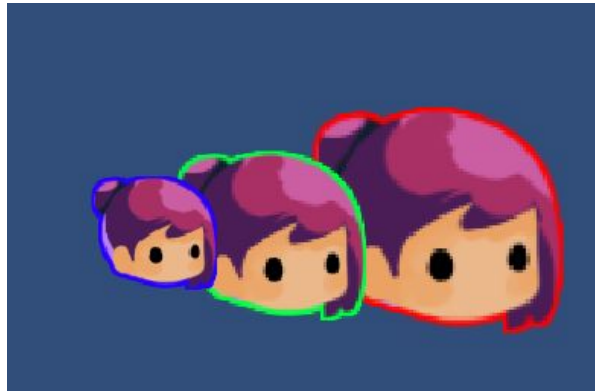


Parent : main Sprite Renderer to Generate line. Line Sprite , line layer line render Order and line Alpha will base on its parent

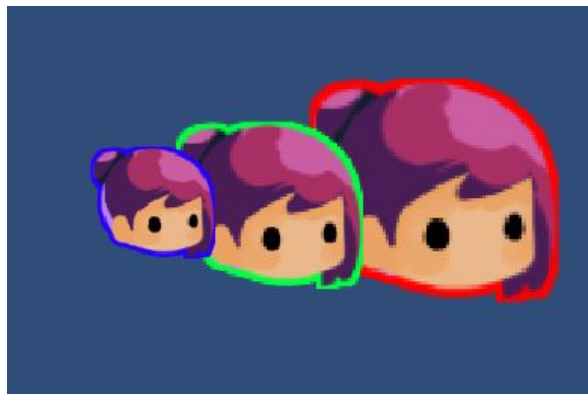
Line Size : size of line

Line Color : color of line

Scale Line : use when you want the line to increase its size base on parent Object



when scale line false



when scale line true

### Sprite Outline Method

`public void SetLineSize(float newLineSize);`

use for set line size.

`public void SetColor(Color newColor);`

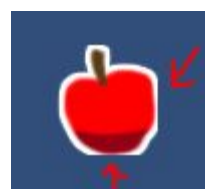
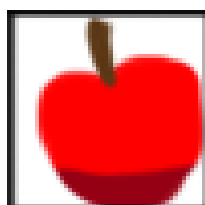
use for set line color.

`public void SetLineActive(bool status);`

use for set line show / hide.

### Note

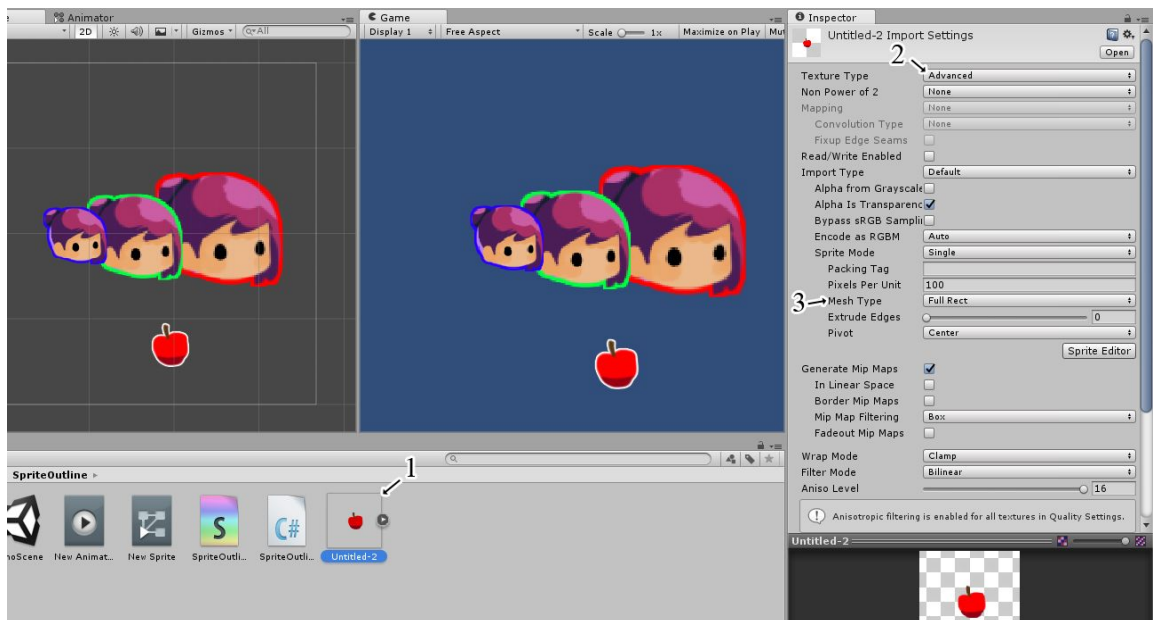
1. When use this outline system, in group of sprite gameObject must sort by z value and z value must not exceed 99.  
If it has to exceed 99 you can adjust line depth by edit Value in `SpriteOutline.lineDepth` (set in script file)
2. If you want to make order of objects (2 object has separate line set) you will have to make 2 objects on different Render Layer or Render Order
3. This asset can't generate sprite out of sprite border, if sprite border is small it'll turn out like this



To fix this problem when create sprite make a gap between sprite and border like this



If sprite border is trimmed because Unity Sprite Pack you can set sprite Import > Texture type to Advance and Set Mesh Type to full Rect



Please don't forget to rate and comment on our work. Let us know if something is bad or need to be fixed :}

Cheers,  
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