P3dPaintSphereTriplanar

This allows you to paint a sphere with triplanar texturing at a hit point. A hit point can be found using a companion component like: P3dDragRaycast, P3dOnCollision, P3dOnParticleCollision.

blendMode

The style of blending.

texture

The decal that will be painted.

strength

The opacity of the brush.

tiling

The opacity of the brush.

colorStyle

The style of color generation.

color

The color of the paint.

gradient

The colors of the paint.

opacity

The opacity of the brush.

opacityPressure

If you want the opacity to increase with finger pressure, this allows you to set how much added opacity is given at maximum pressure.

radius

The radius of the paint brush.

radiusPressure

If you want the radius to increase with finger pressure, this allows you to set how much added radius is given at maximum pressure.

hardness

The hardness of the paint brush.

hardnessPressure

If you want the hardness to increase with finger pressure, this allows you to set how much added hardness is given at maximum pressure.

HandleHit

This allows you to paint a decal at the specified point.