

P3dPaintDecal

This allows you to paint a decal 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.

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.

randomAngle

Randomly rotate the decal?

angle

The angle of the decal in degrees.

mirror

Mirror decal?

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.

depth

The depth of the decal painting.

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.

oneSided

If you only want the decal to appear on surfaces near the painting direction, then increase this based on how sensitive you want the direction matching to be..

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1. blendMode

2. texture

3. colorStyle

4. color

5. gradient

6. opacity

7. opacityPressure

8. randomAngle

9. angle

10. mirror

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