

Printers

Printers are inbuilt components included in the system designed to help you place large quantities of decals at run-time. These are by no means required, decals can be instantiated like any other game object. The printers included cover a lot of the common use cases and offer a bunch of useful features. They also serve as an example of how to script with the system, for anyone interested in writing their own decal spawning solution.

All printers will require a print, these are the decals the printer will spawn and place. Adding multiple prints will display a print selection menu, allowing you to choose how the printer determines which of the decals to print. You can print based on the hit objects layer, tag, randomly, or choose to print all of the decals at once. This allows you to have different bullet holes or footprints on different surfaces.

All printers require a pool (Set up in the decal options) from which they will pull decals from and return decals too. It's advised to use a different pool for each purpose. ie. have all your footprint printers print to one pool, all your blood printers print to another.

By default printed decals will parent to the pool they reside in. If your printing onto a moving object and you want the decal to move with the object it's printed onto, set this to surface.

Printers have the option to print decals with behaviors attached to them (must be monobehaviors, so some Unity components will not work). This allows you to print your decals with modifiers such as fades, culls or sheet animators attached and functioning on them.

Printer Types

The system comes with a range of printers, allowing you to print under different conditions. You can print decals on collision, ray collision or via script calls to a raycast (useful for projectiles impacts / bullet holes), on particle collision (useful for blood) or just use a plain printer and call it via a script whenever you want a decal printed. You can also inherit from the base printer class if you want to build a custom printing solution whilst keeping the features of the core printer class.

