Modifiers

Modifiers are in-built components included in the system designed to be attached to your decals. These components are by no means required and serve to cover common use-cases as well as provide scripting examples for users with programming experience.

Fade

The fade component will fade your decal in or out over time. It can use either the alpha (transparency), scale (size) or both to do so. This is useful when attached to decals being printed to fade them in quickly, then fade them out slowly over time.

If the wrapmode is set to "once", the decal will be removed once the fade is completed (returned to the pool if spawned using the in-built pooling, otherwise deleted); alternatively, if you want to fade the decal in and have it persist, you can set the wrap mode to "clamp". You can also use "loop" or "ping-pong" wrap modes if you're looking for a constant pulse in and out, though these are seldom likely to be used.

Cull

The cull component will remove your decal if it hasn't been seen by a camera for a set time. This is a useful way of sneakily removing excess pooled decals while the player isn't looking. It's recommended you set the time to around 6 to 8 seconds. Seeing bullet holes disappear when a player momentarily look away could break immersion; after a few moments, they are seldom remembered though.
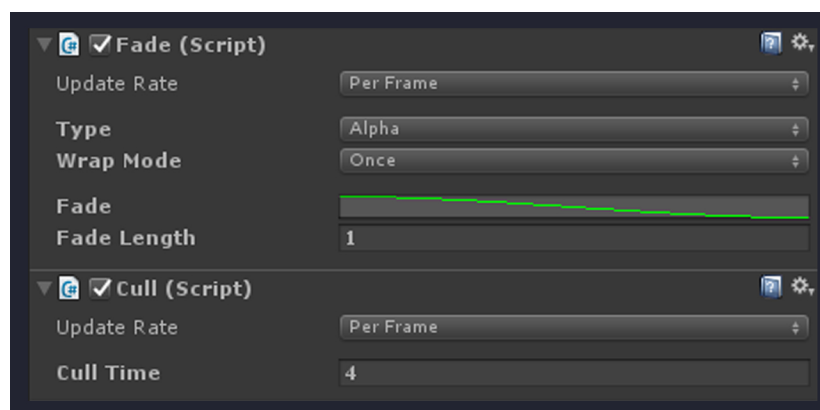
Random Scale

The random scale component simply randomises the scale of your decal between the set values on spawn. This is useful to vary the size of your bullet holes or blood decals.

Sheet Animator

The sheet animator allows your decal to play it's texture as though it were a sprite sheet. Simply specify the number of columns, rows and the playback speed (in frames per second) and it will handle the rest. It will treat all textures equally, so if you're using a sprite sheet from your specular decals albedo texture, you will either need to use a similar sprite sheet for your specular/emission or need to use flat colors (no textures).