# **SgtAccretionNearTex**

This component allows you to generate the SgtAccretion.NearTex field.

# Width

The width of the generated texture. A higher value can result in a smoother transition.

# **Format**

The format of the generated texture.

#### Ease

The ease type used for the transition.

# **Sharpness**

The sharpness of the transition.

# Offset

The start point of the fading.

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  - 1. Width
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