

SgtFlareMesh

This component allows you to generate the SgtFlare.Mesh field.

Detail

The amount of points used to make the flare mesh.

Radius

The base radius of the flare in local space.

Wave

Deform the flare based on cosine wave?

WaveStrength

The strength of the wave in local space.

WavePoints

The amount of wave peaks.

WavePower

The sharpness of the waves.

WavePhase

The angle offset of the waves.

Noise

Deform the flare based on noise?

NoiseStrength

The strength of the noise in local space.

NoisePoints

The amount of noise points.

NoisePhase

The angle offset of the noise.

NoiseSeed

The random seed used for the random noise.

1. SgtFlareMesh

1. Detail

2. Radius

3. Wave

4. WaveStrength

5. WavePoints

6. WavePower

7. WavePhase

8. Noise

9. NoiseStrength

10. NoisePoints

11. NoisePhase

12. NoiseSeed