

# SgtFlare

This component allows you to generate a high resolution mesh flare.

## Mesh

This allows you to set the mesh used to render the flare.

## Material

The material used to render this flare.

## FollowCameras

Should the flare automatically snap to cameras.

## FollowDistance

The distance from the camera this flare will be placed in world space.

## CameraOffset

This allows you to offset the camera distance in world space when rendering the flare, giving you fine control over the render order.

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1. [Mesh](#)

2. [Material](#)

3. [FollowCameras](#)

4. [FollowDistance](#)

5. [CameraOffset](#)