SgtFlareMaterial

This component allows you to generate the material and texture for an SgtFlare.

ZTest

The ZTest mode of the material (LEqual = default, Always = draw on top).

DstBlend

The ZTest mode of the material (One = Additive, OneMinusSrcColor = Additive Smooth).

RenderQueue

This allows you to adjust the render queue of the flare material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

Format

The format of the generated texture.

Width

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

Color

The base color will be multiplied by this.

Ease

The color transition style.

SharpnessR

The sharpness of the red transition.

SharpnessG

The sharpness of the green transition.

SharpnessB

The sharpness of the blue transition.