

2D Text & Photo Particles Effects

Frequently Asked Questions

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2D Text & Photo Particles Effects Version: V1.0

<http://www.maything.com>

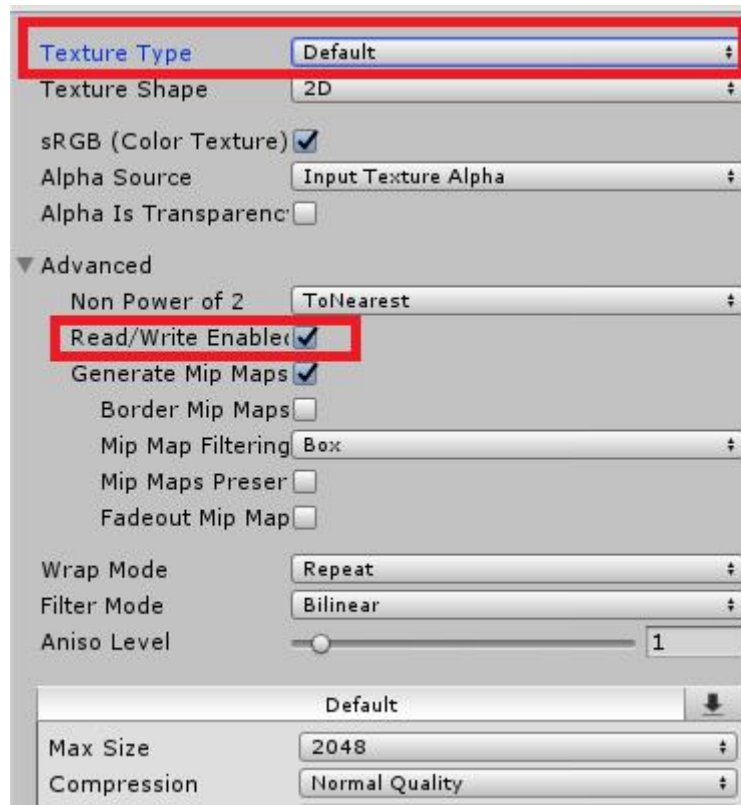
Thank you very much for purchasing this package.

This guide will tell you how to use 2D Text & Photo Particles Effects!

Why can't my picture show?

When you import your photo on the Unity3D and running the demo,the Unity3D show **"UnityException: Texture 'Animal' is not readable, the texture memory can not be accessed from scripts. You can make the texture readable in the Texture Import Settings."** Err message.

Fixed this problem,you need set texture type to default and check Read/Write enabled option,like this:



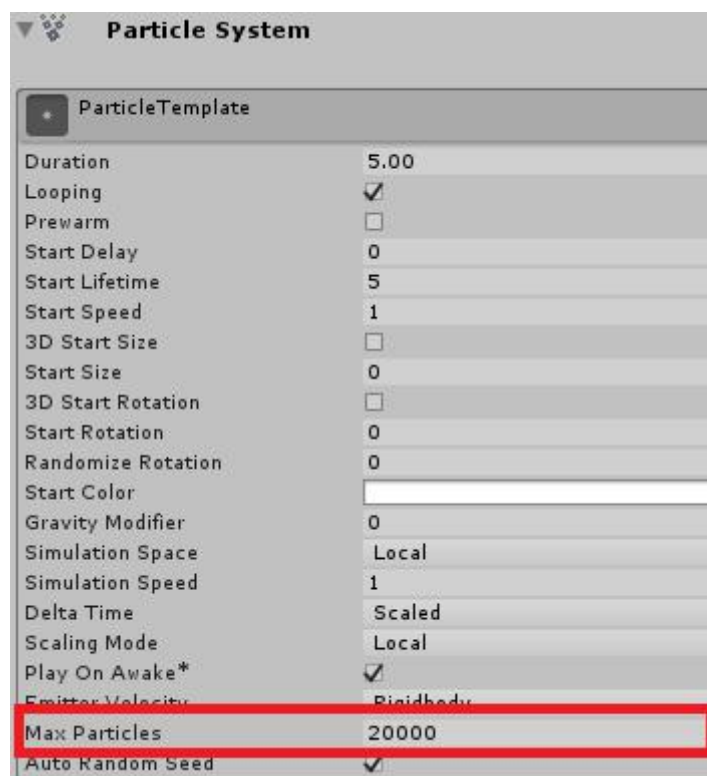
Why do my photos only show a part?

We recommend that you use a 256x128 pixels photo!

The background color of the picture is black, Look like this:



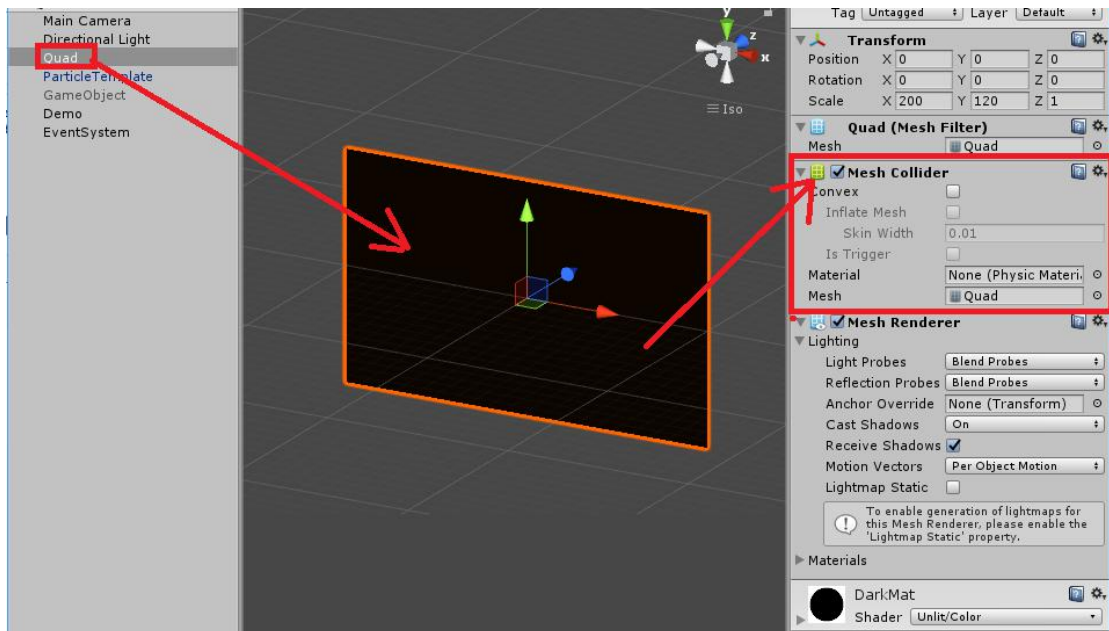
Or you can increase the number of particles:



Why mouse moves to particles without response?

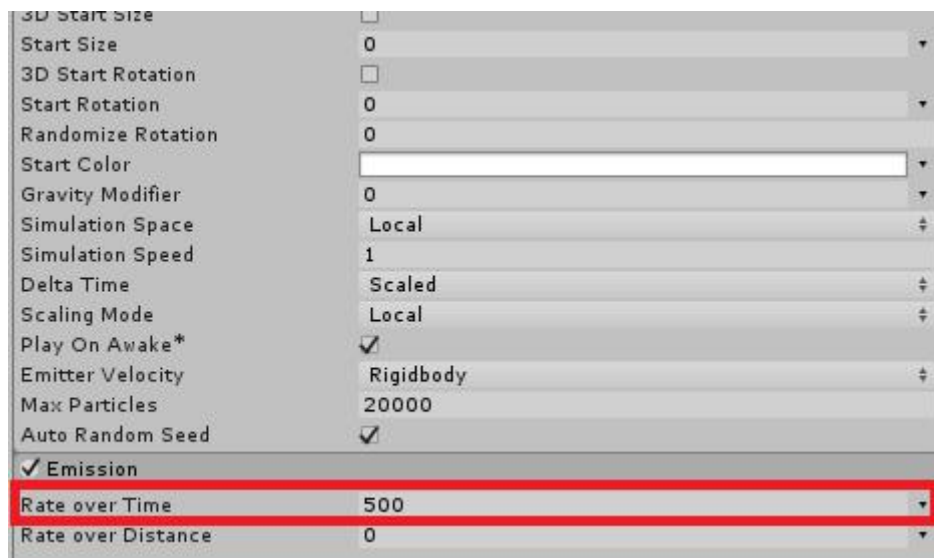
You need add mesh and collider on the scene.

For example: You can place Quad behind particles on the scene, and add Mesh collider like this:



How to speed up the appearance of particles?

If you think particles appear too slowly, You can change Emission "Rate over time" value to speed up:



Why does text not support Chinese or non English text?

The current version only supports English. If you want to display Chinese or other language, you can convert the text to a picture,like this:



More question?

If you have more problems in the process of using.You can see FAQ.pdf document first,Or you can content me.

My E-mail: winspy1929@qq.com