

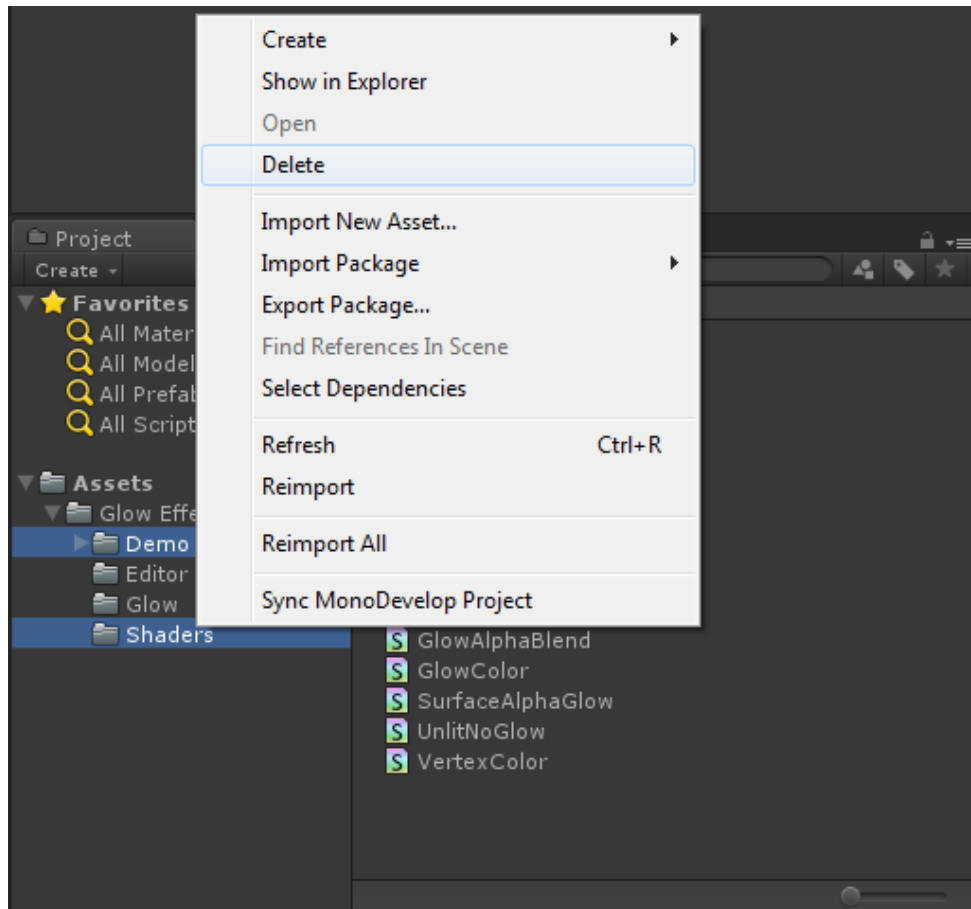
Thank you for purchasing the Glow Effect!

Documentation can be found at <http://www.opsive.com/assets/GlowEffect/documentation.php>. If you have any questions please contact support@opsive.com. Additionally, you can use the Unity forum at [http://forum.unity3d.com/threads/179143-Glow-Effect-\(Mobile-Friendly\)](http://forum.unity3d.com/threads/179143-Glow-Effect-(Mobile-Friendly)).

Built in shaders: BuiltInShaders.unitypackage/BuiltInShaders4.3+.unitypackage contains a modified version of the Unity built in shaders to add glow (with standard glow) or remove glow (with alpha glow). The 4.3+ versions includes the built in shaders starting with Unity 4.3.

Unity 4.1+ users: Unity 4.1 introduced a new feature called custom material inspectors. The Glow Effect takes advantage of this feature for specifying the source of the glow that you want to apply for each material. Because the Glow Effect supports Unity versions prior to 4.1, there are two extra steps for Unity 4.1+ users:

1. Delete the Demo and Shaders folder from the Glow Effect folder (don't worry, it'll be replaced in the next step).



2. Extract GlowEffect4.1+.unitypackage located in the Glow Effect directory. The Demo and Shaders folder will be replaced. If that doesn't work, you can download the same package at <http://www.opsive.com/assets/GlowEffect/GlowEffect4.1+.unitypackage>.