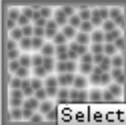
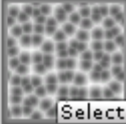
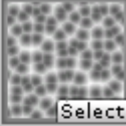

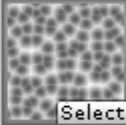




# Shader control

Power_1					1
Power_2					2
Power_4					4
Multiply_1					1
Multiply_2					1
Main_Power					1
Main_Multiply					1
inner_Y					0.75
Inner_Power					20
outer_Y					0.79
outer_Power					20
Animate_time					1
Mask_power_Anim					5
Animate					<input type="checkbox"/>
Power_3					3
MainTex					
Tiling	X	2	Y	2	
Offset	X	0	Y	0	
MainTex_3					
Tiling	X	2	Y	2	
Offset	X	0	Y	0	
MainTex_4					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
MainTex_2					
Tiling	X	3	Y	3	
Offset	X	0	Y	0	
Speed_2		X	1	Y	1
		Z	1	W	1
MainTexture					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Power_Color					1
Color_1					
Color_2					
Emissive					2
speed x					1
speed y					1
Rotator					0

**Power\_1 /Power\_2/Power\_3/Power\_4 - Responsible for the contrast of each texture.**

**Multiply\_1/ Multiply\_2 - Responsible for the saturation of (1 + 2) (3 + 4) textures.**

**Main\_power - Total contrast.**

**Main\_Multiply - Total saturation.**

**Inner\_Y - responsible for visibility from the inside.**

**Inner\_Power - Responsible for the strength of how clearly the edges will be visible.**

**Outer\_Y - responsible for the view from the outside.**

**Outer\_Power - Responsible for the strength of how clearly the edges will be visible.**

**Animate\_time - Responsible for the speed of the flickering animation.**

**Mask\_Power\_Anim - How often the flicker will occur.**

**Animate - turn flicker on or off.**

**MainTex/ MainTex\_2/ MainTex\_3/ MainTex\_4 - Using texture Noise**

**MainTexture - Basic texture for color.**

**Speed\_2 – X/Y/Z/W based speed for each noise texture. uses 2 coordinates.**

**Power\_Color – Color Contrast.**

**Color\_1/Color\_2 - Primary colors.**

**Emissive – Saturation**

**Speed x / Speed y - X / Y speed of the color texture.**

**Rotator - Rotate texture.**