

SHALLWAY STUDIO

Xffect Editor

API Manual

Version 4.0.0

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Visit <http://shallway.net/xffect/doku.php?id=en:main> to learn more
tutorials

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void Active()

Activate the xffect.

void DeActive()

Disable the xffect.

bool IsPlaying

Check if the xffect is playing

StopSmoothly(float fadeTime)

Stop the xffect softly.

- **fadeTime** indicates time to fade out.

example reference: "Tutorial/GettingStart/StopYourEffect"

void SetScale(Vector2 scale, string eflName)

Change the **Scale Config** of specified EffetLayer.

- **scale** indicates the new scale vector.
- **eflName** indicates the name of the EffectLayer that you want to change.

example reference: "Tutorial/API Usage/MagicChain"

```
SetColor(Color color, string eflName)
```

Change the **Color Config** of specified EffectLayer.

- **color** indicates the new color.
- **eflName** indicates the name of the EffectLayer that you want to change.

```
void SetRotation(float angle, string eflName)
```

Change the **Rotation Config** of specified EffectLayer.

- **angle** indicates the new rotate angle.
- **eflName** indicates the name of the EffectLayer that you want to change.

```
void SetGravityGoal(Transform goal, string eflName)
```

Change the specified EffectLayer's **gravity object** in **GravityModifier**.

- **goal** indicates the new gravity object.
- **eflName** indicates the name of the EffectLayer that you want to change.

example reference: "Tutorial/API Usage/GravityDemo"

```
void SetCollisionGoalPos(Transform pos, string eflName)
```

Change the specified EffectLayer's **collision goal** in **Collision Config**.

- **pos** indicates the new collision goal.
- **eflName** indicates the name of the EffectLayer that you want to change.

example reference: "Tutorial/API Usage/GravityDemo"

```
void OnCollisionHandler(Xft.CollisionParam param)
```

This function is the event handler function in Collision Config.

CollisionParam contains the information of the collision:

- **GameObject** CollideObject

The object that we collide with.

- **Vector3** CollidePos

The collided position.

- **Vector3** CollideDir

The collided direction.

example reference: "Tutorial/API Usage/GravityDemo"