Pyro / AlphaEffects

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/Animation/AlphaEffects.cs**

Class AlphaEffects

Description

Sprite alpha effects with support for fade in, fade out and ping pong mode.

Public fields	Description
`Mode mode = Mode.PingPong`	Mode can be Mode.PingPong, Mode.FadeOut or Mode.FadeIn
`FadeInSettings fadeInSettings`	Have a look at the fade in datatype for settings.
`FadeOutSettings fadeOutSettings`	Have a look at the fade out datatype for settings.
`PingPongSettings pingPongSettings`	Have a look at the ping pong datatype for settings.

Class AlphaEffects.FadeInSettings

Description

Fade in datatype.

Public fields	Description
`float speed = 1`	Fade speed.

Class AlphaEffects.FadeOutSettings

Description

Fade out datatype.

Public fields	Description
`float speed = 1`	Fade speed.

Class AlphaEffects.PingPongSettings

Description

Ping pong datatype.

Public fields	Description
`float` speed = 1	Fade speed.
`float` min = .25f	Lowest possible value.
`float` max = 1	Highest possible value.
`bool` startRandom	Whether to start at random value or not.

The inspector view: