

Mini Trail

by Minigames

Introduction

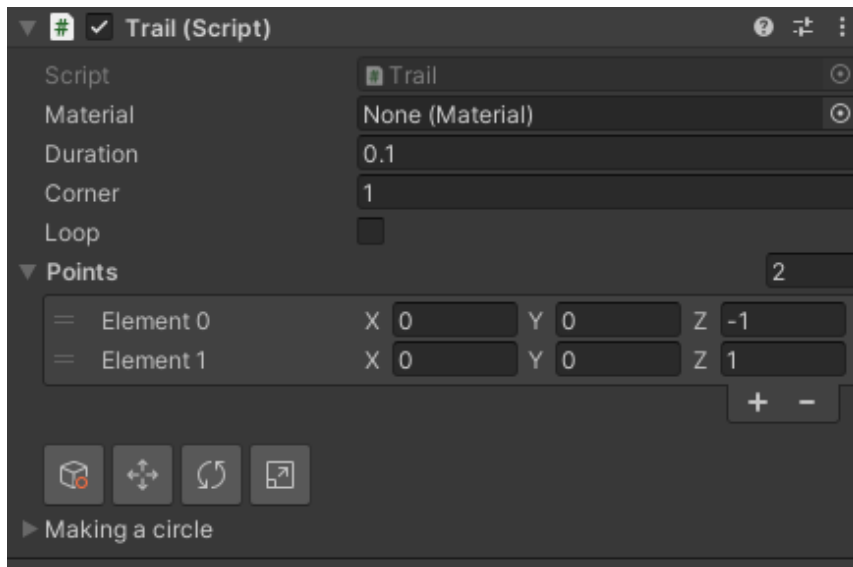
You can create a trail by directly editing points.



Instructions for use can be found here.

https://youtu.be/ndfEL_sbKPY

Component

Add a Trail component to Gameobject.

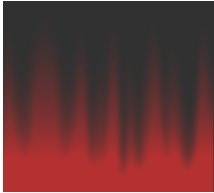


Material	The material to apply to the trail.
Duration	Define the lifetime of a point in the trail, in seconds.
Corner	Increase this value to make the trail corners appear rounder.
Loop	Enable this to connect the first and last positions of the line, and form a closed loop.
Points	The array of Vector3 points to connect.
	Edit the position of the point in the Scene View.
	Modify the position/rotation/scale of the entire point.
Making a circle	Create a circle of points.

Material

Any Material can be used.

The default axis is -Y(See picture below)



Making a circle

▼ Making a circle

Center

X 0Y 0Z 0

Normal

Up

Radius

1

Count

10

Make

Center	It is a center position.
Normal	Normal direction.
Radius	This is the radius of the circle.
Count	Number of points.
Make	Creates an array of points.

API

enabled	Show/Hide Trail.
Loop	Whether the loop is applied.
Clear	Removes all points from the TrailRenderer. Useful for restarting a trail from a new position.