Pack includes prefabs of main effects + prefabs of collision effects
(\Assets\OrdosFX\Magic Slashes FX\Prefabs).

Support platforms:

      All platforms (PC/Consoles/VR/Mobiles)
      All effects tested on Oculus Rift CV1 with single and dual mode
rendering and work perfect.

NOTE:
      If you want to use posteffect for PC like in the demo video:

      1) Download unity free posteffects
      https://assetstore.unity.com/packages/essentials/post-processing-
stack-83912
      2) Add "PostProcessingBehaviour.cs" on main Camera.
      3) Set the "PostEffects" profile. (path "Assets\OrdosFX\Magic
Slashes FX\PostEffects.asset")
      4) You should turn on "HDR" on main camera for correct posteffects.
      If you have forward rendering path (by default in Unity), you need
disable antialiasing "edit->project settings->quality->antialiasing"
      or turn of "MSAA" on main camera, because HDR does not works with
msaa. If you want to use HDR and MSAA then use "MSAA of post effect".
It's faster then default MSAA

Using effects:

Simple using (without characters):

      1) Just drag and drop prefab of effect on scene and use that (for
example, bufs or projectiles).

Using with characters:

      1) You can use "animation events" for instantiating an effects in
runtime using an animation. (I use this method in the demo scene)
      https://docs.unity3d.com/Manual/animeditor-AnimationEvents.html
      2) You need set the position and the rotation for an effects.

For using effects in runtime, use follow code:

      "Instantiate(prefabEffect, position, rotation);"