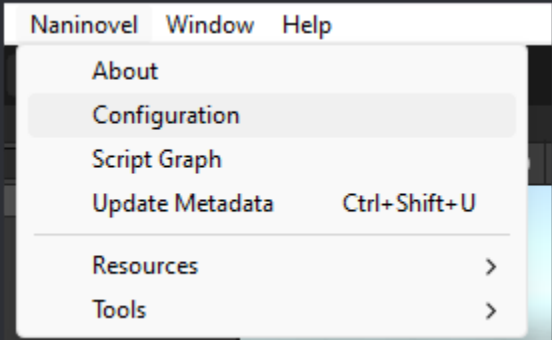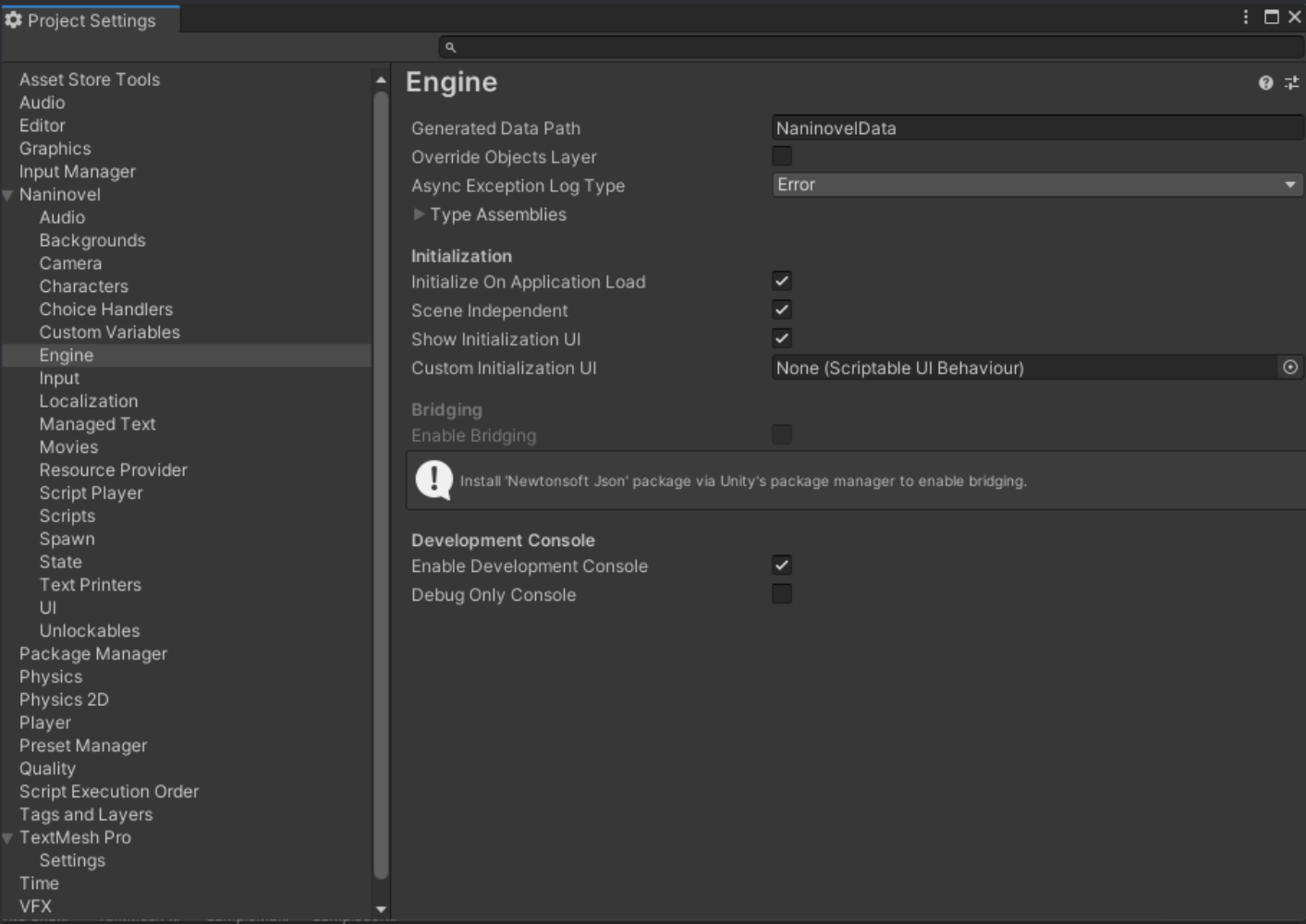# DOCUMENTATION
SPRITE SHADER INTEGRATION (SSI)
FOR NANINOVEL

I. Important Setup

    1. Install SSI in your Unity Project

    2. After installed SSI, on Unity Engine Editor menu bar, click Naninovel -> Configuration

   3. A pop up window will appear with Engine tab selected

4. On the Engine tab, find the field Type Assemblies, change current size and write AmoyFeels.SpriteShaderIntegration then restart Unity Editor. After restart Editor, try reimporting the Naninovel folder and SpriteShaderIntegration folder.
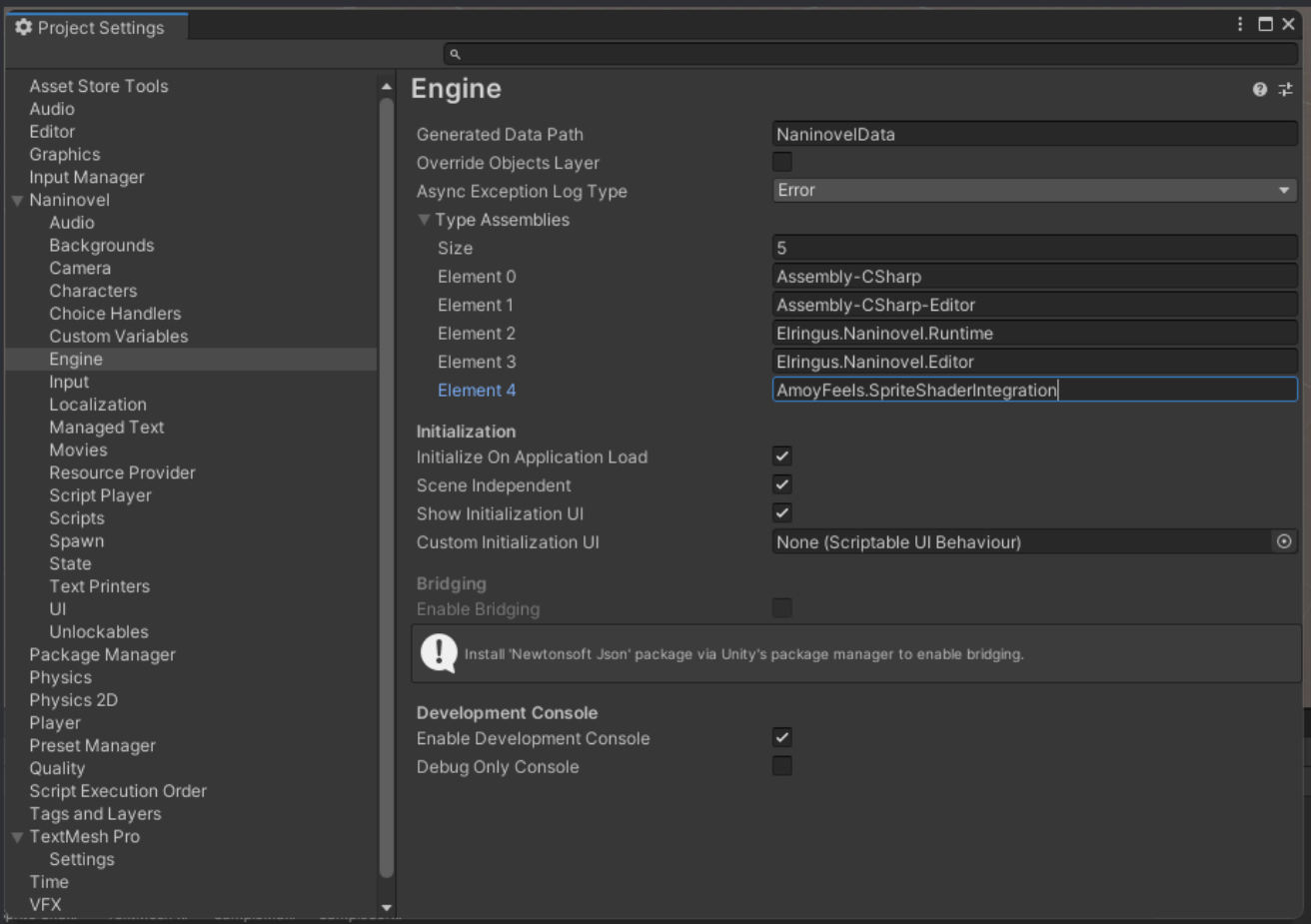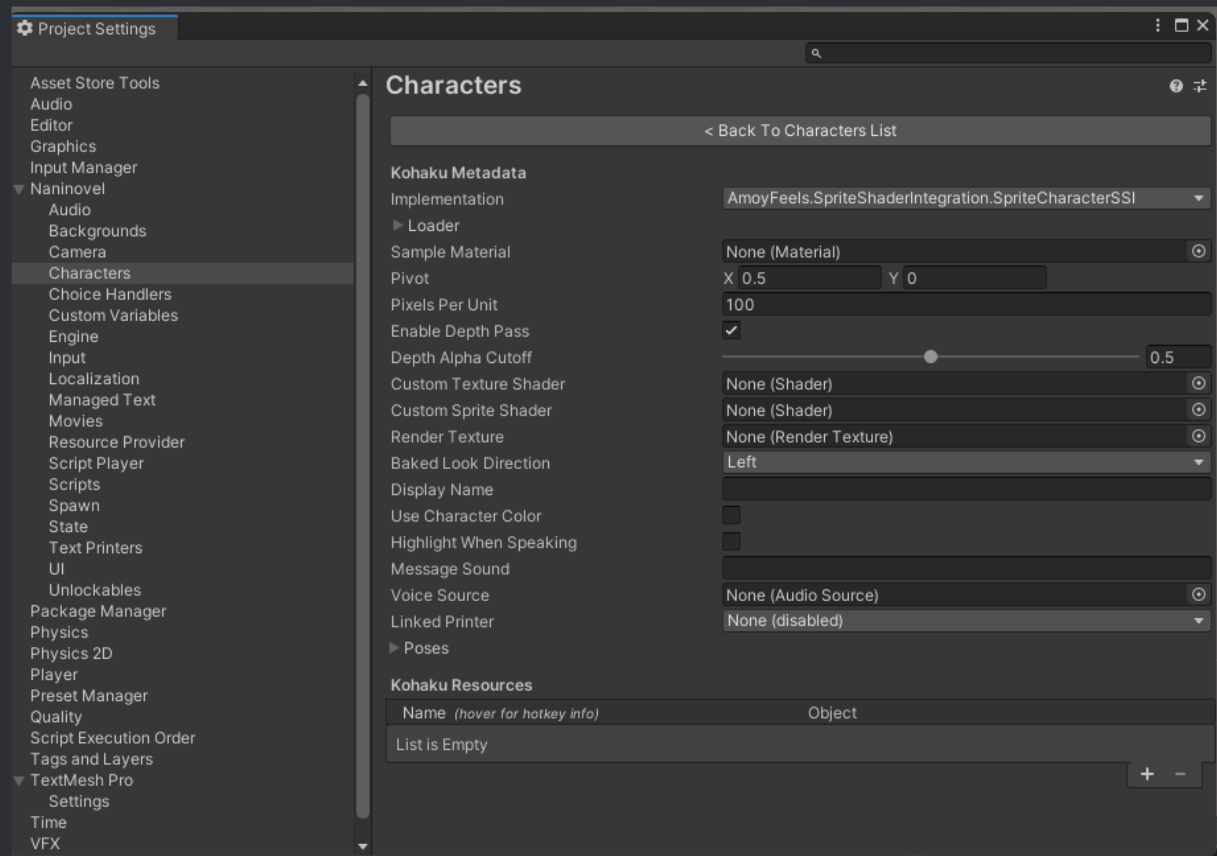

II. Character Sprite Setup
1. On the Character Tab, click Manage Characters Resources, then go to your Character implementation
2. Inside your Character, find Implementation field, change to AmoyFeels.SpriteShaderIntegration.SpriteCharacterSSI
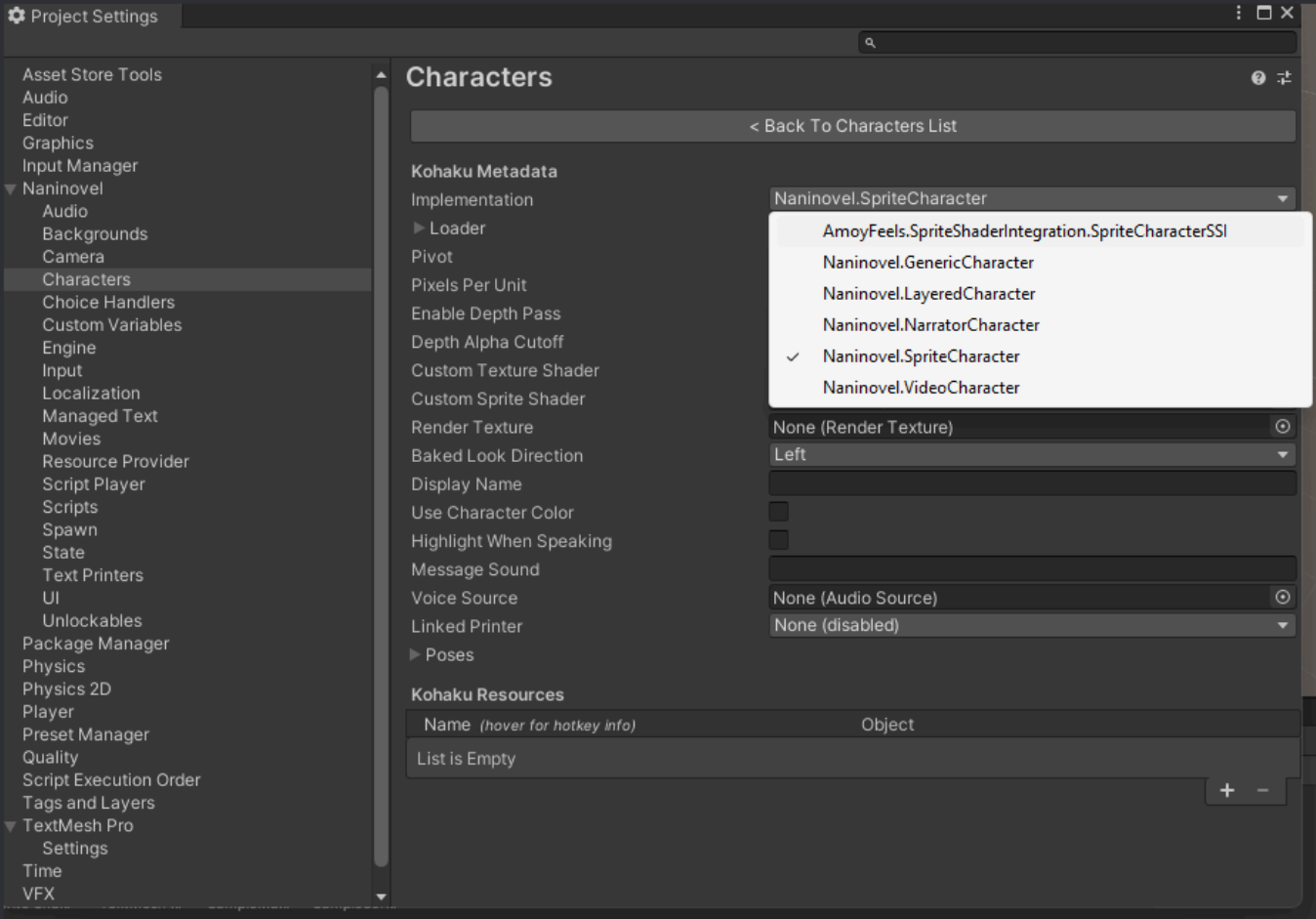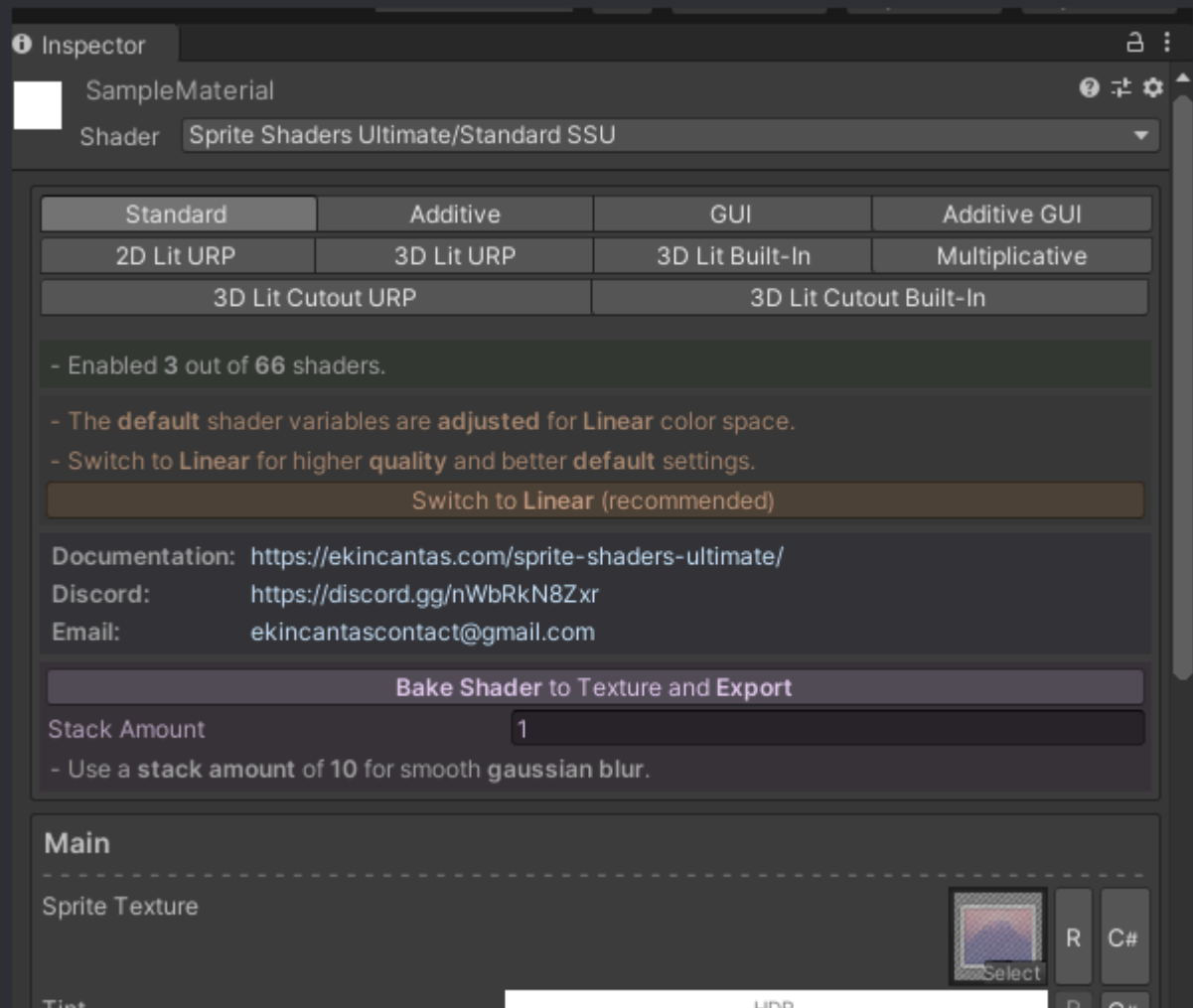
3. There will be empty material on SampleMaterial field after changed the implementation

4. Now we need to create new material by Create -> Material in asset project.
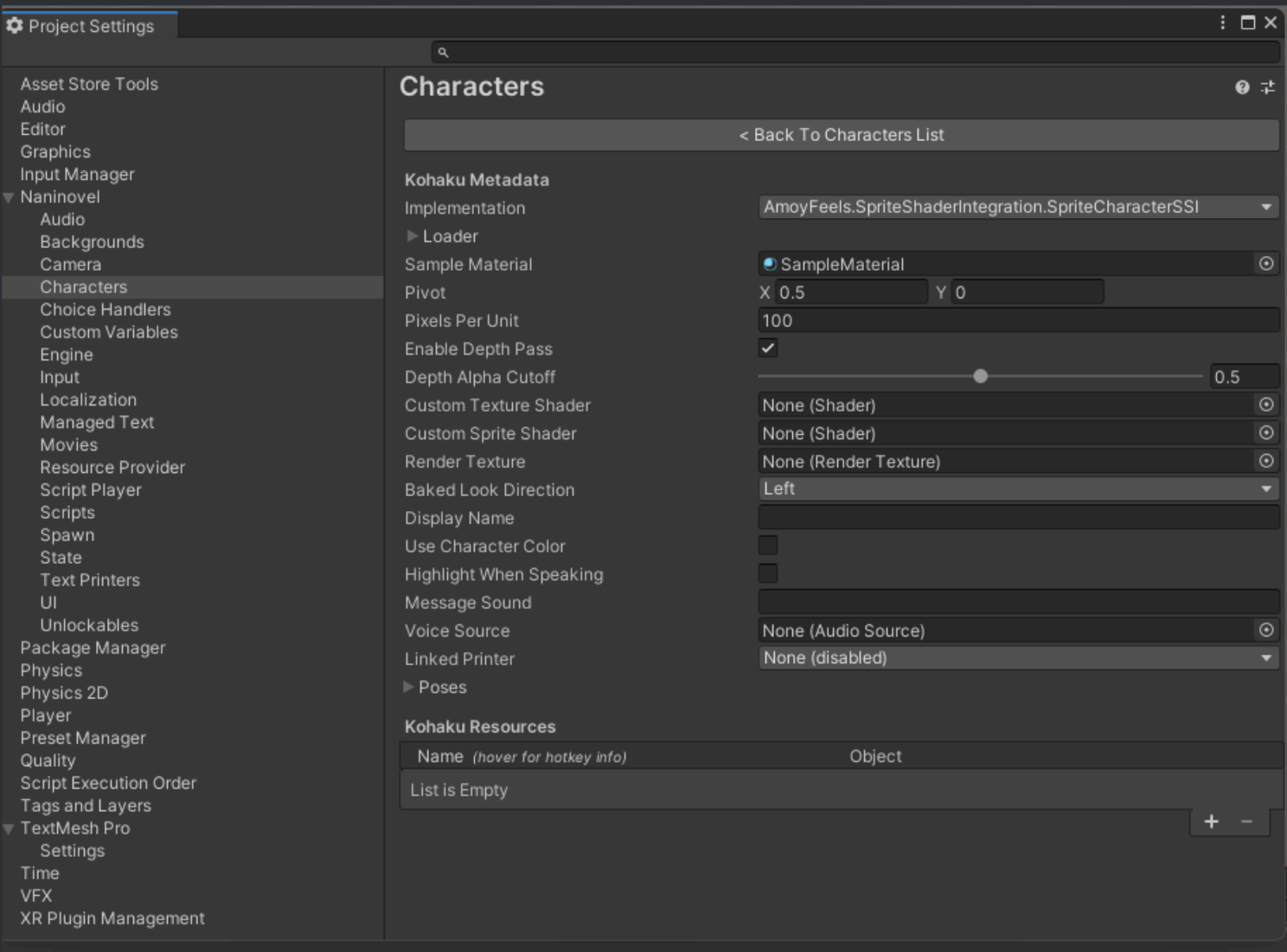5. Change material shader to your sprite shader (for me I'm using Sprite Shader Ultimate)

6. Make sure to enable the property that you need to activate. Below I use Hologram and Rainbow only. So Glitch and Frozen are not checked.
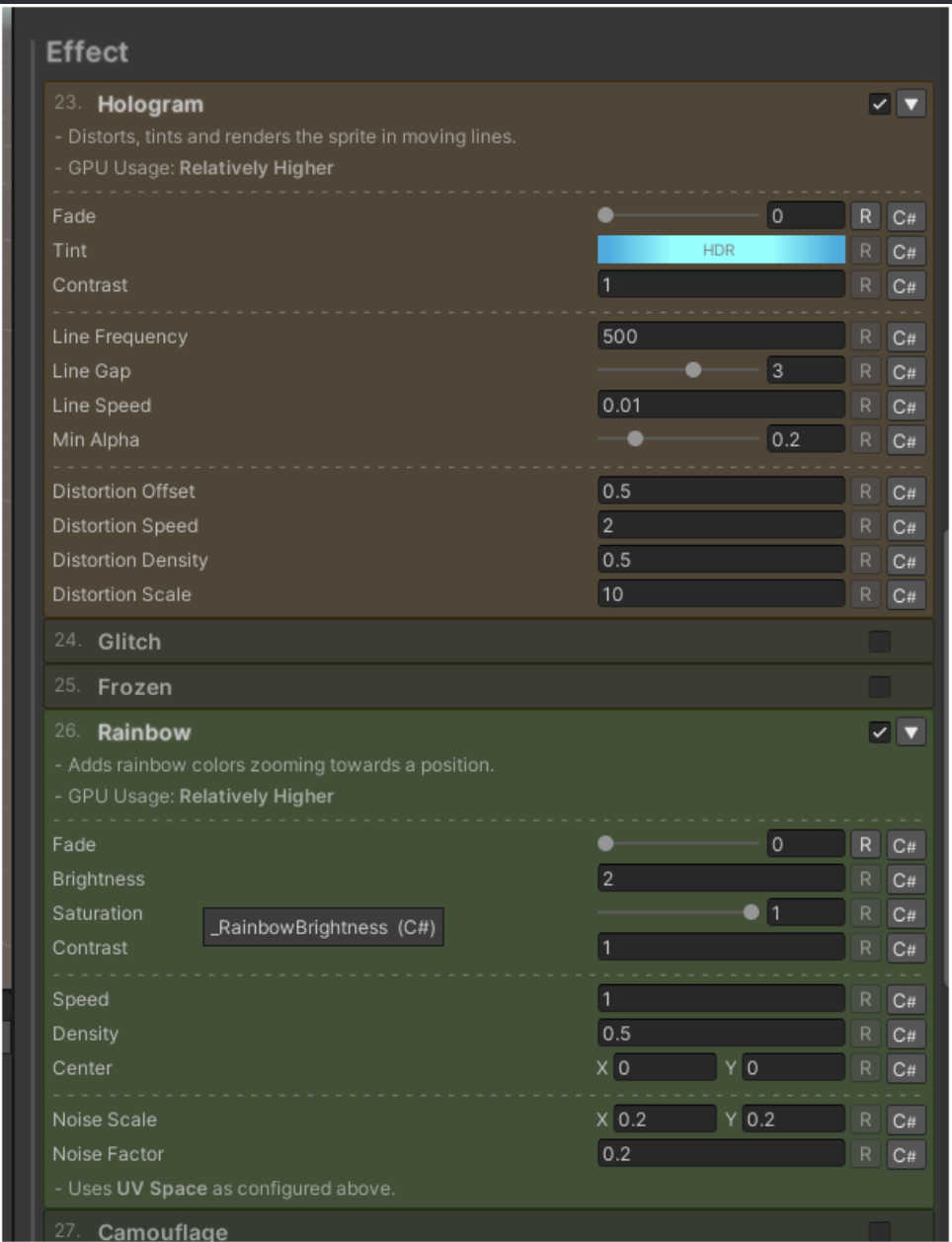
7. Go back to your character implementation, then assignee the material to SampleMaterial field

III. Testing
1. To use the shader effect on character, use `@charEffect` command.
2. It's based same `@char` command, so all parameter is same, except the new four parameters `effectFloat, effectColor, effectInt, effectDefault`
3. To use the shader effect on character, use `@charEffect` command.
   - For float property
     `@charEffect CharaterName effectFloat:Red.1.5`
   - For color property
     `@charEffect CharaterName effectColor:Hologram.#32A852`
   - For int property (available Unity 2021.1 or newer)
     `@charEffect CharaterName effectInt:ShaderPropertyName.1`
   - You can assignee multiple property at same time too
     `@charEffect Kohaku effectFloat:Glow.1,Fade.1.2,Blur.0.5`
     `@charEffect Kohaku effectFloat:Holographic.1,Alien.0.2 effectColor:Black.#32A852`
   - This will make all effects reset to their default value.
     `@charEffect CharaterName effectDefault:true`
4. To find the effect name, inspect your shader. Below this, I want to change the "Brightness" value, so I need to write `_RainbowBrightness`. So, in Naninovel script would like
   `@charEffect Kohaku effectFloat:_RainbowBrightness.1.5`