

Maximum distance of laser fade effect.
(Recommended value is 20)

Set your slicing layer as you want .
All **Mesh Renderers** that in a slice layer and have **collider** , will be sliced.
Don't slice **multiple** objects at same time.
(Experimental feature)

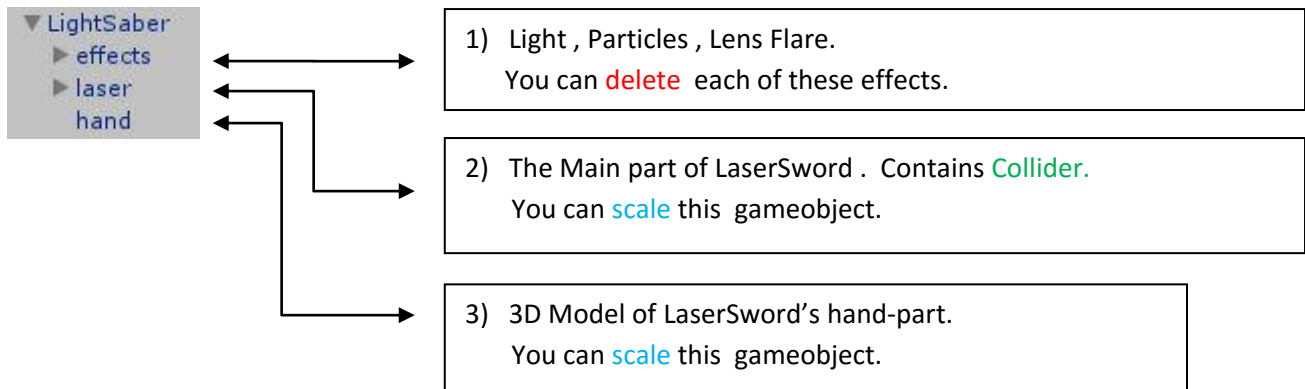
Laser flickering effect.

When you collide with other LaserSword,
you can see this effect .
(can place your own lens flare object)

Laser particles (smoke and lightning).
(can edit them or create your own)

Realistic Sounds for every action of
LaserSword.

LaserSword Prefabs are located here [Assets > _LaserSword > _PREFABS](#)



You can create your own class to handle LaserSword **Collider Events** .
Then place your class on the (2) **laser** gameobject.

Example `.

```
public class Your_Collider_Handle : MonoBehaviour
{
    void Start ()
    {
        // your Initialization code
    }

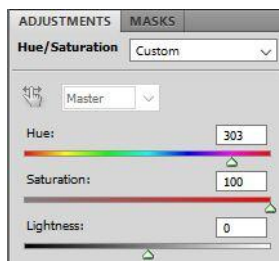
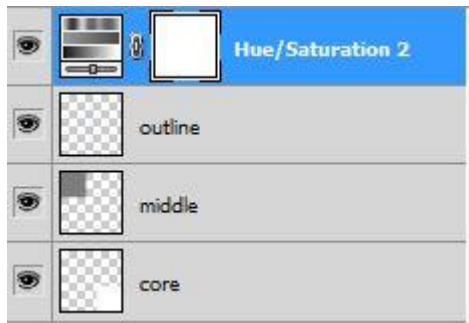
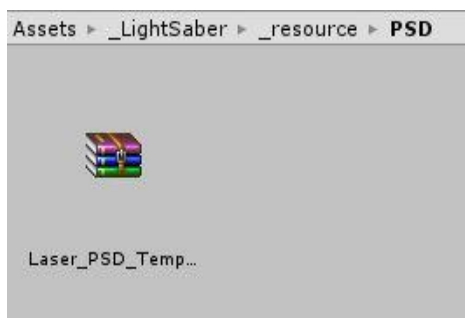
    void OnTriggerEnter(Collider coll)
    {
        if (coll.CompareTag ("Enemy"))
        {
            // hit the enemy
            // enemy.life --;
        }

        if (coll.CompareTag ("Other Tag"))
        {
            // your actions
        }
    }

    void OnTriggerStay(Collider coll)
    {
        // your actions
    }

    void OnTriggerExit(Collider coll)
    {
        // your actions
    }
}
```

There is also a PSD template of laser texture. (Assets > _LaserSword > _resources > PSD).
If you want to create a new laser color `



- 1) Extract the archive and open the file in [Photoshop](#).
- 2) Select the first layer (Hue/Saturation 2).
- 3) Go to Windows -> Adjustments
- 4) Select the Hue slider and change it.
- 5) At last save as .PNG and use in Unity.