



# Simple Sprite Trails

by Hippo Games

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# 1 ABOUT

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The script creates weapon trails for 2D games. Resulting trail is static sprite placed below the weapon sprite. Unlike similar assets, resulting trail's form repeats weapon sprite edge.

## 2 FEATURES / FUNCTIONALITY

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- Creates static weapon trail sprites
- Repeats weapon sprite edge
- Adjustable color and transparency
- Works in Editor and Runtime

## 3 TECHNICAL SPECIFICATIONS

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- Any platform
- Unity 5 / 2017

## 4 DO YOU LIKE IT?

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If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

## 5 CONTACTS US

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Here is our email [hippogamesunity@gmail.com](mailto:hippogamesunity@gmail.com), so feel free to ask your questions and request new features!

## 6 NOTES

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- Original sprite should be not cropped (as trail sprite will have the same size)
- Cropped sprites are not supported yet
- Packed sprites are supported

## 7 SETUP & TEST GUIDE

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- Simply run "Example" scene from our package

## 8 HOW TO ADD TRAILS

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1. Create child object named "Trail" to sword sprite renderer
2. Set zero position and rotation
3. Attach SpriteRenderer component to "Trail"
4. Attach MeleeWeaponTrail component to "Trail"
5. Set WeaponRenderer of MeleeWeaponTrail
6. Set other parameters of MeleeWeaponTrail
7. Create trail animation (open "Example" scene if you need help)