

PRO Effects: FPS Muzzle flashes & Impacts

```
public class AutoDestroyer : MonoBehaviour
Component to destroy object with delay from OnEnable event.

    private float destroyDelay
    Destroy delay in seconds.

public class SimpleDecal : MonoBehaviour, IDecal
Simple decal component.

    private bool canRotate
    Determines decal can be rotated or not.

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```

All other scripts are for demo only.