Unity Pixel Rotation Sprite

Thank you for purchasing **Pixel Rotation Sprite**! This short guide will show you how to setup and use the asset in your project.

QUICK SETUP

Setting up the asset is very easy. There are only two steps:

1. Select a GameObject with a regular SpriteRenderer component attached and add the **PixelRotationSprite** component.
2. Change the material on the SpriteRenderer to a material that uses the Sprites/Rotation shader.

That's it! Everything should now work as expected.
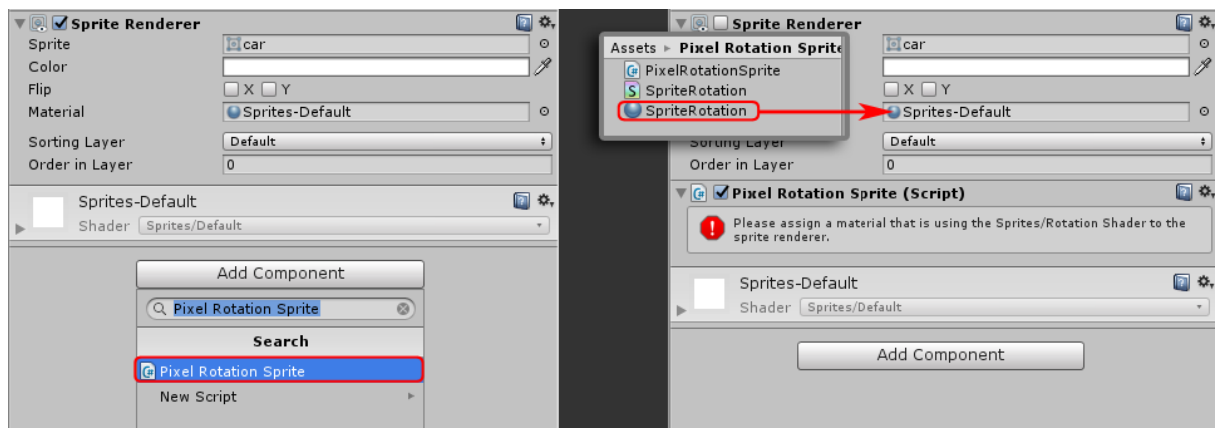
ANIMATION / SCRIPTING

You can still edit the properties of the regular SpriteRenderer after you have added the PixelRotationSprite component. This means that you can still create animations by simply changing the sprite of the SpriteRenderer. It is also still possible to change any of the SpriteRenderer properties through script. **One thing to note however is that the SpriteRenderer will be disabled as soon as you add the PixelRotationSprite component. You should leave the SpriteRenderer disabled.** If you want to hide/unhide the sprite you should use **PixelRotationSprite.Visible** or PixelRotationSprite.enabled.

TIPS / HELP

Because the rotation of the sprite is done on the sprites texture inside a shader you should make sure that there is enough "space" to rotate your sprite. Always test if you can fully rotate the sprite without "cutting corners". Here are some things you can do to ensure your sprite is fully rotatable:

- Make sure the sprite is rectangular
- Leave a small border of transparent pixels between the bound of your sprite and your actual artwork
- Set the mesh type in your texture import setting to "Full Rect"
- If you pack multiple sprites in one texture make sure there is enough space between your sprites