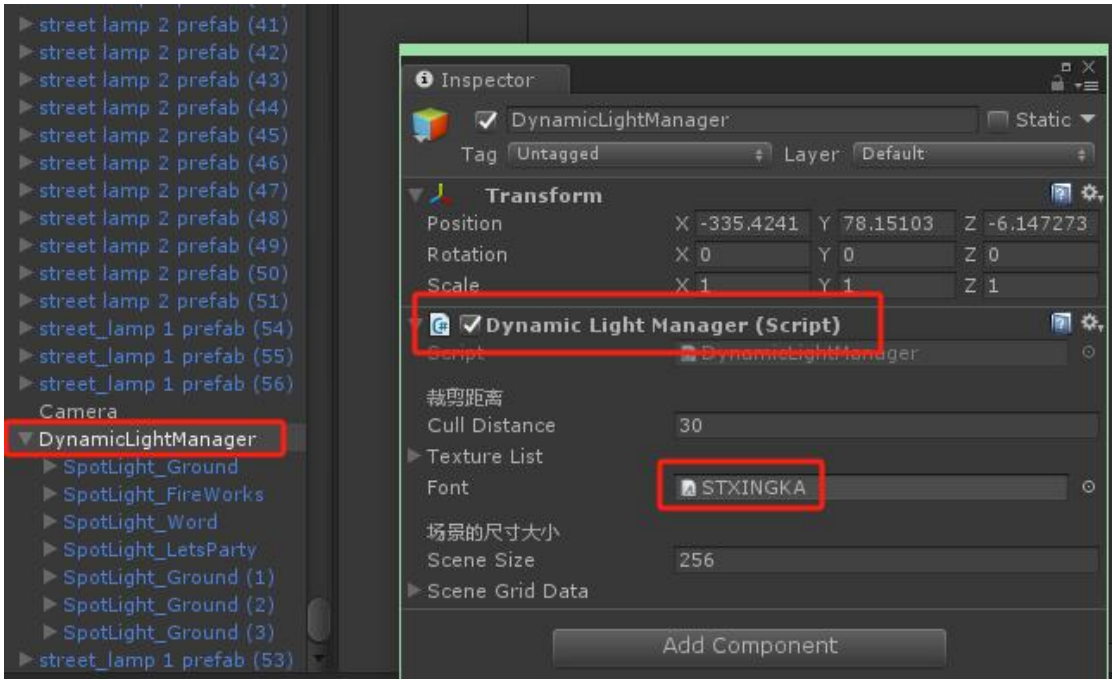
一， How to use custom SpotLight.



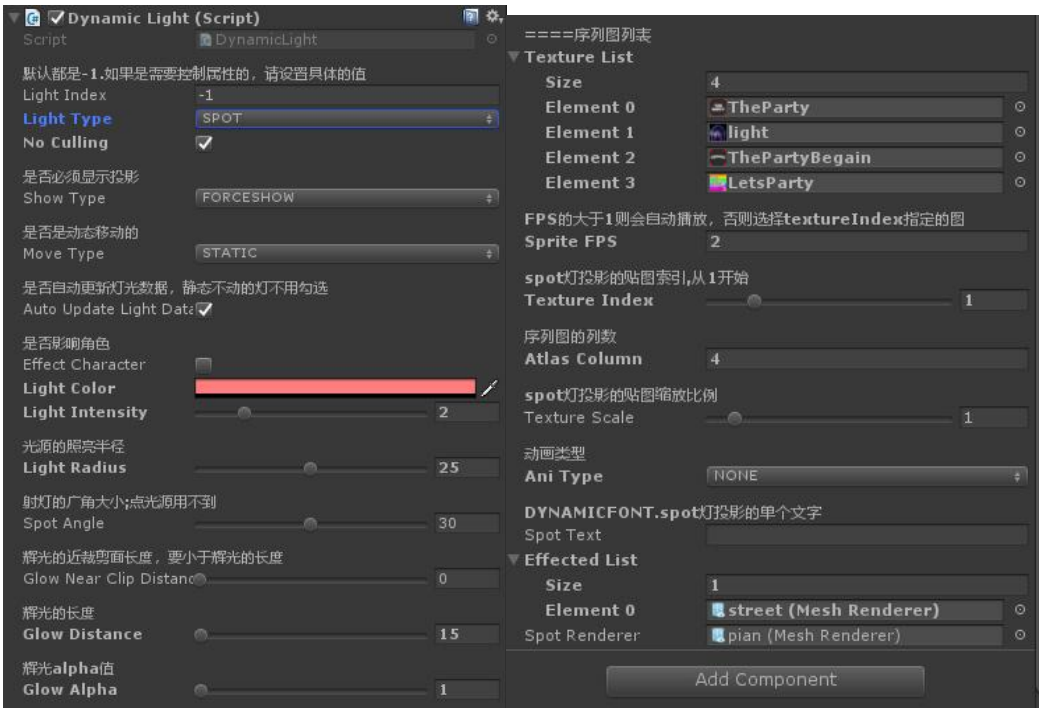
1，Add an empty object to the scene named DynamicLightManager (or any other name). Add a DynamicLightManager script to this object.

Cull Distance：Indicates that the distance from the camera beyond this value will be cropped out。

Font： Use the font file when projecting text。

2，Add lights to the scene。Drag the file Assets\DynamicLightManager\Prefabs\SpotLight.prefab into the scene and adjust the position and rotation to achieve the desired effect。

二，SplotLight component analysis



Light Index：Indicates the index of this light in the current scene. This command is used to obtain the light during running and modify the light information.

Light Type：Currently only SpotLight is supported.

No Culling：Whether this light is affected by the crop camera crop logic。

Show Type：FORCESHOW, forced display of light projection; OPTIONAL, only the glow is displayed, and the projection of the light is not mandatory。

Move Type：Whether the light is stationary or moving dynamically。

Auto Update Light Data：Whether the light data is automatically updated. Stationary lights do not check this option。

Effect Character：Whether this light affects the character。

Light Color：Light color。

Light Intensity：Intensity of light。

Light Radius：The size of the area illuminated by the light source.

Spot Angle：Spotlight Angle。

Glow Near Clip Distances：The distance of the glow near the clipping surface。

Glow Distance：Length of glow。

Glow Alpha：The glow of Alpha。

Texture List：List of textures to be projected。

Sprite FPS：The rate at which textures play.

Textue Index：Index of the map projected by the Spot light, starting from 1. If projecting text, set this value to 1。

Atlas Column：If you are projecting a sequence map, you need to specify the number of rows and columns of the sequence map。

Texture Scale：The size of the projected texture or text is scaled。

Ani Type：Types of animation. NONE: direct projection without animation; ATLAS: indicates that the texture atlas is read; DYNAMICFONT: indicates the projected text。

Spot Text：Individual text to be projected。

Effected List：Render for objects affected by this light.

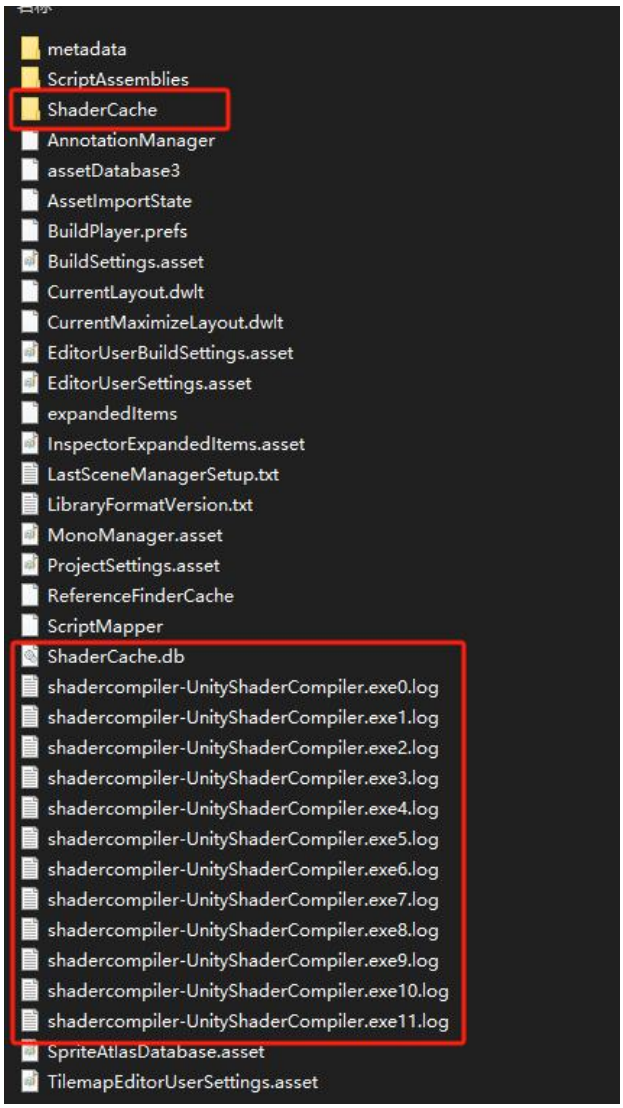
Spot Render：The glow component of this light。

三，Matters needing attention

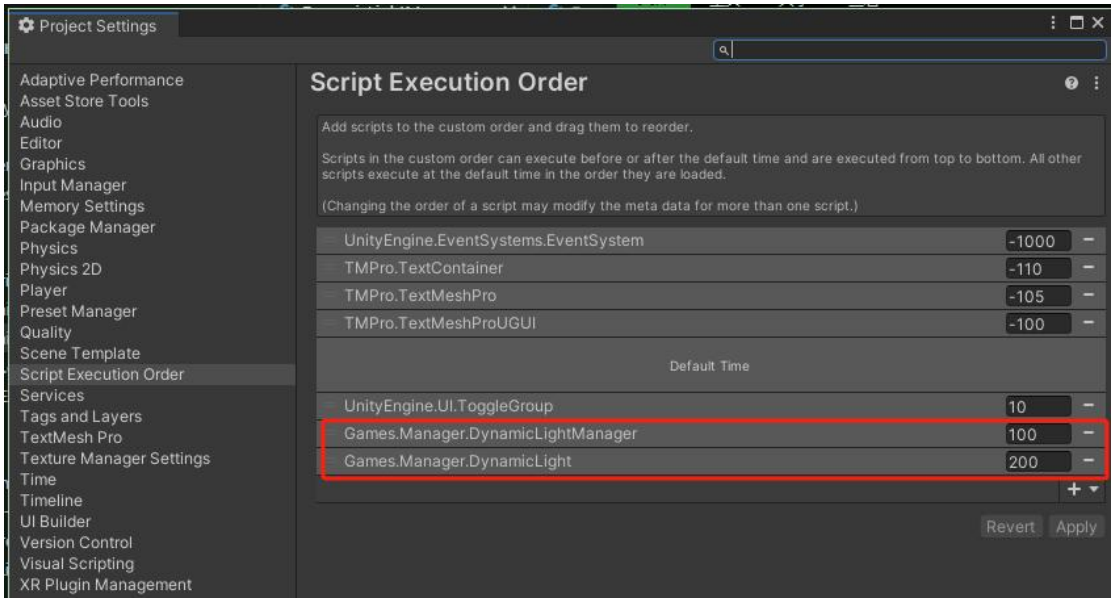
```
private const int MAXLIGHT_PERRENDER = 10;
private const int MAXRENDERER_PERLIGHT = 5;
```

```
float4 DynamicPointPos[10];//xyz位置
fixed4 DynamicPointColor[10];//rgb颜色
float4 DynamicPointDir[10];//朝向
float4 DynamicPointRight[10];//spot灯的右朝向
float4 DynamicCharaterUV[10];//单个字的uv信息
```

1，It is defined in the code and shader that a single Render is affected by a maximum of 10 Spot lights. A Spot Light affects up to 5 Render objects. If you need to modify the number of lights that affect a single Render, you need to modify the size of the array in MAXLIGHT_PERRENDER and shader, respectively. After the modification is completed, close Unity and delete the cache file of Shader in the Library folder of the corresponding project, as shown in the figure：



2， Ensure the execution order of the two scripts.Make script “DynamicLightManager” execute before script “DynamicLight”.



四，Contact information

If you have any questions, try to describe them clearly (the version of Unity you're using, etc.) and send them to me at haibinxiaochenga@163.com. I will answer your question as soon as possible at the appropriate time.