

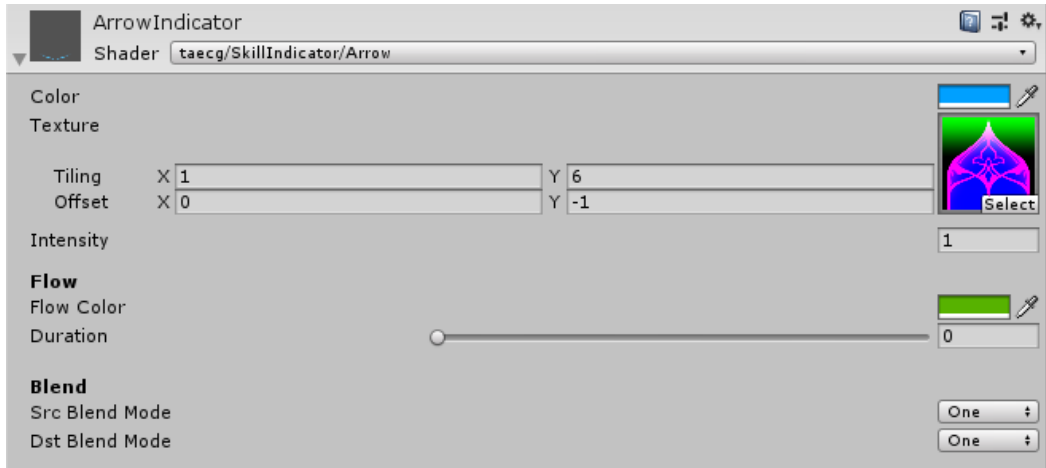
Skill Indicator Guide

V1.0.1



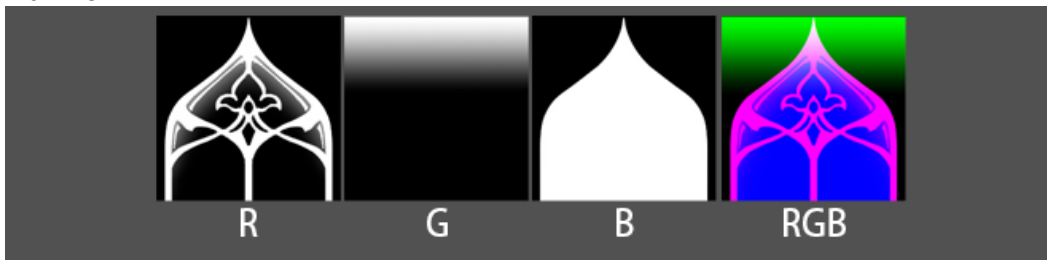
Introduction

- **Arrow**



1. **Shader Path:** taecg/SkillIndicator/Arrow
2. **Color:** Adjustable indicator color
3. **Texture:** Main Texture Mapping
4. **Intensity:** Intensity value of color
5. **Flow Color:** Streamless color
6. **Duration:** Flow transition animation of streamer
7. **Blend:** Blend mode of shaders

- **MainTex**



MainTex mapping of indicators is important, and each channel has its own role.
R-channel determines the appearance of the indicator.
G-channel determines the appearance of streamer.
B-channel Determines the Cover Range of Streaming Light .

- **Arrow length**

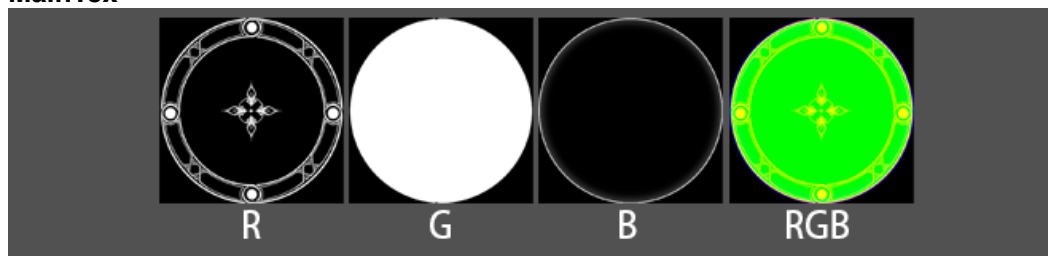
If you want to lengthen the arrow indicator, you need to modify the Tiling Y value in MainTex accordingly, and then you can move the arrow scaling effect through Offset Y in MainTex.

- **Circle**



1. **Shader Path:** taecg/SkillIndicator/Circle
2. **Color:** Adjustable indicator color
3. **MainTex:** Main Texture Mapping
4. **Intensity:** Intensity value of color
5. **Sector:** Whether or not to open the fan-shaped mode, the relevant parameters of the fan-shaped can be adjusted only after opening.
6. **Angle:** Sector angle
7. **Outline:** Lines on both sides of a fan
8. **OutlineAlpha:** Transparency of lines on both sides of a sector
9. **Indicator:** Switch to another indicator
10. **Flow Color:** The color of circular streamer
11. **Fade:** Attenuation of circular streamer
12. **Duration:** Time Transition Animation of Circular Streamlight
13. **Blend:** Blend mode of shaders

- **MainTex**



MainTex mapping of indicators is important, and each channel has its own role.
 R-channel determines the appearance of the indicator
 G-channel determines the appearance of streamer
 B-Channel determines the appearance of Indicator

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