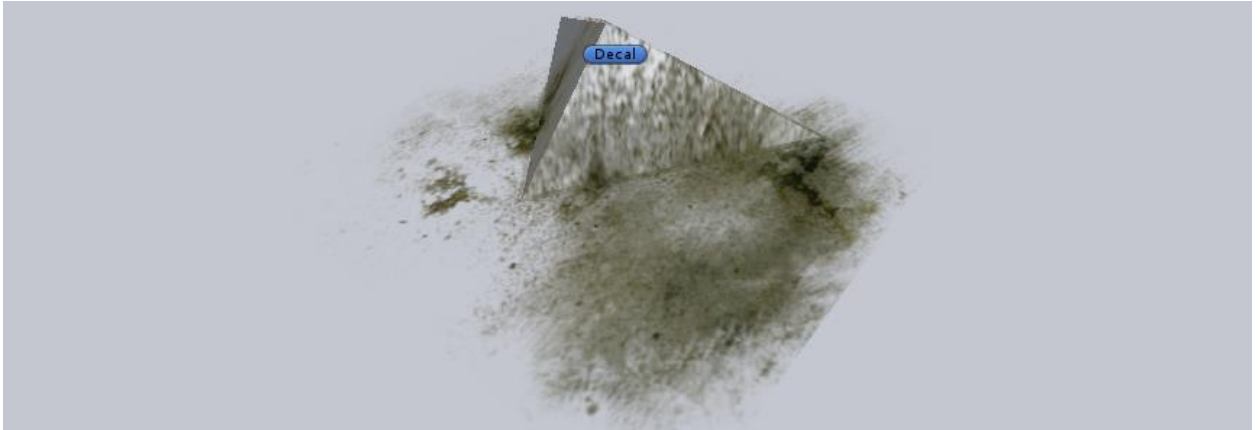


DecalSystem

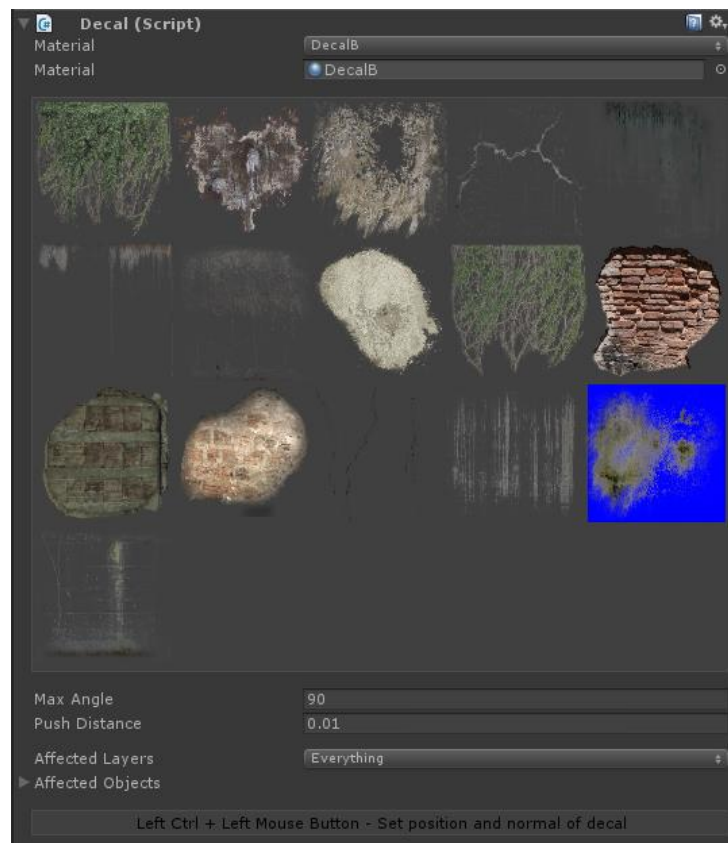


1. Introduction

It's simply and convenient Decal System that allows:

- Use the atlas system and sprite from Unity 4.3;
- Quickly select desired material from list of used in scene materials;
- To see quickly all the sprites and select the desired;
- Quickly set the decal position.

Inspector of decal



2. Getting started

- 2.1. Select the texture of decals and at TextureType choose the Sprite.
- 2.2. Create a new Material with transparent shader and our texture.
- 2.3. Create a new GameObject and add Decal Component.
- 2.4. Choose at popup menu the desired material from list of decal materials used on scene or select at object field the new material.
- 2.5. Select from sprite list the desired sprite.
- 2.6. In addition, you can simply set position of decal. Just You should press Left Ctrl and click Left Mouse Button on desired position. Note: you can click only on collider.