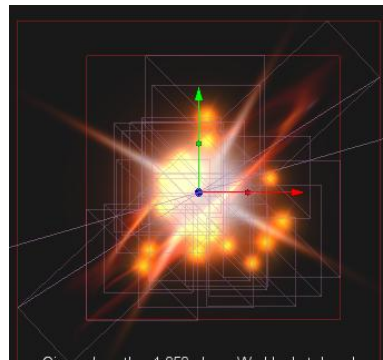
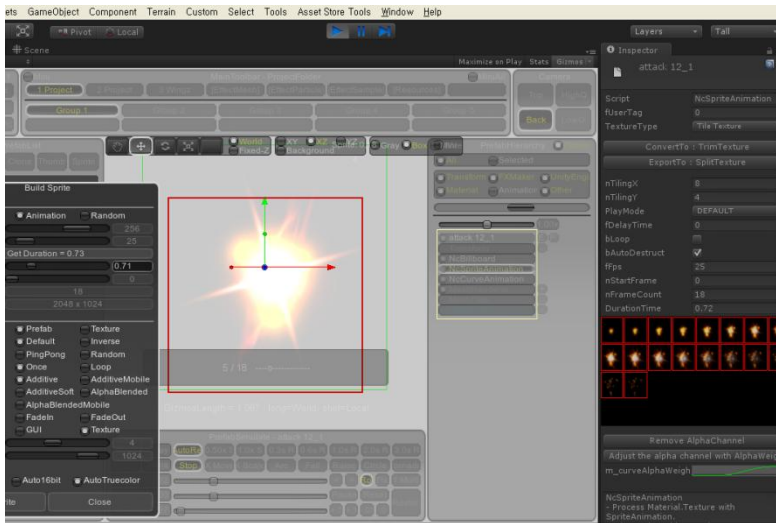


FX Maker 1.2 – BuildSprite

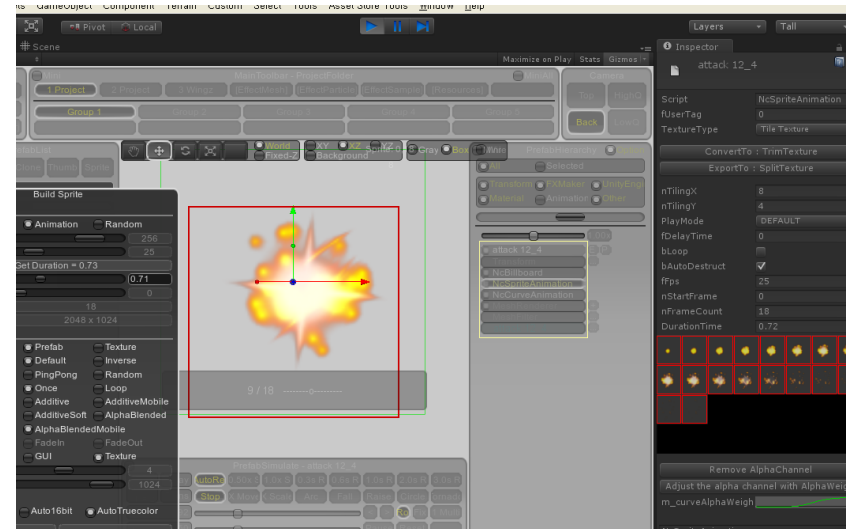


Original Effect

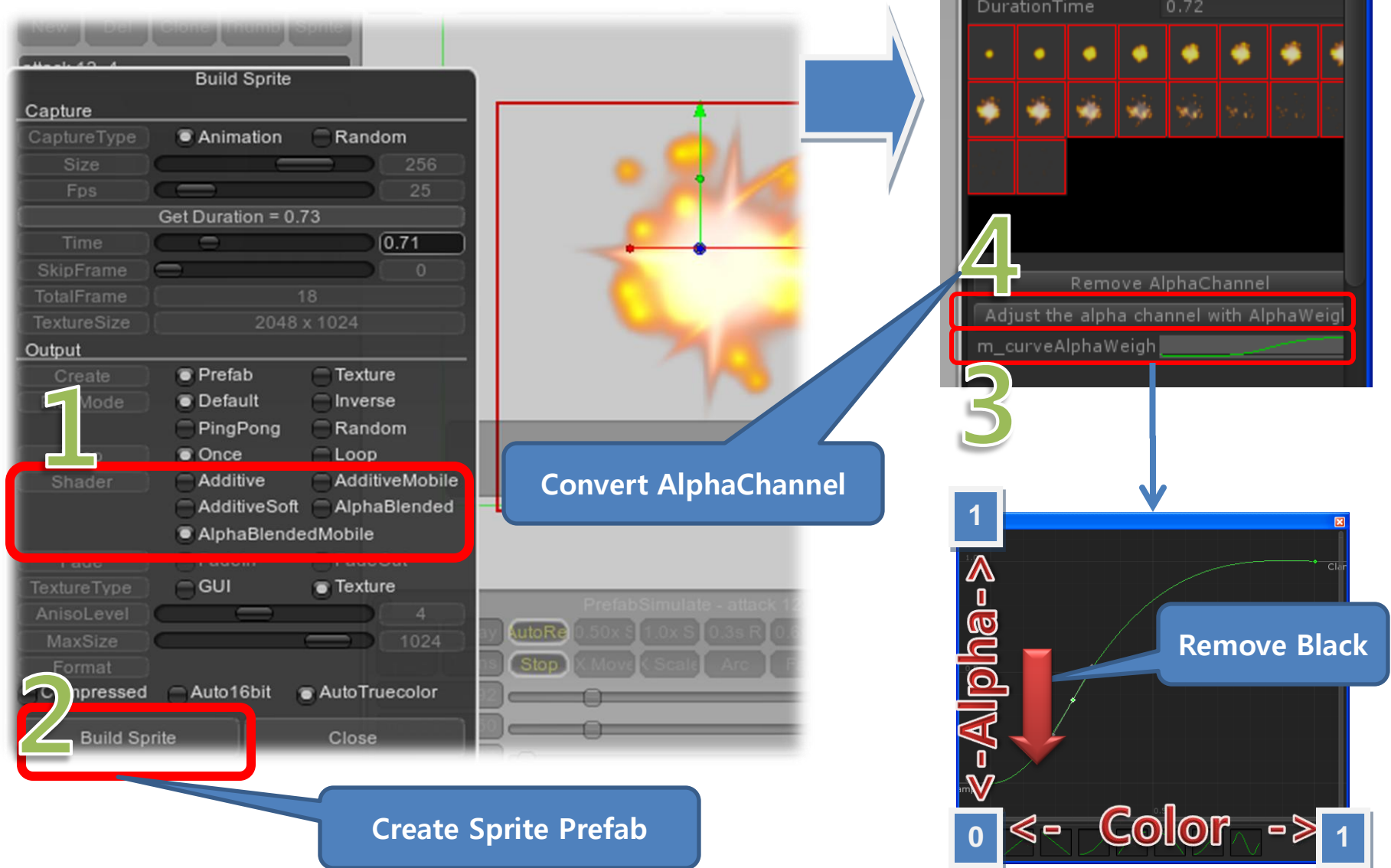
Sprite - Additive Shader



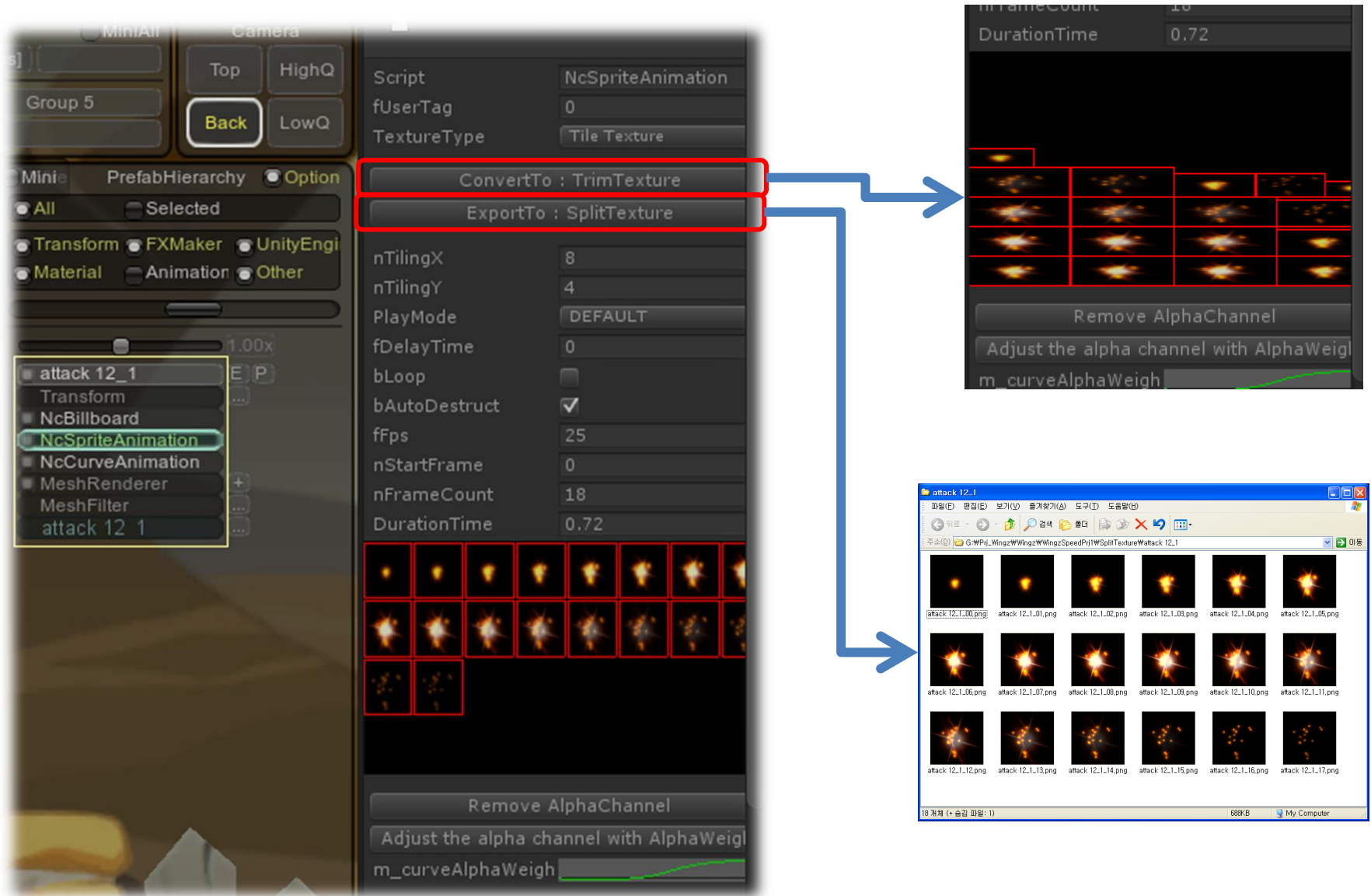
Sprite - Alpha-Blended Shader



FX Maker 1.2 – Create AlphaBlended Sprite



FX Maker 1.2 – TrimTexture and Export SplitFile



FX Maker 1.2 – Updated Script

Script: NcUvAnimation, NcCurveAnimation, NcSpriteAnimation

- Added function:

public void	SetCallbackEndAnimation(GameObject callBackGameObj)
public void	SetCallbackEndAnimation(GameObject callBackGameObj, string nameFunction)
public bool	IsEndAnimation()
public virtual void	ResetAnimation()
public virtual void	PauseAnimation()
public virtual void	ResumeAnimation()
public virtual void	MoveAnimation(float fRate)

Script: NcCurveAnimation

public float	GetRepeatedRate()
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script: NcSpriteAnimation

- Added property:

Built-In Plane
Align Pivot

script: NcUvAnimation

- Added property:

m_bAutoDestruct