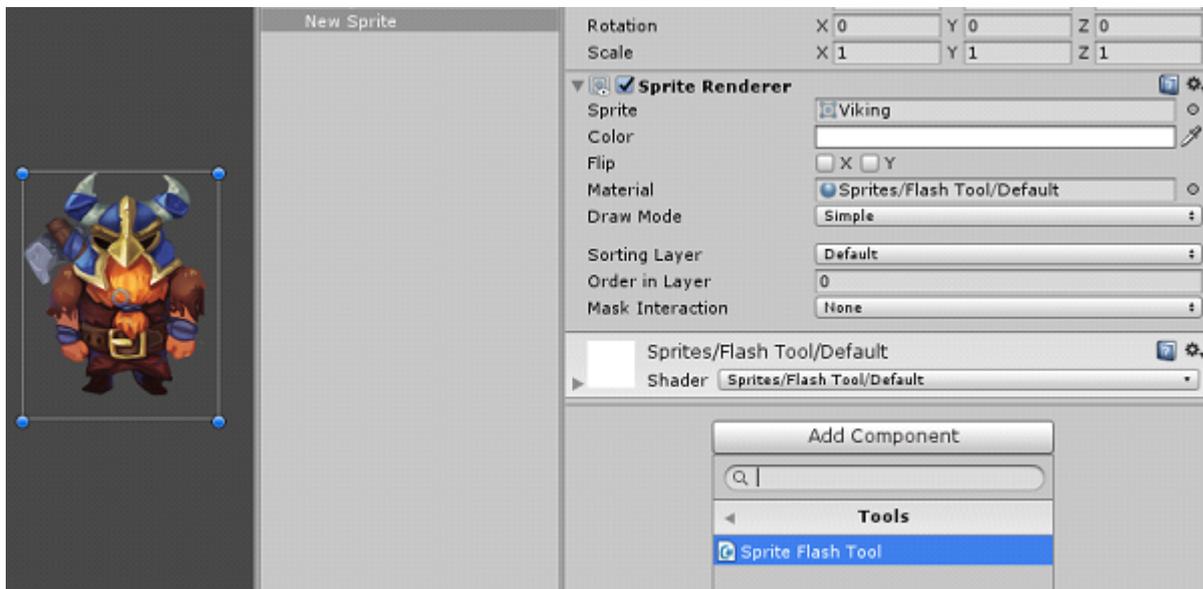
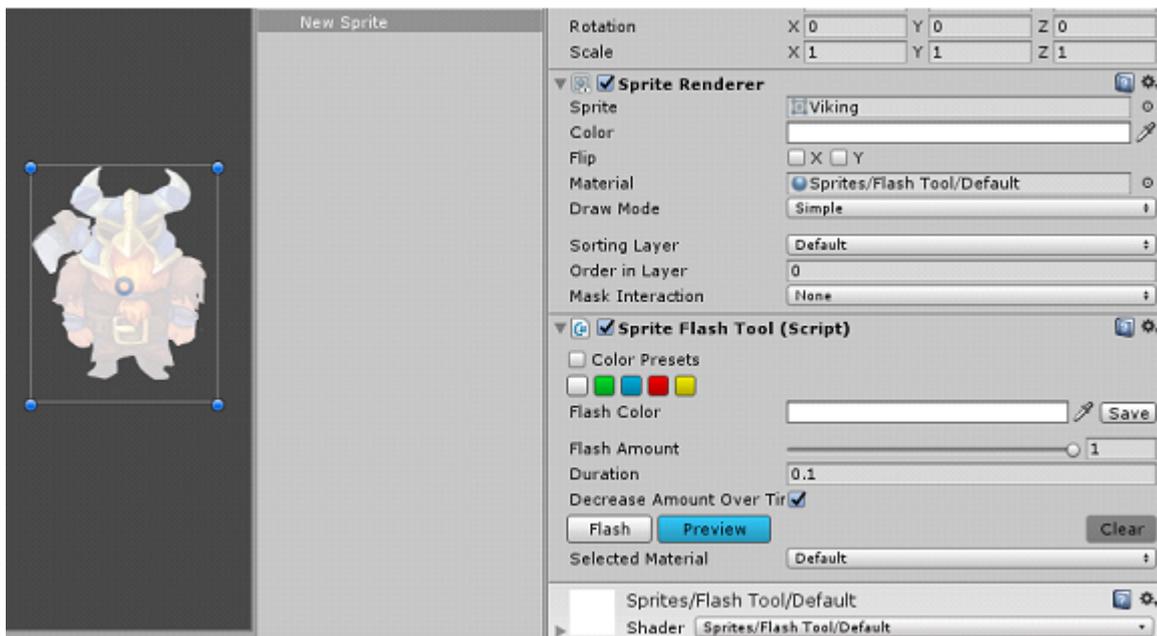


How To Use

Add Sprite Flash Tool component to your sprite Gameobject



You can already press the Flash button, and see how it looks on your sprite.



or from another script get component 'Sprite Flash Tool' and invoke Method **Flash()**;

Features

Flash In Edit Mode

- You can flash the sprite in edit mode by simply pressing Flash button and see how it would actually look in game.
- This is very useful because for example you don't have to play the game, then fire a bullet, hit the enemy, and see how enemy flashes red when gets hit.
- The duration of flash color applied on sprite is exactly the same in edit and play mode.
- This could save you a lot of time when polishing your game.

Preview Mode

- By pressing the Preview Mode button you will be able to see how chosen flash color actually looks on your sprite.
- While you are in Preview Mode you won't be able to Flash. First you should press Exit Preview Mode button, and then you can Flash.
- Color Presets
- You can save the colors that you often use by pressing Save button next to flash color field.
- Left Mouse Click on color preset sets that color as flash color.
- Right Mouse Click on color preset will delete that preset.
- Color Presets are saved in notepad file located: Assets\Sprite Flash Tool\Data\Color_Presets
- Above color presets there is toggle which if you press will show you 4 buttons:
 - **Find:** Opens the folder location of color preset file.
 - **Open:** Opens the Color Preset File in Notepad.
 - **Copy:** Copy to Clipboard entire color preset file as string.
 - **Clear:** Press this button if you want to delete all color presets.
- - If you are using this asset in 2 different projects you can copy color presets from one and paste it to another project.

Duration

- Set how long the color will be applied on your sprite.

Amount

- Set applied color transparency/amount.

Decrease Amount Over Time

- If set to True the amount/transparency on applied color will gradually decrease based on duration to get the effect of smooth color transition.
- If set to False the Color applied will stay the same for the time of duration, and then it will disable itself.

Selected Material

- Default Unity sprite shaders are Default and Diffused. This tool is using the same shaders but edited with an option to apply custom color on top of the sprite. You can choose between Default and Diffused materials that are using those shaders for your sprite.

Use Multiple Sprites v1.2

- If your character is made of multiple parts you can additionally include those parts in a list and you can tweek the settings (Flash Color, Flash Amount, Duration , Material..) for each individual sprite.