Frameshift
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Classes
Platforms

Frameshift
Main Decal creator class

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Platforms
See Also

Frameshift
Main Decal creator class

The following tables list the members exposed by the DecalCreator type.
Public Methods
See Also

Frameshift
Public Methods
See Also

Frameshift
Create combined meshes and GameObjects for all uncombined Static Decals

Namespace: [Frameshift.Decal](#)
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Example
Platforms
See Also

Frameshift
Create Decal mesh from colliders array.
Overload List
See Also

Frameshift
DecalFramework Reference


See Also

Create Decal GameObject.
Overload List
See Also

Frameshift
Create dynamic skinned Decal GameObject
Overload List
See Also

Frameshift

See Also

Creates fluid decal mesh and fluid game object with render subsystem
See Also

Frameshift
Holder (parent) for all DecalExpeditors on certain GameObject

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Syntax
See Also

Frameshift
Holder (parent) for all DecalExpeditors on certain GameObject

The following tables list the members exposed by the DecalHolder type.
Public Methods
See Also

Frameshift
<table>
<thead>
<tr>
<th>DecalFramework Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DecalHolder Methods</strong></td>
</tr>
<tr>
<td><strong>See Also</strong></td>
</tr>
</tbody>
</table>
Public Methods
See Also

Frameshift
Get all DecalExpeditors on this DecalHolder (parented to this GameObject)

**Namespace:** Frameshift.Decal

**Assembly:** Frameshift.Decal (in Frameshift.Decal.dll)
**Syntax**

**Return Value**
All DecalExpeditors (parents) for all DecalTypes on this GameObject (Holder).
Platforms
See Also

Frameshift
Get certain DecalExpeditor on this DecalHolder (parented to this GameObject)

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
DecalExpeditor (parent) for all Decals of type decalType on this GameObject (Holder).
Platforms
See Also

Frameshift
Create Decal mesh from colliders array.

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
Decal mesh in world space.
Example
Platforms
See Also

Frameshift
Create Decal mesh from colliders array. Set directly orientation.

**Namespace:** Frameshift.Decal

**Assembly:** Frameshift.Decal (in Frameshift.Decal.dll)
**Syntax**

Return Value
Decal mesh in world space.
Example
See Also

Frameshift
Create Decal mesh from GameObject.

Namespace:  Frameshift.Decal
Assembly:  Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
Decal mesh in world space.
Platforms
See Also

Frameshift
Create Decal mesh from GameObject. Set directly orientation.

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
**Syntax**

Return Value
Decal mesh in world space.
Example
Platforms
See Also

Frameshift
Create Decal GameObject.

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
**Syntax**

**Return Value**
DecalExpeditor for this decalType on this obj
Platforms
See Also

Frameshift
Create Decal GameObject with material override.

Namespace: Frameshift.Decal

Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
DecalExpeditor for this decalType on this obj
Example
 Platforms
See Also

Frameshift
Create dynamic skinned Decal GameObject

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
**Syntax**

**Return Value**

DecalExpeditor for this decalType on this obj
Example
Platforms
See Also

Frameshift
Create dynamic skinned Decal GameObject with material override

Namespace: Frameshift.Decal
Assembly: Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
Decal Expeditor for this decalType on this obj
Example
Platforms
See Also

Frameshift
**DecalFramework Reference**


- See Also: Example

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**Create fluid decal mesh and fluid game object with render subsystem**

**Namespace:** Frameshift.Decal

**Assembly:** Frameshift.Decal (in Frameshift.Decal.dll)
Syntax

Return Value
Decal Object and render sub-system
Example
Platforms
See Also

Frameshift
DecalFramework Reference

**DecalCreator.CreateFluidDecal**


See Also Example

Creates fluid decal mesh and fluid game object with render subsystem, set directly orientation

**Namespace:** Frameshift.Decal

**Assembly:** Frameshift.Decal (in Frameshift.Decal.dll)
### Syntax

**Return Value**
Decal Object and render sub-system
Example
Platforms
See Also

Frameshift