



Frameshift

DecalFramework Reference

Frameshift.Decal Namespace



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

Classes

+ Platforms

Frameshift

DecalFramework Reference

DecalCreator Class

[See Also](#) [Members](#)



Main Decal creator class

Namespace: [Frameshift.Decal](#)

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

Syntax

Platforms

+ See Also

Frameshift

DecalCreator Members

[See Also](#) [Methods](#)



Main Decal creator class

The following tables list the members exposed by the [DecalCreator](#) type.

+ Public Methods

+ See Also

Frameshift

DecalFramework Reference

DecalCreator Methods

[See Also](#)



Public Methods

+ See Also

Frameshift

DecalCreator.CreateCombinedStaticDecalInGame Method

See Also [Example](#)



Create combined meshes and GameObjects for all uncombined Static Decals

Namespace: [Frameshift.Decal](#)

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

▣ Syntax

+ Example

Platforms

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateDecalMesh (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.Collider()) Method

[See Also](#)



Create Decal mesh from colliders array.

Overload List

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateDynamicDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType) Method

[See Also](#)



Create Decal GameObject.

Overload List

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateDynamicSkinnedDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType) Method

[See Also](#)



Create dynamic skinned Decal GameObject

Overload List

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateFluidDecal (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.GameObject, UnityEngine.Material) Method

[See Also](#)



Creates fluid decal mesh and fluid game object with render sub-system

Overload List

+ See Also

Frameshift

DecalFramework Reference

DecalHolder Class

[See Also](#) [Members](#)



Holder (parent) for all DecalExpeditors on certain GameObject

Namespace: [Frameshift.Decal](#)

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

Syntax

Platforms

+ See Also

Frameshift

DecalHolder Members

See Also [Methods](#)



Holder (parent) for all DecalExpeditors on certain GameObject

The following tables list the members exposed by the [DecalHolder](#) type.

Public Methods

+ See Also

Frameshift

DecalFramework Reference

DecalHolder Methods

[See Also](#)



Public Methods

+ See Also

Frameshift

DecalFramework Reference

DecalHolder.GetAllExpeditors Method

[See Also](#)



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

DecalHolder.GetExpeditor Method

[See Also](#)



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

DecalFramework Reference

DecalCreator.CreateDecalMesh (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.Collider()) Method

[See Also](#) [Example](#)



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

DecalFramework Reference

DecalCreator.CreateDecalMesh (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.Collider(), UnityEngine.Vector3) Method

See Also [Example](#)



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

Platforms

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateDecalMesh (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.GameObject) Method

[See Also](#) [Example](#)



Create Decal mesh from GameObject.

Namespace: [Frameshift.Decal](#)

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

+ Syntax

Return Value

Decal mesh in world space.

+ Example

Platforms

+ See Also

Frameshift

DecalFramework Reference

DecalCreator.CreateDecalMesh (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.GameObject, UnityEngine.Vector3) Method

See Also [Example](#)



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

DecalFramework Reference

DecalCreator.CreateDynamicDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType) Method

[See Also](#) [Example](#)



Create 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

DecalFramework Reference

DecalCreator.CreateDynamicDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType, UnityEngine.Material) Method

See Also [Example](#)



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

DecalFramework Reference

DecalCreator.CreateDynamicSkinnedDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType) Method

[See Also](#) [Example](#)



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

DecalFramework Reference

DecalCreator.CreateDynamicSkinnedDecal (UnityEngine.Mesh, UnityEngine.GameObject, Frameshift.Decal.DecalType, UnityEngine.Material) Method

See Also [Example](#)



Create dynamic skinned 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

DecalFramework Reference

DecalCreator.CreateFluidDecal (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.GameObject, UnityEngine.Material) Method

See Also [Example](#)



Creates 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 (Frameshift.Decal.DecalType, UnityEngine.Vector3, UnityEngine.Vector3, UnityEngine.GameObject, UnityEngine.Vector3, UnityEngine.Material) Method

[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