SimpleSpriteTrails Reference
Namespaces

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>{}</td>
<td>Assets.SimpleSpriteTrails.Scripts</td>
</tr>
</tbody>
</table>

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SimpleSpriteTrails Reference
Assets.SimpleSpriteTrails.Scripts

**Namespace**

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Classes

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MeleeWeaponTrail</td>
<td>This script creates weapon trails as second sprite. Unlike similar assets, resulting trail's form repeats weapon sprite edge.</td>
</tr>
</tbody>
</table>

### Enumerations

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TrailDirection</td>
<td></td>
</tr>
</tbody>
</table>

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

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SimpleSpriteTrails Reference
MeleeWeaponTrail Class

See Also

This script creates weapon trails as second sprite. Unlike similar assets, resulting trail's form repeats weapon sprite edge.

**Namespace:** Assets.SimpleSpriteTrails.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
<RequireComponent(typeof(SpriteRenderer))> _
Public Class MeleeWeaponTrail
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

**C#**

```csharp
[RequireComponent(typeof(SpriteRenderer))]
public class MeleeWeaponTrail : MonoBehaviour

    This language is not supported or no code example is available.
```

**C++**

```cpp
[RequireComponent(typeof(SpriteRenderer))]  
public ref class MeleeWeaponTrail : public MonoBehaviour

    This language is not supported or no code example is available.
```

**JScript**

```jscript
public
    RequireComponent(typeof(SpriteRenderer))
class MeleeWeaponTrail
    extends MonoBehaviour
```

```
This language is not supported or no code example is available.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build()</td>
<td>Build a trail</td>
</tr>
<tr>
<td>OnValidate()</td>
<td>Executed only in Editor</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Direction</td>
<td></td>
</tr>
<tr>
<td>Disabled</td>
<td></td>
</tr>
<tr>
<td>RemoveSpaces</td>
<td></td>
</tr>
<tr>
<td>TrailBend</td>
<td></td>
</tr>
<tr>
<td>TrailCurve</td>
<td></td>
</tr>
<tr>
<td>TrailLength</td>
<td></td>
</tr>
<tr>
<td>WeaponRenderer</td>
<td></td>
</tr>
</tbody>
</table>

### Inheritance Hierarchy

```
System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
```
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
MeleeWeaponTrail Methods

MeleeWeaponTrail Class  See Also

The following tables list the members exposed by the MeleeWeaponTrail type.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build()</td>
<td>Build a trail</td>
</tr>
<tr>
<td>OnValidate()</td>
<td>Executed only in Editor</td>
</tr>
</tbody>
</table>

### See Also

MeleeWeaponTrail Class Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
MeleeWeaponTrail.Build Method

See Also

Build a trail

**Namespace:** Assets.SimpleSpriteTrails.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | ```vb
g Public Sub Build()

This language is not supported or no code example is available.
``` |
| **C#**   | ```c#
public void Build()

This language is not supported or no code example is available.
``` |
| **C++**  | ```cpp
public:
void Build()

This language is not supported or no code example is available.
``` |
| **JScript** | ```javascript
public function Build();

This language is not supported or no code example is available.
``` |
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information
.
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
MeleeWeaponTrail.OnValidate Method

See Also

Executed only in Editor

**Namespace:** Assets.SimpleSpriteTrails.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public Sub OnValidate()

This language is not supported or no code example is available.
```

#### C#

```csharp
public void OnValidate()

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
void OnValidate()

This language is not supported or no code example is available.
```

#### JScript

```jscript
public function OnValidate();

This language is not supported or no code example is available.
```
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

 .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

 .NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also

 MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
MeleeWeaponTrail Fields

MeleeWeaponTrail Class  See Also

The following tables list the members exposed by the MeleeWeaponTrail type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Direction</td>
<td></td>
</tr>
<tr>
<td>Disabled</td>
<td></td>
</tr>
<tr>
<td>RemoveSpaces</td>
<td></td>
</tr>
<tr>
<td>TrailBend</td>
<td></td>
</tr>
<tr>
<td>TrailCurve</td>
<td></td>
</tr>
<tr>
<td>TrailLength</td>
<td></td>
</tr>
<tr>
<td>WeaponRenderer</td>
<td></td>
</tr>
</tbody>
</table>

See Also

MeleeWeaponTrail Class Assets.SimpleSpriteTrails.Scripts
Namespace

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SimpleSpriteTrails Reference
Direction Field

**Namespace:** Assets.SimpleSpriteTrails.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public Direction As TrailDirection

This language is not supported or no code example is available.
```

#### C#

```csharp
public TrailDirection Direction

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    TrailDirection Direction;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public Direction : TrailDirection

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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**.NET Framework**
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**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
Disabled Field

See Also

**Namespace:** Assets.SimpleSpriteTrails.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Disabled As Boolean
```

This language is not supported or no code example is available.

**C#**

```
public bool Disabled
```

This language is not supported or no code example is available.

**C++**

```
public:
bool Disabled;
```

This language is not supported or no code example is available.

**JScript**

```
public Disabled : boolean
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- MeleeWeaponTrail Class
- Assets.SimpleSpriteTrails.Scripts Namespace

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RemoveSpaces Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public RemoveSpaces As Boolean  
  <Tooltip("Warning: slows down the performance if checked. ")> |
| C#       | public bool RemoveSpaces  
  [Tooltip("Warning: slows down the performance if checked. ")]
| C++      | public:  
  bool RemoveSpaces;  
  [Tooltip("Warning: slows down the performance if checked. ")]
| JScript  | public  
  public ("Warning: slows down the performance if checked.") |
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

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.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
TrailBend Field

See Also


### Syntax

**VB**

```vbnet
<Range(0, 1)> _
Public TrailBend As Single
```

This language is not supported or no code example is available.

**C#**

```csharp
[Range(0, 1)]
public float TrailBend
```

This language is not supported or no code example is available.

**C++**

```cpp
[Range(0, 1)]
public:
    float TrailBend;
```

This language is not supported or no code example is available.

**JScript**

```jscript
public
    Range(0, 1)
TrailBend : float
```

This language is not supported or no code example is available.
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
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.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace
TrailCurve Field

See Also

**Namespace:** Assets.SimpleSpriteTrails.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**
```
Public Shadows TrailCurve As AnimationCurve

This language is not supported or no code example is available.
```

**C#**
```
new public AnimationCurve TrailCurve

This language is not supported or no code example is available.
```

**C++**
```
public:
AnimationCurve^ TrailCurve;

This language is not supported or no code example is available.
```

**JScript**
```
public TrailCurve : AnimationCurve

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace
## Syntax

### VB

```vbnet
<Range(0, 1000)> _
Public TrailLength As Single

This language is not supported or no code example is available.
```

### C#

```csharp
[Range(0, 1000)]
public float TrailLength

This language is not supported or no code example is available.
```

### C++

```cpp
[Range(0, 1000)]
public:
    float TrailLength;

This language is not supported or no code example is available.
```

### JScript

```jscript
public
    Range(0, 1000)
TrailLength : float

This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
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.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace
SimpleSpriteTrails Reference
WeaponRenderer Field

See Also

**Namespace:** Assets.SimpleSpriteTrails.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public WeaponRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

#### C#

```csharp
public SpriteRenderer WeaponRenderer

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    SpriteRenderer^ WeaponRenderer;

This language is not supported or no code example is available.
```

#### JScript

```javascript
public WeaponRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Supported in: 4, 3.5 SP1

### See Also

MeleeWeaponTrail Class
Assets.SimpleSpriteTrails.Scripts Namespace

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SimpleSpriteTrails Reference
# TrailDirection Enumeration

**See Also**

**Namespace:** Assets.SimpleSpriteTrails.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Down</td>
<td></td>
</tr>
<tr>
<td>Left</td>
<td></td>
</tr>
<tr>
<td>Right</td>
<td></td>
</tr>
<tr>
<td>Up</td>
<td></td>
</tr>
</tbody>
</table>

## See Also

Assets.SimpleSpriteTrails.Scripts Namespace

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