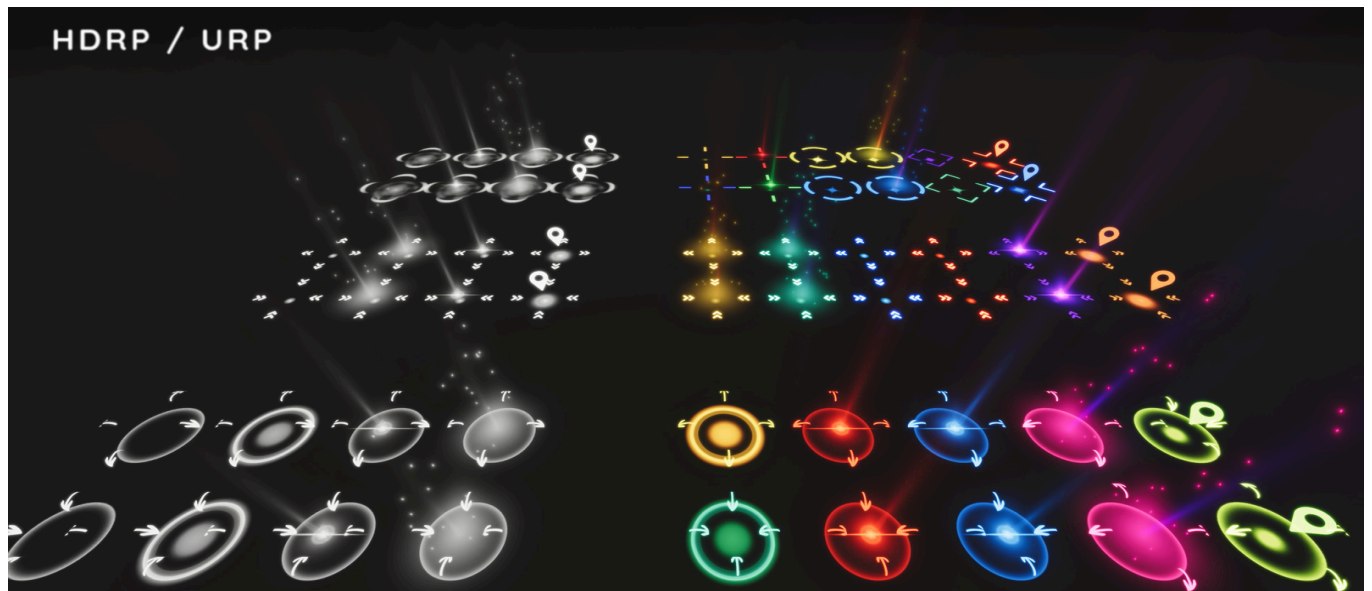


Click Effects & Ground Indicators

Visual Effects Essentials



Description

Click Effects & Ground Indicators is an essential effect for all games, including Top-Down, MOBA, Isometric, MMORPG, and Open world games.

Click Effects & Ground Indicators Effect uses “Events” to spawn the effect as many times as you want without the need to make an object pool for effects in the scene.

The effect is highly customizable and the asset has 80+ prefab presets ready to use.

Features

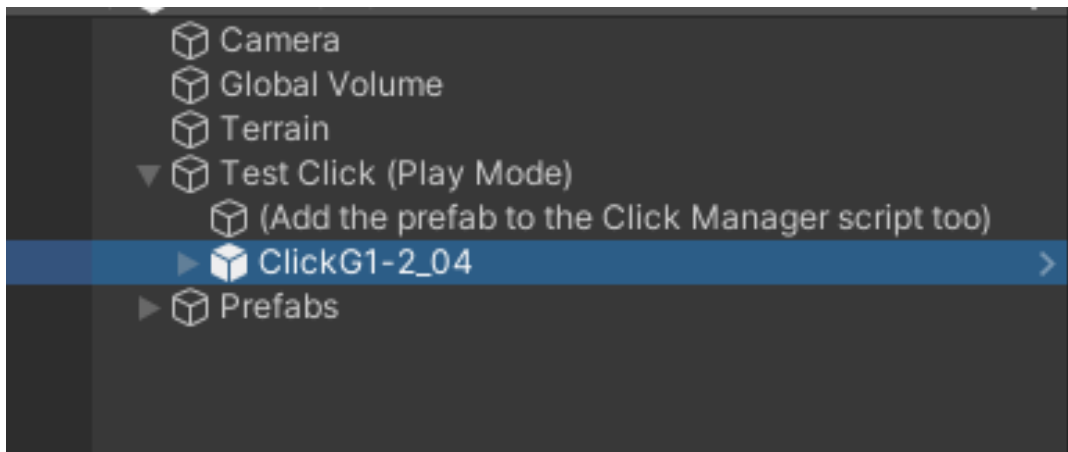
- Uses VFX Events for optimization
- GPU Based Effect
- Highly customizable
- Supports HDRP / URP
- +80 Prefabs

Compatibility

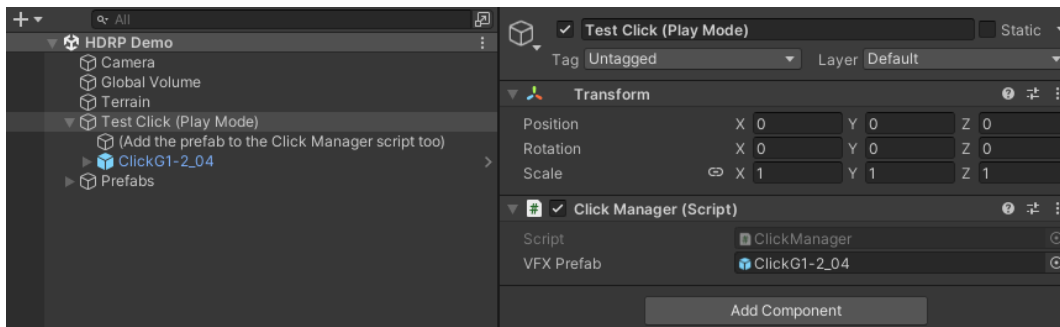
- Unity version 2021.3 LTS or higher
- Universal Render Pipeline (URP)
- High Definition Render Pipeline (HDRP)

Quick Setup

- 1) Download and import [Click Effects & Ground Indicators](#) from the asset store.
 - If your project is using URP, make sure the Visual Effect Graph package is installed.
- 2) Open HDRP or URP Demo scene (depending on your project's render pipeline).
- 3) There is a test click already set up for you in the scene and you can try it by entering play mode, and clicking on the terrain/ground.
- 4) To change the prefab used, make sure the prefab you want to use is in the scene Hierarchy.

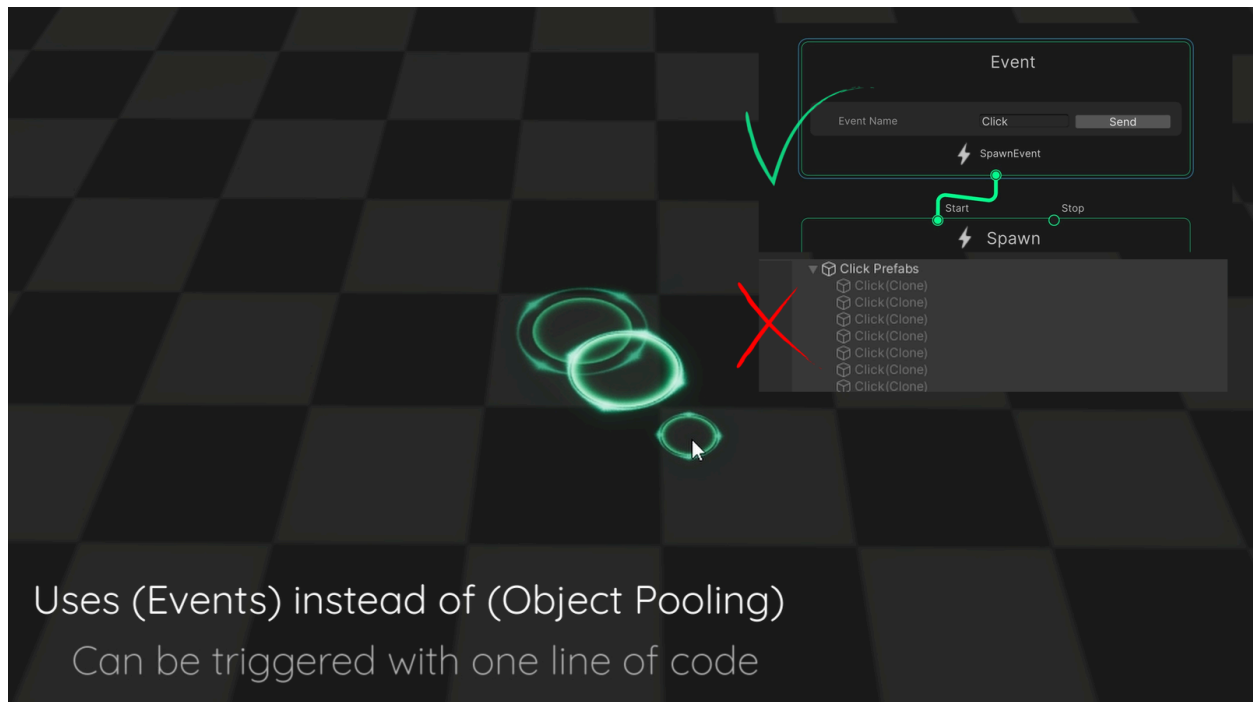


- 5) Drag the prefab object to VFX Prefab in the Click Manager script.



- 6) Press Play

Features and Usage Tips



Use VFX Events

The effect uses “Events” to spawn the effect as many times as you want without the need to make an object pool for effects in the scene.

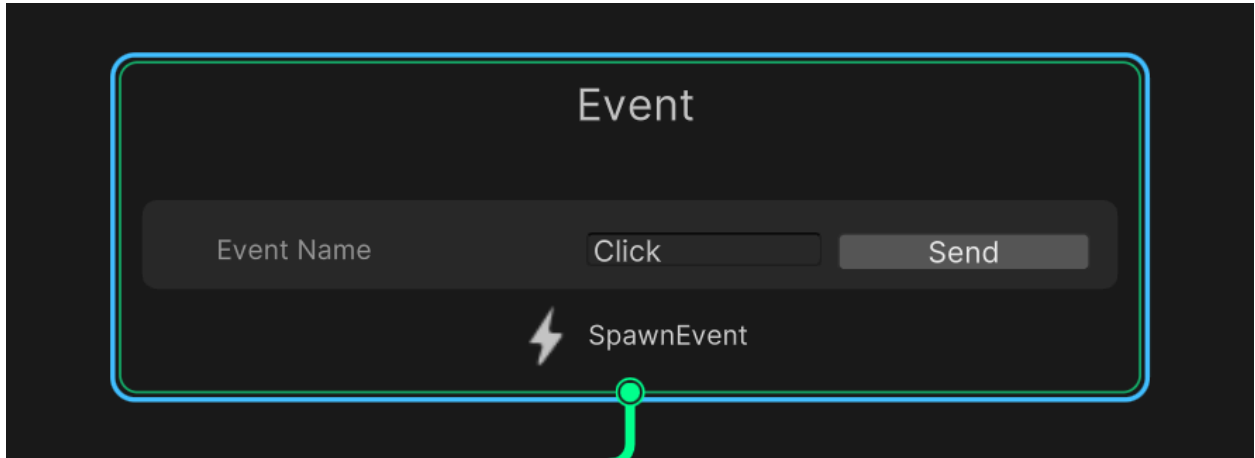
All you need is: (see Demo scene in the asset)

- A script to trigger the event (`visualEffect.SendEvent("Click");`)
- the effect prefab in the scene

```
if (Physics.Raycast(ray, out hit))  
{  
    transform.position = hit.point;  
    click.SendEvent("Click");  
}
```

Remove VFX Events

If you prefer using the **Prefab Instantiation** method over the **SendEvent();** method, It's as easy as disconnecting the Event block in the visual effects graph and all prefabs will become normal effects prefabs that will spawn one time when spawned.



Disclaimer: The demo scene effects preview will not work anymore since the script used in the scene triggers the effects using `SendEvent();`.

Help to improve this asset by leaving your feedback here: ziihorizon@gmail.com

Asset Store: <https://assetstore.unity.com/publishers/60817>

ArtStation: <https://www.artstation.com/ziiworks>

Youtube: <https://www.youtube.com/channel/UCGZfhO-5gXpTeS10pXGvXoA>

