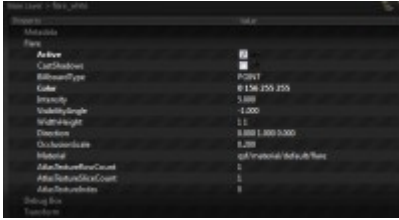


# Flare (QSF)



Property	Description	Usage
<b>Active</b>	Controls whether the object will be active/visible in game.	
<b>CastShadows</b>	Lets the object cast shadows in the level. (Irrelevant and non-functional within the Flare <a href="#">Component</a> ).	On by default. Not recommended for things like decals and two dimensional objects/textures.
<b>BillboardType</b>	Choose between three billboard types (shape and orientation behavior of the flare). POINT, ORIENTED and PERPENDICULAR.	Click on the links to learn more about the different types
<b>Color</b>	Choose a color value for the flare.	
<b>Intensity</b>	Set the intensity of the flare.	
<b>VisibilityAngle</b>	NOT SURE	
<b>WidthHeight</b>	Define width and height values for the flare (the default is 1x1).	
<b>Direction</b>	This lets you define what axis the flare object is oriented to. Controls the viewing angle.	"0" for locked axis, "1" for the axis the flare is supposed to face.
<b>OcclusionScale</b>	Set a value for the occlusion scale of the flare object.	This controls the rate of visibility when the flare object is placed behind another object/mesh. It is advised to work in rather small increments.
<b>Material</b>	Sets the material this flare object is using.	This needs to refer to a material, which has a flare atlas texture attached to it.
<b>AtlasTextureRowCount</b>	This needs to refer to a material, which has a flare atlas texture attached to it.	The index of a texture inside the atlas counts first across, then down. Top-left is 0, the one to the right of that is 1, and the lower-right is "stacks*slices-1".
<b>AtlasTextureSliceCount</b>	The amount of textures (slice) per texture row (stacks).	See above.
<b>AtlasTextureIndex</b>	The texture index inside the atlas texture.	See above.