

LensFlares

General Parameters:

- **Name:** Name for the lens flare object.
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation. Only useful when the billboard type is Axis or FixedAxis.

Specific Parameters:

- For each flare type
 - **Material File:** material file for this flare type.
 - **Color:** color for this flare type.
 - **Size:** size for this flare type.
- Brightness
- Multiris count
- Multiris texture atlas grid (subdiv)
- Use parent mesh for occlusion
- Mul glare with multiiris
- Min/max range
- Inner/outer FOV
- Glare brightness
- Glare StareAt
- Glare range
- Source size
- Size change based on distance (percent)

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