

Particle Systems

General Parameters:

- **Name:** Name for the PS. Should be unique for all objects in map.
- **Active**
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation. Will only be used if the Particle System uses local coordinates.
- **Scale**

Specific Parameters:

- **Particle System file:** .ps file to be spawned.
- **Color:** color that the PS will be tinted with.
- **Fade at distance:** if active, the particles will be faded if the camera is either too close or too far away according to the following parameters.



- **Min End:** close distance in which the particles will be completely faded out.
- **Min Start:** close distance in which the particles will start to fade.
- **Max Start:** far distance in which the particles will start to fade.
- **Max End:** far distance in which the particles will be completely faded out.

From:
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Last update: **2012/07/03 15:46**

