Particle Effects Options

Create a quick particle effect for visual glare. This has no impact on game play.

Casting Frame: When during the move the particle should be cast.

Particle Effect: The Game Object Prefab containing the desired particle effect.

Duration (seconds): How long this particle should last on screen.

Position: The position the particle will be created relative to the character (facing right).

Note: Its recommended that you set the particle effects set inside your FBX animation instead of using this tool, as it will give you more control.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
    Debug.Log("Total effects:" + move.particleEffects.Length);
}
```

< Back to Move Editor

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