

# 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.

**Sticky:** If toggled on, the particle will follow the body part as it emits.

**Body Part:** The body part relative to the character (defined in the hitbox setup) where this particle will appear.

**Off Set (relative):** The position (relative to the body part) this particle will appear when this move plays.

**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);  
}
```

}

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