# Blocking

Allows an entity to occupy a tile, stopping other entities from moving over or occupying the same tile depending on their blocking settings.

{

check: bool,

block: bool,

blockLayer: integer, // An arbitrary index to indicate what layer the blocking will occur on

checkLayer: integer, // An arbitrary index to indicate what layer the checking will occur on

}

# Pathing

Allows a path to be created along tiles that either match or do not match a list of tile "classes".

Path methods that an entity will inherit from the paths entity component:

**pathOptions**({

pathClasses: ['class1', 'class2', ...],

avoidClasses: ['avoid1', 'avoid2', ...],

easing: 'easingMethodName', // Passed to the tweening system

});

**pathTo** - Generate and start traversing a path from the entity current position to the designated position

**pathGenerate** - Generate a path with given options and return the path data

**pathRegenerate()** - Regenerate a new path based upon the current path's end-point and the entity's current position.

**pathAssign(**pathData**)** - Assign path data as the current path

**pathStart()** - Start traversing the current path

**pathStop()** - Stop traversing the current path

**pathRemove()** - Remove current path data

# IgeParticlesComponent

IgeParticleEmitter() - Extends IgeEntity() and acts as a parent entity from which particle entities are produced and managed.

IgeParticle() - Extends IgeEntity() and acts as a particle that is created, tweens and dies. All particles must have a death time.