Workflow

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VFX / Particle - Preparation

2 Examples for VFX Structure
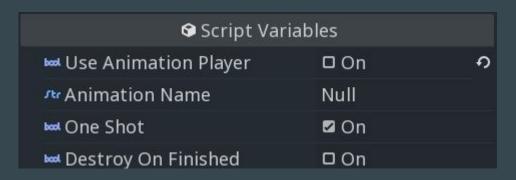
Example 1:

- ∨ ○ ParticleRootName
  - 🍄 ChildParticle

- one or multiple Particle Effects

Example 2:

- ∨ ○ ParticleRootName
  - 🍄 ChildParticle
  - 🍄 ChildParticle2
  - 🍄 ChildParticle3
  - ⬚ MeshInstance
  - ▦ AnimationPlayer

- one or multiple Particle Effects
- Mesh Instances
- Animation Player

Root Node Script and Settings

Script Variables		
bool Use Animation Player	☐ On	↻
str Animation Name	Null	
bool One Shot	☑ On	
bool Destroy On Finished	☐ On	

Add EffectPlayer.gd to the Root Node

- *Use Animation Player :*   If the Effect should use an AnimationPlayer or just Particles.
- *Animation Name :*   Name of the Animation to start the Effect, keep it simple use one Name(Play)
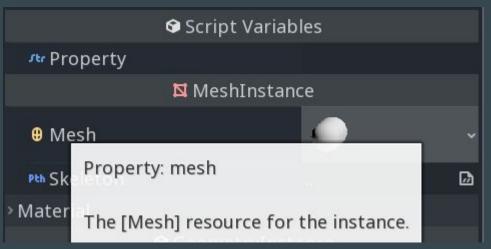- *One Shot :*   Overriding Particle or Animations Settings, turn of looping.
- *Destroy On Finished :*   *Only Works With AnimationPlayer ! Effect will be destroyed if Animation ends.*

Unique cases

Duplicated Effects with e.g Mesh Instances share the same mesh . This causes weird behaviour on all Effects.

To prevent this add *MakeUnique.gd to the e.g MeshInstance and write in the String Field the Property Name which should be make Unique during runtime.*

TIP: Hover over Fields to get the Property Name

Scripts can be found under:
VFX/Utilities/