

Special opcodes to show particles

There exist some special opcodes to show predefined particles without parameter for particle name

They show the particle temporary for a very short time

It needs to run these opcodes in a loop otherwise you can't see it

1.

08EB: create_sparks_at 1@ 2@ 3@ velocity_direction 0.0 5.0 20.0 density 100

Sparks are only as sub-fxs-data available in effects.fxp

I assume that the sparks of opcode 08EB: are programmed in the exe without using any texture

opcode 08EB: have 7 parameter

parameter 1,2,3 = x,y,z - float, absolute coords for spawning

parameter 4,5,6 = x,y,z - float, coords for orientation are relative to the sparks spawn position

parameter 7 = density - integer

bigger coords for orientation let's the sparks enlarge

Example script below shows the sparks with maximum density

press backspace to show the sparks in front of player

CODE

```
{ $CLEO .cs }
```

```
:Particle_Sparks
```

```
03A4: name_thread 'PRTSPRK'
```

```
:PRTSPRK_01
```

```
0001: wait 0 ms
```

```
if
```

```
0256: player $PLAYER_CHAR defined
```

```
004D: jump_if_false @PRTSPRK_01
```

```
if
```

```
0AB0: key_pressed 8//-----press Backspace
```

```
004D: jump_if_false @PRTSPRK_01
```

```
04C4: create_coordinate 1@ 2@ 3@ from_actor $PLAYER_ACTOR offset 0.0 3.5  
0.3
```

```
08EB: create_sparks_at 1@ 2@ 3@ velocity_direction 0.0 5.0 20.0 density 100
```

```
jump @PRTSPRK_01
```

2.

058A: create_gun_flash_from 1@ 2@ 3@ to 11@ 12@ 13@

opcode 058A: shows the particle "gunflash" but in this case it requires absolute coords for spawning and for orientation

opcode 058A: have 6 parameter

parameter 1,2,3 = x,y,z - float, absolute coords for spawning
parameter 4,5,6 = x,y,z - float, absolute coords for orientation

Example script below shows the gunflash with same orientation like player orientation
press backspace to show the gunflash infront of player

CODE

```
{ $CLEO .cs }  
:Particle_GunFlash  
03A4: name_thread 'PRTGFLS'  
  
:PRTGFLS_01  
0001: wait 0 ms  
if  
0256: player $PLAYER_CHAR defined  
004D: jump_if_false @PRTGFLS_01  
if  
0AB0: key_pressed 8//-----press Backspace  
004D: jump_if_false @PRTGFLS_01  
04C4: create_coordinate 1@ 2@ 3@ from_actor $PLAYER_ACTOR offset 0.0 1.5  
0.3  
04C4: create_coordinate 11@ 12@ 13@ from_actor $PLAYER_ACTOR offset 0.0  
10.5 0.3  
058A: create_gun_flash_from 1@ 2@ 3@ to 11@ 12@ 13@  
jump @PRTGFLS_01
```

3.

09B8: create_blood_gush_at 1@ 2@ 3@ with_offset 0.0 3.0 0.0 density 80 on_actor
\$PLAYER_ACTOR
opcode 09B8: shows blood particle based on the prt_blood.fxs but the PLAYMODE: 2
isn't relevant
It is also shown in red color in contrast to the prt_blood in normal particle opcodes,
which is colorless
opcode 09B8: have 8 parameter
parameter 1,2,3 = x,y,z - float, absolute coords for spawning
parameter 4,5,6 = x,y,z - float, coords for orientation are relative to the blood spawn
position
but the orientation itself of the movement is in absolute direction of the unit circle
parameter 7 = density
parameter 8 = actor handle to assigne the particle to an actor
press backspace to show the blood_gush infront of player

CODE

```
{ $CLEO .cs }  
:Particle_Blood_Gush  
03A4: name_thread 'PTBLOOD'
```

```

:PTBLOOD_01
0001: wait 0 ms
if
0256: player $PLAYER_CHAR defined
004D: jump_if_false @PTBLOOD_01
if
0AB0: key_pressed 8//-----press Backspace
004D: jump_if_false @PTBLOOD_01
04C4: create_coordinate 1@ 2@ 3@ from_actor $PLAYER_ACTOR offset 0.2 0.0
0.5
09B8: create_blood_gush_at 1@ 2@ 3@ with_offset 0.0 3.0 3.0 density 80
on_actor $PLAYER_ACTOR
jump @PTBLOOD_01

```

4.

```

04D5: create_corona_at 1@ 2@ 3@ radius 1.5 type 2 flare 1 RGB 247 206 12
opcode 04D5: shows textures of GTASA\models\particle.txd as soft light source
opcode 04D5: have 9 parameter
parameter 1,2,3 = x,y,z - float, absolute coords for spawning
parameter 4 = size, float
parameter 5 = type, integer, change texture
parameter 6 = shows flare, bol 0/1
parameter 7,8,9 = color: integer values for Red-Green-Blue
press backspace to show 4 different coronas in front of player

```

CODE

```

{$CLEO .cs}
:Corona_1
03A4: name_thread 'CORA'

:Corona_3
0001: wait 0 ms
if
0256: player $PLAYER_CHAR defined
004D: jump_if_false @Corona_3
00D6: if
0AB0: key_pressed 8//-----press Backspace
004D: jump_if_false @Corona_3
04C4: create_coordinate 1@ 2@ 3@ from_actor $PLAYER_ACTOR offset -5.0
7.0 2.2
04D5: create_corona_at 1@ 2@ 3@ radius 1.5 type 1 flare 1 RGB 150 0 255
04C4: create_coordinate 4@ 5@ 6@ from_actor $PLAYER_ACTOR offset -2.0
7.0 3.2
04D5: create_corona_at 4@ 5@ 6@ radius 1.5 type 2 flare 1 RGB 247 206 12
04C4: create_coordinate 7@ 8@ 9@ from_actor $PLAYER_ACTOR offset 3.0

```

7.0 5.2

04D5: create_corona_at 7@ 8@ 9@ radius 1.5 type 3 flare 0 RGB 255 7 7

04C4: create_coordinate 10@ 11@ 12@ from_actor \$PLAYER_ACTOR offset 6.0

7.0 3.2

04D5: create_corona_at 10@ 11@ 12@ radius 1.5 type 4 flare 0 RGB 3 3 255

0002: jump @Corona_3

5.

016F: create_particle 1 rotation_factor 0.0 size 180.0 intensity 250 flags 0 0 0 at 1@ 2@ 3@

opcode 016F: makes shadow on the ground

opcode 016F: have 10 parameter

parameter 1 = intensity category, integer, 1 = dark shadow / 2 = weak shadow

parameter 2 = rotation_factor (unknown), float

parameter 3 = size, float

parameter 4 = intensity, float

parameter 5,6,7 = flags (not tested)

parameter 8,9,10 = x,y,z - float, absolute coords for spawning

press backspace to make shadow on the ground

CODE

{ \$CLEO .cs }

:Particle_Shadow

03A4: name_thread 'PTSHAD'

:PTSHAD_01

0001: wait 0 ms

if

0256: player \$PLAYER_CHAR defined

004D: jump_if_false @PTSHAD_01

if

0AB0: key_pressed 8//-----press Backspace

004D: jump_if_false @PTSHAD_01

04C4: create_coordinate 1@ 2@ 3@ from_actor \$PLAYER_ACTOR offset 0.0 0.0 0.0

016F: create_particle 1 rotation_factor 0.0 size 180.0 intensity 250 flags 0 0 0 at 1@ 2@ 3@

jump @PTSHAD_01

6.

095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 1.0 7.0 RGBA 0.0 0.0 0.0 1.0 size 0.1 last_factor 0.02//black

opcode 095C: shows smoke based on the prt_smoke_huge.fxs but the PLAYMODE: 2 isn't relevant

opcode 095C: have 12 parameter (only floats):
parameter 1,2,3 = x,y,z - absolute coord for spawning
parameter 4,5,6 = x,y,z - coords for orientation are relative to the smoke spawn position
parameter 7,8,9,10 = color: Red-Green-Blue-Alpha
parameter 11 = value for the start size
parameter 12 = value for the end size

the smoke appears with the start size and ends with the end size

Example script below shows the smoke in 8 different colors and in different size
and with different movementspeed because bigger coords for orientation let's the smoke
move faster

press backspace to show the smoke

opcode 04C4: gets the coords of 3.5 units infront of player

opcode 095C: apply the smoke

CODE

```
{ $CLEO .cs }
:Particle_Smoke
03A4: name_thread 'PRTSMOK'

:PRTSMOKE_01
0001: wait 0 ms
if
0256: player $PLAYER_CHAR defined
004D: jump_if_false @PRTSMOKE_01
if
0AB0: key_pressed 8//-----press Backspace
004D: jump_if_false @PRTSMOKE_01
04C4: create_coordinate 1@ 2@ 3@ from_actor $PLAYER_ACTOR offset 0.0 3.5
0.3
33@ = 0

:PRTSMOKE_02_black
wait 0
if
3000 > 33@
jf @PRTSMOKE_03_blue
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 1.0 7.0 RGBA 0.0 0.0 0.0 1.0
size 0.1 last_factor 0.02//black
jump @PRTSMOKE_02_black

:PRTSMOKE_03_blue
wait 0
if
6000 > 33@
jf @PRTSMOKE_04_green
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 50.0 RGBA 0.0 0.0 1.0 1.0
```

```
size 0.5 last_factor 0.02//blue  
jump @PRTSMOKE_03_blue
```

```
:PRTSMOKE_04_green  
wait 0  
if  
9000 > 33@  
jf @PRTSMOKE_05_red  
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 10.0 RGBA 0.0 1.0 0.0 1.0  
size 1.0 last_factor 0.02//green  
jump @PRTSMOKE_04_green
```

```
:PRTSMOKE_05_red  
wait 0  
if  
12000 > 33@  
jf @PRTSMOKE_06_yellow  
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 1.0 RGBA 1.0 0.0 0.0 1.0  
size 5.5 last_factor 0.02//red  
jump @PRTSMOKE_05_red
```

```
:PRTSMOKE_06_yellow  
wait 0  
if  
15000 > 33@  
jf @PRTSMOKE_07_turquoise  
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 20.0 RGBA 1.0 1.0 0.0 1.0  
size 9.5 last_factor 0.02//yellow  
jump @PRTSMOKE_06_yellow
```

```
:PRTSMOKE_07_turquoise  
wait 0  
if  
18000 > 33@  
jf @PRTSMOKE_08_pink  
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 20.0 RGBA 0.0 1.0 1.0 1.0  
size 0.5 last_factor 0.02//turquoise  
jump @PRTSMOKE_07_turquoise
```

```
:PRTSMOKE_08_pink  
wait 0  
if  
21000 > 33@  
jf @PRTSMOKE_09_white  
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 20.0 RGBA 1.0 0.0 1.0 1.0  
size 0.5 last_factor 0.02//pink  
jump @PRTSMOKE_08_pink
```

```
:PRTSMOKE_09_white  
wait 0
```

```
if
24000 > 33@
jf @PRTSMOKE_01
095C: create_smoke_at 1@ 2@ 3@ velocity 0.0 0.0 20.0 RGBA 1.0 1.0 1.0 1.0
size 0.5 last_factor 0.02//white
jump @PRTSMOKE_09_white
```