

PARTICLE SYSTEM COLOR CHANGER

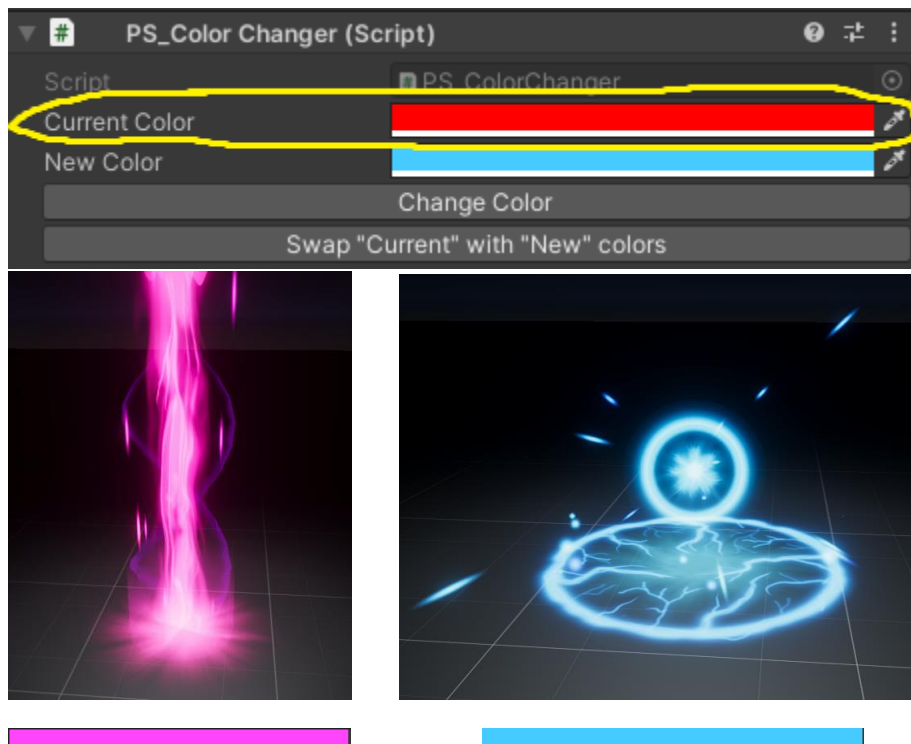
Thank you for downloading **Particle System Color Changer**!
Here you'll find more information about the asset and how to use it!

NOTES

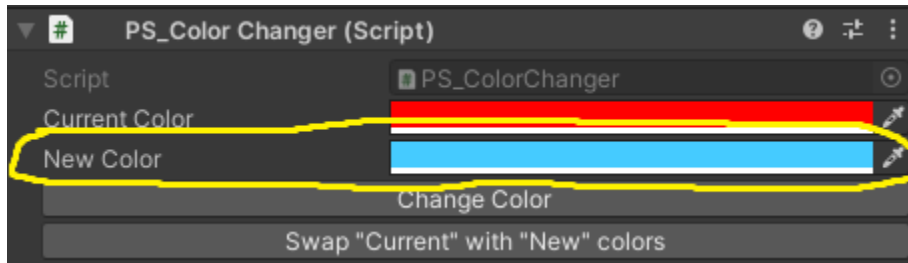
- PS_ColorChanger will change ***only the start color!*** It ***doesn't*** change the "Color over Lifetime" or "Color by Speed"!
- PS_ColorChanger works on any start color mode, except for **"Random Color"**.
- PS_ColorChanger will work best if you have one "main" color. Meaning that the overall color of all subsystems should be for example purple. It can be different shades of purple but it should be one color. It may also work well on multiple colors(**not tested**).

HOW TO USE?

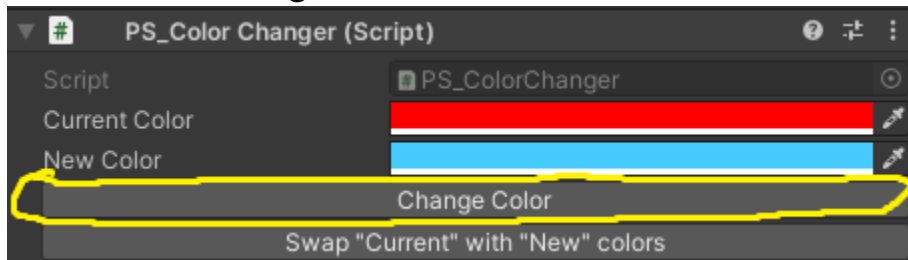
1. Assign the PS_ColorChanger script to the parent of all of your Particle Systems
2. Select the current overall "main" color



3. Select the new overall “main” color



4. Click on “Change Color”



It will automatically find all of the shades of the current colors that are being used and will make them shades of the new color.

5. The option “Swap “Current” with “New” colors” describes itself: Swaps the new color and the current color. It may be a useful shortcut

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