

1 Trails

This document describes how to configure trails for particles, weapons, ships and debris.

1.1 Type »ParticleTrail«

1.1.1 Required Fields

Option name	Argument type	Description
\$Name	String	The name of this trail. This identifies it for <i>+Trail</i> options.
+Effect	Effect	The effect used for the created particles
+Size	NumberList	The size range used for the created particle. The size is given in percent of the parent particle. (one or two arguments)

1.1.2 Optional Fields

Option name	Argument type	Description
+FPS	NumberList	See <i>Type »Ship«</i> (one or two arguments)
+Delay	Number	A delay in seconds. The trail will only appear if this time has passed.
+Time	Number	If this time has passed no more particles will spawn. This value is independent from <i>+Delay</i> !
+Density	Number	Changes the density of this trail. For an example value of n it means that every $\frac{1}{n}$ -th frame a particle is created for this trail. (a number that is $0 \leq x \leq 1$)
+Offset	Vector	Adjusts the Offset from the particle. This vector is relative to the direction the particle move to.
+Fixed Size	Boolean	If set to <i>YES</i> then the specified size value will be used as an absolute size
+PPS	Number	Defines the absolute number of particles that will be spawned on a <i>per-second</i> basis. That means that if more than one particle will be created in one frame then the position of the particles will be interpolated between the last and the current position of the object. (A number that is $x > 0$)

1.2 Type »ShipTrail«

This type specifies a trail that should be created for a ship.

1.2.1 Required Fields

Option name	Argument type	Description
\$Class	ShipClass	The target <i>ShipClass</i> . Every ship with this class will get the specified effect
+Effect	Effect	The effect used for the (primary) trail

1.2.2 Optional Fields

Option name	Argument type	Description
+Time	NumberList	Specifies the time values for this trail. First argument: Used to specify the delay from the time on where the trail has been created. Second argument: Used to specify the time after the initial delay in which the trail is active. (one or two arguments)
+Speed	NumberList	The speed of the created particles. Given in percent of the parent object. Negative values are allowed (one or two arguments)
+Size	NumberList	Specifies the size of the created particles. Given in percent of the parent object models radius or as percent of the radius of the parent thruster (one or two arguments)
+Number	NumberList	Specifies the number of the created particles. (one or two arguments)
+Use Thrusters	Boolean	If set to YES then this effect creates the particles for every thruster point found in the model of the <i>ShipClass</i>
+Variance	Number	Specifies the variance the velocity of the particles will have. 0 means no variance
+Emitstate	String	The emitstate where the particles will be created. Currently valid are (case-insensitive): <ul style="list-style-type: none"> • <i>Afterburner</i>: Activated when the afterburner is active (Currently not active when reverse afterburner is active) • <i>Normal</i>: Activated when no other state is active • <i>Warpin</i>: Activated when the object is warping in • <i>Always</i>: Always active • <i>Destroyed</i>: Used when <i>+Subsystem</i> is present. Active when the subsystem has been destroyed.
+Particle trail	String	A string specifying the trail effect for the created particles. (a valid trail name)

Option name	Argument type	Description
+Use Thruster Strength	Boolean	When set to <i>YES</i> the number of particles will depend of the thruster strength of the object.
+Damage Trails	Boolean	When set to <i>YES</i> the number of particles will be dependent on the damage level of the object. If <i>+Subsystem</i> is used then these values will check the integrity level of the specified subsystem.
+Damage Start Level	Number	A number specifying when the particles will begin to be created. Default is 100 (<i>Only used with »+Damage Trails: YES«</i>)
+Damage Maximum Level	Number	A number specifying where the most particles will be created for this effect. Default is 0 (<i>Only used with »+Damage Trails: YES«</i>)
+Damage End Level	Number	Number specifying when this effect will end. (<i>Only used with »+Damage Trails: YES«</i>)
+Fixed Size	Boolean	If set to <i>YES</i> the specified size will be an absolute size value and wont be altered based on the model or thruster point radius. (<i>Default is NO</i>)
+FPS	NumberList	The range of FPS values that should be used (<i>one or two arguments</i>)
+Density	Number	The density of the trail. (<i>Only allows values ≥ 0</i>)
+Offset	Vector	Defines the offset from the centre of the effect. This is either the thruster point or the centre of the object.
+PPS	Number	See <i>+PPS</i> in type »ParticleTrail«
+Subsystem	String	A subsystem name which will be used for all relevant options. Important: Add this entry as soon as possible!
+Radius	Number	Modifies the radius in which the particles are created. (<i>A number ≥ 0</i>)

1.3 Type »WeaponTrail«

Again this is very similar to *Type »ShipTrail«*.

Attention: This section only list the *differences* to *Type »ShipTrail«*!

1.3.1 Required Fields

Same as in *Type »ShipTrail«*

1.3.2 Optional Fields

Option name	Argument type	Description
+Emitstate	String	<p>The emitstate where the particles will be created. Currently valid are (case-insensitive):</p> <ul style="list-style-type: none"> • <i>Freeflight</i>: Active when the weapon is in FreeFlight • <i>Ignition</i>: Activated the weapon is igniting. Only happens when the weapon has \$FreeFlight specified • <i>Normal</i>: Activated when the weapon is in normal flight • <i>Homedflight</i>: Active when the weapon is currently homing in on a target • <i>Unhomedflight</i>: Active when the weapon is currently <i>not</i> homing in on a target • <i>Always</i>: Always active • <i>Creation</i>: Active in the frame where the weapon is created. Can be used for muzzleflash or launch effects.
+Use Thruster Strength	Boolean	When set to <i>YES</i> the number of particles will depend of the thruster strength of the object.
+Damage Trails	Boolean	Not valid!
+Damage Start Level	Number	Not valid!
+Damage Maximum Level	Number	Not valid!
+Damage End Level	Number	Not valid!

1.4 Type »DebrisTrail«

This type specifies an effect that should be used on debris.

1.4.1 Required Fields

Same as in *Type »ShipTrail«* with the exception of *\$Class* in a special case, see *+Default* for more information.

1.4.2 Optional Fields

Option name	Argument type	Description
+Speed	NumberList	The speed of the created particles in percent of the speed of the parent debris (one or two arguments)
+Size	NumberList	Range of size values of the created particles. Given in percent of the radius of the debris piece. (Special case: see <i>+Fixed Size</i>) (one or two arguments)
+Number	NumberList	Number of effect points that should be created (one or two arguments)
+Time	NumberList	The first value describes the delay after which the first particles are spawned, the second the duration of the effect after it has begun (one or two arguments)
+Variance	Number	A value that describes the variance of the particles. Zero means no variance. Has no effect when speed is unspecified or set to zero
+Fixed Size	Boolean	If set the radius of the created particles will be independent of the parent debris piece
+FPS	NumberList	The range of FPS values that should be used (one or two arguments)
+Default	Boolean	Specifies that this effect is the default effect for debris classes where no effect is defined
+Density	Number	The density of the created debris trail. Also see type <i>ParticleTrail</i>
+Particle Trail	String	The trail to be set for the created particles.