adjust

True if we need to adjust particles for movement

adjustx

The amount to adjust on the x axis

adjusty

The amount to adjust on the y axis

alpha

Whiskas - Interpolated value for alpha

angularOffset

The angular offset

colors

The color range

completed

True if the system has completed due to a wrap up

**emitCount**

**The number of particles that will be emitted**

endAlpha

The ending alpha value

gravityFactor

The factor of gravity to apply

growthFactor

The growth factor on the particles

imageName

The name of the image in use

initialDistance

The initial distance of the particles

initialLife

The initial life of the new pixels

initialSize

The initial size of the new pixels

length

The length of the effect

name

The name attribute

scaleY

Whiskas - Interpolated value for y axis scaling

size

Whiskas - Interpolated value for size

**spawnCount**

**The spawn count property - how many particles are spawned each time**

**spawnInterval**

**The spawn interval range property - how often spawn happens**

speed

The speed particles fly out

**spread**

**The spread of the particles. Goes from 0 to 360**

startAlpha

The starting alpha value

useAdditive

True if the additivie blending mode should be used for particles owned by this emitter

useOriented

True if the quads should be orieted based on velocity

usePoints

The points indicate

velocity

Whiskas - Interpolated value for velocity

windFactor

The factor of wind to apply

wrapUp

True if we're wrapping up

xOffset

The offset from the x position

yOffset

The offset from the y position