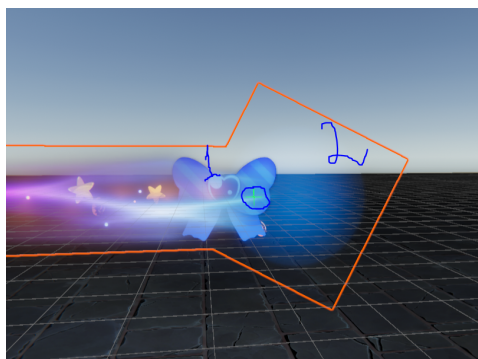


Particle System Readme

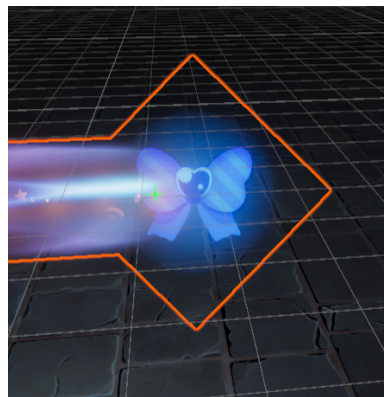
The reason why *Projectile* doesn't use "Sub Emitters" for spawning secondary trail of the projectile is:

Due to Unity's behavior, if particles are created by using "Sub Emitters" and they have their own speed. They will have offset from the center, so they will not be synchronized with each other.

The example is below:



Without using "Sub Emitters"



That's why the "Projectile Weapon" requires 2 particle systems to emit.

Please feel free to contact me with any questions

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