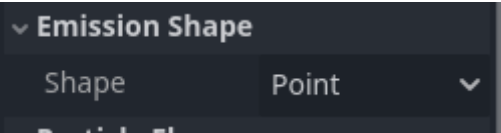
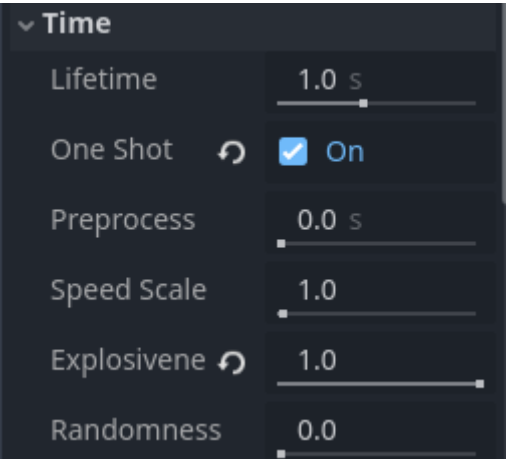
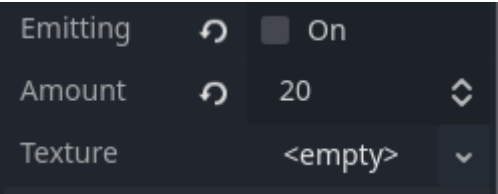
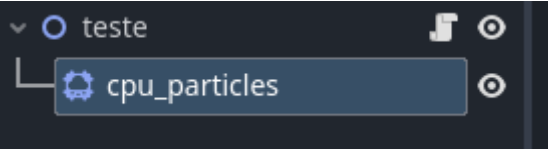



Explosion:



Gravity

Gravity  x 0.0 px/s<sup>2</sup>


y 0.0 px/s<sup>2</sup>


Initial Velocity



Velocity Min  50.0 px/s

Velocity Ma  100.0 px/s

Scale

Scale Amou  2.0

Scale Amou  5.0

Scale Amou  

# Presets

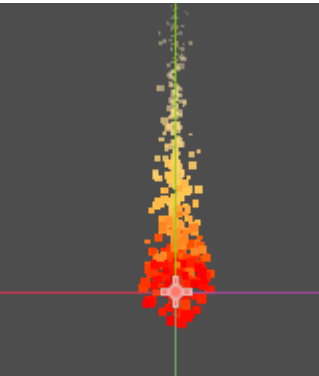
2.0


1.0

0.0

0.0 0.25 0.5 0.75 1.0

Fire:





 **CPUParticles2D**


Emitting


☒ On

Amount


 500 

Texture

<empty> 

 **Time**

Lifetime

 0.5 s

One Shot


☐ On

Preprocess



0.0 s

Speed Scale

1.0


 **Emission Shape**

Shape


 Sphere 

Sphere Radius

7.0 px

 **Gravity**

Gravity



x

0.0 px/s<sup>2</sup>

y

-600.0 px/s<sup>2</sup>

Initial Velocity

▼ **Radial Accel**


Accel Min ↻ -100.0

Accel Max ↻ -39.39

Accel Curve <empty> ▼

Scale Amount 1.0


Scale Amou ↻ 2.0


Scale Amou ↻  ▼

Split Scale ☐ On

▼ **Color**

Color

Color Ramp ↻  ▼

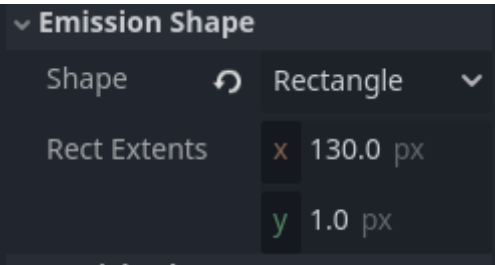
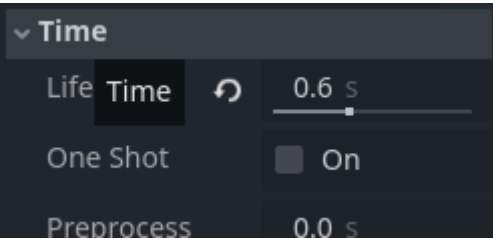
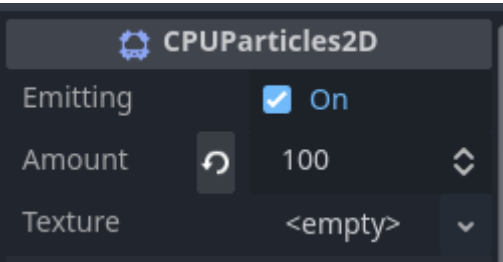
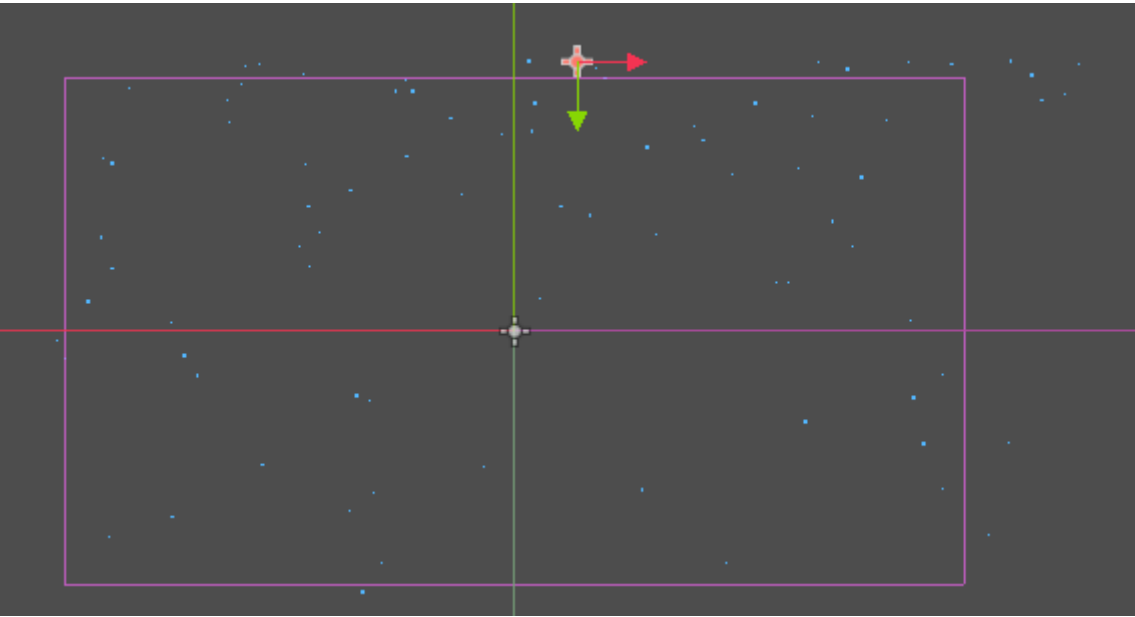


> **Interpolation**

> **Raw Data** (2 changes)

> **Resource** (1 change)

Rain:



▼ Gravity

Gravity	↺	x	-50.0 px/s <sup>2</sup>
		y	980.0 px/s <sup>2</sup>

▼ Scale

Scale Amou	↺	0.3
Scale Amount		1.0
Scale Amount C		<empty> ▼
Split Scale	<input type="checkbox"/>	On

▼ Color

Color	↺	<div></div>
Color Ramp		<empty> ▼
Color Initial Ra		<empty> ▼

▼ Transform

Position	↺	x	16.0 px
		y	-69.0 px
Rotation		0.0 °	
Scale		x	1.0
		y	1.0
Skew		0.0 °	

Converters