using UnityEngine;

using System.Collections;

[RequireComponent(typeof(ParticleSystem))]

public class CFX\_AutoDestructShuriken : MonoBehaviour

{

public bool OnlyDeactivate;

void OnEnable()

{

StartCoroutine("CheckIfAlive");

}

IEnumerator CheckIfAlive()

{

while (true)

{

yield return new WaitForSeconds(0.5f);

if (!GetComponent<ParticleSystem>().IsAlive(true))

{

if (OnlyDeactivate)

{

#if UNITY\_3\_5

this.gameObject.SetActiveRecursively(false);

#else

this.gameObject.SetActive(false);

#endif

}

else

GameObject.Destroy(this.gameObject);

break;

}

}

}

In [ ]:

#Import the required modules, numpy for calculation, and Matplotlib for drawing

import numpy as np

import matplotlib.pyplot as plt

#This code is for jupyter Notebook only

%matplotlib inline

# define data, and change list to array

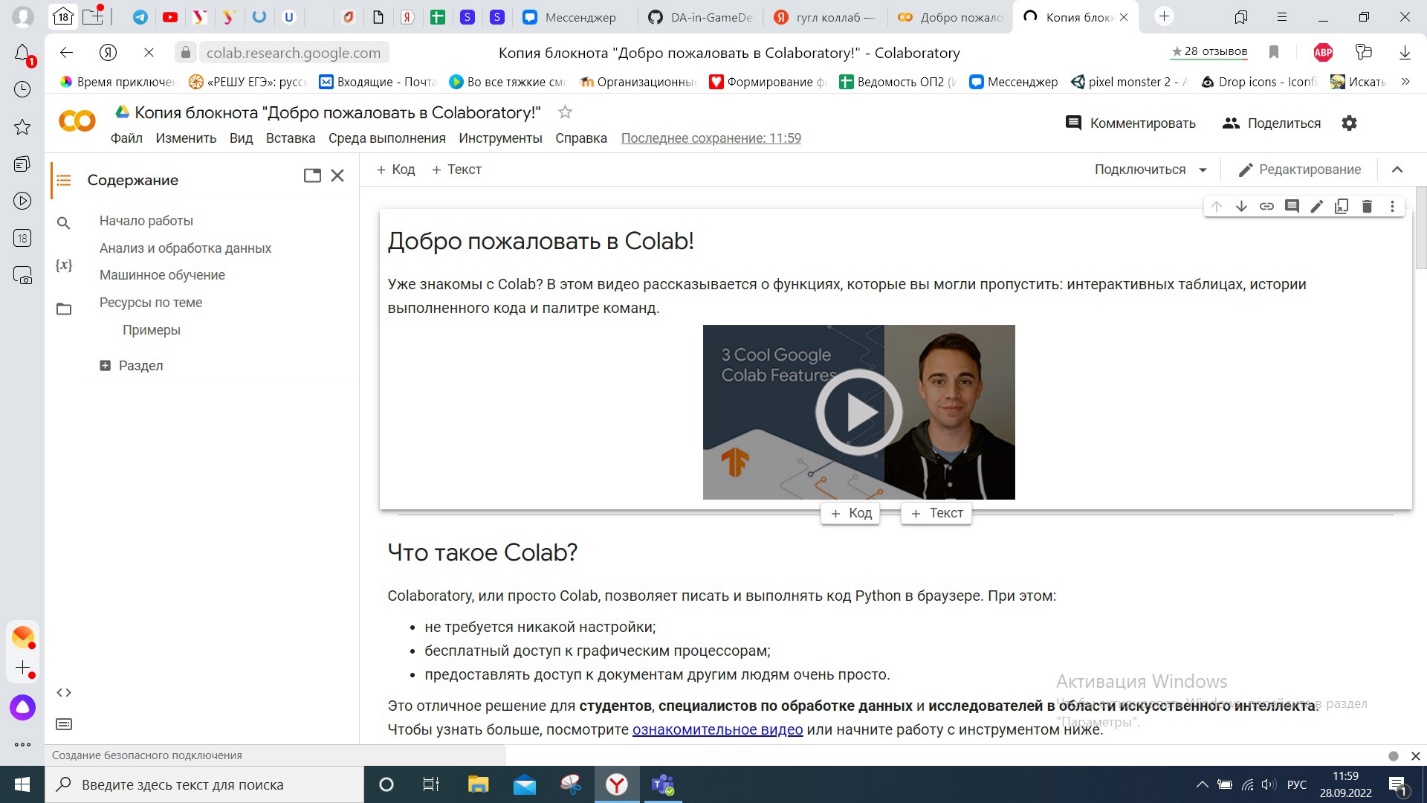
x = [3,21,22,34,54,34,55,67,89,99]

x = np.array(x)

y = [2,22,24,65,79,82,55,130,150,199]

y = np.array(y)

#Show the effect of a scatter plot

plt.scatter(x,y) 

}