Emitter

public position : Vector2

public particlesPerSecond : float
private Timer : float

public active : bool

public particleTexture : Texture2D
public particleLifespan : float

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public Emitter (Vector2 emitterPosition, FrameAbstract frame, float particlesPerSecond, Texture2D particleTexture, float particleLifespan)

public Update (GameTime gT) : void

public Draw (GameTime gT, SpriteBatch sB) : void

private RandomVector(double multiplier) : Vector2

```
Emitter
contains
Particle
```

Particle

private emitter : Emitter

private texture : Texture2D

public position : Vector2
public velocity : Vector2

public alive : bool
private timer : float
private lifespan : float

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public Particle(Emitter creator, Texture2D texture, Vector2 position, float lifespan)

public Update(Gametime gT) : void

public Draw (GameTime gT, SpriteBatch sB) : void