BeerEngine::Component ::IRenderAlpha + renderAlphaUpdate() + renderAlpha() BeerEngine::Component ::ParticleBase # texture # spawnTime # lifeTime # color0 # color1 # velocity # size0 # size1 # anim # animTotalFrame # animFrameWidth # animFrameHeight + ParticleBase() + ~ParticleBase() + fixedUpdate() + update() + renderAlphaUpdate() + renderAlpha() + setTexture() + initParticle() + upgradeParticle() + setSpawnTime() and 9 more... # addParticle() BeerEngine::Component ::ParticleExplode + ParticleExplode() + initParticle()

+ serialize() + deserialize()