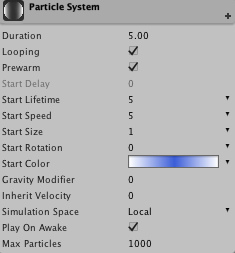
**Initial Module 初始化模块**



This module is always present, cannot be removed or disabled.

这个模块总是存在的，不能删除或禁用。

* **Duration 持续时间**

The duration the Particle System will be emitting particles.  
粒子系统发射粒子的持续时间

* **Looping 循环**

Is the Particle System looping.  
粒子系统是否循环

* **Prewarm 预热**

Only looping systems can be prewarmed which means that the Particle System will have emitted particles at start as if it had already emitted particles one cycle.  
当looping系统开启时，才能启动预热系统，这意味着，粒子系统在游戏开始时已经发射粒子，就好象它已经发射了粒子一个周期。

* **Start Delay 初始延迟**

Delay in seconds that this Particle System will wait before emitting particles. Note prewarmed looping systems cannot use a start delay  
粒子系统发射粒子之前的延迟。注意在prewarm（预热）启用下不能使用此项。

* **Start Lifetime 初始生命**

The lifetime of particles in seconds (see [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html))  
以秒为单位，粒子存活时间

* **Start Speed 初始速度**

The speed of particles when emitted.(see [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html))  
粒子发射时的速度

* **Start Size 初始大小**

The size of particles when emitted. (see [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html))  
粒子发射时的大小

* **Start Rotation 初始旋转**

The rotation of particles when emitted. (see [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html))  
粒子发射时的旋转值

* **Start Color 初始颜色**

The color of particles when emitted. (see [MinMaxGradient](http://game.ceeger.com/Manual/Particle_System_Color_Editor.html))  
粒子发射时的颜色

* **Gravity Modifier 重力修改器**

The amount of gravity that will affect particles during their lifetime  
粒子在发射时受到的重力影响

* **Inherit Velocity 继承速度**

Factor for controlling the amount of velocity the particles should inherit of the transform of the Particle System (for moving Particle Systems)  
控制粒子速率的因素将继承自粒子系统的移动（对于移动中的粒子系统）

* **Simulation Space 模拟空间**

Simulate the Particle System in local space or world space  
粒子系统在自身坐标系还是世界坐标系

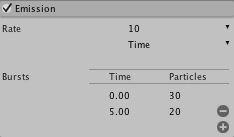
* **Play On Awake 唤醒时播放**

If enabled the Particle System will automatically start when it's created.  
如果启用粒子系统当在创建时，自动开始播放。

* **Max Particles 最大粒子数**

Max number of particles the Particle System will emit  
粒子发射的最大数量

**Emission Module 发射模块**



Controls the rate of particles being emitted and allows spawning large groups of particles at certain moments (over Particle System duration time). Useful for explosions when a bunch of particles need to be created at once.

控制粒子的发射时的速率，可以在某个时间生成大量粒子（在粒子系统存续期间）。在模拟爆炸时非常有效，那时候需要一次创建一大堆粒子。

* **Rate 速率**

Amount of particles emitted over Time (per second) or Distance (per meter). (see [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html))  
每秒或每米的粒子发射的数量

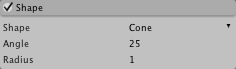
* **Bursts (Time option only)   
  突发（仅Time选项下）**

Add bursts of particles that occur within the duration of the Particle System  
在粒子系统生存期间增加爆发

* **Time and Number of Particles  
  粒子的时间和数量**

Specify time (in seconds within duration) that a specified amount of particles should be emitted. Use the + and - for adjusting number of bursts.  
指定时间（在生存期内，以秒为单位），将发射指定数量的粒子。用"+"或"-"调节爆发数量

**Shape Module 形状模块**



Defines the shape of the emitter: Sphere, Hemishpere, Cone, Box and Mesh. Can apply initial force along the surface normal or random direction.

定义发射器的形状：球形、半球体、圆锥，盒子和模型。能提供初始的力，该力的方向将延表面法线或随机。

* **Sphere**

球体

* **Radius 半径**

Radius of the sphere (can also be manipulated by handles in the Scene View)  
球体的半径（可以在场景视图里面手动操作）

* **Emit from Shell 从外壳发射**

Emit from shell of the sphere. If disabled, particles will be emitted from the volume of the sphere.  
从球体外壳发射。如果设置为不可用。粒子将从球体内部发射。

* **Random Direction 随机方向**

Should particles have have a random direction when emitted or a direction along the surface normal of the sphere  
粒子发射将随机方向或是沿表面法线

* **Hemisphere 半球**

* **Radius 半径**

Radius of the hemisphere (can also be manipulated by handles in the Scene View)  
半椭圆的半径（可以在场景视图里面手动操作）

* **Emit from Shell 从外壳发射**

Emit from shell of the hemisphere. If disabled particles will be emitted from the volume of the hemisphere.  
从半椭圆外壳发射。如果设置为不可用。粒子将从半椭圆内部发射。

* **Random Direction 随机方向**

Should particles have have a random direction when emitted or a direction along the surface normal of the hemisphere.  
粒子发射将随机方向或是沿表面法线

* **Cone 锥体**

* **Angle 角度**

Angle of the cone. If angle is 0 then particles will be emitted in one direction. (can also be manipulated by handles in the Scene View)  
圆锥的角度。如果是0，粒子将延一个方向发射。（可以在场景视图里面手动操作）

* **Radius 半径**

A value larger than 0 when basically create a capped cone, using this will change emission from a point to a disc.(can also be manipulated by handles in the Scene View)  
如果值超过0，将创建1个帽子状的圆锥，通过这个将改变发射的点（可以在场景视图里面手动操作）

* **Box**

立方体

* **Box X**

Scale of box in X (can also be manipulated by handles in the Scene View)  
立方体X轴的缩放值（可以在场景视图里面手动操作）

* **Box Y**

Scale of box in Y (can also be manipulated by handles in the Scene View)  
立方体Y轴的缩放值（可以在场景视图里面手动操作）

* **Box Z**

Scale of box in Z (can also be manipulated by handles in the Scene View)  
立方体Z轴的缩放值（可以在场景视图里面手动操作）

* **Random Direction 随机方向**

Should particles have have a random direction when emitted or a direction along the Z-axis of the box  
粒子将延一个随机方向发射或延Z轴发射

* **Mesh**

网格

* **Type 类型**

Particles can be emitted from either Vertex, Edge or Triangle  
粒子将从顶点、边、或面发射

* **Mesh 网格**

Select Mesh that should be used as emission shape  
选择一个面作为发射面

* **Random Direction 随机方向**

Should particles have have a random direction when emitted or a direction along the surface of the mesh  
粒子发射将随机方向或是沿表面法线

**Velocity Over Lifetime Module 存活时间的速度模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-3.jpg

Directly animates velocity of the particle. Mostly useful for particles which has complex physical, but simple visual behavior (like smoke with turbulence and temperature loss) and has little interaction with physical world.

粒子的直接动画速度。通常用于复杂物理粒子，不过是简单的视觉行为（如与飘荡的烟雾和气温降低）和物理世界的小互动。

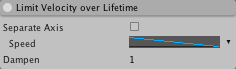
* **XYZ**

Use either constant values for curves or random between curves for controlling the movement of the particles. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
使用常量曲线或在曲线中随机去控制粒子的运动。

* **Space**

Local / World: Are the velocity values in local space or world space  
局部/世界：速度值在局部还是世界坐标系

**Limit Velocity Over Lifetime Module 存活期间的限制速度模块**



Basically can be used to simulate drag. Dampens or clamps velocity, if it is over certain threshold. Can be configured per axis or per vector length.

基本上被用于模拟的拖动。如果有了确定的阀值，将抑制或固定速率。可以通过坐标轴或向量调整。

* **Separate Axis 分离轴**

Use for setting per axis control. 用于每个坐标轴控制

* **Speed 速度**

Specify magnitude as constant or by curve that will limit all axes of velocity.  
用常量或曲线指定来限制所有方向轴的速度

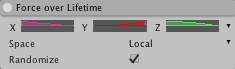
* **XYZ**

Control each axis seperately. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
用不同的轴分别控制。见最大最小曲线

* **Dampen 阻尼**

(0-1) value that controls how much the exceeding velocity should be dampened. For example, a value of 0.5 will dampen exceeding velocity by 50%  
（0-1）的值确定多少过度的速度将被减弱。举例来说，值为0.5，将以50%的速率降低速度。

**Force Over Lifetime Module 存活期间的受力模块**



* **XYZ**

Use either constant values for curves or random between curves for controlling the force applied to the particles. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
使用常量或随机曲线来控制作用于粒子上面的力

* **Randomize 随机**

Randomize the force applied to the particles every frame  
每帧作用在粒子上面的力都是随机的

**Color Over Lifetime Module 存活期间的颜色模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-6.jpg

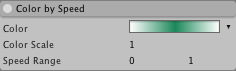
* **Color 颜色**

Controls the color of each particle during its lifetime. If some particles have a shorter lifetime than others, they will animate faster. Use constant color, random between two colors, animate it using gradient or specify a random color using two gradients. See **Gradient**.  
控制每个粒子在其存活期间的颜色。如果有的粒子活的短，那么变化则更快。常量颜色、两色随机、使用渐变动画或在2个渐变之间指定1个随机值。参见**渐变**

* **Color Scale 颜色缩放**

Use the color scale for easy adjustment of color or gradient.  
使用颜色缩放可以更好的调整纯色和渐变色

**Color By Speed Module 颜色速度模块**



Animates particle color based on its speed. Remaps speed in the defined range to a color.

使粒子颜色根据其速度动画化。为颜色在1个特定范围内重新指定速度。

* **Color 颜色**

Color used for remapping of speed. Use gradients for varying colors. See [MinMaxGradient](http://game.ceeger.com/Manual/Particle_System_Color_Editor.html).  
用于指定的颜色。使用渐变色来指定各种颜色。

* **Color Scale 颜色缩放**

Use the color scale for easy adjustment of color or gradient.  
使用颜色缩放可以方便的调节纯色和渐变色

* **Speed Range 速度范围**

The min and max values for defining the speed range which is used for remapping a speed to a color.  
min和max值用来定义颜色速度范围。

**Size Over Lifetime Module 存活期间的大小模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-8.jpg

* **Size 大小**

Controls the size of each particle during its lifetime. Use constant size, animate it using a curve or specify a random size using two curves. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
控制每个粒子在其存活期间内的大小。使用常量，曲线，2曲线随机。

**Size By Speed Module 存活期间的大小速度模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-9.jpg

* **Size 大小**

Size used for remapping of speed. Use curves for varying sizes. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
大小用于指定速度。用曲线表示各种大小。

* **Speed Range 速度范围**

The min and max values for defining the speed range which is used for remapping a speed to a size.  
min和max值用来定义大小速度范围。

**Rotation Over Lifetime Module 存活期间的旋转速度模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-10.jpg

Specify values in degrees. 以度为单位指定值。

* **Rotational Speed 旋转速度**

Controls the rotational speed of each particle during its lifetime. Use constant rotational speed, animate it using a curve or specify a random rotational speed using two curves. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
控制每个粒子在其存活期间内的旋转速度。使用常量，曲线，2曲线随机。

**Rotation By Speed Module 旋转速度模块**

http://game.ceeger.com/Manual/Images/Particle%20System%20Modules-11.jpg

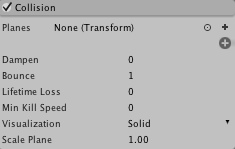
* **Rotational Speed 旋转速度**

Rotational speed used for remapping of a particle's speed. Use curves for varying rotational speeds. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
用来重新测量粒子的速度。使用曲线表示各种速度。

* **Speed Range 速度范围**

The min and max values for defining the speed range which is used for remapping a speed to a rotational speed.  
为min和max值用来定义旋转速度范围。

**Collision Module 碰撞模块**



Set up collisions for the particles of this Particle System. For now only planar collisions are supported which is a very efficient for simple collision detection. Planes are set up by referencing an existing transform in the scene or by creating a new empty GameObject for this purpose.

为粒子系统建立碰撞。现在只有平面碰撞被支持，这个将很有效率的做简单探测。平面的建立将引用1个现有的位置变换或者创建1个新的游戏物体，来达到这个目的。

* **Planes 平面**

Planes are defined by assigning a reference to a transform. This transform can be any transform in the scene and can be animated. Multiple planes can be used. Note: the Y-axis is used as the normal of a plane.  
Planes被定义为指定变换引用。变换可以场景里面的任何一个，而且可以动画化。多个面也可以被使用。注意Y轴作为平面的法线。

* **Dampen 阻尼**

(0-1) When the particle collides, it will keep this fraction of its speed. Unless it is set to 1.0, the particle will become slower after collision  
0-1 当粒子碰撞时，这个将保持速度的一小部分。除非设置为1.0，任何粒子都会在碰撞后变慢

* **Bounce 反弹**

(0-1) When the particle collides, it will keep this fraction of the component of the velocity, which is normal to the plane of collision  
0-1 当粒子碰撞，这个将保持速度的比例，这个是碰撞平面的法线。

* **Lifetime Loss 生命减弱**

(0-1) The fraction of Start Lifetime lost on each collision. When lifetime reaches 0, the particle dies. For example if a particle should die on first collision, set this to 1.0.  
(0-1) 初始生命每次碰撞减弱的比例。当生命到0，粒子死亡。例如， 粒子应该在第一次碰撞时死亡，这种这个到1.0

* **Visualization 可视化**

Only used for visualizing the planes: Grid or Solid.  
可视化平面：网格还是实体

* **Grid 网格**

Rendered as gizmos and is useful for quick indication of position and orientation in the world.  
渲染为辅助线框， 将很快的指出在世界中的位置和方向。

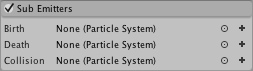
* **Solid 实体**

Renders a plane in the scene which is useful for exact positioning of a plane.  
在场景渲染为平面，用于屏幕的精确定位。

* **Scale Plane 缩放平面**

Resizes the visualization planes. 重新缩放平面

**Sub Emitter Module 子粒子发射模块**



This is a powerful module that enables spawning of other Particle Systems at the follwing particle events: birth, death or collision of a particle.

非常好用的模块，可以生成其他粒子系统，用下列的粒子事件：出生、死亡、碰撞。

* **Birth 出生**

Spawn another Particle System at birth of each particle in this Particle System  
在每个粒子出生的时候生成其他粒子系统

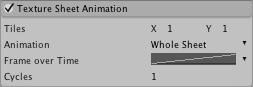
* **Death 死亡**

Spawn another Particle System at death of each particle in this Particle System  
在每个粒子死亡的时候生成其他粒子系统

* **Collision 碰撞**

Spawn another Particle System at collision of each particle in this Particle System. IMPORTANT: Collison needs to be set up using the Collision Module. See Collision Module  
在每个粒子碰撞的时候生成其他粒子系统。重要的 碰撞需要建立碰撞模块。见碰撞模块

**Texture Sheet Animation Module 纹理层动画模块**



Animates UV coordinates of the particle over its lifetime. Animation frames can be presented in a form of a grid or every row in the sheet can be separate animation. The frames are animated with curves or can be a random frame between two curves. The speed of the animation is defined by "Cycles".

[在粒子存活期间动画化UV坐标。动画每帧可以显示在表格或1个表格的每行，这样将动画分开。每帧可以用曲线动画或者在2个曲线取随机。速度被定义为"循环"、](http://game.ceeger.com/Components/class-MeshRenderer.html)

IMPORTANT: The texture used for animation is the one used by the material found in the Renderer module.

注意：用于动画的纹理是在渲染器模块中材质找到使用的。

* **Tiles 平铺**

Define the tiling of the texture. 定义纹理的平铺

* **Animation 动画**

Specify the animation type: Whole Sheet or Single Row.  
指定动画类型：整个表格或是单行。

* **Whole Sheet 整个表**

Uses the whole sheet for uv animation  
为UV动画使用整个表格

* **- Frame over Time 时间帧**

Controls the uv animation frame of each particle during its lifetime over the whole sheet. Use constant, animate it using a curve or specify a random frame using two curves. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
在整个表格上控制UV动画。使用常量，曲线，2曲线随机。

* **Single Row 单行**

Uses a single row of the texture sheet for uv animation  
为UV动画使用表格单独一行

* **- Random Row 随机行**

If checked the start row will be random and if unchecked the row index can be specified (first row is 0).  
如果选择第一行随机，不选择得指定行号（第一行是0）

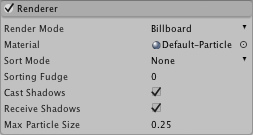
* **- Frame over Time 时间帧**

Controls the uv animation frame of each particle during its lifetime within the specified row. Use constant, animate it using a curve or specify a random frame using two curves. See [MinMaxCurve](http://game.ceeger.com/Manual/Particle_System_Curve_Editor.html).  
在1个特定行控制每个粒子的UV动画。使用常量，曲线，2曲线随机。

* **- Cycles 周期**

Specify speed of animation.  
指定动画速度

**Renderer Module 渲染器模块**



The renderer module exposes the **ParticleSystemRenderer** component's properties. Note that even though a GameObject has a **ParticleSystemRenderer** component, its properties are only exposed here, when this module is removed/added. It is actually the **ParticleSystemRenderer** component that is added or removed.

渲染模块显示粒子系统渲染组件的属性。注意：即使一个游戏物体有渲染粒子系统组件，当此模块被删除/添加后，它的属性也只能显示在这里。这个实际上是粒子系统渲染组件的添加和删除。

* **Render Mode 渲染模式**

Select one of the following particle render modes   
选择下列粒子渲染模式之一

* **Billboard 广告牌**

Makes the particles always face the camera   
让粒子永远面对摄像机

* **Stretched Billboard  
      拉伸广告牌**

Particles are stretched using the following parameters  
粒子将通过下面属性伸缩

* **- Camera Scale 摄像机缩放**

How much the camera speed is factored in when determining particle stretching  
决定摄像机的速度对粒子伸缩的影响程度。

* **- Speed Scale 速度缩放**

Defines the length of the particle compared to its speed  
通过比较速度来决定粒子的长度

* **- Length Scale 长度缩放**

Defines the length of the particle compared to its width  
通过比较宽度来决定粒子的长度

* **Horizontal Billboard 水平广告牌**

Makes the particles align with the Y axis  
让粒子延Y轴对齐

* **Vertical Billboard 垂直广告牌**

Makes the particles align with the XZ plane while facing the camera  
当面对摄像机时，粒子延XZ轴对齐

* **Mesh 网格**

Particles are rendered using a mesh instead of a quad  
粒子被渲染时使用mesh而不是quad

* **- Mesh 网格**

The reference to the mesh used for rendering particles  
渲染粒子所用的网格引用

* **Material 材质**

Material used by billboarded or mesh particles.  
广告牌或网格粒子所用的材质

* **Sort Mode 排序模式**

The draw order of particles can be sorted by distance, youngest first, or oldest first.  
绘画顺序可通过具体，生成早优先和生成晚优先

* **Sorting Fudge 排序校正**

Use this to affect the draw order. Particle systems with *lower* sorting fudge numbers are more likely to be drawn last, and thus appear in front of other transparent objects, including other particles.  
使用这个将影响绘画顺序。粒子系统带有更低sorting fudge值，更有可能被最后绘制，从而显示在透明物体和其他粒子系统的前面 。

* **Cast Shadows 投射阴影**

Should particles cast shadows? May or may not be possible depending on the material  
粒子系统可以投影？这是由材质决定的

* **Receive Shadows 接受阴影**

Should particles receive shadows? May or may not be possible depending on the material  
粒子能不能接受阴影？这是由材质决定的

* **Max Particle Size 最大粒子大小**

Set max relative viewport size. Valid values: 0-1  
设置最大粒子大小，相对于视窗大小。有效值为0-1