

FLY PARTICLES PACK V1.0 DOCUMENTATION

This pack contains an assortment of fly particles, sounds effects, and prefabs.

Setup:

- Drag any of the prefab objects into your scene and the fly particles will play automatically
- You can add the sound effects to an Empty GameObject or AudioSource, otherwise add the prefab to your scene and make sure “Loop” is ticked.

Scaling the Particles:

- You can adjust the overall scale of the transform of the particles from the default 1, 1, 1 at the top of the inspector
- You can edit the “Start Size” of the particles inside the main settings of the particle system
- You can change the “Shape” of the particles and decrease the radius or where the particles emit from

Contact

If you have any problems or have some ideas for new features you’d be interested in, please feel free to contact me.

Thank you very much for downloading! Please be sure to leave a **5*** rating and **review** if you liked the package! Support me on:

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If you have any problems about the setup, usage, customisation or have any suggestions for future updates of this kit, please feel free to contact me.

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