



Thank you for purchasing Particle ProFX one.

First time start.

After importing the package, you can start right away.

1. In Unity go to **Window** -> Select **Particle Pro FX**.

Now you can click through each prefab of Particle ProFX one.

UNITY FREE:

If you have Unity Free. The preview in the library window is not available in Unity Free.
But you can still click through each prefab in the library and previewing them in the scene.
Just doubleclick on the prefab in the hierarchy to jump to it.

don't forget to try the demo scene!

ParticleProFX/DemoScene/demoScene

Adding your own prefabs

If you wish to add your own prefabs to the library just create a new folder in:

ParticleProFX/Library/<your new folder>

Don't forget to add a Preview folder inside of it. All preview images will be placed inside of this folder.

ParticleProFX/Library/<your new folder>/Preview

Place all your new prefabs into your new folder.

Hit refresh in the Particle Pro FX Window at the top. Now you should see a new category with your prefabs inside.

For each prefab you can create a preview image by clicking on “set new preview image”.

It’s important that unity loses focus so unity can load the new image into the project. Then hit refresh and the image should be loaded as a preview icon.

Physic Force

All explosions have a physic force script component. Here you can determine the rigidbody explosion force which will be applied to other rigidbodies in the radius.

Chain reactions

in [ParticleProFX/Resources/Scripts](#) you will find all scripts from PPFx.

one of them is the [PPFXChainReaction.cs](#)

Add this script to an empty GameObject in the scene. Now you can add multiple prefabs which are spawned after the spawn time. You can even set an offset position.

Check out the demo scene to see some chain reactions in action.

Scale

You can scale all particle prefabs with the PPFxScale.cs component.

Meteor

With the PPFxMeteor.cs script you can easily create a meteor effect.

The particle system will be spawned from its original position + the offset position. It will then move to it’s original position by speed

<u><i>SpawnPosOffset</i></u>	set the offset position where it should be spawned from its original position.
<u><i>Speed</i></u>	How fast will it move to it’s original position
<u><i>Detonation Prefab</i></u>	This is the prefab that will be spawned after end position was reached.
<u><i>Destroy Hit</i></u>	If true, the particle system will be destroyed after reaching the end position.

Set rate to null

If true the particle system rate will be set to zero. The particle system will be then destroyed after its duration time (usefull for fading smoke effects)

NOTE: Not all particle prefabs are displayed correctly in the library window, especially when using the turntable. Also, some runtime scripts (flare fading, shockwave) cannot be played in editor mode.

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