Particle Manipulator

Asset Store Link

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

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Contact

Questions, suggestions, help needed?

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Description Features

An asset to allow you to manipulate particles.

- Works with Unity's standard particle system.
- Easy to use.
- Attract, Repel, and Change Color and/or Size of particles!

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

Scripts

ParticleManipulator.cs

Description:

Used to manipulate particles that are with in a specific radius. Color, Size, and Force can all be manipulated with this script.

it's pretty much self-explainitory, but please reach out if you need more info.

Other Scripts

The Other scripts are basically just used for the Demos.

AlwaysFace.cs:

Turns the gameObject to face the Target.

DestroyAfter.cs:

Destroys an object after a set period of time.

Used in the projectiles.

Rotate.cs:

Used to rotate the camera.

DemoControls.cs Use to make the demo work.

FAQs

Simulated Space = World

All your particle sysetms should have their Simulated Space set to world.