NGUIParticleSystem

Particle system plugin for NGUI.

- It solves the hierachy problem of NGUI and particles.
- It has only 1 drawcall.
- Very easy to use.

Contact:

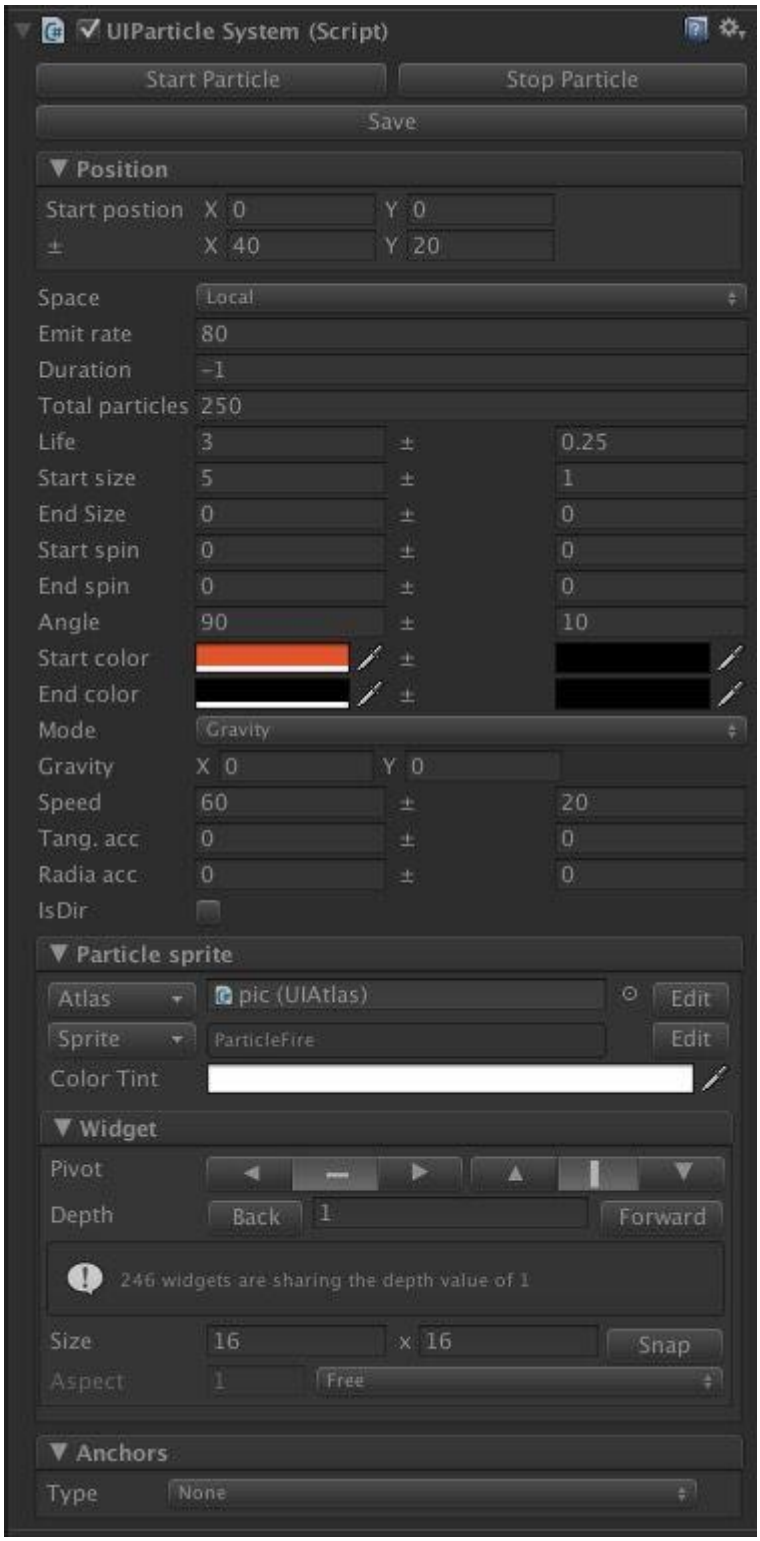
- Email: beingstudio@gmail.com
- Wiki: https://bitbucket.org/beings/uiparticlesystem/wiki/Home
- Issues list: https://bitbucket.org/beings/uiparticlesystem/issues

Usage:

1. Install NGUI
2. Install NGUIParticleSystem
3. Open NGUIParticleSystem/Example/Test
4. Play the game.

5. Adjust effects in real time during play mode, press Save to save the changes.

Gravity vs Radius mode:



Gravity Mode

Gravity Mode lets particles fly toward or away from a center point. Its strength is that it allows very dynamic, organic effects

These properties are only valid in Gravity Mode:

- Gravity (a Vector2). The gravity of the particle system

- Speed (a float). The speed at which the particles are emitted
- ±(Speed) (a float). The speed variance.
- Tang.acc (a float). The tangential acceleration of the particles.
- ±(Tang.acc) (a float). The tangential acceleration variance.
- Radial.acc (a float). The radial acceleration of the particles.
- ±(Radial.acc) (a float). The radial acceleration variance.

Radius Mode

Radius Mode causes particles to rotate in a circle. It also allows you to create spiral effects with particles either rushing inward or outward.

These properties are only valid in Radius Mode:

- StartRadius (a float). The starting radius of the particles
- ±(StartRadius) (a float). The starting radius variance
- EndRadius (a float). The ending radius of the particles.
- ±(EndRadius) (a float). The ending radius variance
- Rotate (a float). Degress to rotate a particle around the source pos per second.
- ±(Rotate) (a float). Variance in degrees.

Properties common to all modes

Common properties of the system:

- Life: time to live of the particles in seconds
- ±(Life)
- Angle: (a float). Starting degrees of the particle
- ±(Angle)
- EmissionRate (a float). How many particle are emitted per second
- Duration (a float). How many seconds does the particle system (different than the life property) lives.
- Sprite (a String). The NGUI sprite used for the particles