ParticleEffect

burstType

pGo # currEmitter

pModel

pShader

pTex

EmitterLife

burstFrequency

burstLife

burstCount

burstSpeed

burstScale

minAngle

maxAngle

- + ParticleEffect()
- + ParticleEffect()
- + ParticleEffect() + operator=()
- + operator=()
- + ~ParticleEffect()
- + SpawnParticleEmitter()
- + SetGraphicsObject()
- + getGraphicsObject()
- + GetBurstType()

and 9 more...

ParticleEffectPulseBurst

- + ParticleEffectPulseBurst()
- + ParticleEffectPulseBurst()
- + ParticleEffectPulseBurst()
- + operator=()
- + operator=()
- + ~ParticleEffectPulseBurst()
- + SetFrequency()
- + SetLife()
- + SetBurstCount()
- + SetSpeed()
- + SetScale()
- + SetAngles()
- + SetEmitterLife()

ParticleEffectSphericalBurst

- + ParticleEffectSphericalBurst()
- + ParticleEffectSphericalBurst()
- + ParticleEffectSphericalBurst()
- + operator=()
- + operator=()
- + ~ParticleEffectSpherical

Burst()

- + SetFrequency()
- + SetLife()
- + SetBurstCount()
- + SetSpeed()
- + SetScale()
- + SetAngles()
- + SetEmitterLife()