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()