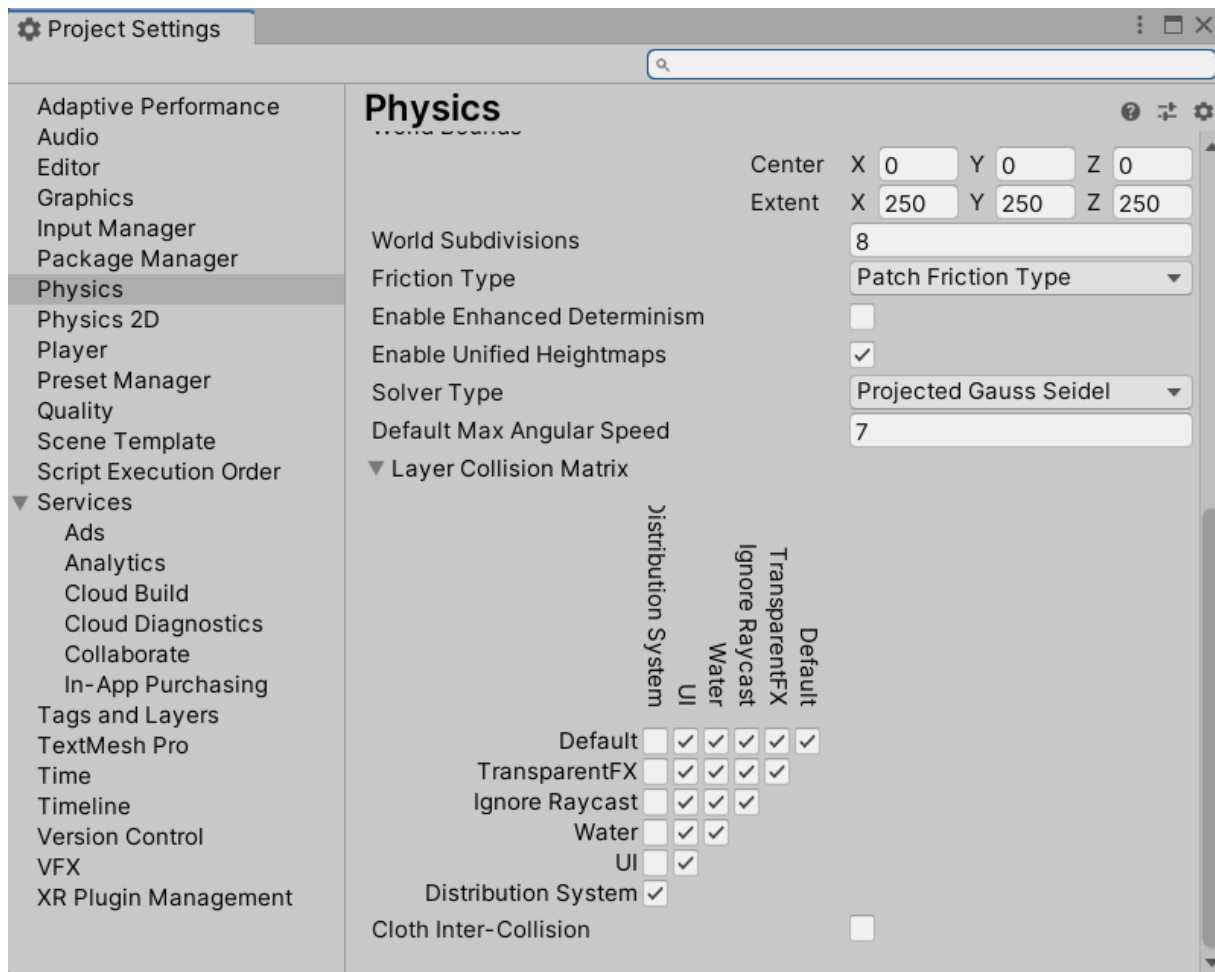
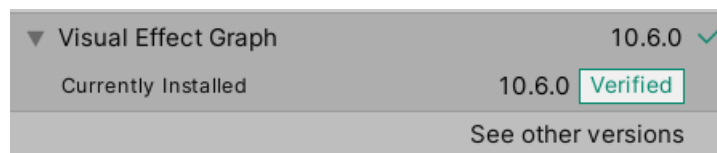


### Preparation:

1. Extend layer matrix with new layers for the system  
In the end, the created layer should only be tested against itself.  
**TIP:** Place the layers in the last slot to get an easy-to-edit matrix.



2. Install the "Visual Effect Graph" package in the Package Manager for the particle effects



DONE!!

### Example structure of an object:

- GameObject: Normal object to use the system
  - Distribute Receiver: Requires a Collider & Rigidbody(Kinetic) and must be in the extra layer.
    - Element Receiver: Only needs the script.
      - Element Properties: Properties without particle effect can be summarized, with particle effect in own empty.
  - Distribute Emitter: Requires a collider(trigger) and must be in the extra layer.
    - Element Effect: For particle effects, create an empty for the respective element

### Special feature of the power grid:

The scripts "GridMember" and "GridConnector" need a graph name and get it from the object name 2 steps above them. The graph name must be enclosed with "\_". See demo scene.

Version 1.0 currently only supports power for this system.