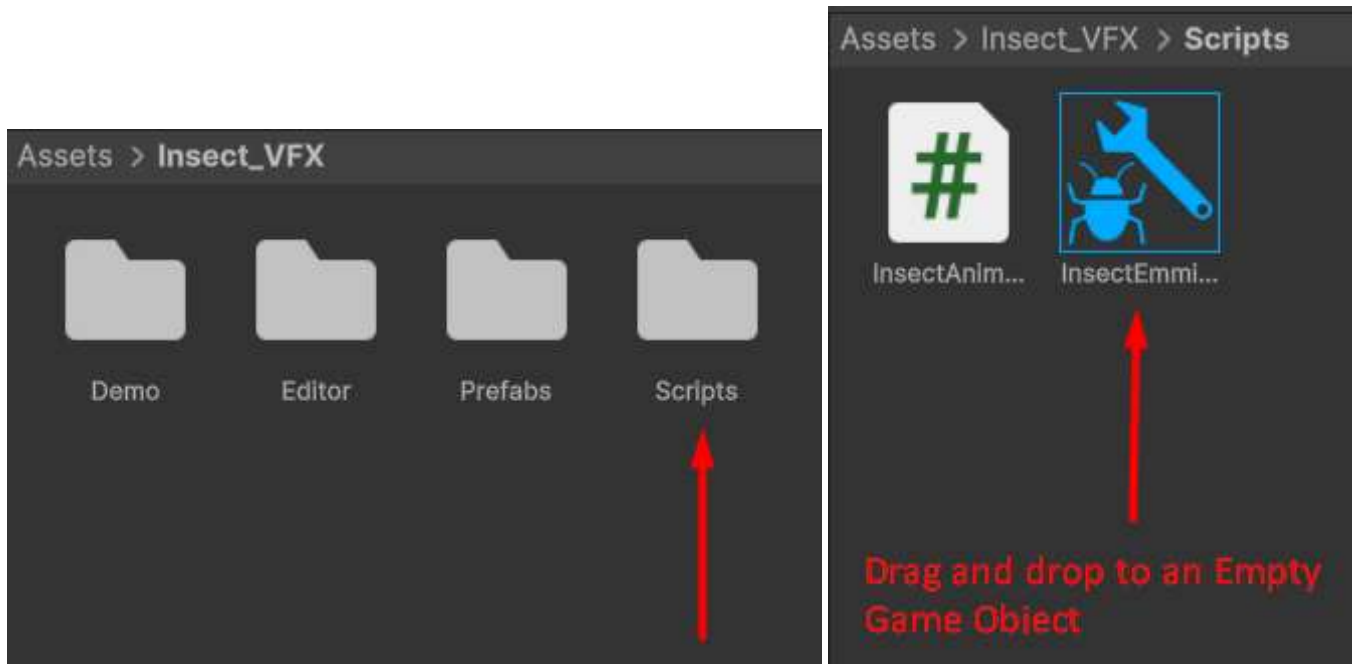


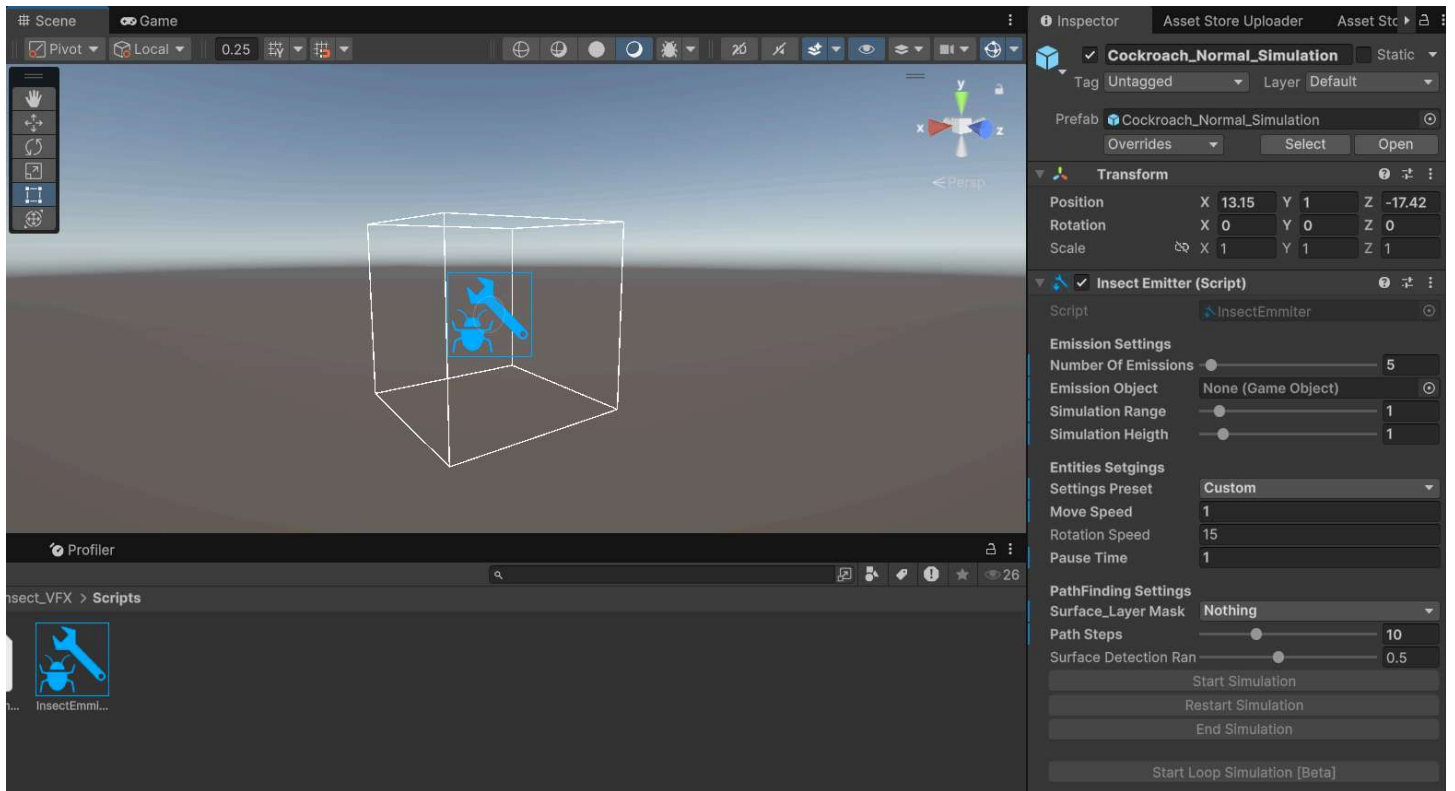
Wiki Link: <https://github.com/EthanGrane/Insect-VFX-AssetStore/wiki>

How to use it?

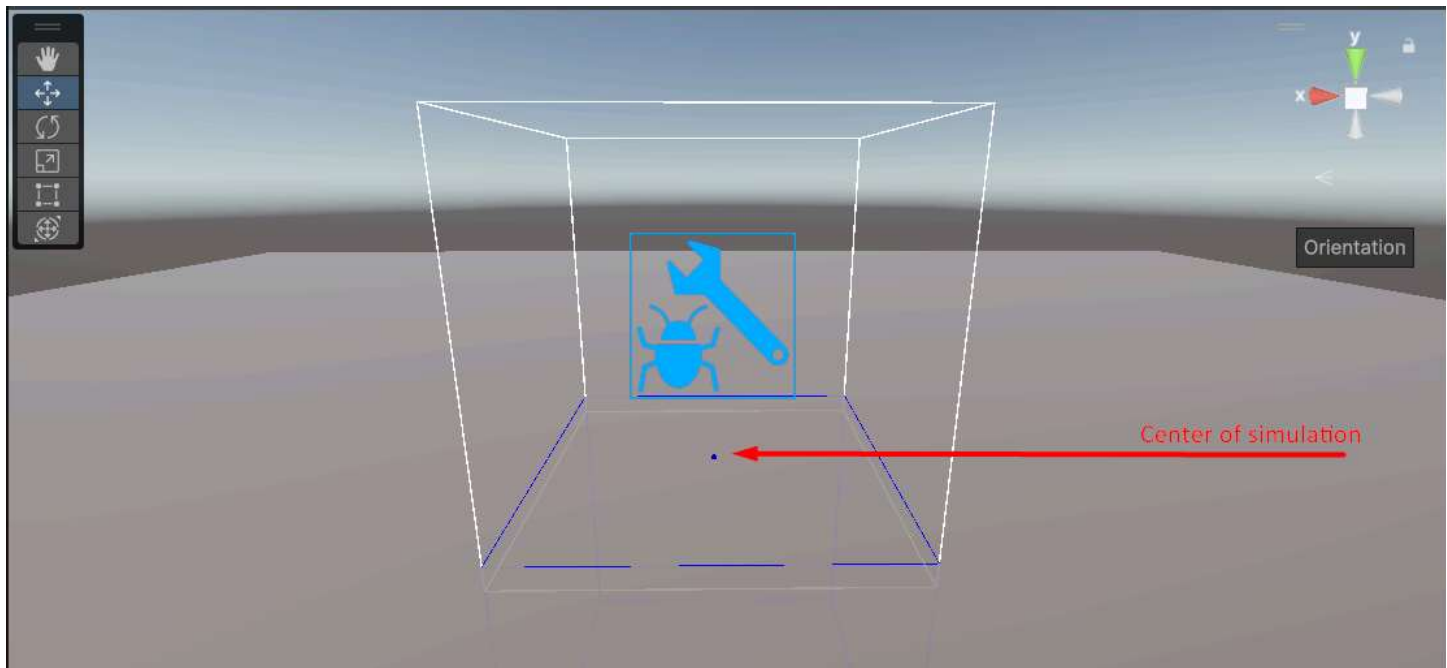
The first thing to do is locate the script `_InsectEmmitter.cs` in the project directory, following this path: `Insect_VFX\InsectEmmitter.cs`



Once the script is found, create an empty GameObject and assign the script to it.

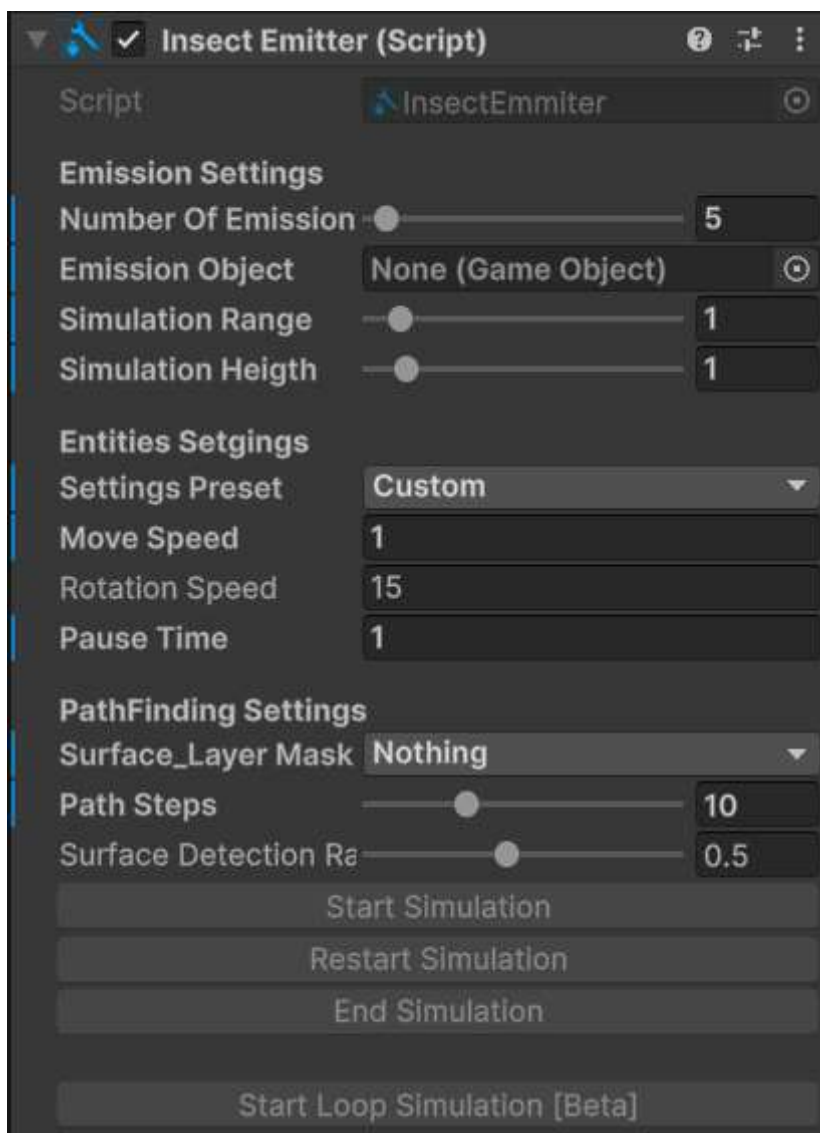


The displayed box represents the simulation area, and the blue box shown is the zone where the entities will move.



Inspector Variables

- **Number of Emission:** The number of emissions that will be simulated.
- **Emission Object:** The object that will be emitted.
- **Simulation Range:** The distance from side to side within which the emissions can move.
- **Simulation Height:** The height of the simulation area.
- **Settings Preset:** The preset configurations that the developer has defined for the demo.
- **Move Speed:** The speed at which entities will move toward their target.
- **Rotation Speed:** The speed at which entities will turn to the next point on their path. (A very low speed can cause them to orbit around a center without reaching their destination.)
- **Pause Time:** The maximum time an entity can wait once it completes its path. The time is calculated randomly, with this as the upper limit.
- **Surface Layermask:** The mask used by the pathfinder to avoid obstacles.
- **Path Steps:** The quality of the pathfinder. (High performance impact)



To test a simple simulation, place a surface on which the entities can land.

