BIG BANG STUDIO

Introduction:
Warning & Focus Particles is a very simple package composed of two (2) prefabricated particle systems and two (2) 3D models that can be used in your games. Just drag and drop the prefabricated particle systems into your scene and trigger them by code.

Web player example:
http://www.bigbangstudio.nl/examples/wfparticles.html

Implementation:
Both particle systems are created as prefabs and are easily dragged into any scene. Activating them requires coding such as the example shown below.

Code Example:

```
//if key "1" is pressed emit particles

        if (Input.GetKeyDown(KeyCode.Alpha1))
        {
                //if particles are not playing yet

                if(!warning_particles.isPlaying)
                warning_particles.Play();
        }

//if key "2" is pressed emit particles

        if (Input.GetKeyDown(KeyCode.Alpha2))
        {
                //if particles are not playing yet

                if(!focus_particles.isPlaying)
                focus_particles.Play();
        }
```

Specifications:

Package	Warning & Focus Particles
Contents	Two (2) prefabricated particle systems & Two (2) 3D Models
Updated	05-12-2013
Support	info@bigbangstudio.nl