

## Part Two

1. **Count:** The Min function if raised increases the number minimum number of particles that can produce in the app. The Max function is the max number of particles allowed on the screen at one time.

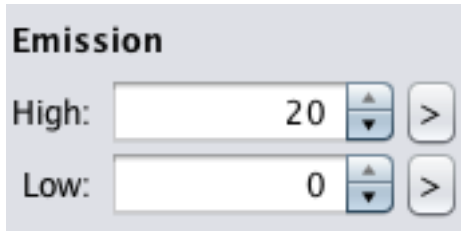


**Count**

Min:

Max:

2. **Emission:** is that which is sent out, issued, or put in circulation at one time. The High lets you choose how many particles you want circulating at one time. The Low lets you choose what the lowest number are.

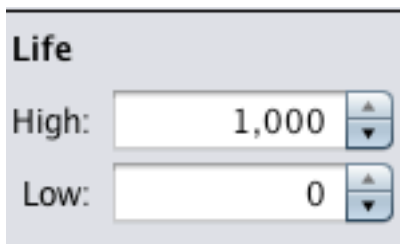


**Emission**

High:

Low:

3. **Life:** Specifies a time limit on emitter life if have any value (1 means 1 sec , or infinite life time if 0. Does not apply to non-Continuous effects, which are always disappear as soon as they emit their particles.

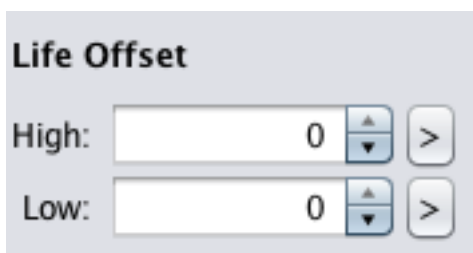


**Life**

High:

Low:

4. **Life Offset:** How much life is used up when a particle spawns. The particle is still moved/rotated/etc for the portion of its life that is used up. This allows particles to spawn, eg, halfway through their life.




**Life Offset**

High:

Low:

5. X- Offset and Y-Offset: The amount in pixels to offset where particles spawn in the particle editor

**X Offset**  
Value:    

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**Y Offset**  
Value:   