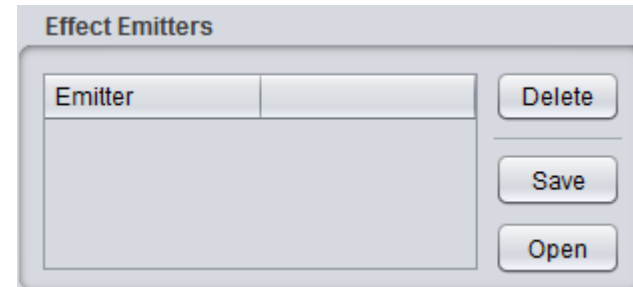


# **Documentation For the appParticleEditor**

## **Part 1:**

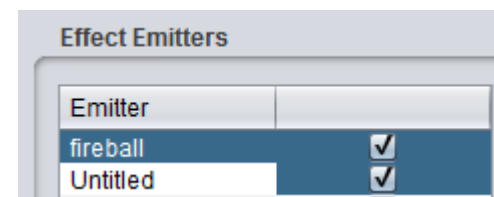
### **1.) Opening a file.**

- A. In the bottom left corner of the program click "Open"
- B. navigate to the software reuse folder: then go here  
software reuse-->data . . .open "foo.p"
- C. now, on the right on the program, under "Emitter properties", scroll to the top under "Image" and click "Open"
- D. Go to software reuse-->data, scroll down to where you see the "particle" file. open it and Begin testing!
- E. - Note: you can open the file "Particle", "Particle-Cloud", "Fire", or "Star".  
Your preference.
- F. once open you can begin testing. **Test by clicking in the space and holding the SpaceBar or any key**
- G. 6.) you can change the variables in many different ways and see how the particle changes.



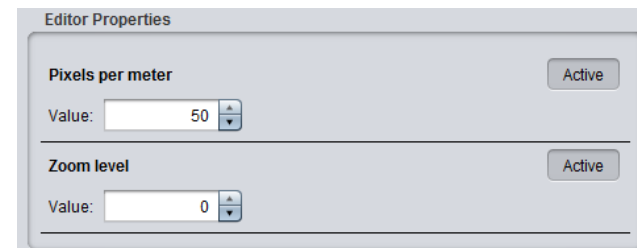
### **2.) Effect Emitters** – Here's everything you need to know in the "Effect Emitters" section.

- A. Open-As you previously seen in the last step, If you Click "Open" it opens the window explorer and lets you pick a file to open. When selecting a file to open please open a ".p" file.
- B. You can Double Click the Emitter name and change it. The default text value is "untitled"
- C. Check Box- If the check box is unchecked, the emitter will not show. And vice-versa
- D. Under the "Emitter" section you will see the file(s) you have.
- E. Delete- You can click on one of your files and click the "Delete" button to delete it.**THE DELETE BUTTON CURRENTLY DOES NOT WORK!**
- F. Save- After changing settings to your ".p" file you can click the "Save" button and all of your settings for that ".p" file will be saved. Remember to put ".p" after the name when saving your file. (i.e- if you wanted to name something "myFile" you should save it as "myFile.p")



**Editor Properties:**

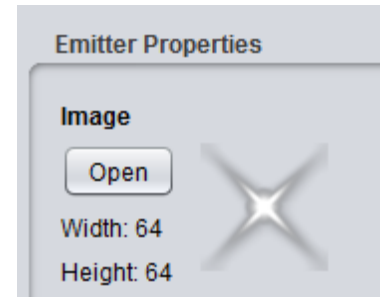
3.) Pixels Per Meter - To activate and make changes you can click the “Active” button or you can hover over the text “Pixels per Meter” until your cursor changes to a hand then click.



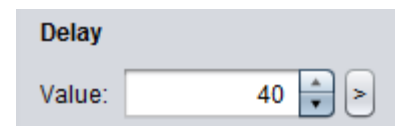
A. Had NO effect on any part of the program.

4.) Zoom Level – Had **NO** Effect

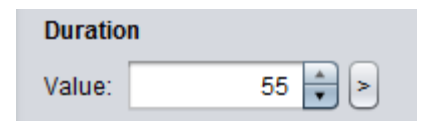
5.) Image – Here’s where you open the actual particle that you will be using in the program. Click “Open” to bring up a dialog box and search for your particle to open. Once open, your particle will show to the right of the image section closely zoomed in for the naked eye to see.



6.) Delay – Delay delays the motions that the particle normally goes through in the program. Periodically throughout the program the particle will seem like it slowed down when it is actually delayed. It will still continue its normal path but will reach the end much slower. The higher the delay value the more the program is delayed.



7.) Duration – Duration effects how long the particle last on the screen. The higher the duration value, the longer the particle when run when you press and hold the spacebar (or any key).



### Errors So far:

- Pixels Per Meter Had no functionality
- Zoom Level Had no functionality
- The “Delete” button did not work
- When you open a new particle in the Effect Emitters you cannot click on the old ones already loaded. They end up being stacked on each other until you exit the program. You can only use the later Effect Emitter (.p file) that you opened.