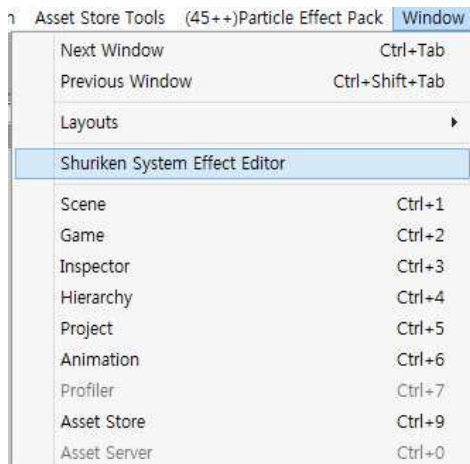
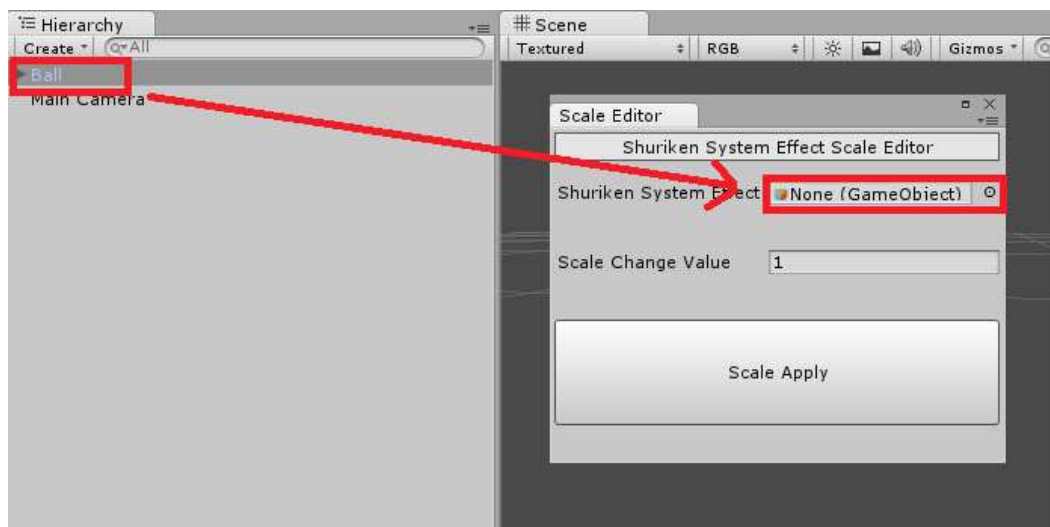


How To Use Editor ((45++)Particle Effect Pack's Shuriken Particle Effect Editor)

1. go to Window/Shuriken System Effect Editor and Click this.



2. Drag Prefabs that you want to change in the 'Shuriken System Effect' Blank



3. After Set Scale Change Value, Click Scale Apply.

Now, you can see Effect that Changed Scale.

