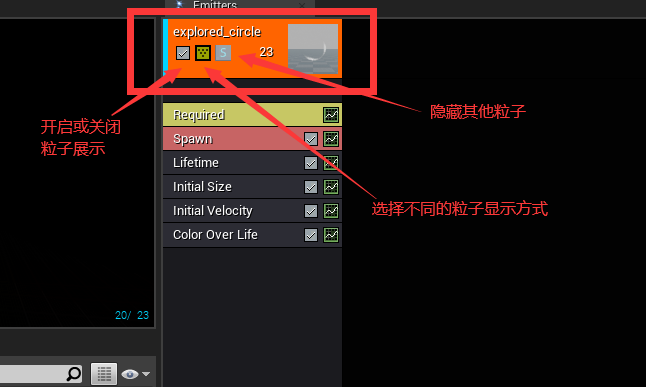
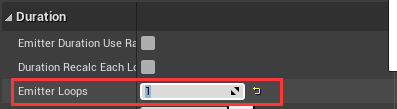
# 粒子

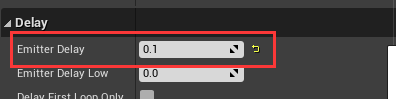


## Required

设置循环一次



上一个粒子播放后延迟0.1秒在播放该粒子



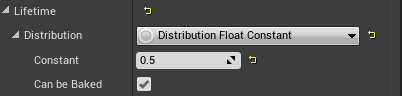
Use local space,粒子跟随物体移动



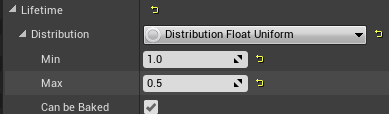
## lifetime

### lifetime----distribution

设置粒子存活时间为0.5秒↓

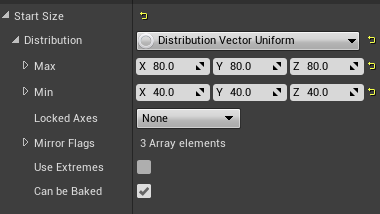


设置粒子存活时间为0.5-1.0秒之间随机取值↓



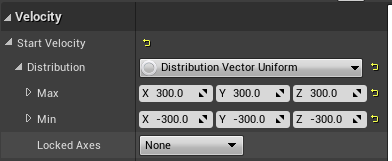
## initial size

设置粒子大小为40-80之间随机取值



## initial velocity

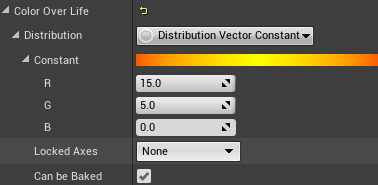
设置X,Y,Z方向粒子喷射速度为300



## color over life

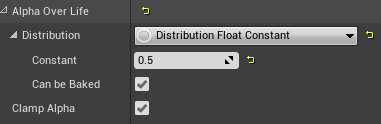
color over life----设置颜色

设置颜色为黄色↓



Alpha over life----设置透明度

设置透明度为0.5↓

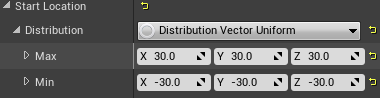


## 6. initial rotation

添加粒子朝向

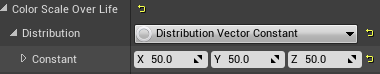
## 7 initial location

设置粒子在-30-30的范围内随机出现

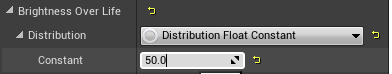


## 8. light 设置发光

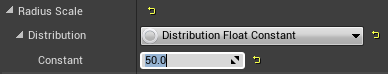
设置光颜色为50



设置发光度为50

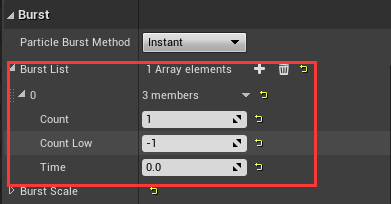


设置发光半径为50



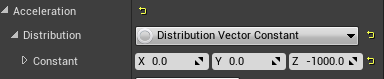
## 9.spawn 粒子产生量

设置爆发列表，一次性出现多个粒子



## 10. accelertation 加速

往Z轴方向加速1000



## 11. initial rotation rate

增加旋转率

## 12. size by life

随生命周期（时间）改变粒子大小