

2D Text & Photo Particles Effects

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2D Text & Photo Particles Effects Version: V1.0

<http://www.maything.com>

Thank you very much for purchasing this package.

This guide will tell you how to use 2D Text & Photo Particles Effects!

Import 2D Text & Photo Particles Effects Package

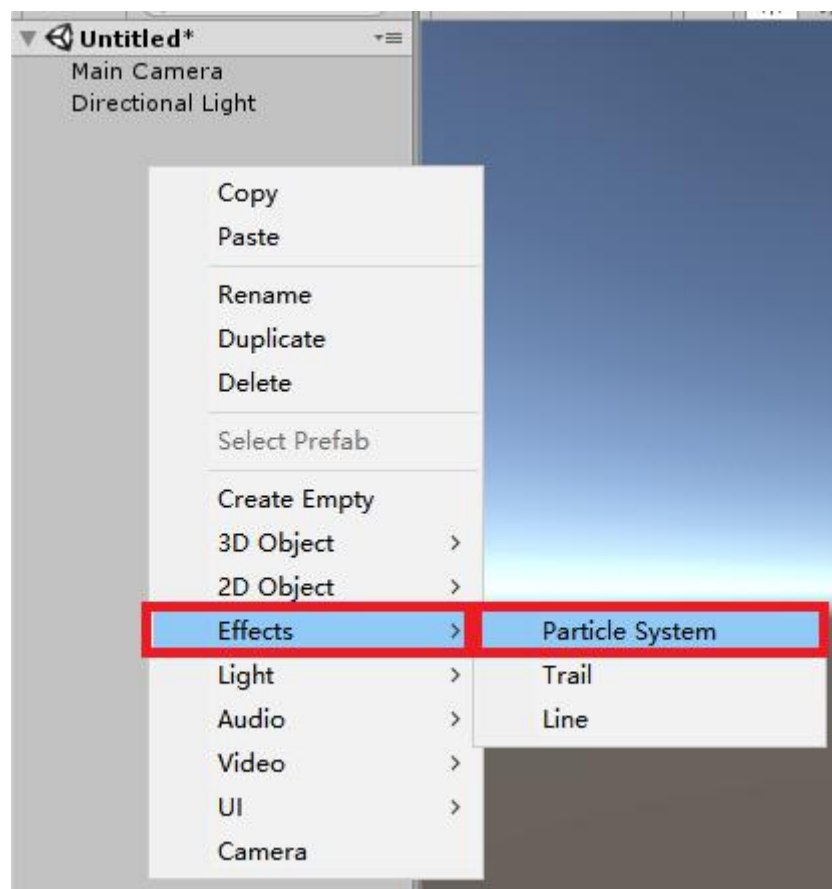
First you need import 2D Text & Photo Particles Effects package for your project! You can see:



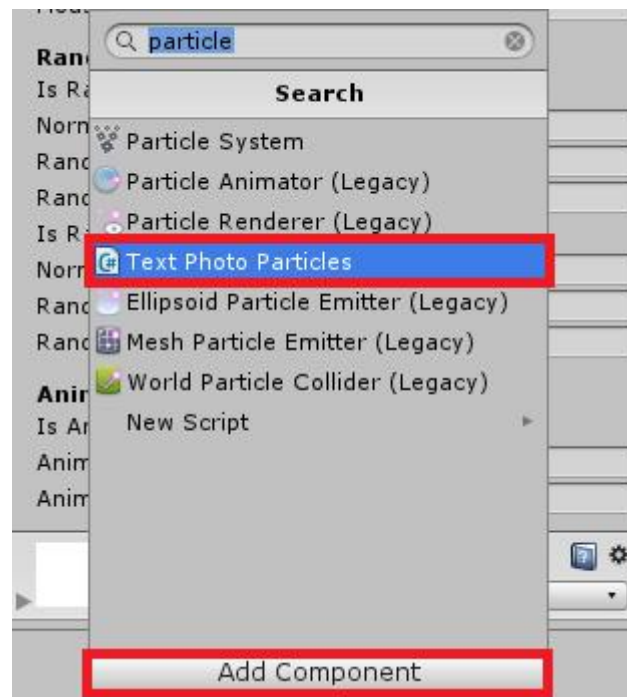
And now you can use 2D Text & Photo Particles Effect!

How To add 2D Text & Photo Particles Effects to Scene?

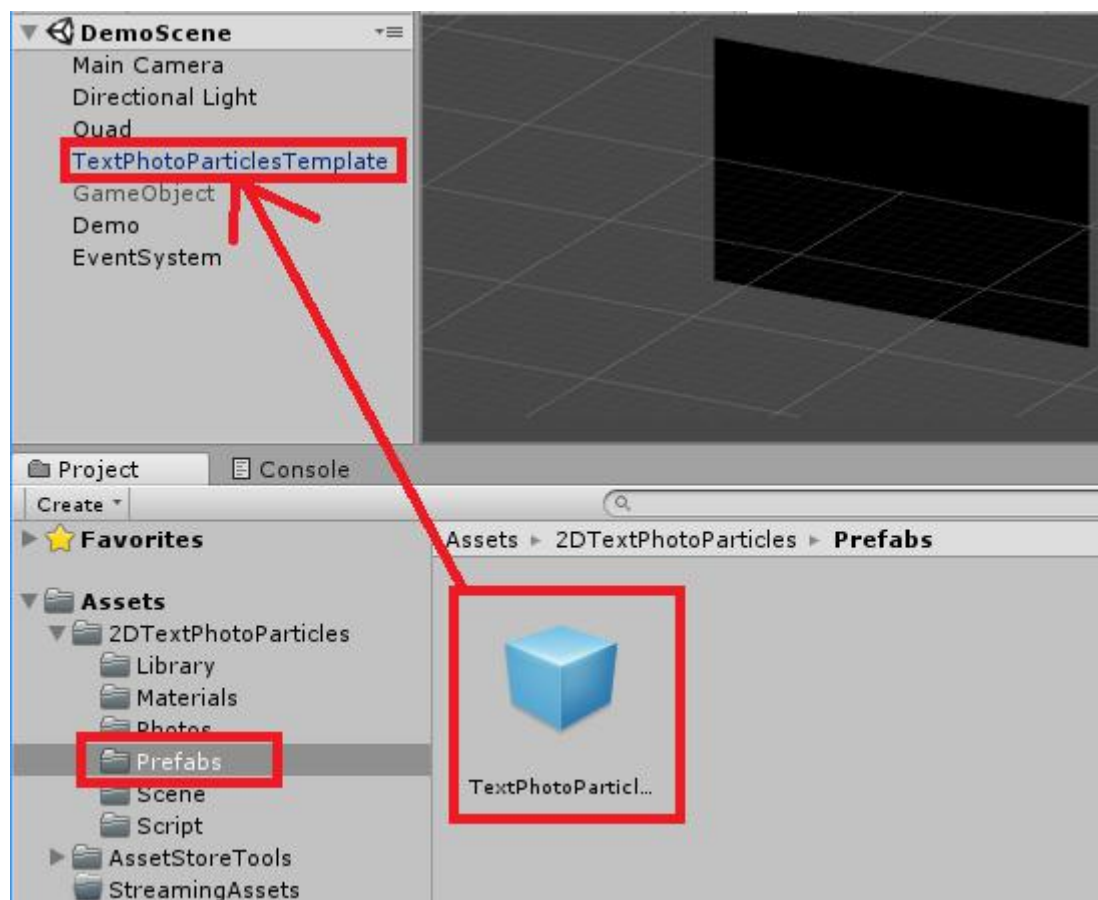
- You need add Particle system on your scene node:



- Select Particle System Node, Add "Text Photo Particles " Component:



- Or you can drag TextPhotoParticlesTemplate Prefab on your scene node!



2D Text & Photo Particles Effects properties:

[Common properties]

Render Type:You can change two render type:Render Text and Render Texture2D

- **Render Text:** The component can control particles to draw text.
- **Render Texture 2D:**The component can control particles to draw texture 2D.

Particle Mode:You can set particles mode

- **Particle Converge:** Particles are positioned according to the pixels in the picture
- **Particle Disperse:**Particles disperse from current position

Disperse Min Position:Disperse minimum distance position

This property only work the Particle Mode is Particle Disperse mode!

Disperse Max Position:Disperse maximum distance position

This property only work the Particle Mode is Particle Disperse mode!

Disperse Speed:Disperse Speed

This property only work the Particle Mode is Particle Disperse mode!

[Image render properties]

Draw Texture:The component use this texture to draw!

This property only work the Render mode is Texture2D type!

[Text render properties]

Font Name:Use TTF font name

Text:The component use this text to draw!

This property only work the Render mode is Text type!

Text Space: Space between words.

This property only work the Render mode is Text type!

[Color properties]

Fill Color Type:You can change particles fill color type

- **White Color:**Use white color to draw particles

- **Gray Color:**Use texture original color to convert gray color to draw particles
(Recommend texture2d type to use this option)
- **Original Color:**Use texture original color to draw particles
(Recommend texture2d type to use this option)
- **Custom Color:**Use custom color to draw particles
- **Random Color:**Use random color to draw particles

Custom Color:You can set custom color to draw!

This property only work the Fill Color Type is Custom Color type!

[Drawing properties]

Draw Speed:Particles move speed

Draw Scale:Particles drawing scale.

Draw Density:Particles draw density.

[Mouse interactive properties]

Mouse Interactive:You can set mouse interactive mode

- **NONE:**Mouse does not interact with particles
- **Mouse Zoom:**Particles under the mouse are magnified
- **Mouse Bounce:**Particles under the mouse are bounce

Mouse Zoom Distance: Extent of particle magnification

This property only work the Mouse Interactive is Mouse Zoom mode

Mouse Zoom Scale:Particle magnified size

This property only work the Mouse Interactive is Mouse Zoom mode

Mouse Bounce Distance:Extent of particle bounce

This property only work the Mouse Interactive is Mouse Bounce mode

Mouse Bounce Scale:Particle bounce size

This property only work the Mouse Interactive is Mouse Bounce mode

[Random properties]

Is Random Size:Whether to turn on random size.If unchecked this box,Particles are the same size.

Normal Size:Particles normal size

This Property only work the unchecked is random size

Random Min Size:Particles random minimum size

This Property only work the checked is random size

Random Max Size:Particles random maximum size

This Property only work the checked is random size

Is Random Alpha:Whether to turn on random alpha.If unchecked this box,Particles are the same alpha.

Normal Alpha:Particles normal alpha.

This property only work the unchecked Is Random Alpha

Random Min Alpha:Particles random minimum alpha(range 0 to 255)

This property only work the checked Is Random Alpha

Random Max Alpha:Particles random maximum alpha(range 0 to 255)

This property only work the checked Is Random Alpha

[Animation properties]

Is Animation:Whether to turn on the animation of random rotation of particles

Animation Speed:Particles random rotation speed.

This property only work the checked Is Animation

Animation Range:Particle random rotation range.

This property only work the checked Is Animation

Photo specifications

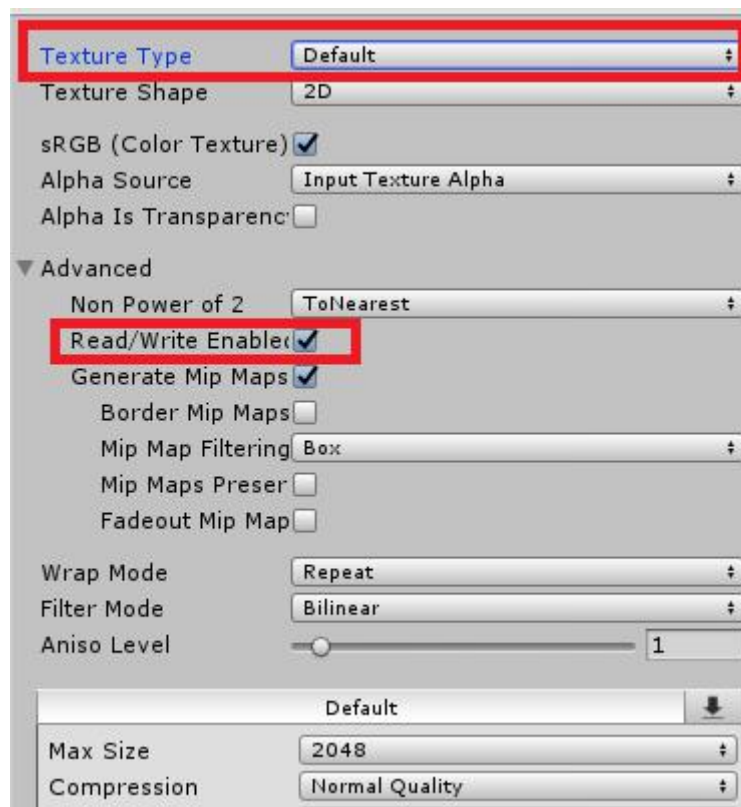
We recommend that you use a 256x128 pixels photo!

The background color of the picture is black,Look like this:



The program scans the photos and converts them to particles. When converting, particles will ignore black color.

When you import photos to unity, you need set texture type to default and check Read/Write Enabled option, like this:



More question?

If you have more problems in the process of using.You can see FAQ.pdf document first,Or you can content me.

My E-mail: winspy1929@qq.com