

Each of the 8 effects has a corresponding demo in the Scenes folder. Note that the Loot Box effect is triggered with the left mouse button.

Alternatively, simply drag the required effect Prefab from the prefabs folder into your scene. Each effect prefab will need a target for the particles to track to; select the Prefab in the Hierarchy window, then scroll down the particle effect settings in the Inspector window (on the right) until you find the Tracking Particles script. Next, drag your chosen tracking GameObject from the Hierarchy window into the Target slot on this script. Note that the tracking particles element of an effect may be grouped under another Parent GameObject, eg for FleshBlobs you will need to select the child Flesh_Balls and then locate the Tracking Particles script on this particle effect.

The LifeAbsorb effect works in the reverse direction, with the particle effect placed on the target GameObject that the effect will emit from and then track to your chosen "absorbing" location. Similarly, the Tractor Beam effects contain an additional effect Tractor_Target_Particles_Fast that you should place on your tractor beam target.

The tracking particles system can be used on your own particle systems - simply drag the TrackingParticles script onto your particle effect, then add a target GameObject to the script.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com