﻿using UnityEngine;

using System.Collections;

public class HT\_SetParticleSortingLayer : MonoBehaviour

{

public string sortingLayerName; // The name of the sorting layer the particles should be set to.

public int sortingOrder;

void Start ()

{

// Set the sorting layer of the particle system.

GetComponent<ParticleSystem>().GetComponent<Renderer>().sortingLayerName = sortingLayerName;

GetComponent<ParticleSystem>().GetComponent<Renderer>().sortingOrder = sortingOrder;

}

}