

# FALLING LEAVES HELP

## EDITING JS FILE

- Changing settings in js file:
  - **Speed of fall** – parameter **speedC** defines the falling speed of leaves. Increase this number to increase speed of fall.
  - **Rotation** – parameter **rotation** defines how much each leaf rotates, rotation is calculated with speed of fall to achieve realistic effect of rotation.
  - **Rotate or not** – parameter **rotationTrue** defines whether rotation is applied or not, 1 means rotation is true, 0 means rotation is false.
  - **Number of leaves** – parameter **numberOfLeaves** defines how many leaves appear on stage. Set the number to anything you would like.
  - **Size of leaves** – parameter **size** defines the general size of leaves. Final size is then generated randomly to achieve a more realistic effect (same as speed and rotation).
  - **Type of leaf** – parameter **typeOfLeaf** defines which type of leaf will appear. You have 4 possibilities: 0 - type 1, 1- type 2, 2 - type3, 3 - all types combined.
  - **FPS** – parameter that defines fps used, simply increase or decrease number to get the desired fps.