

Pack includes prefabs of main effects  
(Assets/OrdossFX/LootDropFX/Pefabs).

Support platforms:

All platforms (PC/Consoles/VR/Mobiles)

All effects tested on Oculus Rift CV1 with single and dual mode  
rendering and work perfect.

Using effects:

Simple using - Just drag and drop prefab of effect on scene and use that (for  
example, bufs or projectiles)

For control time of effect just change lifetime of lifetime of one particle system - LootDrop->Life->Mesh->Start Lif  
time

If you have a problem with package you can contact with me by email - [erm.vladislav@gmail.com](mailto:erm.vladislav@gmail.com)