PARTICLE PLAYGROUND III

MULTITHREADING

TURBULENCE

EMISSION SOURCES
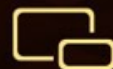
EVENT SYSTEM

LIVE MANIPULATION

EXTENSION COMPONENTS

ALL PLATFORMS

PRESETS & REDISTRIBUTION

Particle Playground 3, Script & Visual Particle System Framework For The Unity Engine.

NEXT

THE PARTICLE PLAYGROUND 3 MANUAL

INTRODUCTION

Birth Positions Made From a Mesh. The Playground Trails Component Draw Trails After Particles.

WHAT'S NEXT?

NEXT is a jump-start guide and the manual to Particle Playground 3, intended to inspire and give ideas how to bend particles your way.

WELCOME TO THE PLAYGROUND

Particle Playground 3 is a versatile particle effect editor for the Unity Engine which extends the capabilities of the Shuriken particle system. Along come abilities to build particles from skinned, procedural or regular meshes, images, paint, projection and splines - all live in the scene.

All settings can be controlled intuitively through the Unity Inspector where gizmos and handles are available in Scene View.
Give your particles life through turbulent forces and let manipulators guide them based on their position to give them new properties.

The Event system give particles the ability to talk to other Particle Playground systems and game logic in the scene. Through the list of Snapshots you can load particle settings and jump through live particle states.

Store your particles in form of presets and load them whenever needed. Did you create something amazing? - Use the Preset Wizard to export presets to share your creations with others. License includes redistribution.

Under the hood you will find multithreading, extensive classes, a script mode for emission with a set of script- and scene examples to get started. The framework is entirely written in C# where source code is available and ready for you to extend.

Particle Playground 3 is available for all platforms.

GETTING STARTED

Particle Playground 3 all starts with the *Playground Wizard* found through **Window > Particle Playground**. From here you can start fresh with a new Particle Playground system or launch any previously made particle presets through the *Presets* list. Example presets from first install is also available to give you an idea of the multitude of capabilities a Particle Playground system has.

You can create new presets in the *Preset Wizard* found by way of the *Preset Wizard-button* or by any Particle Playground system's Inspector. Through the Preset Wizard you can also export your particle systems to a UnityPackage to publish your presets.

The Playground Wizard also serves as a window to the available *Playground Manager* in the scene. The Playground Manager is the
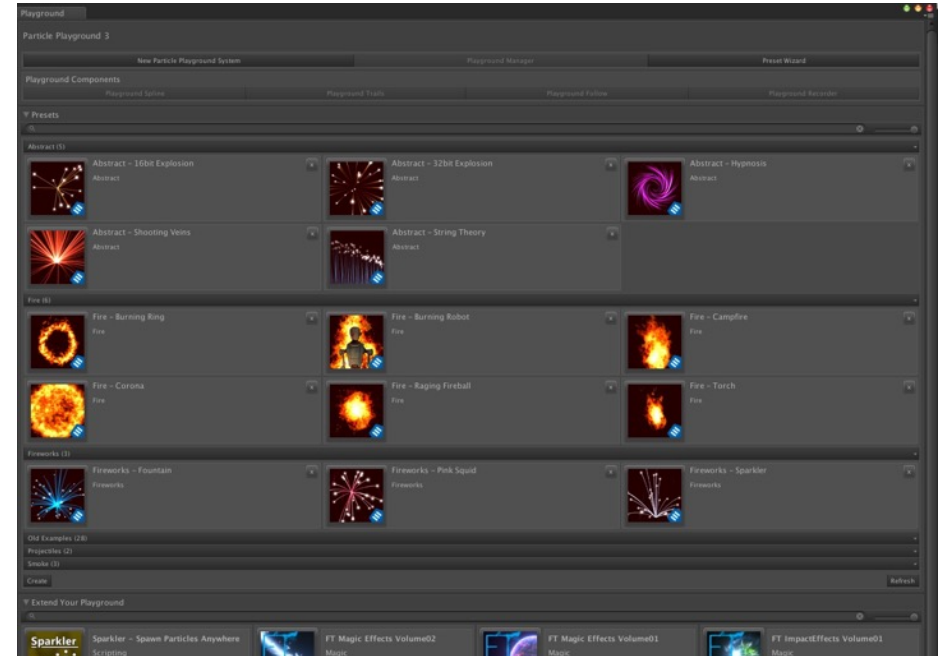
object driving all active Particle Playground systems. It also contains all *Global Manipulators* and main settings for how you wish your Playground to be presented.

For your convenience the Playground Wizard will notify you if any updates are available and contains the overall settings where you can handle languages, Editor limits and project paths.

PLAYGROUND COMPONENTS

Particle Playground comes with additional tools to create advanced particle effects at your fingertips. These components can be found in the Playground Wizard and added to any selected GameObject within the Hierarchy.

Components Overview

Playground Spline
The Playground Spline lets you draw bezier curves within the Scene. Particles can birth from splines and Manipulators can target particles towards them. The Playground Spline is not tied to Particle Playground and lives within the PlaygroundSplines namespace, you can use a Playground Spline for other Unity assets.

Playground Trails
The Playground Trails component will draw flexible mesh trails after particles within a particle system. This is done by adding Birth-, Collision- and Death Events onto a particle system to tell the trails when to be created, create points or stop following a particle.
The trails length is set by the Time parameter, which determines how long each point in the trail lives. The width is set by the Width multiplier and the normalized Animation Curve Lifetime Width.
The colors are set by a Gradient which can be applied over Lifetime or by using the normalized points within the Point Array. The same modes are available for the UV-mapping.

The trails can billboard towards a Transform position, render flat horizontally / vertically or use a Custom Render Scale which determines the direction and its multiplier.

The amount of points in a trail determines how smooth it looks, more points = more vertices. You can set the Minimum and Maximum distances for point creation and the Maximum Path Deviation based on the particle's current trajectory in angles.

The Playground Trails mesh calculations are done in a multithreaded environment.

Playground Follow
The Playground Follow component lets GameObjects follow particles live within the scene. It uses a Reference Object which will be the blueprint for the objects pooled and reused. Their Lifetime and pool Cache Size is automatically set unless user specified.

Playground Recorder
The Playground Recorder can record, playback and time scrub particles. After a recording is made you can Trim the non desirable frames. To store recordings over sessions it uses a Scriptable Object called Playground Recorder Data. When using this you can record in Play Mode and playback whenever. The Recorder Data will not be serialized at runtime in builds.

You can use playback as an option to otherwise heavier live calculated particle systems to improve performance.

The Playground Recorder will record and playback in a multithreaded environment.

OVERVIEW

Get Ready to Play.

THE INSPECTOR

A Particle Playground system's all settings is available through the Inspector UI once selected in the Hierarchy.

Quick Overview

Source-tab
The source of which particles are created by.

Particle Settings-tab
From here you can set various conditions for your particle system, for instance how many particles are simulated, their size and their lifetime.

Forces-tab
Set conditions such as initial movement and movement over lifetime by pre-set forces and turbulence.

Collision-tab
Determines if particles should detect colliders in the scene.

Rendering-tab
How particles are presented visually.

Manipulators-tab
The list of Manipulators affecting this particle system. A Manipulator can alter a particle's behavior based on its position.

Events-tab
The list of Events communicating with other particle systems and scripts in the scene.

Snapshots-tab
The list of Snapshots with stored settings and particle positions to load upon request.

Advanced-tab
The in-depth settings for this particle system. Here you can determine if particles should be simulated in World- or Local space and enable extensive features such as Rebirth appearance, Auto-Pause Calculation and apply any Lock values to the particle system.

Playground Manager
A window to the Playground Manager's list of Particle Systems, Global Manipulators and Advanced settings is available on any Particle Playground system.

THE PLAYGROUND MANAGER

All Particle Playground systems are driven by the Playground Manager within the scene. From the Inspector UI you can see all available *Particle Systems* and *Global Manipulators* once selected in the Hierarchy. These serves as jump-lists to their attached GameObjects. You can rearrange the lists by *up-* and *down buttons*, where + clones- and - removes an object. Through the *Advanced*-tab you can setup your Playground in more detail, here you can configure how multithreading should be handled across the Scene.

In terms of scripting the *PlaygroundC* class is the Playground Manager. From here you can create new Particle Playground systems and when scripting towards one you'll find handy wrapper functions available. All classes and functions in Particle Playground lives in the *ParticlePlayground* namespace.

▼ Playground Manager

Particle Systems (3)

0	Fire (100)	↑ ↓ + -
1	Sparks (100)	↑ ↓ + -
2	Smoke (100)	↑ ↓ + -

Create

Global Manipulators (3)

0	▶ Attractor	(Attractor Transform)	↑ ↓ + -
1	▶ Property	(Turbulence Transform)	↑ ↓ + -
2	▶ Combined	(Color & Size Transform)	↑ ↓ + -

Create

Advanced

Calculate Particles	✓
Group Automatically	✓
Build Zero Alpha Pixels	☐
Scene Gizmos	✓
Source Positions	☐
Spline Preview	✓
Wireframes	☐
Paint Toolbox	✓
Show Shuriken	☐

GOOD TO KNOW
Only one Playground Manager can exist within a scene.

SOURCE

PARTICLE EMISSION MADE FROM A LIVE SKINNED MESH WITHIN THE SCENE.

A Source is a way of describing how particle birth positions will distribute. There are several options with ability to structure particles from textures, meshes, paint, image projection and splines.

Quick Overview

State
Create particles from textures or static meshes. The State Source serves as a list where you can switch between items. Assign a Transform to move and rotate the particle positions.

Transform
Emit from chosen Transforms within the scene.

World Object
Structure particles from a mesh vertices in the scene. The mesh can be procedural where the mesh's vertices and normals will be extracted each calculation.

Skinned World Object
Let particles flow from an animated mesh in the scene. With Source Down Resolution you can skip vertices by dividing the original mesh's vertex count.

Script
Create your own emission positions by running your particle system in script mode. *PlaygroundParticlesC.Emit()* has a multitude of overloads for most common emission scenarios.

Paint
Paint source positions by free hand through the Inspector and Scene View tools or at runtime by the *PlaygroundC.Paint()* functions. You can use a single point or setup your own brush with a texture, then apply different properties to how Paint should behave. An eraser is available which can remove painted positions within distance of the mouse cursor. Painting by free hand demands that you paint on colliders within the scene. 3d- and 2d collisions are available where you can determine collision layers.
All painted positions will have a Transform parent, where moving, rotating and scaling the Transform will make each source reposition accordingly.

Projection
Project by letting an image's pixels flow through the scene from a Transform. Every collider within layer it hits will create a source position. From the collision surface's normal you can offset each particle's source position by depth. 3d- and 2d collisions are available.

Spline
Emit particles along a Playground Spline within the scene. The particle count determines the density. A Playground Spline is not exclusive for particles and can be used with any other type of component as well.

> GOOD TO KNOW
> Using *Only Source Positions* in the Forces-tab will make particles stick onto their source position each frame.

PARTICLE SETTINGS

Take control over particle emission, sizes, rotations, sorting over lifetime and extensive Source structuring.

Quick Overview

Particle Count
How many particles that should be simulated. Every change will restructure the Particle Cache.

Overflow Offset
You can Overflow Offset your particles from its Source origin. Each overflow iteration is based on how many Source Points your Source has. With Overflow Mode you determine the offset's global or local direction.

Source Scatter
Scramble the Source positions within minimum- and maximum global X-, Y-, and Z range. Using Local Simulation Space found in Advanced-tab will make them rotate along the Source.

Emission
In the Emission options you can toggle emission. Disable Loop to not enter another lifetime cycle and enable Disable On Done to inactivate or destroy the GameObject once the first loop is done. Emission Rate determines the percentage of total particles that should emit.
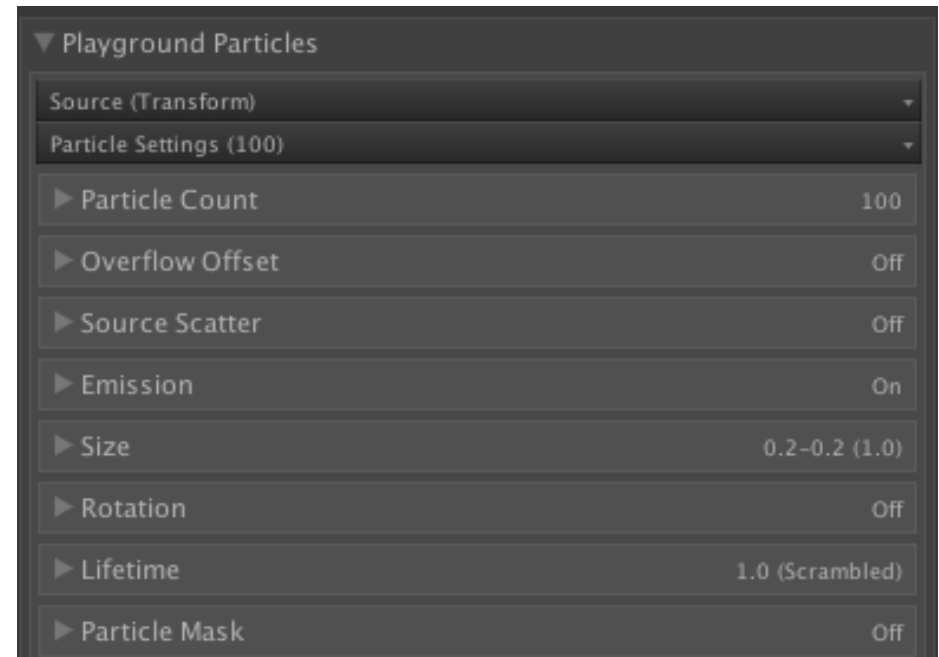
Size
The size of a particle is set by random within minimum- and maximum float values. Scale will amp the current given random size. Lifetime Size will set size (Y) over normalized lifetime (X). Array Size will set size (Y) over normalized array of particles (X).

Rotation
A particle's initial rotation and rotation over lifetime is set by random within minimum- and maximum float values. To make a particle rotate based on its velocity enable Rotate Towards Direction. The Rotation Normal determines the vectors to rotate around. A common operation would be to pass in the forward of the Main Camera's Transform to always rotate along the camera's perspective. Note that Unity 5.5 or later is required for 3d rotations.
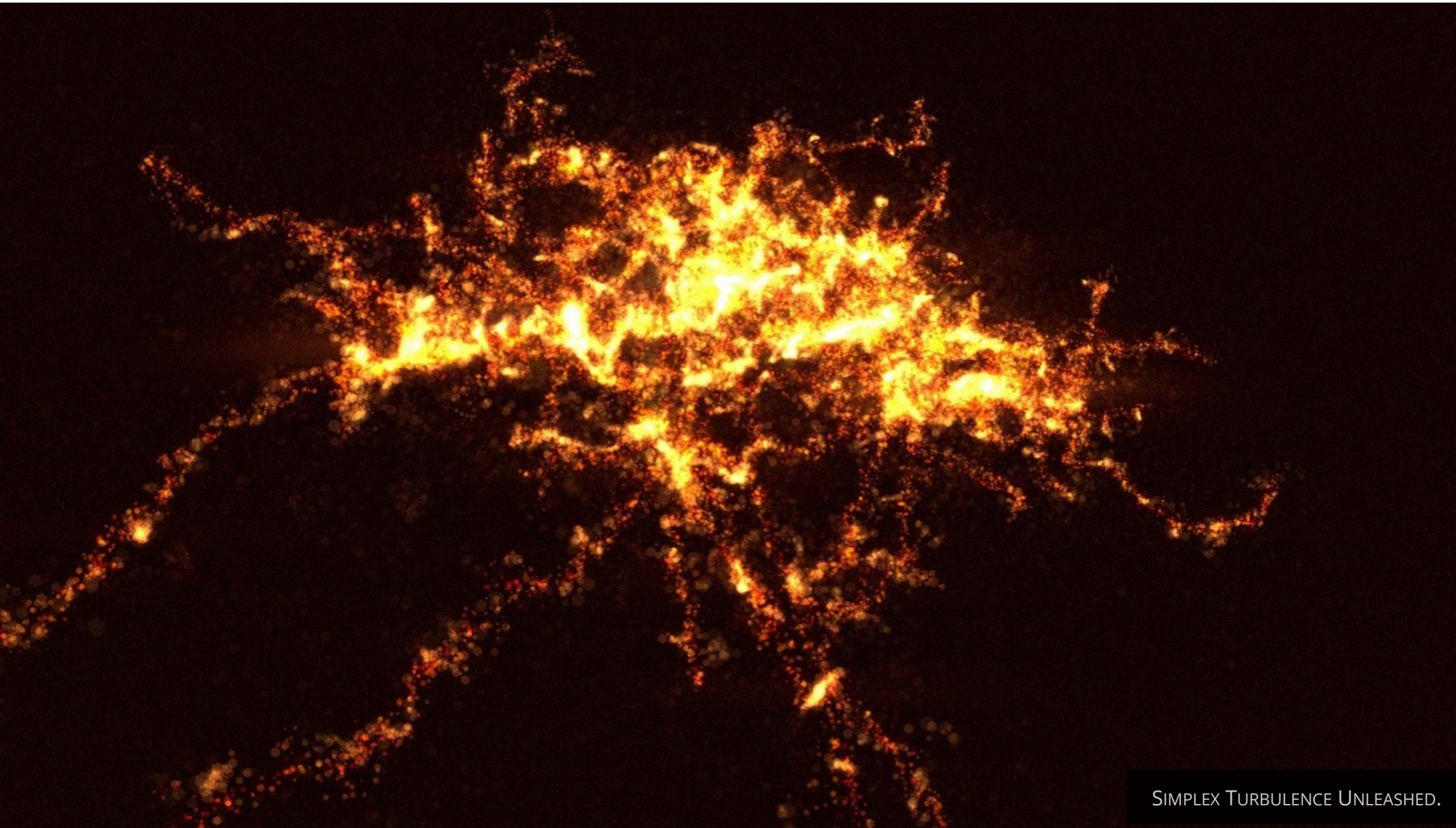
Lifetime

The Lifetime determines how many seconds a particle will live during its cycle. Lifetime Sorting will structure the particles emission pattern with different techniques - use Custom to sort particles normalized emission (Y) along the normalized lifetime (X). Lifetime Offset will scrub initial starting point within the range of the particle's lifetime. Lifetime Emission will determine the rate of emission over the specified lifetime.

Particle Mask

The Particle Mask lets you visually remove set amount of particles. The Mask Time will determine the duration of fade in/out once the Particle Mask amount changes. The Mask Sorting determines the mask order in the particle array. All particles will still be simulated behind the mask and will let you change the amount of particles on screen over time.

COMBINING LIFETIME SORTING OF NEAREST NEIGHBOUR AND OVERFLOW OFFSET ON A WORLD OBJECT
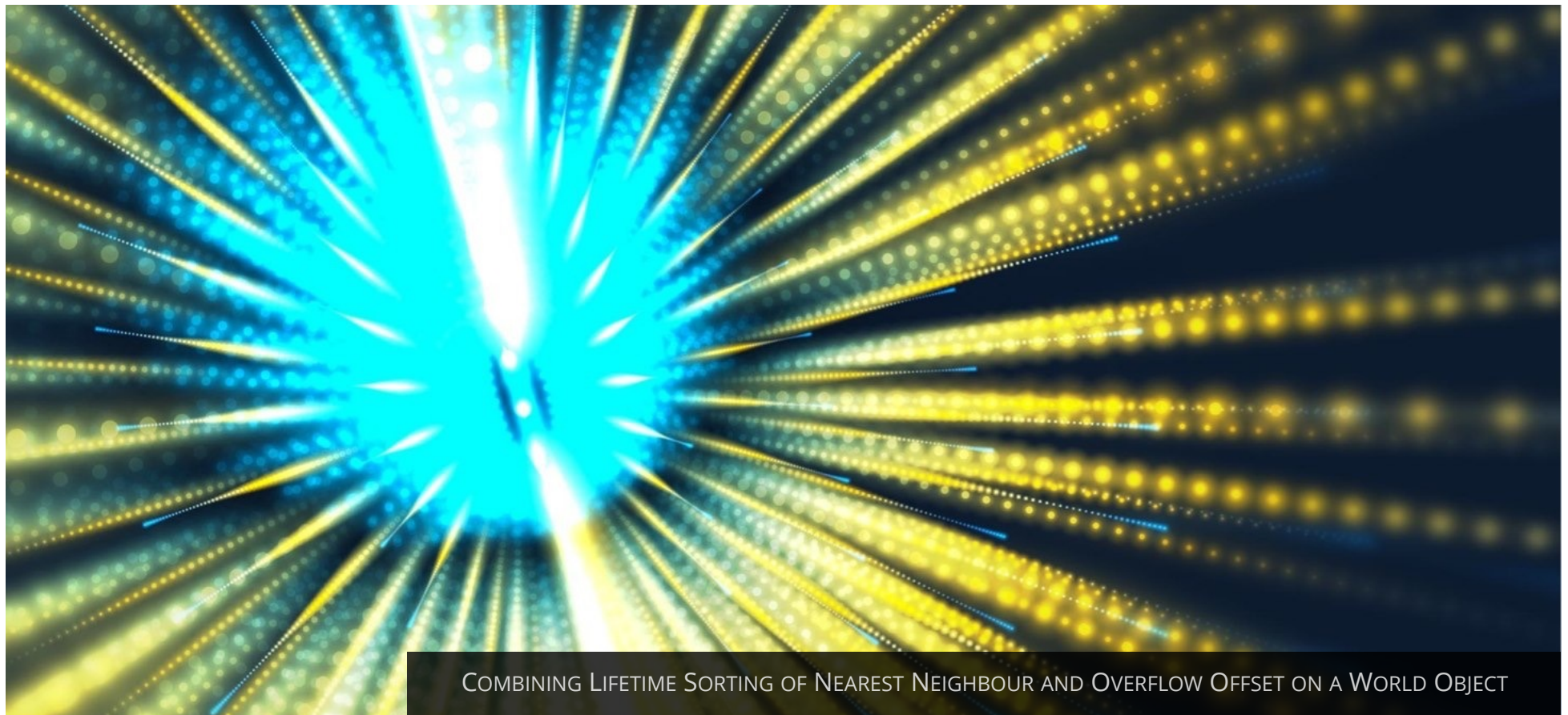
Forces

Simplex Turbulence Unleashed.

The movement pattern of a particle is depending on the velocity given at birth and the surrounding forces during its lifetime. At birth you can mold its velocity shape, use Local Velocity to give directions based on the Source and its current movement in the scene.

During a particle's lifetime you can use animation curves to give exact force at certain time, give it constant forces through gravity and bend their velocity path and apply turbulence.

Should you not want forces - Make particles attach completely to their Source and rely on its appearance in the scene by enabling Only Source Positions. You can also annihilate any axis to ensure that they live in the correct dimension and set a maximum velocity to never exceed.

Quick Overview

Force Annihilation
Disable forces by different techniques. Lifetime Positioning will make particles move with AnimationCurves. Transition Back To Source will make particles move back to their origin over time. Set Axis Constraints to never apply velocity to set axis.

Initial Velocity
Velocity in X-, Y- and Z values. Local Velocity will take Source direction into account. The Initial Velocity Shape determines the scale of velocity (Y) to apply depending on when a particle emits in its normalized Lifetime (X).

Lifetime Velocity
The velocity (Y) to add over normalized Lifetime (X).

Velocity Bending
Make particles bend around their current velocity path depending on their Source Position or Delta Position from previous frame.

Turbulence
Apply movement patterns by Simplex- or Perlin Noise algorithms. Strength determines the force applied. Scale determines the noise resolution in the Scene. Time Scale determines how fast the noise progresses.

Constant Force
Gravity sets a constant velocity towards X- Y- and Z vectors. Damping determines the amount of inertia to apply over time. Velocity Scale will scale the overall forces applied to all particles.

COLLISION

Each particle can look for any colliders in its way. Once collided you can randomly bounce within the range of the hit normal, apply lifetime loss and push any rigidbodies within the scene. Collision is done by Raycasting from a particle's previous position towards its current. This gives a collision behavior which is nondependent of the particle's velocity and the current frame-rate.

Quick Overview

Collision Type & Collision Mask
The method for detecting colliders in the scene. 3D- and 2D colliders are available. Use Collision Mask to determine which layers to detect.

Collide With Rigidbodies, Inverse & Mass
Determine if particles should affect the Rigidbody of a hit collider. Inverse will reverse the collision effect. Use Mass to scale the force applied to the Rigidbody.

Collision Radius
The spherical size of the particle's collider.

Lifetime Loss
The normalized amount to subtract from a colliding particle's current lifetime.

Sticky
Collided particles can stick onto their collider's position and start following its transform position. Use Surface Offset to offset the particle from the surface along the collided normal. The Sticky Mask determines which layers are seen as sticky.

Bounciness & Random Bounce
Bounciness determines the remaining force a particle should have once reflected from the collider's surface. Random Bounce will apply a random value within minimum- and maximum normalized X-, Y- and Z value from the collider's hit normal.

Collision Precision
Determines if Vector3.Distance should be used instead of sqrMagnitude when looking for colliders within the scene.

Force Collision Caching
Collision caching is automatically done when enabling Sticky particles to keep track of which objects has been hit. If you want to extend upon that logic without enabling Sticky you need to enable Force Collision Caching.

Collision Planes
To limit the particles within the world space you can setup collision planes by Transforms in the scene where Offset in global coordinates can be applied.

Collision Exclusion
Choose which objects in the scene which are not seen by the collision.

RENDERING

The visual presentation of a particle's mesh, material and color is all determined in the Rendering-tab.

Quick Overview

Material
The Material to apply to a particle system. A material's shader affects how a particle will blend within the scene and the texture can set its visual shape.

Color Source
Color Source determines what type of coloring should be applied to the particles. *Source* means that you will pickup any available color from a Source's texture or painted color. Enable Source Uses Lifetime Alpha to apply the alpha from the Lifetime Color. *Lifetime Color* is a gradient which will apply over the particle's lifetime.

Lifetime Colors are gradients which each particle will pair up with upon birth. Use the Color Method to determine if color should be applied over *Lifetime* or by the *Particle Array*.

Render Mode
Render the particles flat facing different directions (*HorizontalVertical Billboard*), *Stretch* them based on their current velocity or render them as a *Mesh*. Rendering can also be turned off from here.

Shadows
Determines if particles should cast- and receive shadows. Note that you need a shader which handles shadows.

Sorting
Use Sorting Mode to determine the order of particles in the system. The Sorting Layer and Order In Layer will affect the rendering order of your particles when using 2D view.

Texture Sheet Animation
Animates the UV of particles. Reference the Shuriken Particle System manual for usage.

GO CRAZY WITH LIFETIME COLORS, THEY'RE PERFORMING EQUALLY AS ONE GRADIENT.
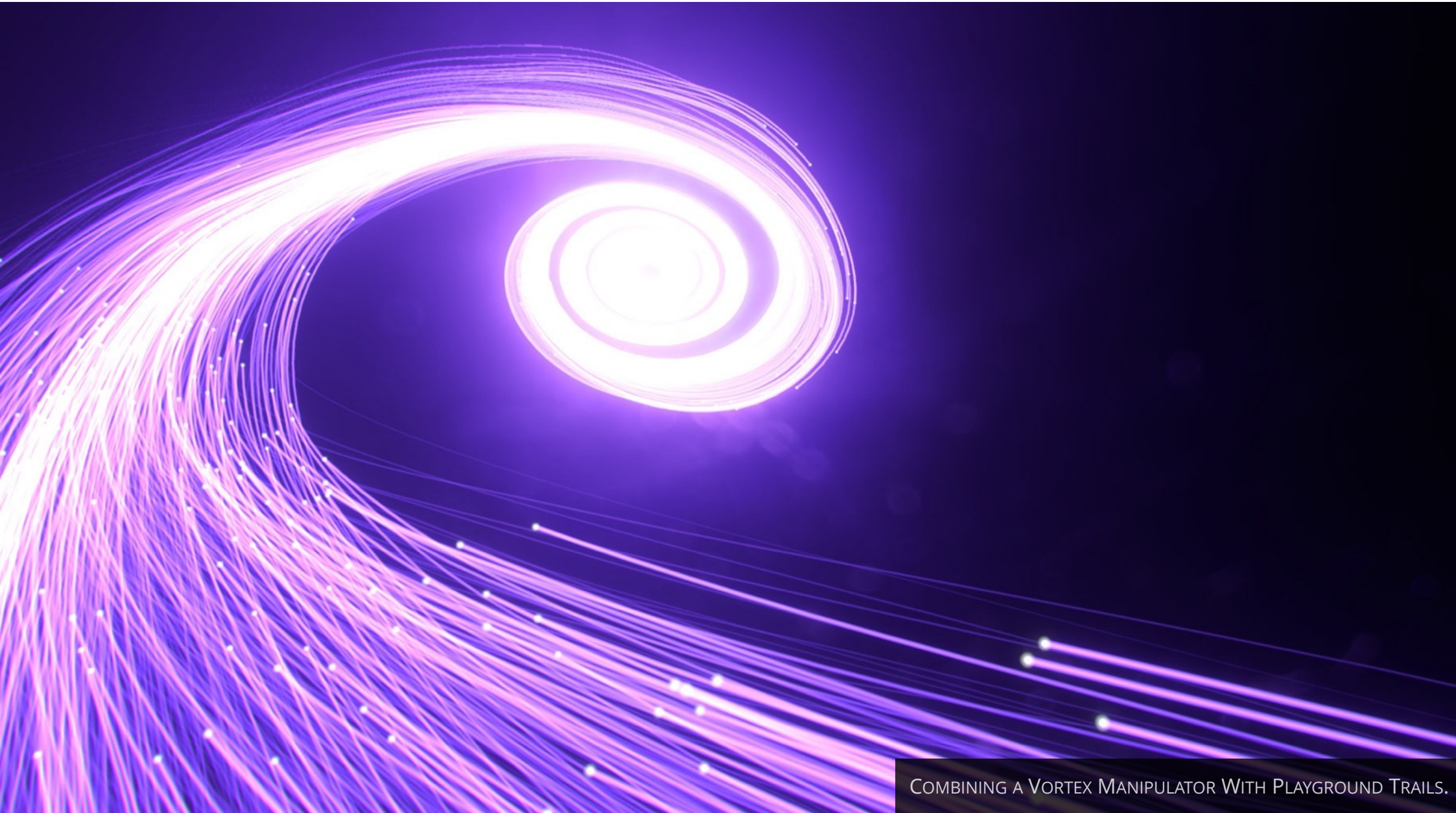
MANIPULATORS

Every particle can be affected by objects the framework calls Manipulators. Each Manipulator is connected to a Transform in the scene and contain settings for how to influence a particle's appearance.

There are Local- and Global Manipulators. A Local Manipulator is attached to a Particle Playground system and will only affect its own particles within range. A Global Manipulator is attached to the Playground Manager and will affect all particle systems within layer and range. A Local Manipulator will serialize along with the particle system, a Global Manipulator will serialize with the Playground Manager within the scene.

There is a multitude of available Manipulators with different setups and abilities, but they all share the same goal of bending particles based on their position to your favor.

A Manipulator is rendered in Scene View as a sphere or a box with Size- and Strength handles. Its color shows whether it belongs to a ● Local- or ● Global Manipulator, if the shape is ● Inverted or if the shape is ● Infinite.

Quick Overview

Attractor
Attract particles in a funnel pattern towards center.

Attractor Gravitational
Attract particles in a gravitational pattern towards center.

Repellent
Push particles away from center.

Vortex
Attract particles in a vortex towards center. The rotation of the Manipulator's Transform decides the directional flow.

Property
The Property Manipulator contains a list of properties to give particles within the Manipulator's range such as Size, Color, Velocity, Turbulence and different Target methods. You will also see the main Manipulators in this list which are injected to cooperate with the Combined Manipulator.

Combined
Combine any Manipulators into one, using the same field area and main strength.

EVENTS
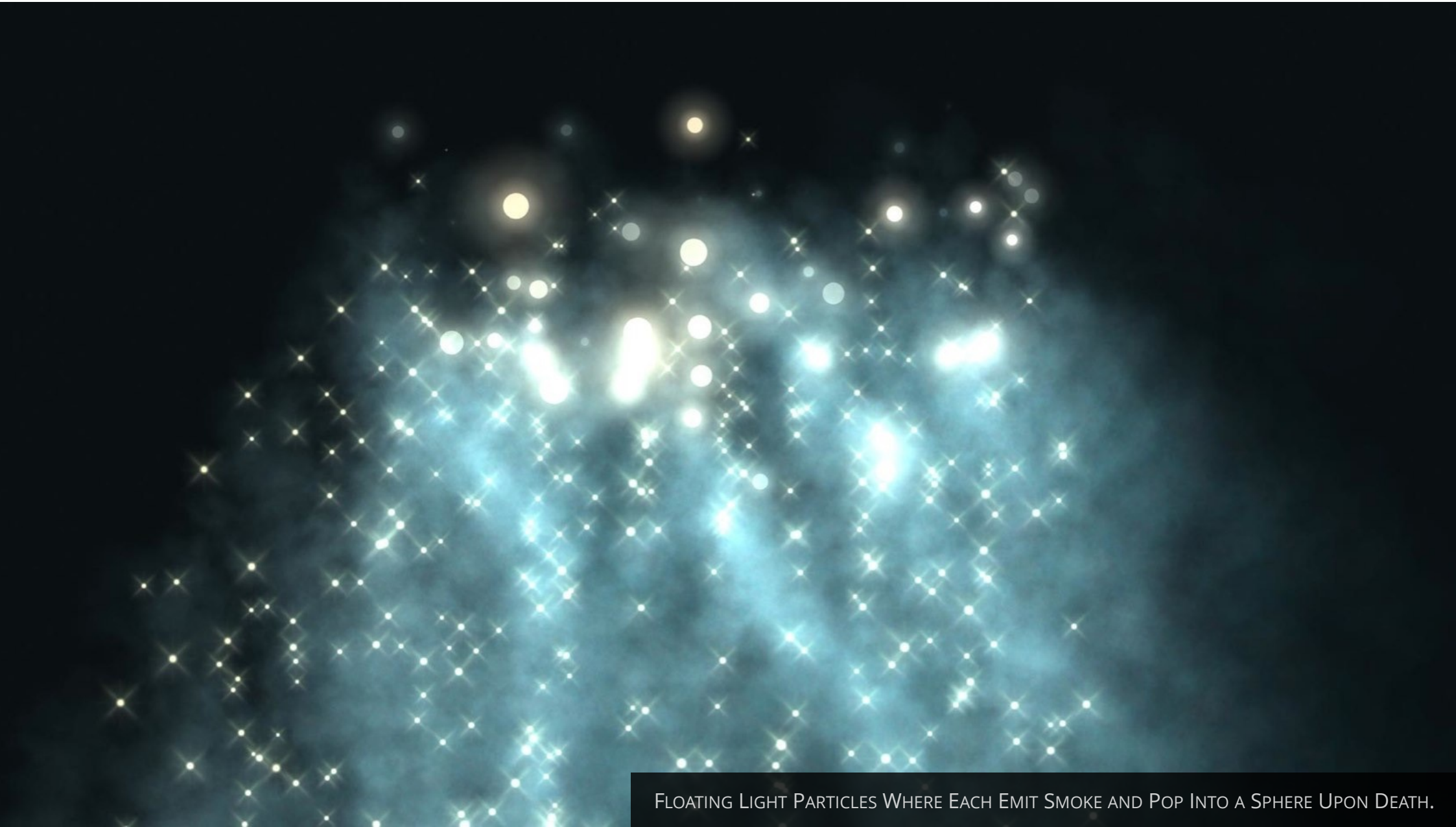
Floating Light Particles Where Each Emit Smoke and Pop Into a Sphere Upon Death.

Through Events particle systems can communicate with one another and other game logic in the scene. The particle system carrying the Event will send its Instructions to another particle system Target set to Script as Source or any Event Listeners in your scripts. Each Target will list their Controller(s) in the Source-tab where a Target can receive Instructions from several Controllers.

Quick Overview

Broadcasting Type
The method how an Event is sent. *Targets* and *Event Listeners* (see In-Depth section *Deeper Into Events*) can receive information from an Event.

Target
The particle system to get instructions upon the Event.

Type
The action which triggers this Event to send instructions. Available actions are *Birth*, *Death*, *Collision* and *Time*.

Position
The Source Instruction to send to the Target. This is where the Event Target's emitting particle will appear in world space. Available Source Instructions are *User*, *Particle* and *Source*. *User* will be a fixed

X- Y and Z vector, *Particle* will be the current particle's position and *Source* will be the Source Position of the controller.

Velocity
The Velocity Instruction to send to the Target. Available Velocity Instructions are *User* (behaves like Initial Velocity), *Particle* (inherited from current particle) and *Source* (set by Controller's all Initial Velocity values in the Forces-tab). Use the Velocity Multiplier to amp the Velocity Instruction.

Color
The Color Instruction to send to the Target. Available Color Instructions are *User* (set by the Instruction's Color), *Particle* (set by current particle) and *Source* (set by the Controller's Color Source in the Rendering-tab).

SNAPSHOTS

The list of stored Snapshots ables you to Save and Load particle system settings and live particles within the scene. You can toggle whether to load the stored particles saved in the scene, the particle system's settings or both - and in-between do a transition. The Snapshots are stored and parented as separate particle systems to your main particle system, set to not simulate. Toggle the *Advanced* button to edit them after creation.

Quick Overview

Transition Time
A snapshot can transition over time to another. Should your loading particle system have another particle count then filler- or fading particles will be handled during transition.

Transition Type
The type of transition over time where *Linear* (no easing), *Ease In* (slow start) and *Ease Out* (slow finish) is available.

Load From Start
Load the selected snapshot when the particle system's GameObject enables.
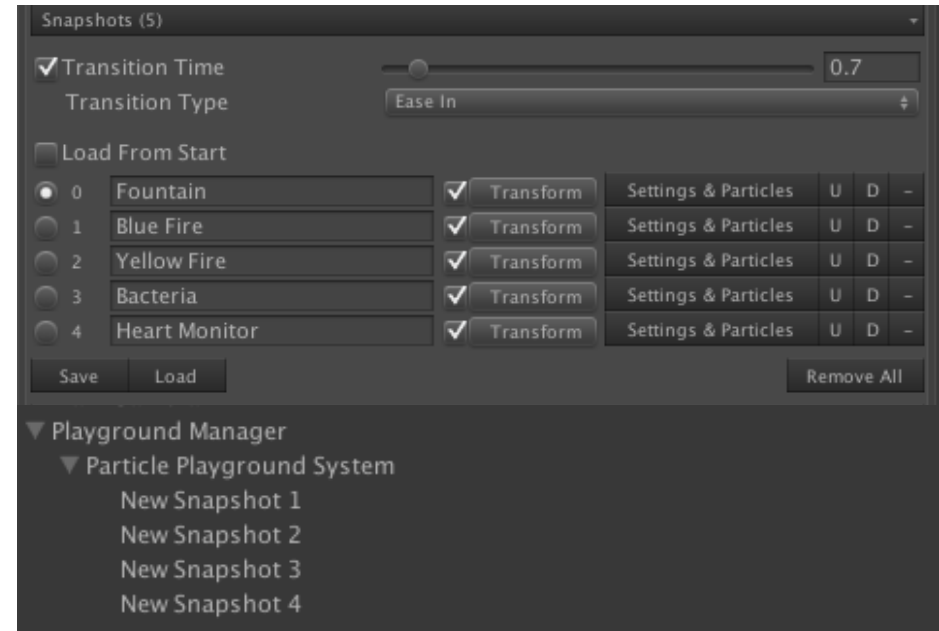
Snapshot-list
Each snapshot is stored in a list. Enable *Transform,* toggle *Settings* and/or *Particles* to set what data to load. *Particles* contains live particle information within the scene. Enable *Advanced* for more control over the assigned components, their name, transition type and time multiplying. This will also expose the snapshots in Hierarchy under your particle system for editing.

> GOOD TO KNOW
> Through script you can save and load particle systems upon calling `PlaygroundParticlesC.Save ("Name")` and `PlaygroundParticlesC.Load (int)`.

ADVANCED

The Advanced-tab of a Particle Playground system contains extra- and fine-tuning options to its functionality and appearance.

Quick Overview

Simulation Space
Determines if the particle system should simulate in Global- or Local Space. Simulating in Local Space will make all settings and live particles be based upon the particle system's movement and rotation. The particle system must be at zero vectors to not offset from its globally calculated Source. Enabling Movement Compensation will make particles follow the movement of its Source in the scene similar to Shuriken's original Local Space.

Time
The Update Rate determines the frames to calculate particles. Time Scale determines the local simulation time, set this to 0 to pause a particle system within the scene. If you want to alter Unity's Time Scale without affecting your particle systems disable *Playground Manager > Advanced > Global Time Scale*.

Rebirth Options
All particles lives inside cached arrays, these are reused when a particle enters another lifetime cycle. Sometimes you want them to appear the same, sometimes you want to mix things up. Set new random rebirth values to your particles by *Size*, *Rotation*, *Scatter* and *Velocity* through this panel. Delta Position Adjustment will ensure a linear distribution of particles upon rebirth.

Locks
Apply particle system Transform locks for *Position*, *Rotation* and *Scale* by this panel.

On Enable
Prewarm will ensure live particles within the Scene whenever the particle system is loaded. Lifetime Cycles determines where in the particle system lifetime cycle prewarming should finish. Cycles (Resolution) determines how many calculation loops should be spent during prewarm, this affects how fine forces will be computed.

Out Of View
Auto-Pause Calculation will halt calculation when the particle system is outside the main camera frustum. Use the Calculation Trigger to set the area of triggering calculation.

Misc
Sync Particles To Main-Thread will sync all threaded particle positions, rotations and timings to appear correct in the main loop. You may experience movement tearing and UV animation jitter having this disabled.
Particle Thread Method determines how this particle system should be handled by the Thread Aggregation.
Multithreaded Startup determines if the particle system should cache all arrays asynchronously upon initialization.
The Particle Pool can *Clear* out and *Rebuild* the Particle Cache upon request. Any settings will remain untouched.

IN-DEPTH

POP THE HOOD, LET'S SEE WHAT WE'VE GOT.

THE ASSETS

Let's take a look at how Particle Playground 3 will affect your project more physically. Along with the Particle Playground 3 package there's example scenes, script examples, ready-to-go particle presets, brushes and a pack of particle materials and textures.

The Playground Structure

Example Scenes
Along with the Particle Playground 3 package there's a couple of example scenes found in *Particle Playground/Examples/Example Scenes/*. These are intended to give ideas of how to setup your particle systems and to show the different mechanics.

Example Project
Together with the example scenes there's also a showcase project called *Particle Playground 2.2 Video Scene*. This is the project used for the 2.2 release video where you'll find additional particle system effects.

Presets
In the folder *Particle Playground/Playground Assets/Presets/* you will find the preinstalled particle system presets. These presets are seen as *Asset* by the Playground Wizard. When you create your own presets you can choose to store them in the existing categories, if

Resources is chosen they will be stored in *Particle Playground/Resources/Presets/*. These will be seen as *Resources* by the Playground Wizard. All *Resources* presets will be exported to your final build so you can instantiate them by using `PlaygroundC.InstantiatePreset("Name")`.

Should you not want a *Resources* preset to export to the final build you can convert it to an *Asset* in the Playground Wizard by dragging the list view slider to the far left and toggle the *Convert to Asset*-button.

The preset categories in the Playground Wizard is generated by the folder structure in *Particle Playground/Playground Assets/Presets/* where any *Resources/Presets/* folder will be listed under the Resources category. Uncategorized tab will appear if loose presets are found in *Particle Playground/Playground Assets/Presets/*.

Every preset can have an icon, these are stored in *Particle Playground/Graphics/Editor/Icons/*. They must have the same name as your preset and be of type PNG and a resolution of 75x75 pixels for best presentation.

Brushes
The Source Paint can have brushes to paint with. You can create your own brushes with predefined settings through the *Brush Wizard* found in *Source > Paint > Brush > Brush Presets > Create* inside the Particle Playground system's Inspector. Every brush is stored in *Particle Playground/Playground Assets/Brushes/*.

Changing the structure
Should you want to change the folder structure you can edit the paths in the Playground Manager > Settings > Paths.

PERFORMANCE

Particle Playground 3 is centered around multithreaded solutions to give good performance on a wide variety of devices. All particle systems are running on bundled thread calls, where some heavy functions calls for yet another. Inside the calculation loop the Playground is iterating through particle data stored within built-in arrays, which naturally gives a great boost to the time spent on each particle.

What is multithreading?
Threads enables CPUs (Central Processing Units) to manage and process multiple requests of data at a time. This means a thread will be processed asynchronously alongside other routines. Often you'll see that a CPU has several cores or hyper-threading techniques. Where available, running data on a second thread in Unity will relieve the main-thread where most MonoBehaviour and logic runs.

How Particle Playground 3 uses threads
Every particle system runs on multithreaded calls to relieve the main-thread where MonoBehaviour runs. Some functions will create yet another thread for performance, such as when updating chunks for the Particle Cache, calculating positions for Skinned World Objects and running the turbulence algorithms.

Certain functions in the Playground can't run on a second thread due to the non thread-safe Physics class. This affects all methods relying on Raycasting such as collisions, painting and projections. Your particle system will still be calculated on a second thread but leave the non thread-safe calculations to run alongside a particle system's Update loop.

Using threads yourself
The threading solution is very simple and you can make use of the Playground's multithreading by wrapping your own code in a lambda expression to PlaygroundC.RunAsync(), such as:

```
PlaygroundC.RunAsync(()=>{
    // My demanding calculations here
});
```

If this is a recurring calculation you can minimise the memory allocations by passing your function as an action such as:

```
private System.Action _updateAction;
public void UpdateOnNewThread () {
    if (_updateAction == null)
        _updateAction = MyFunction;
    PlaygroundC.RunAsync(_updateAction);
}
void MyFunction () {
    // Demanding calculations in here
}
```

Note that you need to work with thread-safe classes in Unity to send data to another thread.

Changing how threads should work
There are two versions of thread pooling, one that is using the .NET Thread Pool (previous versions) and the Playground Pool (introduced in version 3). It is recommended to use the Playground Pool for increased performance and to reduce memory allocations.

By default all particle system calculations are running in automatic bundled thread calls. You can change this setup from the *Playground Manager* in *Advanced > Multithreading*. You can also set how an individual particle system should calculate in *Advanced > Particle Thread Method*. Please see the Reference section for more details in how every setting will impact how Playground perform. You also have the example scene *Multithreading Skinned Meshes* to test the different techniques.

Particle pooling
Particle Playground 3 is running all particle data with built-in arrays, which is the fastest arrays available in Unity. Each particle is paired with a position of the arrays within the *PlaygroundCache* class where upon calculation these are worked through and reused. The cache is stored within the particle system's `playgroundCache` variable. Should you need to extend any logic from a script you can use the Playground Cache to reach into the particle data.

Pinpointing the bottleneck
In the Unity Editor you will much likely see less performing particles due to all other logic which needs to be present. There's a few tricks that should be considered, when in Play Mode hiding the Scene View and deselecting any Particle Playground system to not render its Inspector can improve performance.

Use the Hierarchy icon for awareness of simulating- (yellow), calculation disabled- (grey) or heavy calculated (red) particle systems. This helps to see which particle system is currently hogging any performance.

Always consider your end target device(s). Experiment to gain performance from having many particle systems versus just a single one, simulating many of your effects on screen. Instantiating a particle system will create memory garbage and need to initiate its Particle Cache. Many times you can cache and reuse your particle systems (script example *SwitchCachedParticleSystemC.cs* included to work with particle system pooling) to get around any stuttering if your target device has more limited resources.

You can always tweak your particle system to demand less resources. One way is to change how the multithreaded calculations should distribute, set from *Playground Manager > Advanced > Multithreading*. Another way is to skip frames through *Advanced > Update Rate*, another is if you're using a skinned mesh, use *Source > Skinned World Object > Source Down Resolution* to generate fewer Source Positions. The most obvious is to ease the amount of particles calculated, perhaps you can combine several particles onto one texture in its material to make it look like more points are simulated on screen. Also make sure you're not using any unnecessary features, such as having *Collision* enabled where you don't have any objects to collide with or projecting with *Live Update* onto a static surface where the projection doesn't move.

If you're a Unity Pro owner, you can always use the Editor's Profiler to see how well your game logic is performing.

DEEPER INTO EVENTS

An Event is a particle's way of communicating with other particle systems or scripts within the scene. Setting up Events with a particle system Target is very straight forward in the Inspector UI, but to listen to Events requires a bit more user contribution. Let's have a look.

What happens in the broadcast?
Each time an Event gets triggered from a particle, it broadcast data to a Target (*PlaygroundParticlesC* object) and/or to any Event Listeners out there. Sending information to a Target will issue an *Emit()* with position, velocity and color included. This opens up for visual events, but lacks the ability of adding any game logic.

The information sent to an Event Listener will have much richer data, where a *PlaygroundEventParticle* object will be passed to a corresponding delegate. This ables you to get more exact information from a particle, for instance its size, the collider it has hit, if it has been affected by a manipulator property, where it was the previous frame and what original target (Source) position it has.

The Event Listener
An Event Listener is what you use if you want a particle to affect any logic in your game, for instance compromise the health of a player or add points upon collision. Adding an Event Listener to your script is a simple task, where you call a particle system's list of

Events and subscribe a function to the Event Delegate of `particleEvent`.

Whenever a particle triggers an Event for Event Listeners, it will send a *PlaygroundEventParticle* which can be reached through the function you've added onto the Event Delegate.

Event Listener example:

```
using UnityEngine;
using System.Collections;
using ParticlePlayground;

public class AddEventListener : MonoBehaviour {

  PlaygroundParticlesC particles;
  PlaygroundEventC playgroundEvent;

  void Start () {
    particles = GetComponent<PlaygroundParticlesC>();
    playgroundEvent = PlaygroundC.GetEvent (0, particles);
    playgroundEvent.particleEvent += OnEvent;
  }

  void OnEvent (PlaygroundEventParticle particle) {
    Debug.Log (particle.position);
  }
}
```

In the example above we have a reference to the particle system (`particles`) where we fetch the first Event in its Events List and attach the function `OnEvent` to the `particleEvent` Event Delegate. The function will receive data from any particle triggering the Event in form of a `PlaygroundEventParticle` where you can extract detailed information. Please see the example scene *Event Listener* for a more practical example of how to influence the world around your particles.

Tracking events from several particle systems

Hooking up event listeners can become a cumbersome task if you have several particle systems you'd wish to receive events from. In the settings for an event when having *Broadcast Type* of *EventListeners* or *Both* you will find the option *Send To Manager*. Enabling *Send To Manager* will broadcast the event to the global event delegates found in the *PlaygroundC* class (the *Playground Manager*). Available event delegates are:

- PlaygroundC.particleEventBirth
- PlaygroundC.particleEventDeath
- PlaygroundC.particleEventCollision
- PlaygroundC.particleEventTime

Adding a function to one of these delegates would look like this:
```
PlaygroundC.particleEventBirth += OnEventParticleBirth;
```

Where the function could look like this:
```
void OnEventParticleBirth (PlaygroundEventParticle particle) {
    Debug.Log (particle.position);
}
```

PARTICLE MANIPULATION

Should you want to alter a particle's behavior based on its position rather than time, Manipulators to the rescue.

The mechanic behind a Manipulator
All Manipulators will calculate inside the particle's multithreaded calculation loop. Every particle system will process data from the assigned Local- as well as the Global Manipulators. Based on a Manipulator's settings a particle within the scope of a Manipulator's influencing area will be affected in different ways.

Global or Local
If you want to affect several particle systems within the scene, with the same behavior of a Manipulator you'd create a Global Manipulator on the Playground Manager. You can still determine which particle systems to affect through layers. A Global Manipulator will serialize along with the Playground Manager within the scene. Should you on the other hand want to only affect one particle system and/or make it follow along a preset, you'd create a Local Manipulator on the particle system. A Local Manipulator will serialize along with the particle system, which makes the solution good for stand-alone situations.

Manipulator types
A Manipulator can have a main type, property type or a combination of property types. The main types are fast and tiny algorithms for changing a particle's velocity path. A property type is a deeper nested structure where you can access a particle's color, size, life and give it targets within the scene (where velocity won't be taken into account but rather try to dampen it). The Death property will force the particle to an earlier death, you cannot extend a single particle's lifetime as that would break any set lifetime patterns (due to the pooling structure of reusing particles for performance). Should you want several properties changed from one Manipulator you can use the Combined type, where a list of properties will be iterated for that single Manipulator. Every main type can be injected into a property, to give access inside the Combined Manipulator.

A closer look into tweaking
Every Manipulator requires a Transform assigned. It's not recommended to use the same Transform or exact position as your particle system as that will result in an unwanted behavior for velocity properties - where particles will have a hard time gaining initial momentum. Based on the type of Manipulator you'll be presented with different values in Inspector to tweak. Every property has its own strength whereas the Manipulator itself has a main strength. A resemblance would be a mixer table, where the mixer has a main gain and each channel has an individual volume parameter. Each property can transition over time using linear interpolation from its current property value towards the final Manipulator value. This will have a different effect based on the selected property. An example would be when using targets, where if you don't transition the particle will instantly jump onto the target position.

The main strength of a Manipulator can apply a Smoothing- and Distance (from Manipulator origin) effect where the algorithms or properties will be applied in different manors. You can also inverse the bounds of the Manipulator's area effect.

Manipulator Events

A Manipulator can keep track of its particles
and send events to any event listeners you've
setup through script.

Start tracking

All Manipulators can track particles within their confined space. To
start tracking you enable *Track Particles* (found in Manipulator >
Events). Any Manipulator tracking particles will by default send
Enter, *Exit*, *Birth*, *Death* and *Collision* events. These will send a
PlaygroundEventParticle onto their respectively event delegate.

The mechanic behind Manipulator Events

The particles are stored within a list which contains the particle's ID
and its particle system's ID (for Global Manipulators). Whenever a
particle enters or leaves the Manipulator the list will be altered.

Whenever you call *GetParticles()* on a Manipulator the list of particles
will convert into a *List<PlaygroundEventParticle>*, which contains
detailed information about each particle currently living inside the
Manipulator's extents. You can use this to single out particles within
a predetermined area of your scene to apply any logic you need
through script. Tracking particles will require more CPU the more
particles are tracked and will produce memory garbage accordingly.

Please see the example scene Manipulator Events for scripting
examples.

PUBLISHING PRESETS

With the ownership of Particle Playground, publishing your own particle systems is encouraged. Use this to for instance create particle system packages or apply an effect to any other assets you may distribute. In short, feel free to turn your particles into money.

Using the Preset Wizard to prepare a UnityPackage
You will find the Preset Wizard through the Playground Wizard by pressing *Preset Wizard* or on any Particle Playground system at the very top by pressing *Create Preset*. From here you can create new presets and *Publish* presets.

Any preset can be exported as a UnityPackage using the Preset Wizard to prepare it for publishing. There are some ground rules to follow, where you may not export a full version of Particle Playground (where any of the Editor scripts are disallowed) along your UnityPackage. The Preset Wizard will let you export just what's needed without having to second-guess that anything unwanted tags along your package.

The simple steps of exporting presets

1) Select the *Publish* toggle in the Preset Wizard.

2) Select your preset(s) in the *Preset*-list. A preset's icon will automatically be included where available.

3) Press *Create*. The UnityPackage will be stored in your chosen directory.

Anyone installing the UnityPackage will not need to own the Particle Playground framework, but will in that case not be presented with all settings to tweak the particle system through the Inspector. Should you have any features to your particle system you wish anyone to be able to edit, it's recommended to create a script which will alter your feature's behavior.

Publishing
Feel free to publish and sell your asset(s) through any channel you prefer. You agree that Polyfied cannot be held responsible for the quality of your asset when publishing assets connected to the Particle Playground framework.

Please contact contact@polyfied.com if you have any inquiries.

REFERENCE

EXPLAINING WHY, WHERE AND HOW

PLAYGROUND PARTICLE SYSTEM

Particle Playground introduces new possibilities along with some new naming conventions for particle systems. Let's have a look at each individual setting for a particle system, beginning at the top of the Inspector.

Source
It all starts here, the Source determines from which position particles will emit within the scene. Every Source ranging from Transforms, Meshes, Textures, Paint and Projections has different settings and approaches for how to structure Source Positions within the scene.

State
Emit from pre-defined positions created from an image or mesh. All Particle Playground systems uses a list of states to store data from a mesh's vertices or an image's pixels. When creating a new State from an image you can define Texture, Depthamp (with Depthmap Strength), Name, Scale, Offset and a parent Transform. When creating a State from a mesh you can define Mesh, Texture, Name, Scale, Offset and Transform. Using a Transform will make you able to position, rotate and scale the State.

Name
The name of this State.

Texture
Takes a Texture2D which will structure the State in color and positions from the Texture2D's pixels. If you use a texture when creating the State from a mesh, the positions will be colored from the UV-mapping of the mesh.

Depthmap
Takes a Texture2D which will define the Z-value in normalized value by grayscale. A black pixel is 0.0 and a white is 1.0.

Depthmap Strength

The amount the Depthmap will multiply the Z-positioning. A Depthmap Strength of 1.0 will affect the Z-positions one Unit ranging from black to white.

Mesh
The mesh to construct your State from. Each vertex in the mesh will define a position in the State.

Transform
To be able to position, rotate and scale a State you will need a Transform assigned from the scene.

Scale
The world scale of this State. Each pixel will originally be a square of 1x1 Units. To make the final size of a State smaller, use a number below 1.0. Using a number below 0 will invert the State in X- and Y positions.

Offset
A State will be created in Vector3(0, 0, 0) in world coordinates (or local coordinates if a stateTransform is set) with origin of the image's bottom left or a mesh's pivot. Use the offset to place it elsewhere, with offset from world's or stateTransform's Vector3(0, 0, 0) measured in Units.

Chroma Key
Filters out a specific color within Spread range. This is useful if the State's texture doesn't have any alpha information.

Transform
Emit from one or several Transform components within your scene.

Treat As One Transform
Determines the birth distribution of particles over the assigned transforms.

World Object
Emit from a Mesh component within your scene.

Mesh Vertices Update
Enable this if the World Object's mesh is procedural and changes vertices over time.

Mesh Normals Update
Enable this if the World Object's mesh is procedural and changes normals over time.

Skinned World Object
Emit from a Skinned Mesh component within your scene.

Force Update On Main-Thread
Enable Main-Thread updating to ensure correct birth positions on the live vertices. This can have a noticeable impact on performance as the skinned mesh vertex extraction won't be multithreaded.

Mesh Vertices Update
Enable this if the Skinned World Object's mesh is procedural and changes vertices over time.

Mesh Normals Update
Enable this if the Skinned World Object's mesh is procedural and changes normals over time.

Source Down Resolution
The source vertex skipping. Use this to lower the distribution of particles needed along your complete skinned mesh. Each position will be determined by jumping over vertices in the vertex list. The amount of calculated positions will be divided by how many positions you've decided to skip. This is in many cases needed to amp performance when using skinned meshes in your scene, especially when you target mobile platforms.

Script
Control all particle emission behavior through custom scripts (advanced). Use PlaygroundParticlesC.Emit(position, velocity, color) to create a particle at position. Several overloads are available where you also can emit a number of particles instantly. Please see the Ink example scene for basic usage. Through the Inspector you're presented with some basic control to try emission before putting them into a script call,

Emission Index
The particle's array position that will emit when you call Emit() on this PlaygroundParticlesC object.

Position

The particle's initial emission position when you call Emit() on this PlaygroundParticlesC object.

Velocity

The velocity of the particle that will emit when you call Emit() on this PlaygroundParticlesC object.

Color

The color of the particle that will emit when you call Emit() on this PlaygroundParticlesC object.

Paint

Paint positions and color by using your own brushes, or by a single point with color information. Creating your own brushes can be done through the Brush Wizard, which you'll find in the Brush Preset menu when selecting Brush as Paint Mode. All painting features relies on colliders being hit in the scene. To paint live into the scene in script please see the example script *PaintAtMousePositionC*.

Paint Mode

This is an Editor-specific feature which lets you switch between painting with a single point (*Dot*), using predefined brushes (*Brush*) or erasing paint positions (*Eraser*).

Brushes

Painting with brushes lets you fill a larger area with a predefined texture rather than a single point (like Paint Mode: Dot). You can define the texture yourself along with how the brush should function, such as detail, scale and spacing. When painting, each pixel (depending on chosen Detail level) will represent a ray into the scene at screen position. Each ray need to hit a collider to create a Paint Position at world point.

Brush Presets

A list of predefined brushes with specific settings which will define current paint settings upon selection. You can create your own presets by pressing the "Create"-button which will open the Brush Wizard. A preset is stored in *Particle Playground/Resources/Brushes* and can be edited through the Inspector. To remove a preset from the Brush Preset list either delete the prefab in the "Brushes"-folder or change the presentation mode to "List" instead of "Icons" and press the button "-".

Brush Shape

The texture to project onto the surface where you choose to paint. The texture's amount of pixels (width and height) will be calculated for the amount of Paint Positions that will be created (amount is shown in the "Paint" progress bar). All brush textures need to have Read/Write Enabled and use True Color (non-compressed) in their Import Settings.

Brush Detail

The detail represents how many of the original pixels that should be read from the Brush Shape texture. This will affect how many positions that will be created on every brush stroke. Keep in mind that it's by rare occasions you ever need a perfect copy of your brush's full pixel amount onto a surface.

Perfect
Every pixel will be read (100% of existing texture pixels).

High
Every second pixel will be read (50% of existing texture pixels).

Medium
Every forth pixel will be read (25% of existing texture pixels).

Low
Every sixth pixel will be read (16.6% of existing texture pixels).

Brush Scale
The scale of a brush measured by the ratio of the original Brush Shape texture. For instance, a texture with 32x32 pixels and a scale of 0.5 will represent a screen space area of 16x16 pixels.

Brush Distance
How far the brush sees from its origin position into the scene (in the Editor the origin is the Scene View's camera). If the distance is shorter than the target collider you want to paint on then no Paint Positions will be created.

Use Brush Color
Each Paint Position is created along with the Brush Shape's color information at the ray's pixel coordinate. Disabling this will use the Color chosen by you instead, the alpha information will still be used from the Brush Shape texture.

Color

The color to paint with when using the Dot Paint Mode. If you disable "Use Brush Color" for a brush then Color will determine each Paint Position color instead.

Paint Mask

Determines which layer of colliders the paint function sees in the scene. Available for all Paint Modes (Dot, Brush and Eraser). Use this to see through certain objects or mask out a single object in the scene to avoid spilling paint.

Paint Spacing

The space needed for next paint position to occur. This is measured from the last paint position's world point towards where next will end up while painting. A transparent green disc will show the spacing area in Scene View while painting. Use this to distribute paint more evenly along a surface for instance.

Max Paint Positions

The max positions allowed to be stored by this Paint object. Use this to limit the existing Paint Positions within a scene. *Exceed Max Stops Paint* will determine if no more painting can occur or if Paint Positions will be removed (ascending from first position in list) when reaching the max limit.

Paint - *Inspector information*

The amount of Paint Positions currently in the scene. "Max Paint Positions" will determine where 100% of the progress bar is. If you suddenly can't see all Paint Positions the reason is much likely that you need to extend the *Particle Count* in *Particle Settings*.

Start/Stop Paint

Use this to begin or abort painting into the scene.

Clear

Removes all Paint Positions from the scene.

Projection

Project particles from a transform using a texture. This behaves similarly to the Unity Projector. This can be used to for instance create fog, dust or splashes on certain surfaces. Choose to offset the origin texture and the projected source position from the surface using

the projected normal's direction. Use Live Update to update the projection position every frame. You can scale your projection in any direction with the projection transform.

Projection Texture
The image to use where each pixel will wander through the scene in form of a Raycast.

Transform
The transform to project from.

Live Update
Determines if the projection should update every frame. Enable this if your projection transform moves or you have projected objects moving inside the projection area.

Origin Offset
Offset the texture's origin in X- and Y values.

Projection Distance
Determines how far the projection rays can travel into the scene, measured in Units.

Projection Scale
The scale of projection in Units. A scale of one will make each pixel one Unit. When using local simulation space, use this to scale rather than the projection transform to ensure correct projection depth.

Surface Offset
Determines how far away the source position will be distributed from surface. Using the projected surface normal.

Projection Mask
The layer mask of which colliders within layer can be seen by the projection rays in the scene.

Spline
Emit particles from one or several Playground Splines in the scene. A Playground Spline is multithreading friendly and can be updated live during runtime. Each node and bezier handle can be set towards a Transform, for easier live manipulation.

Time Offset

The offset of the spline's curves. This can be used to move particles over time on the spline.

Treat As One Spline

Determines the birth distribution of particles over the assigned splines.

Particle Settings

In the Particle Settings you can set the amount of particles within the scene, determine what size and rotation they should have, further tweak their source position and apply lifetime emission patterns.

Particle Count

The amount of particles that should be actively simulated by the particle system.

Overflow Mode

Use this to set which method to calculate Overflow Offset by. Available methods are Source Transform (transform point), World (global) and Source Point (normal point direction).

Source Transform

Offset by calculating the source's transform point.

World

Offset by calculating the world position.

Source Point

Offset by calculating the source position using the source point's normal direction.

Overflow Offset

The offset each overflow iteration from the source's number of points. This will make the source copy itself in direction, based on the selected *Overflow Mode*. For instance, using the Unity Sphere mesh as Source that consists of 525 vertices and using a Particle Count of 1050, the Overflow Offset will determine where the later 525 overflowing particles will position in relation to the first. The result is that you will get a perfect copy of your sphere at the offset position. This can for instance be used intuitively to recreate the lights on a

runway, especially together with a Lifetime Sorting of *Linear* or *Reversed*. Using a Transform with your Source will make you able to rotate and scale the Overflow Offset.

Source Scatter
The spread of source positions within minimum- to maximum range. Use this to scramble your source positions to make them appear more randomly distributed. The Method determines if the distribution should be rectangular or spherical, where using a linear method will take the particle array into account. With Scale you can change the size of the scatter area without recalculating the scatter array. Use *Advanced > Rebirth Options > Random Scatter* to apply a new scattered position each time a particle is born.

Emit
Determines whether this Particle Playground system should emit particles or not. A Particle Playground system reuses each particle in a cached pool where turning Emit Particles off will make the calculation loop halt upcoming rebirths.

Loop
Determines if this particle system should loop its lifetime cycle or just run the first.

Disable On Done
When loop is set to false, this determines if the GameObject should disable or destroy when the lifetime cycle has run through to the end of last particle.

Clear On Stop
Determines if any existing particles should be removed when emission stops.

Emission Rate
The percentage of flow (normalized from 0 - 1) in burst sequences. This is calculated with the Lifetime Sorting for a Particle Playground system to give a linear consistent behavior.

Size
The size of particles within minimum- and maximum float range.

Scale
The scale of minimum- and maximum *Size*.

Lifetime Size

The particles size over lifetime. This is determined by an AnimationCurve where x-axis 0.0 to x-axis 1.0 is the complete lifetime and y-axis is the size in Units.

Array Size

The particles size over the particle array. This is determined by an AnimationCurve where x-axis 0.0 to x-axis 1.0 is the complete particle array and y-axis is the size in Units.

Separate Rotation Axes

Determines if 2d- or 3d rotation should apply to the particles. Note that Unity 5.5 or later is required for this option to be available.

Initial Rotation Speed

The minimum- and maximum initial rotation of a spawned particle.

Rotation

The minimum- and maximum rotation speed of each particle. To extend above 360 degrees please see *Playground Manger > Editor Limits > Particle Rotation*.

Rotate Towards Direction

Apply rotation based on each particle's velocity. This creates a direction which the particle will turn towards. To offset the rotation use Initial Rotation Speed. Note that this is not available when *Separate Rotation Axes* is enabled.

Rotation Normal

When using *Rotate Towards Direction*, the rotation normal determines which vector to rotate around. This is always a normalized value set in vector coordinates. A common operation would be to rotate around the Main Camera's (negative or positive) transform's forward to make the rotation always appear the same for the user. For instance, *PlaygroundParticlesC.rotationNormal = Camera.main.transform.forward*. Note that this is not available when *Separate Rotation Axes* is enabled.

Lifetime

The particles lifetime in seconds. Toggle between Constant and Random Between Two Values.

Lifetime Sorting

The sorting of how the lifetime initially should be structured in this Particle Playground system. Use this to create different patterns in appearance of their source position.

Scrambled

Particles will be randomly distributed.

ScrambledLinear

Particles will be randomly distributed but ensured to never appear at the same time.

Burst

Particles will be created all at once.

Linear

Particles will be distributed linearly over their lifetime with sorting from source positions.

Reversed

Particles will be distributed linearly reversed with sorting from source positions.

Nearest Neighbor

Particles will be distributed by distance to nearestNeighborOrigin. This will create a water ripple effect in their lifetime appearance from origin and out. Choose method by Source Point, Vector3 or Transform.

Nearest Neighbor Reversed

Particles will be distributed by distance from nearestNeighborOrigin. This will create an inverse water ripple effect in their lifetime appearance from max distance towards origin. Choose method by Source Point, Vector3 or Transform.

Custom

Particles will be distributed by a normalized AnimationCurve where X is total amount of particles and Y is total lifetime. Examples when using two positions on the curve:

X1Y1, X0Y0: Linear

X0Y0, X1Y1: Reversed
X1Y1, X1Y1: Burst

Lifetime Offset
Offsets the lifetime cycle. This can be used to set particle systems in sequences to each other. For instance, using the Playground Runway preset you can determine if two (or more) runways should be similarly synced or offset in their blinking lights. You can also use this to annihilate any fade-ins at first particle cycle by setting negative values. This can for instance be useful in a situation where you want clouds similar to the Cloud preset to be fully visible from first frame in the first particle cycle.

Lifetime Emission
Determines the emission rate over the specified lifetime.

Particle Mask
The amount of masked (hidden) particles in current simulation. Due to the Particle Playground's caching structure in built-in arrays, you're not able to change particle count over time as it must reinitialize the cache. The Particle Mask enables you to visually change particle count where Mask Time will determine a fade until full mask effect is reached.

Mask Time
The time it takes in seconds for Particle Mask to reach full effect.

Mask Sorting
The method to sort the particle mask by the particle array. Use linear, reversed or scrambled.

Forces
Here you'll find methods to move your particles. You can determine initial forces upon birth, forces over lifetime and apply turbulence.

Only Source Positions
Overrides all velocities and set every particle towards their source position every Update-cycle. This can be a desired behavior when particles doesn't move by force, but by their attached source's Transform. You can still set all other type of lifetime behaviors and offsets. Please see the example preset *Matrix Cube* or *Holobot* for basic usage.

Lifetime Positioning

Overrides all velocities and set every particle to move along three normalized AnimationCurves in X-, Y- and Z values based on their lifetime. A curve's X axis represents a particle's lifetime from 0 to 1, where the Y axis represents units. Each AnimationCurve axis has a repeat multiplier (starting at value 1), which determines how many times the curve will iterate over a particle's lifetime. This can be used to for instance create spiral movements.

Position Scale
Set the scale of the Lifetime Positioning curves along a normalized AnimationCurve based on the particle's lifetime. This will control how much each X-, Y-, and Z curve will affect the particles positioning.

Time Scale
Set the scale of the particles lifetime along a normalized AnimationCurve. This will control how fast the particles are moving along the Lifetime Positioning path.

Scale
The overall scale applied to all curves.

Use Source Normal Direction
This determines whether the source's normal direction should be the base of direction for the Lifetime Positioning axis curves. What this basically means is that the direction and rotation of the source will have affect on the direction of the particles movement. When using Transform as Source, this will behave equally as if the particle system was simulated in local space.

Transition Back To Source
Determines if particles should return to their origin. The rate they should return in is specified by a normalized AnimationCurve.

Axis Constraints
The world axes to constrain forces for a particle. When working with 2D environments you will most likely want to enable constraints for the Z-axis to hinder particles wandering off into the third dimension.

Max Velocity
The maximum velocity magnitude allowed for a particle.

Calculate Delta Movement

A Playground Particle system can calculate birth velocity from each Source point's delta movement. What this practically does is to give the particle an extra knock in the direction of the Source position's movement. Use *Delta Movement Strength* (*Constant* or *Random Between Two Values*) to set the velocity scale that should apply.

Delta Movement Strength
The strength of the calculated *Delta Movement*. Particles with high *Delta Movement Strength* will appear lighter than particles with low *Delta Movement Strength*. Use the arrow dropdown to determine the value method of either *Constant* or *Random Between Two Values*. Using *Random Between Two Values* will make the *Delta Movement* distribute more even and natural when having a high rate of rebirth.

Initial Global Velocity
The initial velocity for each particle. Use this to create a constant initial force towards direction. These are set by minimum- and maximum vector values to create a spread within range. Use *Initial Velocity Shape* to control how the *Initial Velocity* distributes over the particle birth pattern.

Initial Local Velocity
The initial velocity for each particle in local coordinates. The local coordinates are determined by the Source's Transform direction and any normals (where applicable). Use this to emit particles in the direction of the normals of a mesh or in the local position with rotation of a transform. These are set by minimum- and maximum vector values to create a spread within range. Use *Initial Velocity Shape* to control how the *Initial Velocity* distributes over the particle birth pattern.

Initial Velocity Shape
Shape your own initial velocity by *Vector3AnimationCurves*. The shape applies to an emitted particle's force where X is total amount of Source positions and Y is multiplier for total initial velocity. Use this to create shapes in how your particles spread out in the scene. For instance, try a transform with overflow offset to see the basics of how this distribute velocities to each particle's *Initial Velocity* at birth with respect to Source positions.

Lifetime Velocity
The particles velocity over time. This is represented by three normalized AnimationCurves in X-, Y- and Z values. Use this to create controlled movement patterns for your particles.

Velocity Bending

Bend a particle's velocity path. Depending on the selected *Type*, the direction from each particle's *Source Position* or current *Particle Position* towards their current is seen as a normal plane to set a new direction for the particle. You can use this to create interesting movement patterns without having to use *turbulence* or Manipulators (combine them to create a really interesting behavior).

Turbulence
Two types of turbulence algorithms can affect particles velocity pattern, either by *Simplex-* or *Perlin* noise. *Simplex* noise will produce a natural branch pattern. *Perlin* noise will produce a more confined, wave-like pattern. These turbulence types keeps iterating over the whole scene space leaving no particle untouched within the particle system. Fine-tuning how the turbulence affects each particle is done by *Strength*, *Scale*, *Time Scale* and *Lifetime Strength*.

Strength
How much the turbulence will affect the current velocity of each particle.

Scale
The resolution scale of the turbulence field. Having a higher scale of resolution will create a denser field, applying more branches/waves for particle movement.

Time Scale
The time for how fast the turbulence field is moving. Setting *Time Scale* to 0 will pause the field generation, but not the velocity within it.

Lifetime Strength
The strength to apply considering the particle's lifetime. This is done by a normalized AnimationCurve where X is lifetime and Y is strength.

Gravity
Creates a constant force towards this Vector3.

Damping
The inertia over time of each particle.

Velocity Scale

The overall scale of velocity applied to each particle.

Collision
Determines whether the particles should collide or not. This will calculate collisions from any 2D- or 3D colliders within your scene using Raycasts from each particle.

Collision Type
Determines whether a 2D- or 3D collision method should be used.

Collision Mask
A LayerMask which determines which objects these particles can collide with.

Collide With Rigidbodies
Determines whether each collision should affect rigidbodies and apply forces to them. This can only happen if a particle collides with a GameObject which also has a Rigidbody as component.

Inverse Rigidbody Collision
Determines if the effect on the rigidbody collision should be reversed.

Mass
The mass of each particle. This is used when calculating how much each particle will affect a Rigidbody. A particle with a higher mass will affect the Rigidbody more than a particle with a lower mass.

Collision Radius
The collision radius of each particle.

Lifetime Loss
The amount of lifetime (energy) to loose on collision measured by remaining lifetime span in a normalized value. A lifetime loss of 0.5 on a particle in 50% of its lifetime will set it to 25% of its lifetime.

Sticky

Determines if particles should stick to the surface of the collided objects. This option will automatically enable the Collision Cache to start tracking collision positions internally.

Surface Offset
The offset from the collided surface a particle should stick to.

Sticky Mask
The possible object layers particles can stick onto.

Bounciness
The bounciness of each particle. This value will determine how much of the original force the particle will detain after collision. For instance, using a value of 0.5 will make the particle loose half its force, using a value of 1.0 will make the particle have all force in remain. Note that Bounciness will not be available when having Sticky enabled.

Random Bounce
The random offset bounce determined within minimum- and maximum Vector3-value from the collision surface's normal. Use this to simulate uneven surfaces. Note that Random Bounce will not be available when having Sticky enabled.

Collision Precision
When calculating collisions for each particle a Physics.Raycast will be shot in the direction of the particle. The Collision Precision determines if Vector3.Distance (when enabled) or Vector3.SqrMagnitude (when disabled) should be used for the length of the Raycast. Enabling this can result in more precise collision positions but will have a slight performance penalty in return.

Force Collision Caching
Every particle system consists of a couple of array caches to remain efficient in the particle simulation loop. The Collision Cache will store information about each collision to enable the Sticky Collision behavior. When not having the Sticky Collision behavior enabled the Collision Cache will not store any information due to performance reasons. Should you want to take advantage of the Collision Cache through scripting when not having Sticky enabled you can enable the Force Collision Caching. In the cache you will find information such as the latest collision positions, normals and collided transforms.

Collision Planes

The infinite collision planes. These are created from Transforms within the scene using the Transform's upward axis to determine if a particle is within or passed the infinite plane. A particle cannot live outside of the passed plane when using collisions. Use this to contain particles within a determined space. The planes are updated within the calculation cycle to always match their assigned Transform.

Collision Exclusion
Add any objects by Transform you wish to exclude from collision calculation in your Scene.

Rendering
From here you can set the visual presentation of the particle. This regards what *Material* it uses, what *Color Source* it has, *Lifetime Color* gradient(s) and the *Render Mode*. The *Material*, *Render Mode* and *Max Particle Size* is directly inherited from the Shuriken component.

Material
The material of the particle system. Depending on the material's shader, texture and color you will achieve different visual results how a particle renders on screen.

Color Source
Choose which type of method to colorize your particles with *Color Source*. Using a State with a texture, painted positions from a brush with a texture or assigned color by script is examples of *Color Sources*. If no Source is used a fallback to *Lifetime Color* will occur. You can choose whether to render from the *Source*, a *Lifetime Color* or several *Lifetime Colors*. You also have the possibility to only set alpha from *Lifetime Color* while the colors are picked up from the Source.

Color Method
Choose to color the particles by their lifetime or by their linear position in the particle array.

Lifetime Color(s)
The color each particle uses in this Particle Playground system during their lifetime. This is determined by a gradient. You can also choose to use a list of *Lifetime Colors*, where a particle will pair up with a gradient upon birth.

Source Uses Lifetime Alpha
Determines if the *Source Color* should use alpha from its Source (such as a transparent pixel) or from *Lifetime Color*.

Render Mode

The presentation of a particle whether it should be billboarded (horizontal and/or vertical), stretch by velocity values or use a custom mesh. This is directly connected to the Shuriken particle system. Rendering stretched particles will present some fine-tuning options.

Camera Scale

The stretch scale applied by camera movement.

Speed Scale

The stretch scale applied by particle's speed.

Length Scale

The length scale of the applied stretch.

Stretch Speed

How fast the stretching reacts to all scaling.

Start Stretch

The initial stretching direction and amount.

Lifetime Stretch

The amount of stretching over particles lifetime in normalized values of an Animation Curve. X is lifetime where 1.0 is a full lifetime cycle and Y is strength of stretch. Having a strength greater than 1 on the curve may result in unexpected behavior.

Max Particle Size

The normalized screen size of a particle. This is directly connected to the Shuriken particle system.

Renderer

Determines if the particle system should render.

Cast Shadows

Determines if the particles should cast shadows (a shadow casting shader must be used).

Receive Shadows

Determines if the particles should receive shadows (a shadow receiving shader must be used).

Sorting Mode
The method to sort particles within the particle system. Refer to the Shuriken manual.

Sorting Fudge
Bias of particle sort ordering. Refer to the Shuriken manual.

Sorting Layer
The depth layer of which this particle system is ordered by. This is only applicable when using 2D.

Order In Layer
The order within the Sorting Layer. This is only applicable when using 2D.

Texture Sheet Animation
The UV animation of particles. Refer to the Shuriken manual for further details. Set Minimum Shuriken Lifetime to 0 if you experience non-rendered tiles on short-lived particles.

Manipulators
The list of Local Manipulators of this particle system. A Manipulator has the ability to change a particle's properties based on their world location. A Local Manipulator will only affect the particle system it's attached to. The benefit of using Local Manipulators is that they will serialize together with prefabs. To create a Global Manipulator you use *Playground Manager > Manipulators*. A Global Manipulator can affect all particle systems within the selected layers in the scene.

Enabled
Determines if this Manipulator is active.

Transform
The Transform to assign to this Manipulator. A Manipulator will need a Transform assigned to be able to have an origin position within the world space. Use a Transform from another GameObject within your scene, this can be moved around freely and intuitively affect particles within range in realtime.

Type

The behavior of this Manipulator. There are main-, property- and combined types. Main types (such as the Attractor, Vortex and Repellent) can be injected into property types (such as Color, Size and Target) where a combined type is a container for all properties. The main types are constructed of fast algorithms to affect a particle's velocity, the property types are a deeper nested structure where you can pass more thorough information to alter a particle.

None

The behavior will be inactive.

Attractor

The behavior will attract particles with funnel-like features.

AttractorGravitational

The behavior will attract particles with gravity-like features.

Repellent

The behavior will repel particles with magnetic repellent-like features.

Property

The behavior will alter the property of each particle within range. A property can be a particle's color, a predetermined velocity, a new size, a sooner death or a specified target. All main Manipulator types (such as the Attractor, Vortex and Repellent) can also inject into a property to let a *Combined Manipulator* carry their behavior. Each property also has its own *Strength* value, which becomes necessary when working with *Combined Manipulators*. Any property can transition by linear interpolation, to let a particle fade into the newly inherited property by the Manipulator. Use *Transition Lerp/Linear* to change a property over time. The Manipulator's and property's *Strength* will determine how fast the property changes.

None

Don't alter any properties. This will however flag each particle within range in the *PlaygroundCache* and set its value of *changedByProperty* to true.

Color & Lifetime Color

Alter the color of a particle within range. Either by a specified color or let it inherit a new Lifetime Color gradient.

Only Color In Range

Determines if the new color will be kept by the particle or go back to its original when out of the Manipulator's range.

Keep Color Alphas

Determines if the new color will inherit the original alpha from the particle's source color or get the alpha from the new color.

Velocity

Alter the velocity of particle within range.

Local Rotation

Determines if the velocity should be calculated from the Transform direction of the Manipulator.

Additive Velocity

Add velocity to particle's current velocity.

Size

Alter the size of particle within range.

Target

Set node targets in form of Transforms for particles. The particles will be moved by linear interpolation when using *Transition* where a *Zero Velocity Strength* parameter will be available to fade out their current velocity.

Death

Force a sooner death upon particles.

Mesh Target

Set a mesh target in form of vertices for particles. The particles will be moved by linear interpolation when using *Transition* where a *Zero Velocity Strength* parameter will be available to fade out their current velocity.

Skinned Mesh Target

Set a skinned mesh target in form of vertices for particles. The particles will be moved by linear interpolation when using *Transition* where a *Zero Velocity Strength* parameter will be available to fade out their current velocity.

Turbulence

Apply turbulence within the range of a manipulator. The same abilities are available as in the *Forces > Turbulence* except that a manipulator's turbulence will respond to the *Smoothing-* and *Distance Effect* as well. Having 0 effect on distance will make the turbulence behave the same over the whole field of the manipulator.

State Target

Target a particle state within the Scene. Use Target Sorting to set how particles get their destination.

Spline Target

Target a Playground Spline within the Scene. Use Target Method to set how particles get their destination.

Math

This can be used to apply common math operations to certain particle properties. Available properties to alter is *position*, *rotation*, *size*, and *velocity*. Algorithms available is *sine*, *cosine*, *linear interpolation*, *add* and *subtract*. You can also *clamp* the *in-* or *out value*. The *in value* means the particle's current value where the *out value* means the new returning value.

Combined

Combine Manipulator properties into one Manipulator call using the same position and radius. This is where any individual property's *Strength* will come in handy to fine-tune how they all affect the particle together.

Vortex

A simulated vortex where particles will spin towards its center. The rotation of the Transform will determine the velocity direction.

Affects *- Global Manipulators only*
The layers this Global Manipulator will affect.

Shape

The shape this Manipulator has, either a *Sphere* or a *Box*. Use the Scene View along with the handles when a Manipulator is unfolded from the Manipulator list to see and edit how far it reaches.

Size (Sphere)
The spherical size of this Manipulator in Units. For instance, a spherical Manipulator at the world position Vector3(0, 0, 0) and a value of 1 will make the spherical extents reach between Vector3(-0.5, -0.5, -0.5) and Vector3(0.5, 0.5, 0.5). All particles outside of the spherical extent will be ignored (unless if it uses *Inverse Bounds*).

Bounds (Box)
The bounding box of this Manipulator in form of a *Rect* measured in Units. The *Box* is calculated from the Manipulator's Transform rotation. Through the *Center* values you can offset from the Manipulator's origin, where *Extents* will determine the size on each axis.

Infinite
The Manipulator will affect all particles within the particle system (or Scene if Global within layer). The distance and bounds calculations will be ignored on an infinite Manipulator which makes it faster to compute. Use this setting if you want to affect all particles and no range checks are needed.

Manipulator Strength
The strength of this Manipulator. All particles within the bounding area of this Manipulator will be affected. The outcome of the behavior is dependent on the selected *Type*. Use the Scene View along with the handles when a Manipulator is unfolded from the Manipulator's list to see and edit their *Strength*.

Lifetime Filter
Filter particles within a specified lifetime span of normalized minimum- to maximum float value. Using a value of 0 will have immediate affect upon birth. You can use this to apply properties when a particle has reached a certain lifetime and is within a certain lifetime span.

Particle Filter
Filter particles based on the particle system's particle count of normalized minimum- to maximum float value. The span is directly connected to the list position in the Playground- and Particle Cache.

Inverse Bounds
Invert the bounding space this Manipulator affects.

Axis Constraints
Constrains the specified axis to be unaffected by the Manipulator. This applies to Manipulators which will alter particle positions and forces.

Track Particles
Determines if the Manipulator should keep track of the particles within its confined space. This is necessary if you want to extract information from the particles affected by this Manipulator or if you want the Manipulator to send events.

Tracking Method
The method to track particles with. Using *ManipulatorId* will be fast, but may not return correct when having overlapping Manipulators. Using *ParticleId* will be slow, but will ensure correct compare of particles within any overlapping Manipulators.

Send Enter Events
Send information about each particle entering the Manipulator.

Send Exit Events
Send information about each particle exiting the Manipulator.

Send Birth Events
Send information about each particle birth inside the Manipulator.

Send Death Events
Send information about each particle dying inside the Manipulator.

Send Collision Events
Send information about each particle colliding inside the Manipulator.

Events

From the Events-tab you can setup the list of Events a particle will trigger when a specific condition is met, such as particle *Birth*, *Death*, *Collision* or by *Time*. You can specify how it will broadcast, towards another particle system *Target* and/or any *Event Listeners* by an event delegate which can be reached from your game logic. Each Event can send different information, either from the particle, particle system or user specified values. Using an *Event Listener* will have detailed information about the particle in the occurring Event.

Broadcast Type

The method to send the Event by. Using another *Target* particle system will send emission information and issue an *Emit()*. Using *Event Listeners* will broadcast information from the triggering particle to an event delegate found inside the *Event* object by name *particleEvent*. Please see the example scene *Event Listener* for basic usage.

Target

The particle system which will receive information from the occurring *Event*. The particle system will need to be running in the Source Script mode to receive information. Please see the example scene *Event Targets* for basic usage.

Type

The type of condition to trigger this Event. Available conditions are particle *Birth*, *Death*, *Collision* or by a specified *Time*.

Position

The method which will set position information. Available values are *User*, *Particle* and *Source*. *User* will make the Event pass a predetermined position set by the user, *Particle* will pass the particle's position and *Source* will pass the particle's Source Position upon birth.

Velocity

The method which will set velocity information. Available values are *User*, *Particle* and *Source*. *User* will make the Event pass a predetermined velocity set by the user, *Particle* will pass the particle's velocity and *Source* will pass the particle's initial velocity upon birth.

Color

The method which will set color information. Available values are *User*, *Particle* and *Source*. *User* will make the Event pass a predetermined color set by the user, *Particle* will pass the particle's color and *Source* will pass the particle's color upon birth.

Snapshots

A snapshot is a stored particle system state (all its settings and current particle values within the scene). Through the list of Snapshots you can *Load* any stored settings at any time. Each stored state is childed to the particle system carrying the snapshot as a separate particle system, should you want to edit them you can enable *Playground Manager > Advanced > Show Snapshots*. Please see the example scene *Snapshots* for basic usage.

Load From Start
Determines if the selected snapshot should load when the particle system enables.

Transition Time
Enable this if you want to transition over time between current and loaded particle values.

Transition Type
The type of transition over time. *Linear* will transition without easing, *Ease In* will start slow, *Ease Out* will end slow.

Transform
The stored snapshot carries information about where the Transform was in the scene when the snapshot was made. Enable this to make the particle system jump to that position and rotation.

Settings & Particles
Toggle between *Settings & Particles*, *Settings Only* and *Particle Only*. *Settings* indicates that you will load all particle system settings, *Particles* indicates that you will load all live particles and their individual values from when the snapshot was made.

Advanced/Simple Snapshots
Toggle the Advanced/Simple button in Inspector to show the particle system snapshots in Hieararchy and expose advanced controls in the Snapshots-list.

Advanced
The Advanced section will expose some mechanical fine-tuning parts of a particle system. From here you can change the rate of update, the simulated space and how a particle will behave upon rebirth.

Simulation Space

Determines if particles are simulated in *World-* or *Local* space. This is directly connected to the Shuriken particle system. However, it affects how particles are calculated where world to local space is converted throughout the whole framework.

Movement Compensation

Available when using *Local Simulation Space*. This emulates the behavior of locally moved particles when moving the Source, where all particles will follow any repositioning in world space.

Update Rate

The update rate of this Particle Playground system. This determines how often the calculation loop will run. For instance, 1 will make the calculation run each frame, 2 will make it run each second frame. The higher the number the more choppy the particles will move over time, but hog up less of the main thread. Use this to balance quality of appearance with performance.

Time Scale

The local time scale of the particle system. Set this to 0 to pause simulation.

Rebirth Options

Control if certain actions should be run upon particle rebirth.

Random Lifetime

Particle will get a new lifetime within minimum- and maximum range of *lifetimeMin* and *lifetime*. This is only applicable when using a Lifetime of Random Between Two Values.

Random Size

Particle will get a new size within minimum- and maximum range of *sizeMin* and *sizeMax*.

Random Rotation

Particle will get a new initial rotation within minimum- and maximum range of *initialRotationMin* and *initialRotationMax*.

Random Scatter

Particle will get a new scatter position within minimum- and maximum range of *sourceScatterMin* and *sourceScatterMax*. This is only applicable when using Source Scatter.

Random Velocity

Particle will get a new initial velocity within minimum- and maximum range of *initialVelocityMin* and *initialVelocityMax*.

Force Initial Color

Particle will get its initially calculated color. By rare occasions this is needed for any particles that will flicker upon rebirth due to the multithreading.

Delta Position Adjustment

Determines if the delta time from birth to current should adjust its initial positioning. This will make particles appear linearly, but naturally create a gap from its birth position.

Calculate Manipulator

Determines if each particle should calculate its affecting Manipulators immediately on rebirth.

Random Seed On Enable

Determines if a random seed should be generated for the particle system's random generation. If this is disabled you will get the same outcome between simulation sessions of the particle system. If two separate particle systems have the same seed and rebirth options they will act the very same way. Having a fixed seed for a particle system will also make it predictable, where the very same outcome will play out through simulation (apart from any physics related features such as collisions).

Random Seed

The random seed of the particle system controls all randomly generated values used by the particles throughout simulation. Disable *Random Seed On Enable* to have the particle simulate in a predictable fashion between sessions.

Locks

Apply locks for *Position*, *Rotation* and *Scale* for a particle system's Transform.

Prewarm

Determines if the particle system should start in a predetermined state in its lifetime upon load.

Prewarm Lifetime Cycles

This tells prewarming where to end the simulation time and where particles should be within their lifetime cycle upon load.

Prewarm Cycles (Resolution)

This determines how many calculation cycles should be spent in the prewarming process. Using a higher value will have more detailed velocity results but requires more computation time.

Auto-Pause Calculation

Determines if a particle system should halt calculations when outside of the main camera's frustum.

Calculation Trigger

The Transform used to trigger calculation. The particle system transform will be used if null.

Calculation Trigger Size

The area around the Calculation Trigger.

Calculation Trigger Offset

The offset from the Calculation Trigger.

Draw Gizmo

Show the trigger area in Scene View.

Sync Particles To Main-Thread

Due to the multithreading you may sometimes experience movement tearing or other time differentials. Syncing particles onto main-thread will make particles move inside the MonoBehaviour's Update loop and even out any visually teared particles.

Particle Thread Method

The multithreading method for a single particle system. Use this to bypass the selected Particle Thread Method on the Playground Manager. You can use this effectively to fine-tune how each particle system should calculate to gain performance on special setups.

Inherit

Makes the particle system calculate as set by the Playground Manager's Particle Thread Method. This is the default value.

NoThreads

Makes the particle system calculate on the main-thread.

OnePerSystem

Creates a new thread for this particle system. This makes sure the particle system will have its own calculated thread each calculated frame. Use this when you wish to give a particle system extra attention in performance.

OneForAll

Creates a bundled thread for all particle systems using this setting. This can be a good alternative when having many similar particle systems with few particles.

Particle Pool

This is an Editor feature where you can *Clear* out all currently simulated particles (source positions will remain intact) and *Rebuild* them towards their Source Positions.

PLAYGROUND MANAGER

Every particle system is driven by the Playground Manager, it also contains the Global Manipulators and some settings to fine-tune the Playground.

Particle Systems
The list of Particle Playground systems within the scene. Use this list in the Editor to create new, jump between (by pressing the name), to copy, sort or remove the particle systems. To access a particle system through script you can use *Playground.GetParticles(int)*, where *int* will be the position in the list. This will return a reference to the particle system in form of a *PlaygroundParticlesC* object.

Manipulators
The list of Global Manipulators used within the scene. Please see the *Playground Particle System-*section for more details.

Advanced
In the Advanced-tab you'll be able to fine-tune your Particle Playground.

Calculate Particles
Turn this off to override calculation settings for all Particle Playground systems and turn calculation off in the entire scene.

Group Automatically
Determines if a newly created- or non-childed Particle Playground system should automatically get the Playground Manager as parent. This behavior is only for user convenience where a particle system won't be affected by the Hierarchy.

Build Zero Alpha Pixels
Determines if an image's completely transparent pixels should be built as particles or not. Have this setting off if you want to spare the number of particles. Turn it on if you for instance want to linearly interpolate from one state that has transparent pixels to another which doesn't.

Scene Gizmos
Show Gizmos from any Particle Playground visual helpers within Scene View.

Source Positions
Render the Source Positions in Scene View. This should be considered for debug purposes only where having plenty Source Positions can be heavy for the Unity Editor to render.

Spline Preview
Render the Playground Splines bezier curves in Scene View.

Wireframes
Render wireframes around particles in Scene View.

Paint Toolbox
Show toolbox when painting in Scene View.

Show Shuriken
Show the Shuriken component of each Particle Playground system.

Advanced Snapshots
Determines if more advanced options should be available for Snapshots. This will make the Snapshot GameObjects visible in the Hierarchy under the corresponding particle system.

Pixel Filter Mode
The method to filter pixels with when reading textures, either *Bilinear* or *Pixel32*.

Global Time Scale
Determines if Unity's Time Scale should affect the particle simulations. Disable this if you don't want to change the simulation speed of your particle systems while changing Time.timeScale.

Multithreading

Particle Playground is using multithreading to relieve the CPU's main-thread from its calculations and to distribute all particle systems, turbulence and skinned mesh vertex extraction into different thread calls. You can alter how Particle Playground should distribute these threads to fine-tune how the calculation performs on your end-platform. This is done in realtime and can be switched through script (in Editor and runtime), see the *Multithreading Skinned Meshes* scene for scripting example. To successfully fine-tune performance you should monitor the number of active threads, your current FPS, GC allocation and how your particle system behaves visually.

Thread Pool Method
Reusing threads can be done either through the standard .NET Thread Pool or the Playground Pool (introduced in version 3.0). The Playground Pool is a custom pooling system which generates less memory allocations and improves performance overall for particle related calculations.

Particle Thread Method
The multithreading method of the simulated particle systems. This determines how particle systems calculate over the CPU, if their calculations should be bundled, separated or not make use of multithreading. Keep in mind each thread will generate memory garbage which will be collected at some point.

No Threads
No calculation threads will be created. This will in most cases have a negative impact on performance as Particle Playground will calculate along all other logic on the main-thread. Use this for debug purposes or if you know there's no multi- or hyperthreading possibilities on your target platform.

One Per System
One calculation thread per particle system will be created. Use this when having heavy particle systems in your scene. Note that this method will never bundle calculation calls unless specified in each individual particle system's Particle Thread Method.

One For All
One calculation thread for all particle systems will be created. Use this if you have other multithreaded logic which has higher performance priority than Particle Playground or your project demands strict use of garbage collection. Consider using *Automatic* for best performance.

Automatic
Let calculation threads distribute evenly for all particle systems in your scene. This will bundle calculation calls to match the platform's SystemInfo.processorCount. This is the recommended and overall fastest method to calculate particle systems. Having fewer particle systems than processing units will create one thread per particle system. Having more particle systems than processing units will initiate thread bundling.

Turbulence- and Skinned Mesh Thread Method
Determines how turbulence and skinned meshes should be calculated over the CPU.

Inside Particle Calculation
No new threads will be created. The calculation will run inside the selected *Particle Thread Method*.

One Per System
Each calculated frame will create a new thread. Use this when having few particle systems with heavy calculations.

One For All
One thread for all particle systems will be created. Use this when having plenty of particle systems with light calculations.

Max Threads
When using a Particle Thread Method of Automatic you can use Max Threads to set the highest possible threads created.

Time Simulation Reset
Reset the global time simulation.

PLAYGROUND SETTINGS

In the Playground Wizard window you'll find
overall settings where you can handle
languages, Editor limits and project paths.

Check For Updates
Playground will check for new releases having this enabled. When a new release is available you'll be notified with a message.

Extend Your Playground
Determines if Extend Your Playground should retrieve the list of available extensions and display those in the Playground Wizard.

Prefab Connection
Determines if your instantiated presets should have their prefab connection intact.

Hierarchy Icon
Determines if the Playground Hierarchy icon should be visible. The icon indicates if a particle system is currently simulating (yellow), inactive (grey) or has detected a heavy calculation loop (red).

Language
The active language of Particle Playground. Here you can create new, install, edit and export languages.

Editor Limits
All limits constraining the Editor GUI controls in terms of minimum- and maximum values.

Paths
The different static paths Particle Playground uses to keep track of its assets.

Screen DPI
Enables for a custom screen DPI to measure certain GUI element widths.

SUPPORT

Your experience is important, whether it's to
give feedback or to get help troubleshooting,
make sure to stay in touch.

Opening a support errand

Should you have any inquiries, requests or bug-reports please send a mail to support@polyfied.com.
The support comes free of charge and may have a couple days of wait.

Learning more about the Playground

Please visit the official Particle Playground website http://playground.polyfied.com/ for more information.

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