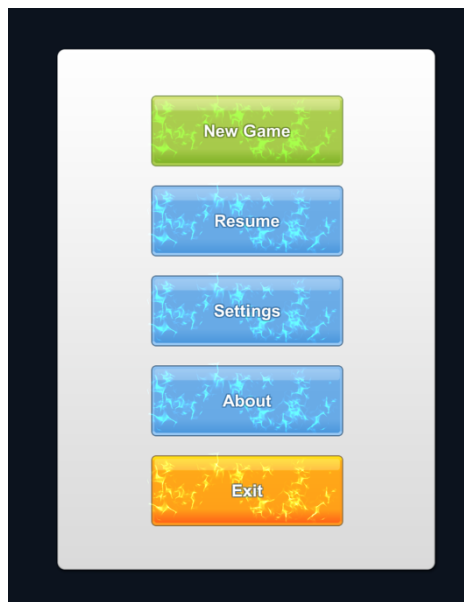


UI Particles

v.1.0.3



UI Particles – it's a simple extension allows you to add particles into your UI. UI Particles based on Unity Shuriken Particle System, you do not need change your particles. Simple add UIParticles script to your GameObjects with Shuriken Particle System, set it inside Canvas and you're done.

Supported features:

UI Particles compatible with all types of Canvases:

- Screen Space - Overlay
- Screen Space - Camera
- World Space

UI Particles support depth sorting inside UI.

UI Particles supports RectMask2D and Mask components with some shader changes.

UI Particles compatible with mobile devices. Tested on iOS and Android.

UI Particles supports stretched billboards render mode.

UI Particles provides base shaders for RectMask2D and Mask.

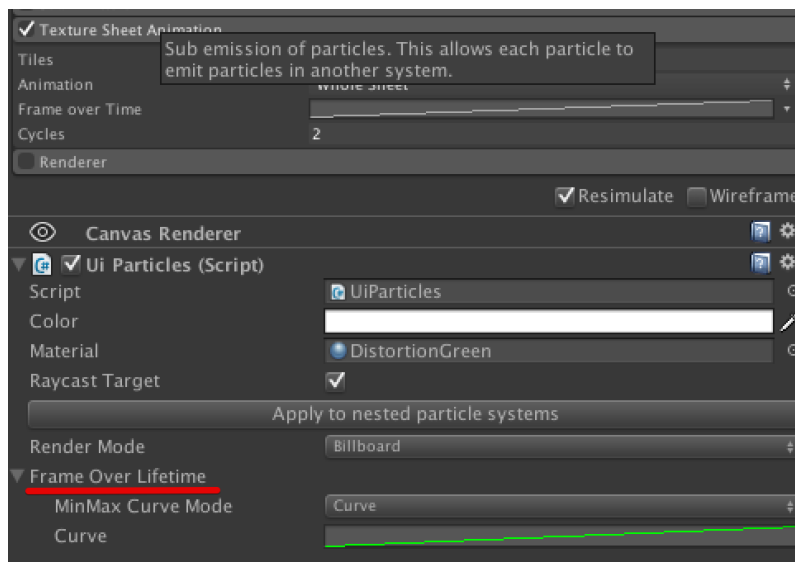
Shader	RectMask2D	Mask
Ui Particle Add	+	+
UI Particle Alpha Blend	+	+
Ui Particle Multiply	-	+
Ui Glow Additive Simple	+	+

Unsupported features:

- UI Particles currently not support Shuriken Particle Render module.
- Due to not existing engine API for Unity versions early 5.4 not support:
 - Different particle scale for each axis.
 - Frame over lifetime setting replaced to custom settings in UIParticle script.
 - Velocity over lifetime for stretched billboards render mode replaced to custom settings in UIParticle script.

Unity 5.3 additional script properties

Frame Over Lifetime property is analog of shuriken particle System frame over time property. It controls frame number during particle life time in texture sheet animation.



Velocity Over lifetime property controls particle direction, when stretched billboards render mode enabled, and velocity over lifetime module of shuriken particle system enabled. Note, to work properly velocity over lifetime property in UI Particle script should setting up with such values as shuriken particle system property. Also see demo example in scene.

