Particle System / EmitterPlayer

Namespace **Playniax.ParticleSystem**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Particle System/Scripts (MonoBehaviour)/EmitterPlayer.cs**

Public fields	Description
string id = "Explosion Red"	The Identifier.
float timeScale = 1	The scale at which time passes.
float scale = 1	Task scale.
int orderInLayer	The renderer's order within a sorting layer.
Transform parent	The parent.
Timer timer	The timer.

Particle effects created with emitters don't play by them selfs.

They only play when you press the **Test** button, by executing them from a script or by using the EmitterPlayer

EmitterPlayer does not work in edit mode but only at runtime.

EmitterPlayer needs the Emitter or EmitterGroup **id** to know what to play.

Read Getting Started for more info.

Example

Example can be found in **Assets/Playniax/Framework/Particle System/Scenes/Example 04 - Emitter Player.unity**