

Particle System / Getting Started

The particle system can be found in the **Assets/Playniac/Framework/Particle System** folder.

You can create particles by adding the Particle script to a GameObject, create a particle from a script or you can use the emitter to create particle effects.

The particle system only supports GameObjects with a SpriteRenderer (sprites).

Particle

To create a particle simply create a sprite and add the [Particle](#) component to it.

GameObject with [Particle](#) script:



Example can be found in **Assets/Playniac/Framework/Particle System/Scenes/Example 01 - Particle.unity**

Emitter

The [Emitter](#) can be used to create a single particle effect or multiple emitters can be used when you need complex effects.

To create an emitter simply create a GameObject and add one or multiple [Emitter](#) components to it.

GameObject with [Emitter](#) script:



The **Test** button at the bottom of an emitter is very important.

The **Test** button can be used to test your effect.

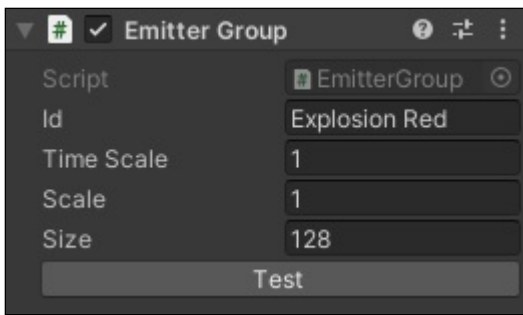
This works in edit mode and at runtime.

Example can be found in **Assets/Playniac/Framework/Particle System/Scenes/Example 02 - Emitter.unity**

Emitter Group

[EmitterGroup](#) can be used to play multiple emitters on the condition that the emitters are part of the same GameObject or are children of the same GameObject.

GameObject with [EmitterGroup](#) script:



Note that the emitter group also has a **Test** button.

Example can be found in **Assets/Playniac/Framework/Particle System/Scenes/Example 03 - Emitter Group.unity**

Emitter Player

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.

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

Execute from script

Particle effects can be executed from script.

You can execute a single emitter with the **Play** command:

```
Emitter.Play(id, position, parent, scale, orderInLayer, timeScale);
```

To execute a more complex effect the emitter group **Play** command can be used:

```
EmitterGroup.Call(id, position, parent, scale, orderInLayer, timeScale);
```

Important - the particle effects have to be in your scene or you can't execute them.