

Pyro / MotionEffects

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/MotionEffects.cs**

Class MotionEffects

Description

Misc motion effects with support for rotating and linear motions.

Public fields	Description
<code>Mode mode = Mode.Linear</code>	Mode can be Mode.Linear or Mode.Rotate.
<code>CircularSettings circularSettings</code>	Settings circular mode.
<code>LinearSettings linearSettings</code>	Settings linear mode.
<code>RotateSettings rotateSettings</code>	Settings rotate mode.
<code>WobbleSettings wobbleSettings</code>	Settings wobble mode.

Class MotionEffects.CircularSettings

Description

Settings circular mode.

Class MotionEffects.LinearSettings

Description

Settings linear mode.

Public fields	Description
<code>Vector3 velocity = new Vector3(1, 0, 0)</code>	Velocity.
<code>float friction</code>	Friction.

Class MotionEffects.RotateSettings

Description

Settings rotate mode.

Public fields	Description
<code>Vector3 rotation = new Vector3(0, 0, 100)</code>	Rotation speed.
<code>bool startRandom</code>	Determines if the object starts from a random angle or not.

Class MotionEffects.WobbleSettings

Description

Settings wobble mode.

The inspector view depending on mode:

