

Particle System / EmitterGroup

Namespace **Playniax.ParticleSystem**

Inherits from **Editor**

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

Public fields	Description
<code>float timeScale = 1</code>	The scale at which time passes.
<code>float scale = 1</code>	The scale to render.
<code>int size</code>	The scale in pixels.

[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.

Read [Getting Started](#) for more info.

Example

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