Particle System / Emitter

Namespace **Playniax.ParticleSystem**

Inherits from **Editor**

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

Public fields	Description
`string id = "Flash"`	The Identifier.
`int initialize = 16`	The number of particles to initialize or maximum of particles in the pool.
`bool autoGrow = false`	Determines if the initial initalized particle pool is allowed to exceed the limit.
`Sprite sprite`	The sprite to use for the particles.
`Material material`	The material to use for the particles.
`string timeScale = "1"`	The scale at which time passes.
`string delay = "0"`	Suspends the execution for the given amount.
`string ttl = "1"`	The particles time to live.
`string particles = "8"`	The number of particles to use.
`string origin = "0"`	The origin of the particles.
`string scale = "1"`	The scale to render.
`string angle = "0,359"`	The angle of the particles.
`string startScale = "1"`	The start scale of the particles.
`string targetScale = "1"`	The target scale of the particles.
`Vector3 fixedScale`	The fixed scale of the particles.
`string speed = "1"`	The speed of the particles.
`bool implode`	Determines if the effects implodes or not.
`string friction = "0"`	The friction of the particles.
`string gravity = "0"`	The gravity of the particles.
`string spin = "0"`	The spinning speed of the particles.
`Color startColor = new Color(1, 1, 1, 1)`	The start color of the particles.
`Color targetColor`	The target color of the particles.

`string` `orderInLayer = "0"`	The renderer's order within a sorting layer.

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.

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

Example

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