Particle System / Introduction

The particle system is part of the Playniax framework for Unity and was custom build for our needs.

In some cases this is a great alternative to the Unity built in particle system.

Most of our games and demos use this particle system.

The particle system also supports object pooling.

Object pooling is a way to optimize your projects and lower the burden that is placed on the CPU when having to rapidly create and destroy GameObjects.

More information about Object pooling can be found **HERE**.

Now continue with Getting Started