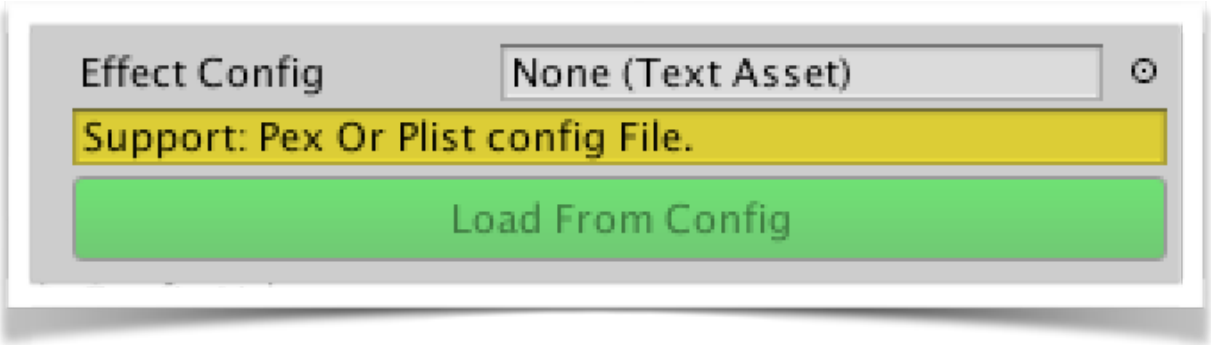
Unity Particle 2D is a new particle system plugin . One particle is a mesh , particle effect emits by changing vertex position and changing vertex color. Advice Unity 5.3.x and above. Demo address is “Particle2D/Demo/Scene ”.

Unity Particle 2D ’s Merits：

1.Easy to use and Have free editor, eg. http://onebyonedesign.com/flash/particleeditor/

2.support pex and plist to unity particle2d。



Drag pex and plist to Effect Config, and click Load From Config button。Note : pex or plist file’s extension is “.txt”.

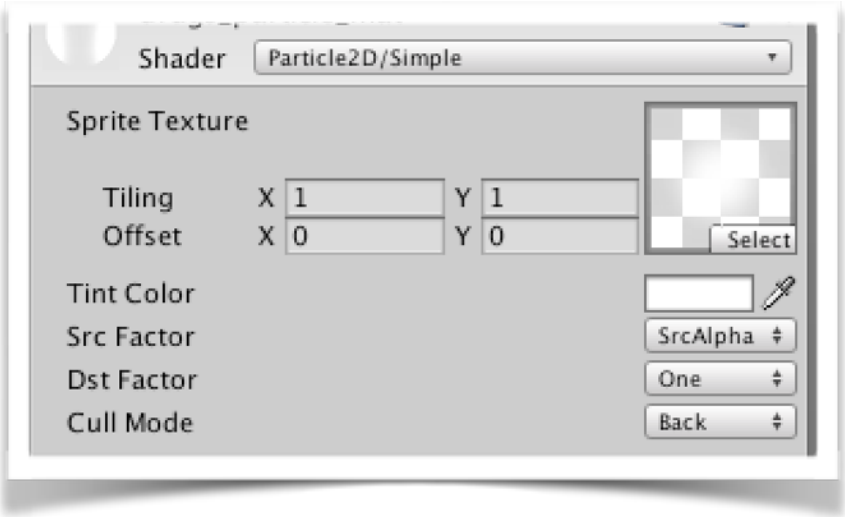
3. Easy to UGUI. Particle2D’s layer and clip is the same as Image.

4.Easy to modify and extend.

***Step*：**

1. Select unity Menu -> Particle2D->Particle2D UGUI/ Particle2D System. Drag onto the canvas if is Particle2D UGUI. Then you can set the parameters in inspector . Don’t forget to set material .

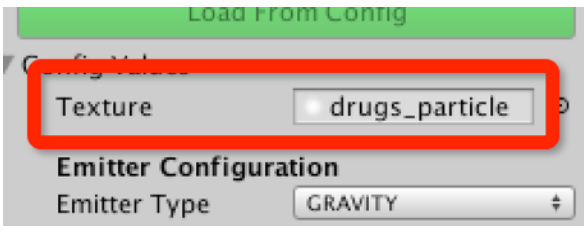
2. Material：create material in project panel , and set texture to material. Select Shader Particle2D/ Simple or Particle2D/UGUI shader.



Choose the Src Factor and Dst Factor. Cull Mode is for performance optimization。

3. Drag the created material to inspector’s material, and click the refresh button to preview.

4. You can use materials of the plugin in the materials folder. Change the texture like this.



5. The particle2D's transform can control the scale , position and rotation.
6. create particle2D by pex/plist: Drag the pex/plist file to inspector, and click Load From Config button to preview. This step is just to load data from file.

Parameters:

Material : particle material and texture
Color : color and alpha
Emitter Delta Time : emit time
Play On Awake : auto play particle
Simulation Space : world space or local space

Emitter:

Emitter Type : gravity/ radial
Max Particles : If the value is changed, need to click the refresh button to update. It is recommended not to modify this value if game is running.
Emitter X/Y Variance: Range of emission
Default Duration : during
Is Loop : Default Duration if false.

Basic param:

Lifespan / Lifespan Variance: particle life and Variance
Start Size / Start Size Variance : start size and Variance
End Size / End Size Variance : end size and Variance
Emit Angle / Emit Angle Variance : the emitter's angle
Start Rotation / Start Rotation Variance : start rotation and variance.
End Rotation / End Rotation Variance : end rotation and variance.

Gravity:

Speed / Speed Variance : speed and variance
Gravity X/ Y : gravity value and direction
Radial Acceleration / Radial Acceleration Variance: Radial Acceleration and Variance
Tangential Acceleration / Radial Acceleration Variance: Radial Acceleration and Variance

Radial:

Max Radius / Max Radius Variance : Max Radius and Variance
Min Radius / Min Radius Variance : Min Radius and Variance
Rotate Per Second / Rotate Per Second Variance: Rotate Per Second and Variance

Color

Start Color / Start Color Variance : Start Color and Variance
End Color / End Color Variance : End Color and Variance

Script example in c#:

```
private Particle2DSystem ps;

void Awake(){
    ps = GetComponent<Particle2DSystem>();
    ps.playOnAwake = false;
}

// Use this for initialization
IEnumerator Start () {
    yield return new WaitForSeconds(2f);
    print("particle is play");
    ps.Play();
    yield return new WaitForSeconds(5f);
    print("particle is pause");
    ps.Stop();


    yield return new WaitForSeconds(2f);
    print("particle is play");
    ps.Play();
    yield return new WaitForSeconds(5f);
    print("particle is stop");
    ps.Stop(true);
}
```