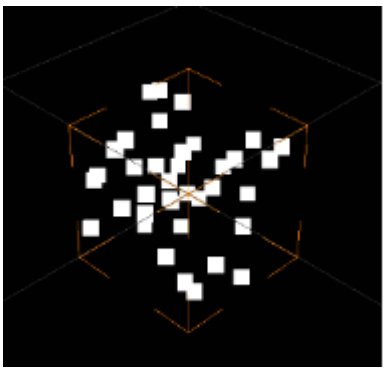
Particle Emitters

PointSpriteEmitter

The PointSpriteEmitter offers an easy "out of the box" way to create a Particle Effect.

As the name suggests, the appearance of a particle is similar to a Candera::PointSprite

For functionality please refer to 3D Effects Solution.



Properties

Property Name	Type	Description
Emit Particles	bool	If set to true then the behavior will emit particles
Emitter Type	ParticleEmitterType::Enum (BoxEmitter, SphereEmitter)	Specifies the behavior of the emitted Particle
Maximum Particles	UInt32	Determines the maximum number of particles that can be displayed (Requires Scene Refresh)
Particles Per Second	UInt32	Determines how many particles will be generated each second
Life Time	UInt32	Determines how long a particle will live in Milliseconds
Random Life Time	UInt32	Determines how long a particle will live in Milliseconds
Velocity	Candera::Vector3	Determines the initial velocity of an emitted particle
Gravity	Candera::Vector3	Determines the gravity effects for all emitted particles

Random Spread	Float	Determines how the randomness of the initial velocity angle
Start Size	Float	Determines how big a particle will be when it is emitted
End Size	Float	Determines how big a particle will be when it vanishes
Start Color	Candera::Color	Determines what color a particle has be when it is emitted
End Color	Candera::Color	Determines what color a particle has when it vanishes
Fade In Time	bool/UInt32	Determines how long a new particle needs to be alive until it is fully visible.
Fade Out Time	bool/UInt32	Determines how long a particle will fade out before it vanishes
Appearance	AppearanceType	The appearance to set on the node.
Blend Type	BlendType::Enum	The blend type that will be set.

Revision #3
Created 2024-04-05 11:20:09 UTC by Elisabeth Zauner
Updated 2025-01-31 06:44:09 UTC by Elisabeth Zauner