Particle

Particle Emitter

Emits Particles when attached to a Node with a Bounding Box. The Appearance of the Node will be used for the Particles and needs to be configured as specified in the Documentation.

This behavior is available for 3D scenes only.

Emitter Settings

Property Name	Type	Description
Emit Particles	bool	If set to true then the behavior will emit particles.
Emitter Type	ParticleEmitterType::Enum	Specifies the behavior of the emitted Particle. *Possible values: BoxEmitter, SphereEmitter*
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

Particle Settings

Property Name	Type	Description
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	Optional<FeatStd::UInt32>	Determines how long a new particle needs to be alive until it is fully visible.
Fade Out Time	Optional<FeatStd::UInt32>	Determines how long a particle will fade out before it vanishes.

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