Particle Effect Parameters List -SMILE GAME BUILDER Help

Parameter Name	Feature	Examples
name	Name of Particle Node	name snow_01
generate	To use this node or not	generate true
emitterType	Emitter Type (Dot / Sphere / Box)	emitterType sphere
emitterLifeTime	Emitter Life Time (0 = Infinite)	emitterLifeTime 0.000000
emitterAmount	Emitter Amount	emitterAmount 5.000000
emitterSize	Emitter Size XYZ	emitterSize 19.000000 0.000000 19.000000
gravity	Gravity XYZ	gravity 0.000000 0.000000 0.000000
airDrag	Air Resistance	airDrag 0.000000
billboard	Billboard (When true, it always faces the camera)	billboard true
mirrorType	Texture Mirror	mirrorType none
followType	Tracking Setting Location/Rotate (unfollow only location)	followType unfollow
particleLifeTime	Particle Life Time	particleLifeTime 30.000000
particleLifeRandom	Random Particle Life Time (It'll be based on this value and it goes up/down with X0.5 range.)	particleLifeRandom 0.000000
baseSpeed	Spreading Speed from the Center	baseSpeed 0.000000
inearVelocity	Linear Speed for XYZ	inearVelocity 0.000000 −0.300000 0.000000
linearVelocityRandom	Random Particle Speed (It'll be based on this value and it goes up/down with X0.5 range.)	linearVelocityRandom 1.000000
randomColorCount	Number of random colors to use	randomColorCount 2
randomColor0	First Color	randomColor0 1.000000 1.000000 1.000000 1.000000
randomColor1	Second Color	randomColor1 0.334181 0.445599 0.606299 1.000000
randomColor2	Third Color	randomColor2 0.000000 0.000000 1.000000 1.000000
randomColor3	Forth Color	randomColor3 0.000000 1.000000 0.000000 1.000000
minSize	Particle Minimum Size	minSize 0.050000
maxSize	Particle Maximum Size	maxSize 0.150000
startAlpha	Start Alpha Value	startAlpha 0.000000
middleAlpha	Middle Alpha Value	middleAlpha 0.000000
endAlpha	End Alpha Value	endAlpha 0.000000
startAlphaTime	The Time to Reach at the Middle Alpha (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	startAlphaTime 0.200000
endAlphaTime	The Time to Start Reaching at the End Alpha (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	endAlphaTime 0.800000
startBrightness	Start Brightness	startBrightness 0.000000
middleBrightness	Middle Brightness	middleBrightness 0.500000
endBrightness	End Brightness	endBrightness 0.000000
startBrightnessTime	The Time to Reach the Middle Point (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	startBrightnessTime 0.200000
endBrightnessTime	The Time to Start Reaching the End Point (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	endBrightnessTime 0.800000
startScale	Start Scale	startScale 1.000000 1.000000 1.000000
middleScale	Middle Scale	middleScale 1.000000 1.000000 1.000000
endScale	End Scale	endScale 1.000000 1.000000 1.000000
startScaleTime	The Time to Reach at the Middle Point (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	startScaleTime 0.000000
endScaleTime	The Time to Start Reaching the End Point (Between 0 to 1, based on particleLifeTime. 0.5 is the middle of the whole life time.)	endScaleTime 1.000000
angle	Default Angle	angle 0.000000 0.000000 0.000000
angleRandRange	Random Default Angle Between 0 to 360, the Default Angle will be Up/Down with this Value.	angleRandRange 0.000000 0.000000 360.000000
angluarVelocity	Rotation Speed	angluarVelocity 0.000000 0.000000 60.000000
isFlucPhaseShift	Randomly Fluctuate Timing	isFlucPhaseShift false
flucAmp	Fluctuation Amount	flucAmp 0.100000
flucAlpha	Whether to fluctuate Alpha Value or not	flucAlpha false
flucScale	Whether to fluctuate Scale Value or not	flucScale false
flucBrightness	Whether to fluctuate Brightness or not	flucBrightness false
flucFreq	Fluctuation Interval	flucFreq 0.000000
emitParam	Forward the Value Time in Advance	emitParam 2000.000000
texPatternH	Number of Horizontal Texture Partitions	texPatternH 2
texPatternV	Number of Vertical Texture Partitions	texPatternV 1
texPatternStart	Start Partition	texPatternStart 1
texPatternEnd	End partition	texPatternEnd 1
texPatternInterpolateType	Pattern Animation Type Liner：Normal Ease in：Slow in the Beginning、 Ease out：Fast in the Beginning	texPatternInterpolateType linear
texPatternCycle	Repeating Number	texPatternCycle 0
positionOffset	Location of Particle Node	positionOffset 0.000000 8.000000 0.000000
texture	Choose the Texture	texture ef002_Snow
emitInterval	Emission Interval	emitInterval 0