Manual

Overview

ParticleBulletSystem is the ability to handle easily ParticleSystem.

The cheap, fast, and easy.

It sells for $ 9.5 at the Unity Asset Store.

TPS and Shmup, it can be used for both.

Please use the bullet and explosion effects.

1. It can be used in C# and PlayMaker.
2. Even in the low-spec PC, You can display tens of thousands of rounds of bullets.
3. It can emit a particle with the position and vector.
4. It can control the the vector of the particle.
5. In addition to the bullet, it can also be used in the explosion effect.
6. The hit and it can be damaged by.
7. For each ParticleSystem, you can set the amount of damage.
8. It can referance ParticleSystem by number.
9. Reduce the load on the drawing of ParticleSystem.
   For example, such as explosion,
   If you have a large number exactly the same ParticleSystem, you can draw on one of ParticleSystem.

In summary, you can use for any of the following reasons

1. Anyway, want operation fast bullet of behavior.
2. It helps you make better use of your ParticleSystem in PlayMaker.
3. Want to the fast drawing of the explosion.
4. Want to use a particle in a favorite timing.

Quick Start

1. you will create a ParticleSystem and an empty game object
2. Add the component "ParticleManager" to game objects created.
3. To Particle (variable name) of ParticleManager, Drag & drop the ParticleSystem you just created.
4. Change the size of the power to 1. (Power is ParticleManager's variable)
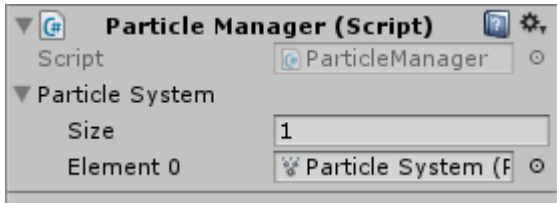5. It can be used with this. You can use the functions described below.

Caution

In setting of ParticleSystem, when using the StretchedBillboard.

In Pivot of Y ParticleSystem of Render setting, please Align.

If you do not do this, it shifts the position of the collision judgment.

Function
ParticleManager

1. This is a static component. Please be present only one in the scene.
2. ParticleManager has the function of most of the ParticleBulletSystem.
    This is emit a particle, it will control.
3. Previously ParticleSystem by storing, you can use.
4. ParticleSystem referred to by number.
5. Please refer to the ParticleManager.pdf detailed how to use.

ReceiveParticle
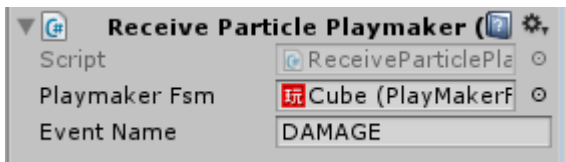
1. This is a feature for receiving a damage in the collision of particle.
2. C # and for PlayMaker, and Yes to prepare two types.
3. It uses the Collision of ParticleSystem of Unity standard.
4. When the game objects that you gave this to hit, run SendMessage or FSM Event.
5. The Collision of ParticleSystem, please set the world.

ParticlePlaneRaycast
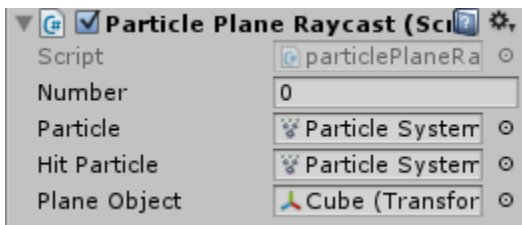
This will display the target site to the arrival point of the bullet.

HowToUse

Number   Number for reference in particlemanager the "variable particle"

Particle   This bullet of destination, it will show the sight.. If you specify this, Number is ignored.

HitParticle   ParticleSystem to use as the target site.

PlaneObject To be used in PlaneRaycast. Plane spread up and right of Transform

ParticleBillboardRotation

Description

The rotation of the particles image, is the ability to match the move.

You use this Components to attach to the particle system.

Parametor

Cam   Camera used

            If you do not set this, MainCamera will be applied automatically.

ParticlePaster

Paste the particles in multiple Transform.

Use the target site and bullet of drawing.

The RotationOverLifeTime etc. is available.

It can be used in the bullet of the GameObject.

(Drawing is carried out in the particle, collision detection is carried out in RigidBody)

This is faster than dynamic batching of Mesh Renderer.

Particle   Particle system to be used

AutoRemove   It will stop the drawing of non-active objects.

Usage

Attach the Particle Faster to the game object

See ParticlePaster from other scripts, add the Transform in the Add method

Now, it will draw the particles to the coordinates of the added Transform.

Transform discontinuation of drawing I done in the Remove method.

Actual use, it can be found in the script examplePaster of Demo4.

ParticlePaster_LifeTime

Basically this is the same as ParticlePaster.

The life of the particle is reflected.
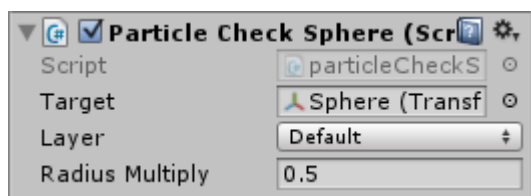

ParticleCheckSphere

We will do the collision by Physics.CheckSphere.

It is used when the thickness is required to Collision.

ReceiveParticle is not required.

There is a need to determine the subject beforehand damage.

Using the orange bullets of demo3

Parameter

Target   It is target to damage.

Layer   Layer of the collision.

RadiusMultiply   It is a collision size ratio of the particle.

Usage (use to enemy bullets)

Attach the ParticleCheckSphere to the particle system.

Set the Target to the player.

And the Layer in the same layer as the player. (If you do not know choose Everything)