Particle Scaler Tool

Descripción

Files: CGFParticleScalerTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/Particle Scaler"

Description

Window editor tool used to proportionally scale selected Particle Systems.

Reference

- **Scale** – Multiplier applied to the size, speed and distance properties of every selected Particle System.
- **Apply** – Apply the custom scale factor to selected Particle Systems.

Use

Open the tool from `CGF/Objects/Particle Scaler` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.