

Particle Behavior

Descripción

Files: [CGFParticleBehavior.cs](#)

Path: "CGF/Systems"

Description

Behavior that allows the associated GameObject to simulate the movement of a particle.

Reference

- **Automatic Mode** – Enables or disables automatic behavior startup. See [Common Features / Automatic Mode](#).
- **Constant Velocity** – Inspector setting used by this component to configure constant velocity.
- **Curve X** – Movement velocity from an animation curve on the X axis.
- **Curve Y** – Movement velocity from an animation curve on the Y axis.
- **Curve Z** – Movement velocity from an animation curve on the Z axis.
- **Duration** – Particle lifetime duration.
- **First Constant Velocity** – Start of the random velocity range on each axis.
- **First Curve X** – Start animation curve for the random velocity range between two curves on the X axis.
- **First Curve Y** – Start animation curve for the random velocity range between two curves on the Y axis.
- **First Curve Z** – Start animation curve for the random velocity range between two curves on the Z axis.
- **Mode** – Selected particle velocity mode.
 - **Distance** – Copy creation according to the distance between the original GameObject or the last copy and the copy to create.
 - **Time** – Creation of copies according to the elapsed time between the appearance of the original GameObject or the last copy and the copy to create.
- **Second Constant Velocity** – End of the random speed range on each axis.
- **Second Curve X** – End animation curve for the random velocity range between two curves on the X axis.
- **Second Curve Y** – End animation curve for the random velocity range between two curves on the Y axis.
- **Second Curve Z** – End animation curve for the random velocity range between two curves on the Z axis.

Use

Add this component to the `GameObject` that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.