Pixel Perfect Particle System Behavior

Descripción

Files: CGFPixelPerfectParticleSystemBehavior.cs

Path: "CGF/Systems"

Description

Behavior that adapts a ParticleSystem to a Pixel Perfect camera.
Converts particle sizes expressed in pixels to world units using the camera Assets Pixels Per Unit.

Reference

- **Particle Size In Pixels** – Particle visual size expressed in asset pixels.
- **Pixel Perfect Camera** – Camera used as pixel perfect reference. The camera must have a PixelPerfectCamera or CGFPixelPerfectCameraBehavior component.

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.