

idParticleEmitter

An entity that emits particles.

Usage

```
entity {
  entityDef example_particle_emitter {
    inherit = "func/emitter";
    class = "idParticleEmitter";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        canBecomeDormant = true;
      }
      dormancy = {
        delay = 5;
        distance = 78.029007;
      }
      fadeIn = 0;
      fadeOut = 0;
      startOff = true;
      spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
      }
      renderModelInfo = { // Size and color of the particle
        scale = {
          x = 1;
          y = 1;
          z = 1;
```

```

    }
    color = {
        r = 1;
        g = 1;
        b = 1;
    }
    emissiveColor = {
        r = 1;
        g = 1;
        b = 1;
    }
    emissiveScale = 1;
}
particleSystem = ""; // Particle model
}
}

```

Example

This example emits lightning on the ground. It would normally be used for electric floor hazards and would have a hurt trigger to go with it.

```

entity {
    entityDef example_electric_floor {
        inherit = "func/emitter";
        class = "idParticleEmitter";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                canBecomeDormant = true;
            }
            dormancy = {
                delay = 5;
                distance = 78.029007;
            }
        }
    }
}

```

```

    {}
    fadeIn = 0;
    fadeOut = 0;
    startOff = true;
    spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
    }
    renderModelInfo = {
        scale = {
            x = 1.3;
            y = 1.3;
            z = 1.3;
        }
        color = {
            r = 0.0549019873;
            g = 0.349020004;
            b = 0.690195978;
        }
        emissiveColor = {
            r = 0.082352899;
            g = 0.50980401;
        }
        emissiveScale = 4;
    }
    particleSystem = "map_elm2_battle/lightning_water_crossroads2";
}
}

```

See Also

[idEnvironmentalDamage_Hurt_Trigger](#)

Revision #1

Created 2 January 2022 18:21:19 by Konvaz

Updated 24 August 2022 18:43:55 by Konvaz