

This category does not affect any particle's visual behavior.

## Comment

It allows adding a comment to a particle component. Comments can be used to describe anything about a particle, for example information such as the component's reaction in the context of the effect, attributes that are being used by the component or things that could be improved or added to a component to better integrate with the game. Comments have no effect on the simulation or visual whatsoever.

Property	Description
Text	Lets you provide text that is related to an effect.