

## Particle Entities

The Particle Effect entity is used by Particle Effects in the level that are created in the [Particle Editor](#). It acts as a 'container' for a particle effect and it can be attached to any object using the link feature. Using [Flow Graph](#), particles can be turned on and off.

Particle Entity properties will become available after dragging a Particle Effect into the level and/or selecting it.

Property	Description
<b>Active</b>	Turns the effect on or off.
<b>AttachForm</b>	Specifies where it should be attached.
<b>AttachType</b>	Specifies to which surface is the particles spawned from.
<b>Comment</b>	
<b>CountPerUnit</b>	Max particle count number per surface type selected.
<b>CountScale</b>	Adjustable multiplier for the total amount of particles per emitter.
<b>EnableSound</b>	
<b>NetworkSync</b>	
<b>Particle Effect</b>	Specifies which effect should be rendered.
<b>Prime</b>	Pre-calculates the position of particle from the emitter.
<b>PulsePeriod</b>	Specifies re-trigger period for the effect.
<b>RegisterByBBox</b>	
<b>Scale</b>	Specifies the size of the effect.
<b>SmartObjectClass</b>	Specifies the smart object class.
<b>SpeedScale</b>	Multiplier for all particles in the emitter.
<b>Strength</b>	
<b>TimeScale</b>	