

## Parameters For GENERIC DUST Animation Effects Trigger

<b>RGB</b>	= Colour (Needs To Be Quite Subtle)	
<b>Emit</b>	= Rate of Emission	0.0 = No Emission 0.5 = Half Emission 1.0 = Full Emission
<b>Speed</b>	= Initial Velocity Of Dust Particle	
<b>Random</b>	= Randomises Direction	0.0 = No Randomisation 0.1 = Slight Randomisation 1.0 = Very Random 100.0 = Totally Random
<b>X Scale</b>	= Initial Scale Of Particle	
<b>Y Scale</b>	= Final Scale Of Particle	
<b>Z Scale</b>	= Gravity	0.0 = No Gravity -1.0 = Normal Gravity 1.0 = Inverse Gravity
<b>U0</b>	= Life (in 1/60ths of a second)	
<b>U1</b>	= Life Randomisation (in 1/60ths of a second)	
<b>U2</b>	= Fade Time (in 1/60ths of a second)	
<b>U3</b>	= Deceleration	0.5 = Fast Deceleration 0.98 = Slight Deceleration 1.0 = No Deceleration

### Example For Dust When Door Shuts

(Emitters Placed Regularly Along Where Door Joins)

<b>Rgb</b>	=	6,6,6
<b>Emit</b>	=	1.0
<b>Speed</b>	=	8.0
<b>Random</b>	=	0.1
<b>X Scale</b>	=	2.0
<b>Y Scale</b>	=	4.0
<b>Z Scale</b>	=	0.2
<b>U0</b>	=	64
<b>U1</b>	=	32
<b>U2</b>	=	32
<b>U3</b>	=	0.95

## Parameters For GENERIC FIRE Animation Effects Trigger

<b>Rgb</b>	= Colour	
<b>Emit</b>	= Rate of Emission	0.0 = No Emission 0.5 = Half Emission 1.0 = Full Emission
<b>Speed</b>	= Initial Velocity Of Fire Particle	
<b>Random</b>	= Randomises Direction	0.0 = No Randomisation 0.1 = Slight Randomisation 1.0 = Very Random 100.0 = Totally Random
<b>X Scale</b>	= Scale Of Particle	
<b>Z Scale</b>	= Gravity	0.0 = No Gravity -1.0 = Normal Gravity 1.0 = Inverse Gravity
<b>U0</b>	= Life (in 1/60ths of a second)	
<b>U1</b>	= Life Randomisation (in 1/60ths of a second)	
<b>U2</b>	= Fade Time (in 1/60ths of a second)	
<b>U3</b>	= Deceleration	0.5 = Fast Deceleration 0.98 = Slight Deceleration 1.0 = No Deceleration

### Example For Firey Knight Sword

(Emitters Placed Regularly Along Length Of Blade)

<b>Rgb</b>	=	128,48,16
<b>Emit</b>	=	0.5
<b>Speed</b>	=	0.0
<b>Random</b>	=	0.0
<b>X Scale</b>	=	2.0
<b>Z Scale</b>	=	0.5
<b>U0</b>	=	24
<b>U1</b>	=	16
<b>U2</b>	=	0
<b>U3</b>	=	1.00