


setParticleCircle



Introduced in	
Version:	1.00
Description	
Description:	Update the particle source to define the size of the creation radius, and to update the particle velocity.
Syntax	
Syntax:	particleSource setParticleCircle [radius, velocity]
Parameters:	<ul style="list-style-type: none">particleSource: Object - Affected particle.radius: Number - Radius (around the position specified in setParticleParams), within which new particles are created.velocity: Vector3D - Direction vector that is added to the original velocity array, defined in setParticleParams.
Return Value:	Nothing
Examples	
Examples:	<pre>_PS setParticleCircle [5,[0,0,1]];</pre> <p>Effects of a 2m vs 10m particle circle radius:</p> 
Additional Information	
See also:	ParticleArray , setParticleParams , setParticleRandom
Multiplayer:	In versions prior to V3.7, the effect is only local.
Problems:	

Notes