

setParticleRandom



Introduced in	
Version:	1.00
Description	
Description:	Sets the randomization of particle source parameters.
Syntax	
Syntax:	particleSource setParticleRandom [lifeTime, position, moveVelocity, rotationVelocity, size, color, randomDirectionPeriod, randomDirectionIntensity, {angle}]
Parameters:	<ul style="list-style-type: none">• particleSource: Object - Affected particle.• lifeTime: Number - Particle lifetime.• position: Position - Data Type: Particle 3D position.• moveVelocity: Number - Particle movement velocity (in m/s).• rotationVelocity: Number - Particle rotation velocity (in rad/s).• size: Number - Particle size.• color: Color - Particle color.• randomDirectionPeriod: Number - Period of time in which the particle moves in a random direction.• randomDirectionIntensity: Number - Particle random movement intensity.• angle: Number - Particle movement angle (in degrees).
Return Value:	Nothing
Examples	
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Additional Information	
See also:	ParticleArray , setParticleCircle , setParticleParams
Multiplayer:	In versions prior to V3.7, the effect is only local.
Problems:	

Notes