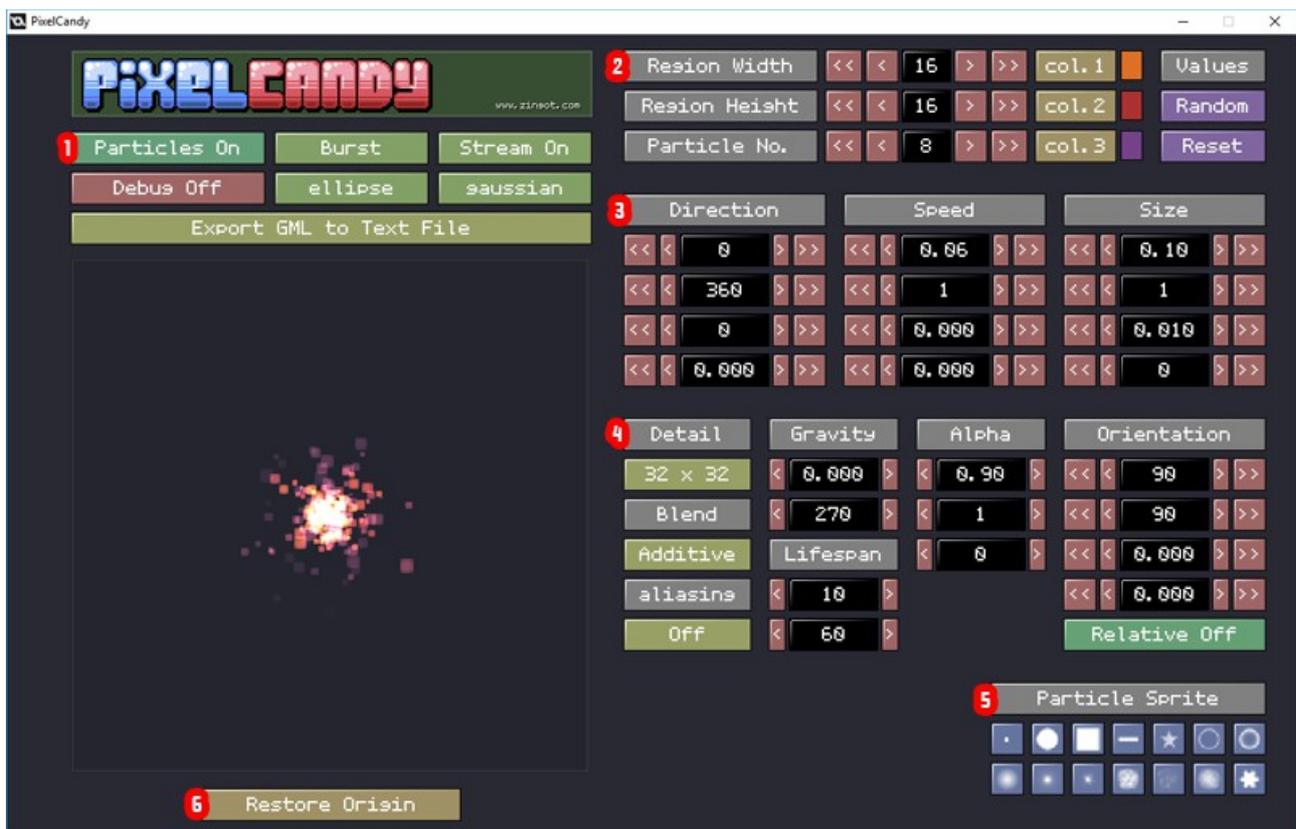


PIXEL CANDY HELP GUIDE



Region 1

Particles On/Off

Simply switches the particle system on or off.

Burst

A single burst of 'Particle No.' particles are generated.

Stream

A continual stream of 'Particle No.' particles are generated every frame.

Debug On/Off

Depicts an overlay determining the region width and height of the particle emitter. Also depicted are the angles by which the particles are emitted.

Ellipse/Rectangle/Diamond/Line

Determines the emitter shape for the particles which are generated.

Gaussian/InvGaussian/Linear

Determines the particle creation positioning within the emitter shape.

Export to GML to Text File

Outputs the GML code and variables to a text file to be added to the PixelCandyTEST project (code is commented for easy addition).

Region 2

Region Width

Defines the emitter width in pixels

Region Height

Defines the emitter height in pixels

Particle No.

The number of particles generated in a single 'burst' or every frame in a 'stream'. GML code is exported to cater for both emissions.

Col.1/Col.2/Col.3

Start, Mid and End particle colours during its given life-cycle. The palette used to select the colours is Dawnbringers 32 colour palette.

Random

Randomises various values within PixelCandy to generate new strains of particle types. Further tweaking is mostly likely but some interesting results can be found.

Reset

Resets PixelCandy values to the original default settings (useful for when things get too wild).

Region 3

Direction

Value 1 - The minimum direction the particle can start at.

Value 2 - The maximum direction the particle can start at.

Value 3 - How much the particle direction should increase or decrease per step.

Value 4 - How much is randomly added or subtracted from the direction per step.

Speed

Value 1 - The minimum speed the particle can start at.

Value 2 - The maximum speed the particle can start at.

Value 3 - How much the particle speed should increase or decrease per step.

Value 4 - How much is randomly added or subtracted from the speed per step.

Size

Value 1 - The minimum size the particle can start at.

Value 2 - The maximum size the particle can start at.

Value 3 - How much the particle should increase or decrease per step.

Value 4 - How much is randomly added or subtracted from the size per step.

Region 4

Detail

The sprite size for each particle created. 8x8, 16x16 or 32x32 pixel dimensions.

Blend

A choice of normal blending and additive blending.

Aliasing

Global interpolation value of smoothing on or off to depict smoothing if used in your own projects.

Gravity

Value 1 - Strength of the gravity.

Value 2 - The direction of the gravity.

Lifespan

Value 1 - The minimum lifespan of the particles.

Value 2 - The maximum lifespan of the particles.

Alpha

Value 1 - The starting alpha of the particle.

Value 2 - The halfway point alpha of the particle.

Value 3 - The ending alpha of the particle

Orientation

Value 1 - The minimum starting angle of the particles.

Value 2 - The maximum starting angle of the particles.

Value 3 - The increase (or decrease if set negative) of the angle in degrees per step.

Value 4 - The amount the angle wiggles clockwise/anticlockwise per step.

Value 5 - Set sprite angle relative to the direction of the motion (true) or (false).

Region 5

Particle Sprite

A choice of 14 particle sprites to use for your emissions. Each of the particle sprites represent lower resolution pixel versions of Gamemakers default particle set. The detail (resolution) of which is defined in 'detail' in region 4.

Region 6

Restore Origin

Restore the emitter to the centre of the emission area. You can left-click the mouse within this area to move the emitter and test particle trails.