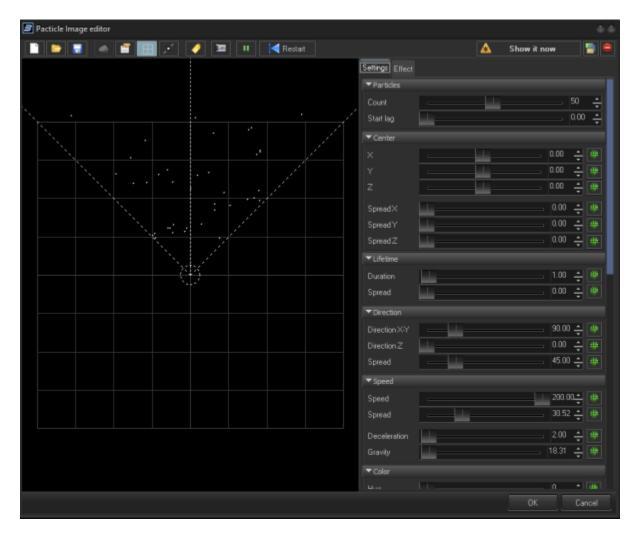
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## Particle image editor

New is the Particle image editor. This feature allows you to introduce a particle stream to BEYOND. This function can be very handy if you want to show for example, a water fountain that sprays in various directions, create organic feeling firework sparks or have a moving stary sky.

This cue can be used in both live play and on the timeline.



The Particle image editor offers a wide range of settings and an effects tab. This means that ontop of the default parameters, you can also apply additional effects like the ones located on the QuickFX tab.

On the settings tab, you can find the following parameters :

| Parameter section | Function   |
|-------------------|--|
| Particles         | Allows you to change the amount of particles and the start lag.                |
| Center            | Allows you to change the point and spread of the particles at the start point. |
| Lifetime          | Allows you to infuence the time a particle will be visible.                    |
| Direction         | Allows you to change the direction of a particle stream.                       |

| Speed             | Allows you to alter the speed of the particle stream.                   |
|-------------------|---|
| Color             | This allows you to change the color (hue) of the particles.             |
| Boundries         | This allows you to set boundries on where the particles will flow.      |
| Particle spinning | This allows you to change the direction and motion of particle streams. |

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