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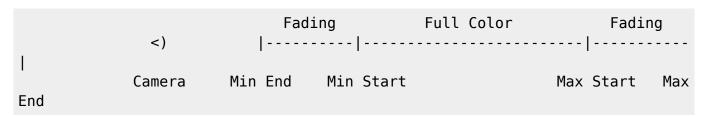
Particle Systems

General Parameters:

- Name: Name for the PS. Should be unique for all objects in map.
- Active
- **Position**: 3D Vector storing the position in world.
- Rotation: 3D Vector storing the rotation. Will only be used if the Particle System uses local
 coordinates.
- Scale

Specific Parameters:

- Particle System file: .ps file to be spawned.
- Color: color that the PS will be tinted with.
- **Fade at distance**: if active, the particles will be faded if the camera is either too close or too far away according to the following parameters.



- Min End: close distance in which the particles will be completely faded out.
- Min Start: close distance in which the particles will start to fade.
- Max Start: far distance in which the particles will start to fade.
- Max End: far distance in which the particles will be completely faded out.

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