



```
Ogre::ParticleSystem *ps = mSceneMgr->
    createParticleSystem("PS", "Examples/PurpleFountain");

Ogre::SceneNode *psNode =
    mSceneMgr->getSceneNode(obj1.getNodeName())->createChildSceneNode();

psNode->attachObject(ps);
```

"Examples/GreenyNimbus",
"Examples/PurpleFountain",
"Examples/Rain",
"Examples/JetEngine1",
"Examples/JetEngine2",
"Examples/Aureola",
"Examples/Swarm",
"Examples/Snow",
"Examples/Smoke",
"Examples/Fireworks"

/usr/share/OGRE/
media/particles

```

// A sparkly purple fountain
particle_system Examples/PurpleFountain
{
    material      Examples/Flare2
    particle_width 20
    particle_height 40
    cull_each      false
    quota          10000
    billboard_type oriented_self

    // Area emitter
    emitter Point
    {
        angle          15
        emission_rate   75
        time_to_live    3
        direction       0 1 0
        velocity_min    250
        velocity_max    300
        colour_range_start 0 0 0
        colour_range_end  1 1 1
    }

    // Gravity
    affector LinearForce
    {
        force_vector    0 -100 0
        force_application add
    }

    // Fader
    affector ColourFader
    {
        red -0.25
        green -0.25
        blue -0.25
    }
}

```

```
material Examples/Flare2
{
    technique
    {
        pass
        {
            lighting off
            scene_blend add
            depth_write off
            diffuse vertexcolour

            texture_unit
            {
                texture flaretrail.png
            }
        }
    }
}
```

