## 1.Πάω στον CB.

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- 2.New Package, Name-->Snow\_Tutorial, Factory-->ParticleSystem.
- 3. Ανοίγει το Unreal Cascade.
- 4.Κάνω search στον CB, M\_CTF αφού κλικάρω All Assets και Materials.
- 5.Επιλέγω το M\_CTF\_Flag\_IronGuard\_Flare.
- 6.Πάω στο Unreal Cascade, επιλέγω Required και αριστερά κάτω στις ιδιότητες,
- Emitter-->Material πράσινο βέλος.
- 7.Επιλέγω Toggle Grid

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8.Spawn κάτω από Required, Spawn-->Rate-->Distribution-->Constant=1000.

9.Lifetime-->Lifetime-->Distribution-->Min=15, Max=25.

10..Initial Size-->Size-->Distribution-->Max x=y=z=6, Min x=y=z=3.

11.Initial Velocity-->Velocity-->Distribution-->Max x=y=15, z=-48, Min x=y=5, z=-24.

12.Με το Color Over Life δεν ασχολούμαστε, κάνω κλικ-->Location-->Initial Location.

13.Κλικ στο Initial Location-->Location-->Start Location-->Distribution-->Max x=y=z=500, Min x=y=z=-500.

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14.Αν θέλω από το Required αλλάζω το Duration. Από το Spawn το Constant για περισσότερο ή λιγότερο χιόνι.

15.Κλείνω το Cascade, πάω CB και επιλέγω το Snow Tutorial.

16.Με dnd το φέρνω στο χιόνι.

17.Το τοποθετώ λίγο ψηλά και αν χρειαστεί το κοπιάρω σε 2,3.. σημεία στην πίστα. 18.PFH.