

Particles

```

Particles {
  exposedField SFVec3f bboxSize -1 -1 -1
  exposedField SFVec3f bboxCenter 0 0 0
  exposedField SFFloat lodRange 100
  exposedField SFBool enabled TRUE
  exposedField SFFloat particleRadius 0.1
  exposedField SFFloat particleRadiusVariation 0
  exposedField SFFloat particleRadiusRate 0
  exposedField SFNode geometry NULL
  exposedField SFVec3f emitterPosition 0 3 0
  exposedField SFFloat emitterRadius 0
  exposedField SFFloat emitterSpread 0.25
  exposedField SFVec3f emitVelocity 2.5 5 2.5
  exposedField SFFloat emitVelocityVariation 0.5
  exposedField SFRotation emitterOrientation 0 1 0 0
  exposedField SFFloat creationRate 500
  exposedField SFFloat creationRateVariation 0
  exposedField SFInt32 maxParticles 500
  exposedField SFTime maxLifeTime 5
  exposedField SFFloat maxLifeTimeVariation 0
  exposedField SFVec3f gravity 0 -9.8 0
  exposedField SFVec3f acceleration 0 0 0
  exposedField SFColor emitColor 1 1 1
  exposedField SFFloat emitColorVariation 0 # new in 5.0
  exposedField SFColor fadeColor 0.25 0.25 0.25
  exposedField SFFloat fadeAlpha 1.0
  exposedField SFFloat fadeRate 0.25
  exposedField SFInt32 numTrails 0
  exposedField SFInt32 numSparks 0
  exposedField SFVec3f sparkGravity 0 -5 0
  exposedField SFColor sparkFadeColor 0 0 0
}

```