Display\_Name..

Computer Programming Using Kivy - **OpenGL 8 - Particles**

**GOAL: Design a particle system then place it in the 3D scene for a short time as an explosion.**

(You must first have a completed and working opengl7.py)

Update the 3D engine:

* Go to your home drive (File Explorer, Computer, T:\*username* or H:)
* Go to your opengl folder, then double-click update-kivyglops

Design a Particle System:

* Open File Explorer, This PC/Computer Resources R:\PortableApps\Programming\ParticlePandaPy3\

Then double-click “Run”

[if working on a computer without it installed, first download it from <https://github.com/expertmm/ParticlePandaPy3> ]

* Design a particle system similar to an explosion, by clicking Load, choosing an example close to what you want from the Templates tab, then **changing any number of sliders** in both Particle **and Behavior** tabs (you can also optionally change the Behavior to Gravity Emitter or Radial Emitter).
* Click the Save As button at the bottom, then New File, and name the file explosion in space
* Close ParticlePandaPy3

Copy the Particle System PEX file:

* If you are using Windows 7, go to File Explorer, Computer C:\Users\ then double-click your username, then open .particlepanda then user\_effects

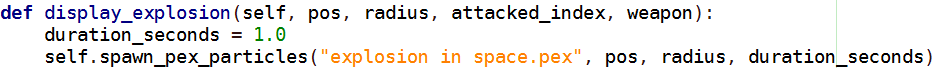
(if you are using Windows 8 or 10, right-click Windows button, then Run, then type or paste %USERPROFILE%\.particlepanda\user\_effects

then press enter.

* Ctrl A to select all, then Ctrl C to copy the explosion in space files (the picture is just a preview, so technically only the pex file is necessary)
* Go to your home drive, then open your opengl folder
* Ctrl V to paste

Generate particles whenever an explosion is needed, by implementing the display\_explosion method in your MainForm:

* Open Geany
* File, Open, your home drive (such as T:\*username* or H:), opengl, opengl7.py
* File, Save As, go to your opengl folder, then name this file opengl8particles.py
* Implement the **display\_explosion** method indented under MainForm:



#Make sure you **load your particle system file you saved**. If you used a different name for the particle system, be sure to use that instead of explosion in space, but always put .pex after the name since the file extension is part of the name

**BONUS: create another particle system and display it during a different event**