



Particle Editor for Cocos2d and V-Play is the ultimate particle creation tool for your games which allows you to visually configure stunning particle effects in real-time for a wide variety of games and game engines including V-Play, Cocos2d and Cocos2d-x. Easily change the properties of any existing particle with the particle editor to generate new effects and save them to a file or send them per email for further usage in other applications.

- Free on all platforms
- Cross-Platform
- Create and test particles in real-time on any target device
- Test the exact performance how the particle will impact your V-Play or Cocos2d game directly on target devices
- Test multiple particles of a scene at once and optimize them instantly
- Use predefined particles and create your own ones
- Export .json for usage in V-Play
- Export .plist for usage in Cocos2d & Cocos2d-x
- Full source code available in V-Play SDK

The configured particles can be exported as .json file for your games created with V-Play and they can be exported as .plist file for your Cocos2d games. All particle effects shipped with this application can be used directly in your games or can be used as inspiration for new effects. You can create and test particles directly on your target device and store them locally or send them per mail once they are finished.

For more information, feedback and help visit <http://v-play.net/2014/02/v-play-particle-editor-for-cocos2d-and-v-play/>

Proudly developed with V-Play Game Engine