

RopeSwing 2D

This asset lets you make rope swings in unity.

Scripts:

- *throwhook.cs* – Used to create/delete the hook, that will create the whole rope
- *RopeScript.cs* – Creates the actual rope.
- *PlayerScript.cs* – An auxiliar script that adds forces to the player with A and D keys;

Usage:

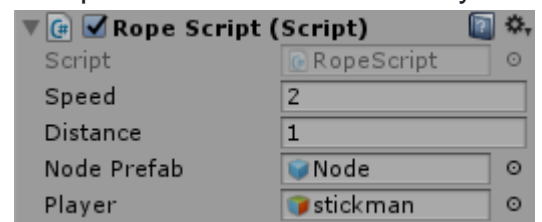
In the example scene it can be seen a basic example on how this asset works. The *throwhook.cs* is added to the player. This scripts create a string when the player left clicks somewhere

Customizations:

There are a few parameters you can tweak to make the rope look and behave the way you want:

On the hook prefab (located on the prefab folder):

- Rope Script:
 - Speed [units/second]: how fast the hook travels to where mouse was clicked;
 - Distance [units]: the distance (varies slightly due to physics) between each node.
- Line Renderer:
 - Material: change the material/color of the rope;
 - Width: change the thickness of the rope;
 - End cap / corner vertices: change the roundness of the rope in its vertices



On the Node prefab (located on the prefab folder) and the hook prefab

- You can change the sprite of this game object or even have no sprite renderer at all;
- You can change the size of the CircleCollider2D replace it by another collider or even disable it;

Important Notes:

Since in the rope each node's position depends of the position of all the other nodes he is attached to, the bigger the rope is, more iterations it takes to calculate its position correctly. If the rope goes crazy, it is because it needs more iterations to calculate a position, to increase number of iterations go to **Edit>Project Settings>Physics 2D**, and change the **velocity iterations** to a high number and **position iterations** to a high value as well. A recommended value for both is **40 iterations**.

The rope by default will collide with itself and the player, if you don't want this is, create a new Layer (name for example NoCollision), and assign it to the hook prefab the node prefab and the player. Then go to **Edit>Project Settings>Physics 2D**, scroll down, and on the **Layer Collision Matrix**, **uncheck** the checkbox of the interaction between that layer created and itself (i.e.: NoCollision/NoCollision).

Happy game developing! 😊

Contact

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