Action Type

When designing interactive gameplay, it's often necessary to define how objects respond when hit—say, by a sword. Should the object be destroyed after a single hit? Or after exactly three hits? Should the number of hits be randomized? Or should destruction be based purely on chance? What if you want the object to break only if it's hit hard enough?

The 3D Breakable Core Pack provides a robust solution for handling these scenarios through the ActionType enum. This enum defines various behaviors that can be triggered under specific conditions, enhancing flexibility and immersion in your game environment.

Available Action Types:

- **Destroy**- Instantly removes the object from the scene when conditions are met. This is useful for simple destructible objects that should vanish on impact.
- **Damage Constant**- Applies a fixed, predictable amount of damage. Ideal for systems involving health, armor, or durability where consistency is key.
- **Damage Random**- Inflicts a random amount of damage within a defined range. This adds unpredictability and variation to each interaction or hit.
- **Chance Random**- Determines the outcome based on a probability. This is great for risk/reward mechanics, where destruction or damage isn't guaranteed.
- **Required Force**- Triggers destruction only when the applied physical force meets or exceeds a predefined threshold. This is useful when you want objects to react differently based on how hard they were hit—like requiring a powerful swing to break a crate, or a strong impact to shatter glass.

Damage Constant

| 1	Initial Durability	Allows setting the initial value of 'Item Durability'. This value functions similarly to health points for game characters; when it reaches 0, the item will break into parts.

Damage Random

1	Initial Durability	Allows setting the initial value of 'Item Durability'. This value functions similarly to health points for game characters; when it reaches 0, the item will break into parts.
2	Damage Minimal	Specifies the minimum amount of damage subtracted from 'Item Durability' with each hit or trigger
3	Damage Maximal	Specifies the maximum amount of damage subtracted from 'Item Durability' with each hit or trigger

Chance Random
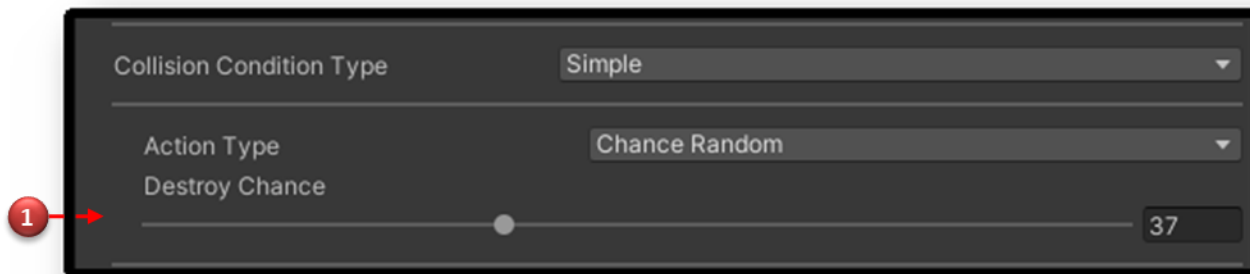
1	Destroy Chance	Allows setting the 'Destroy Chance' value, which ranges from 1 to 100. A value of 100 ensures the item will definitely fall apart when triggered.

Required Force
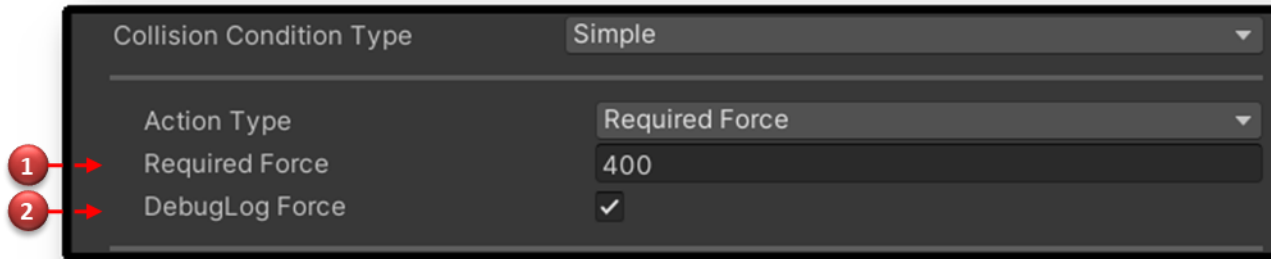
1	**Required Force**	Specifies the amount of force required to destroy item.
2	**DebugLog Force**	When enabled, after item collision, amount of impact force will be provided in console.

Q: How to override global action settings?
Each item with a "DestroyableWholeItem" component has an 'Override Action' option. When enabled allows for choosing item individual action settings;