Thruster

This component allows you to create a simple thruster that can apply force to a Rigidbody based on the throttle value.

Throttle

How active is this thruster? 0 for off, 1 for max power, -1 for max reverse, etc.

Rigidbody

The rigidbody you want to apply the thruster forces to.

Force Type

The type of force we want to apply to the Rigidbody.

Force Mode

The force mode used when adding force to the Rigidbody.

Force Magnitude

The maximum amount of force applied to the rigidbody (when the throttle is -1 or 1).