Thruster

This component allows you to create simple thrusters that can apply forces to Rigidbodies based on their position. You can also use sprites to change the graphics.

Throttle

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

Dampening

How quickly the scale will move to the target value when the throttle value is changed.

Age

This allows you to set the current time of the thruster flickering.

Time Scale

This allows you to set how fast the thruster flickers.

Flicker

This sets how much the flame & flare scale will randomly change.

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 ading force to the Rigidbody.

Force Magnitude

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

Flame Sprite

This allows you to set the sprite used by the thruster flame.

Flame Scale

The scale of the thruster flame when the throttle is at 1.

Flare Sprite

This allows you to set the sprite used by the thruster flare.

Flare Scale

The scale of the thruster flame when the throttle is at 1.

Flare Mask

This allows you to set which layers the flare will get occluded by.