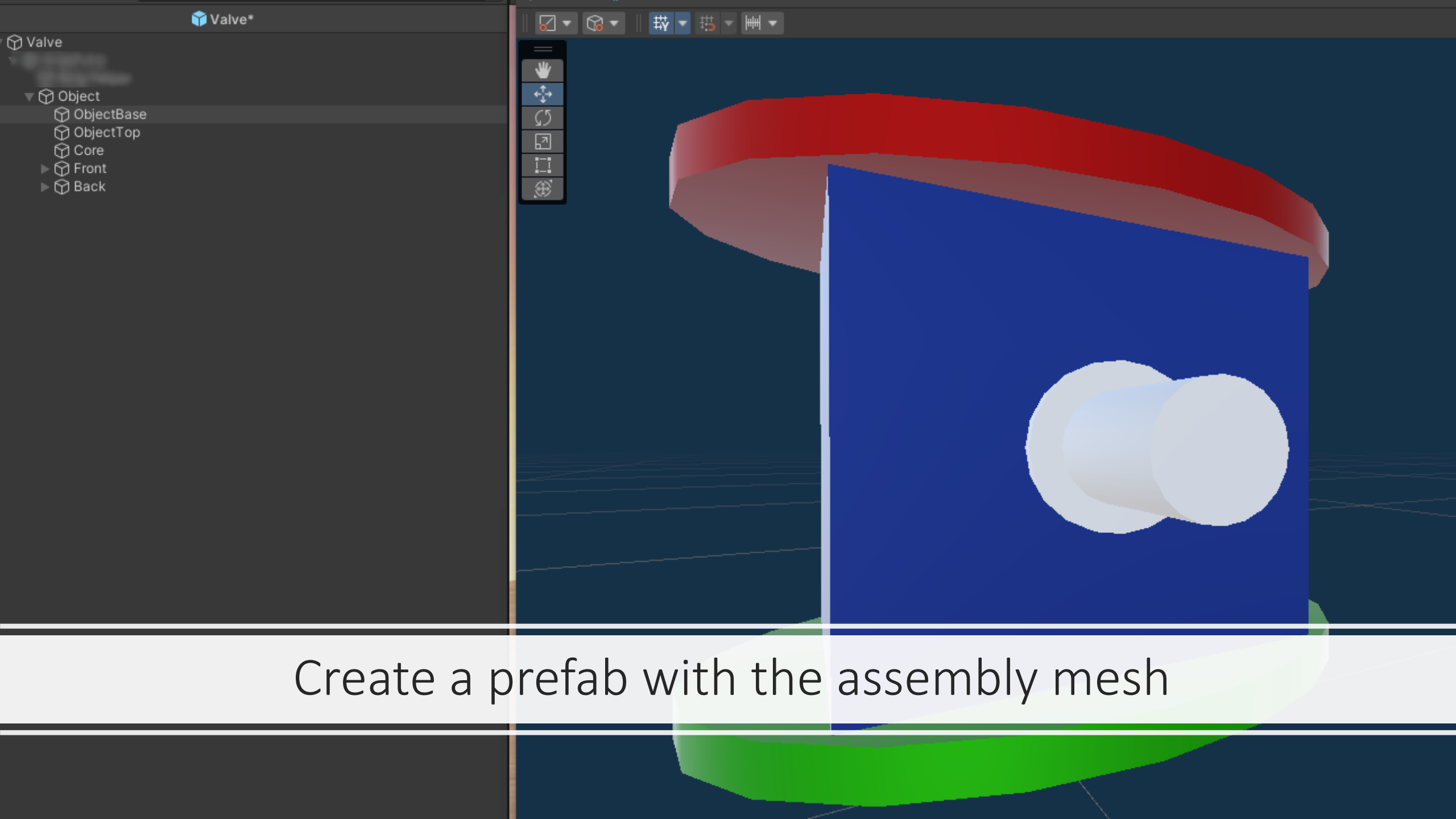


Creation of an assembly

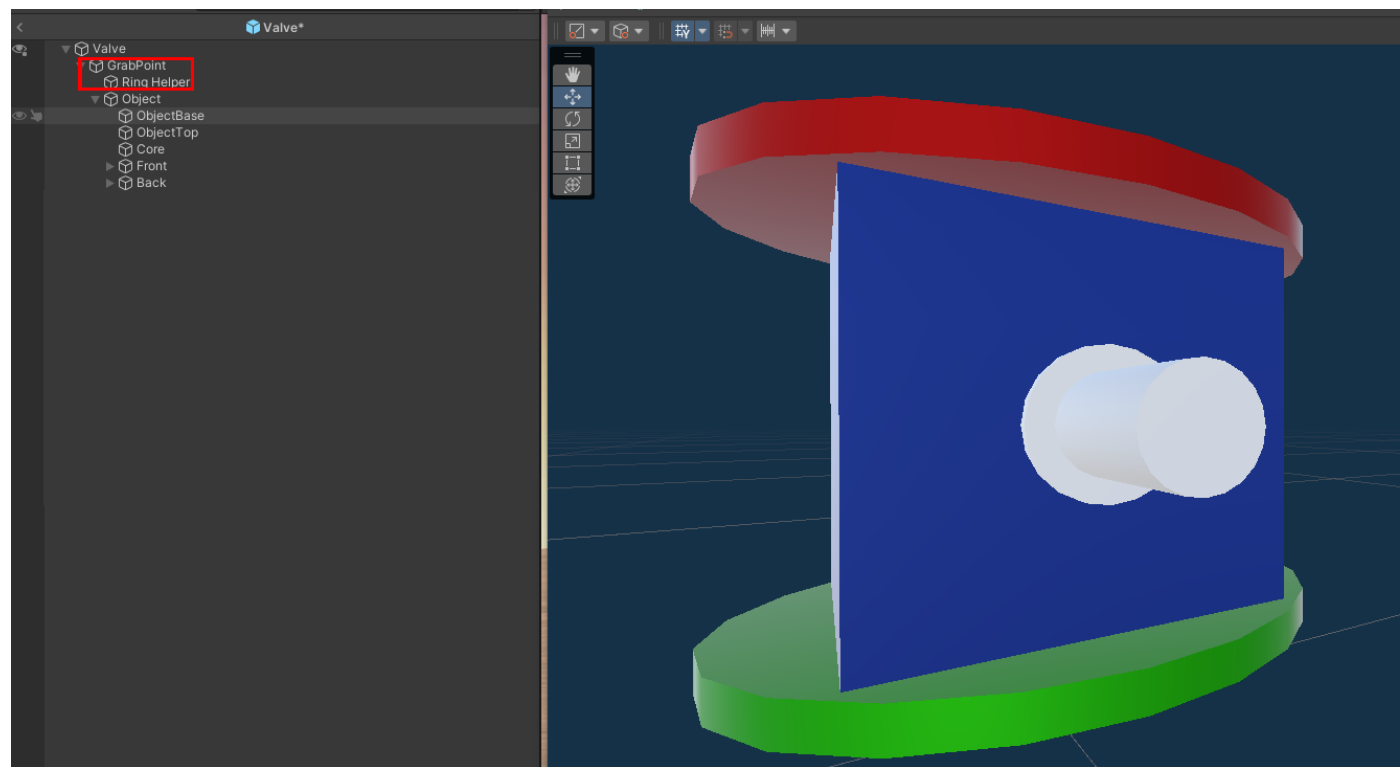
How to create an interactive assembly object, with constraint and
physic simulation

Scripting References: [SnapZones](#) - [Grabbable](#) - [Grabber](#) - [GrabbableEvents](#)

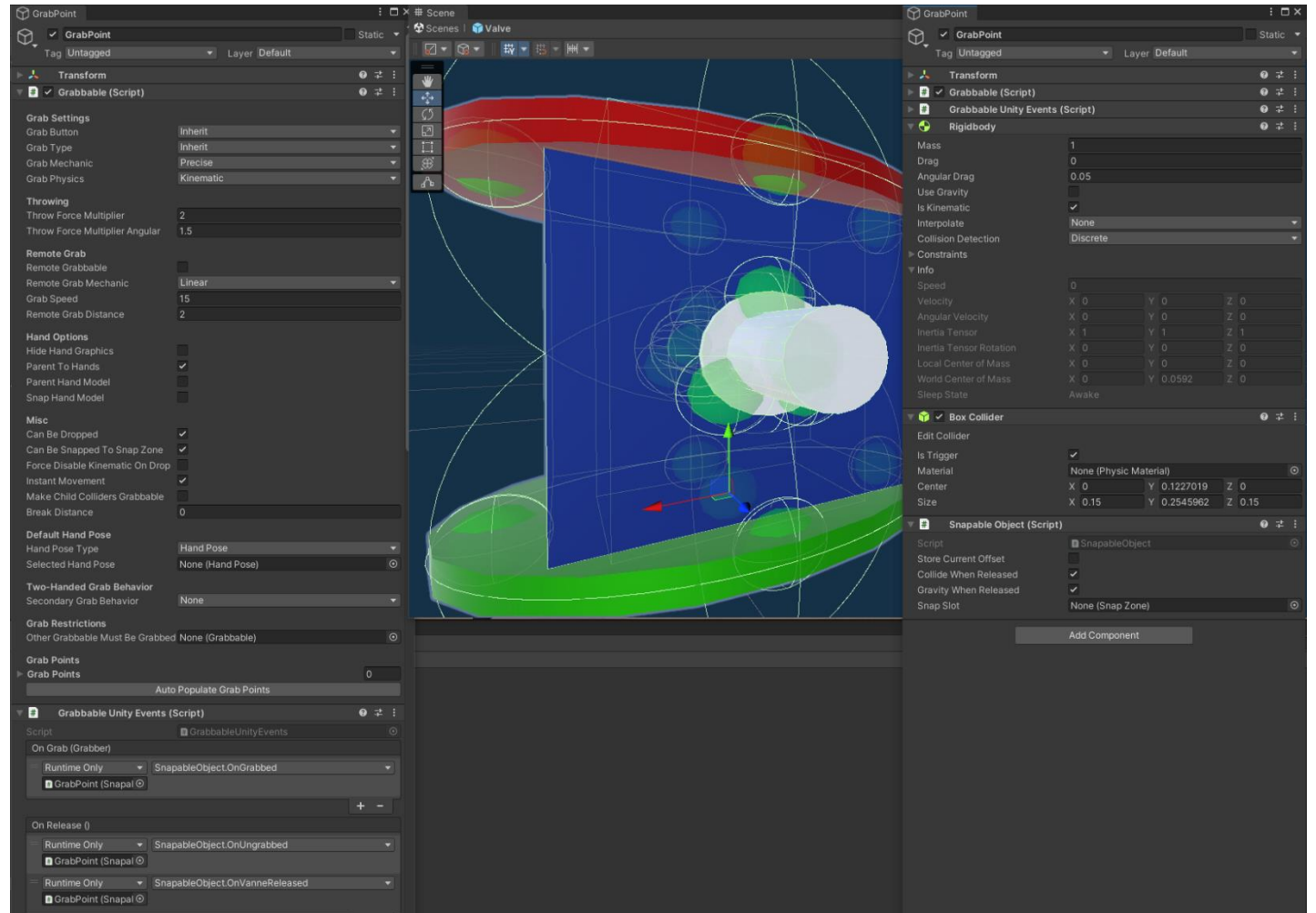


Create a prefab with the assembly mesh

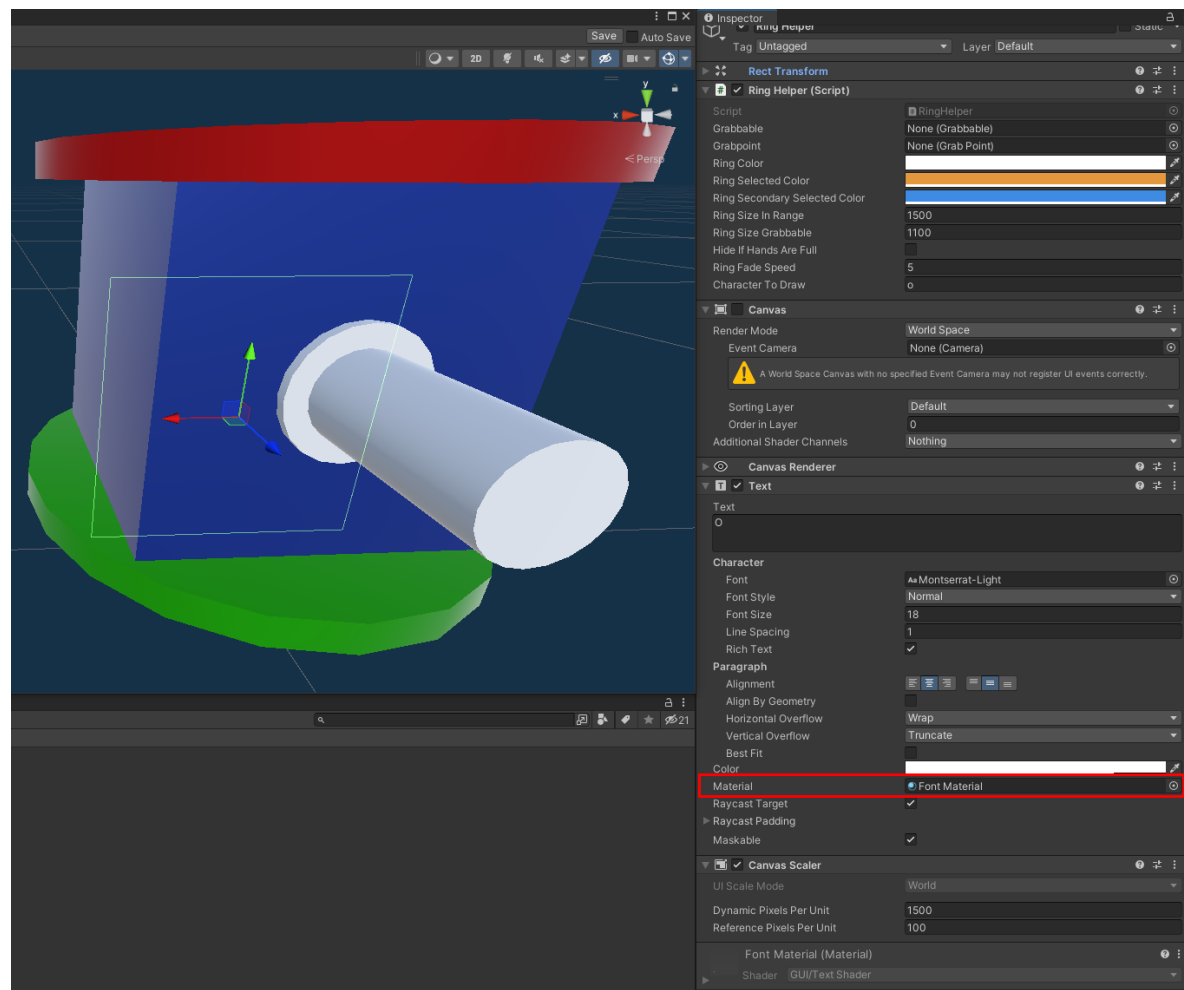
Add an empty child to the object root that will be use as a grab point then add a child to this one that will be a visual helper



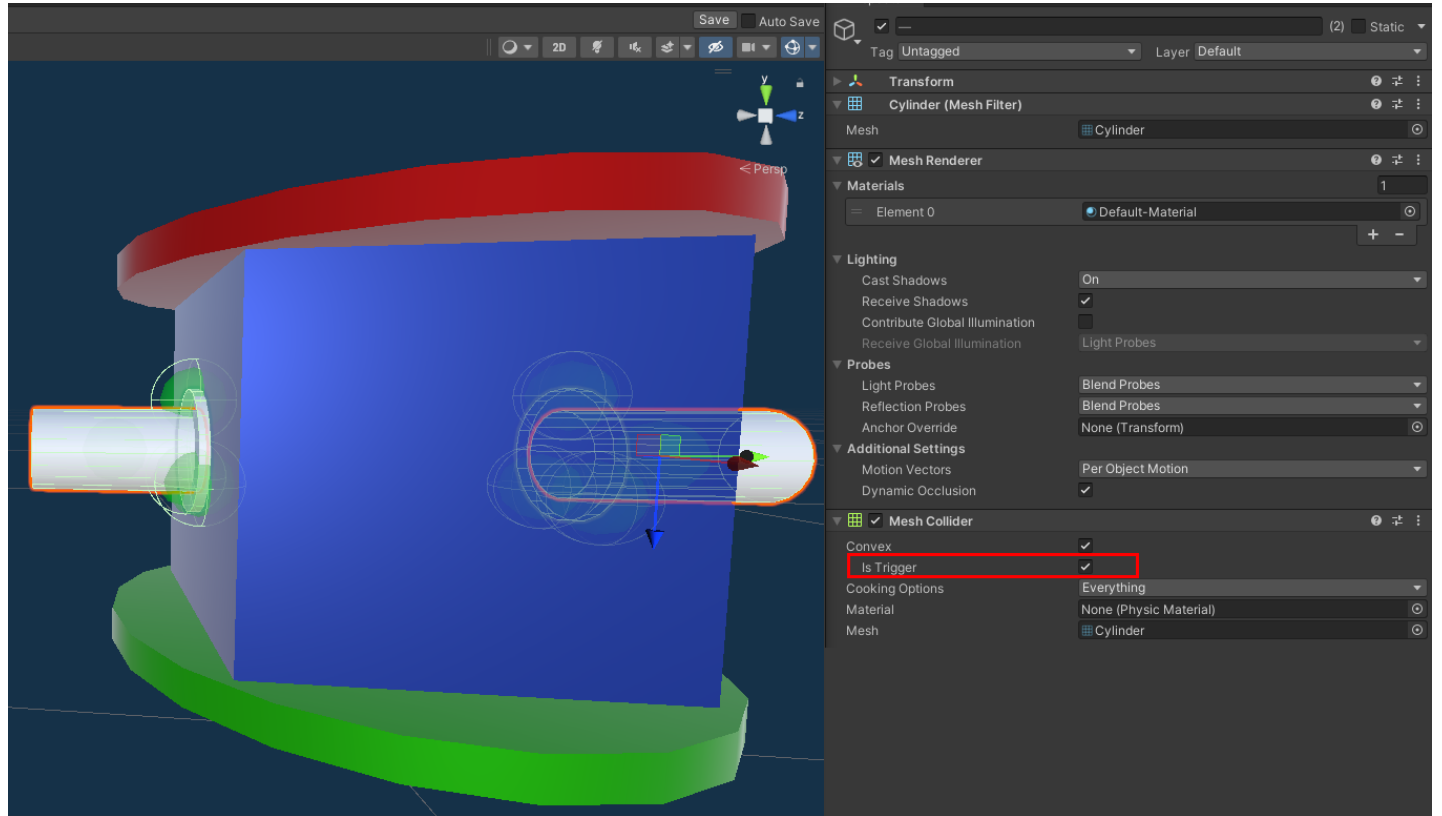
GrabPoint components and settings of the master piece



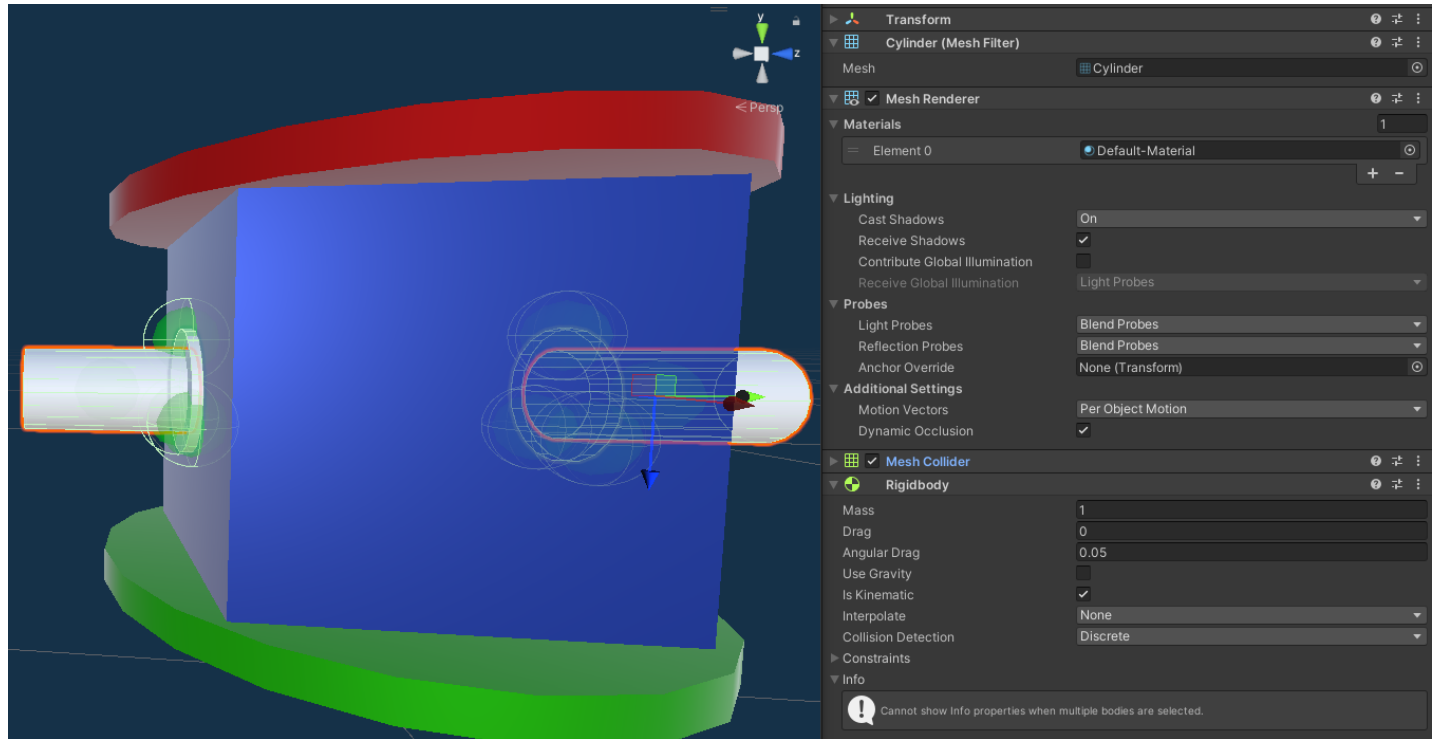
Helper's
components
and settings.
Be sure to use
font material in
order to be
visible through
other objects.



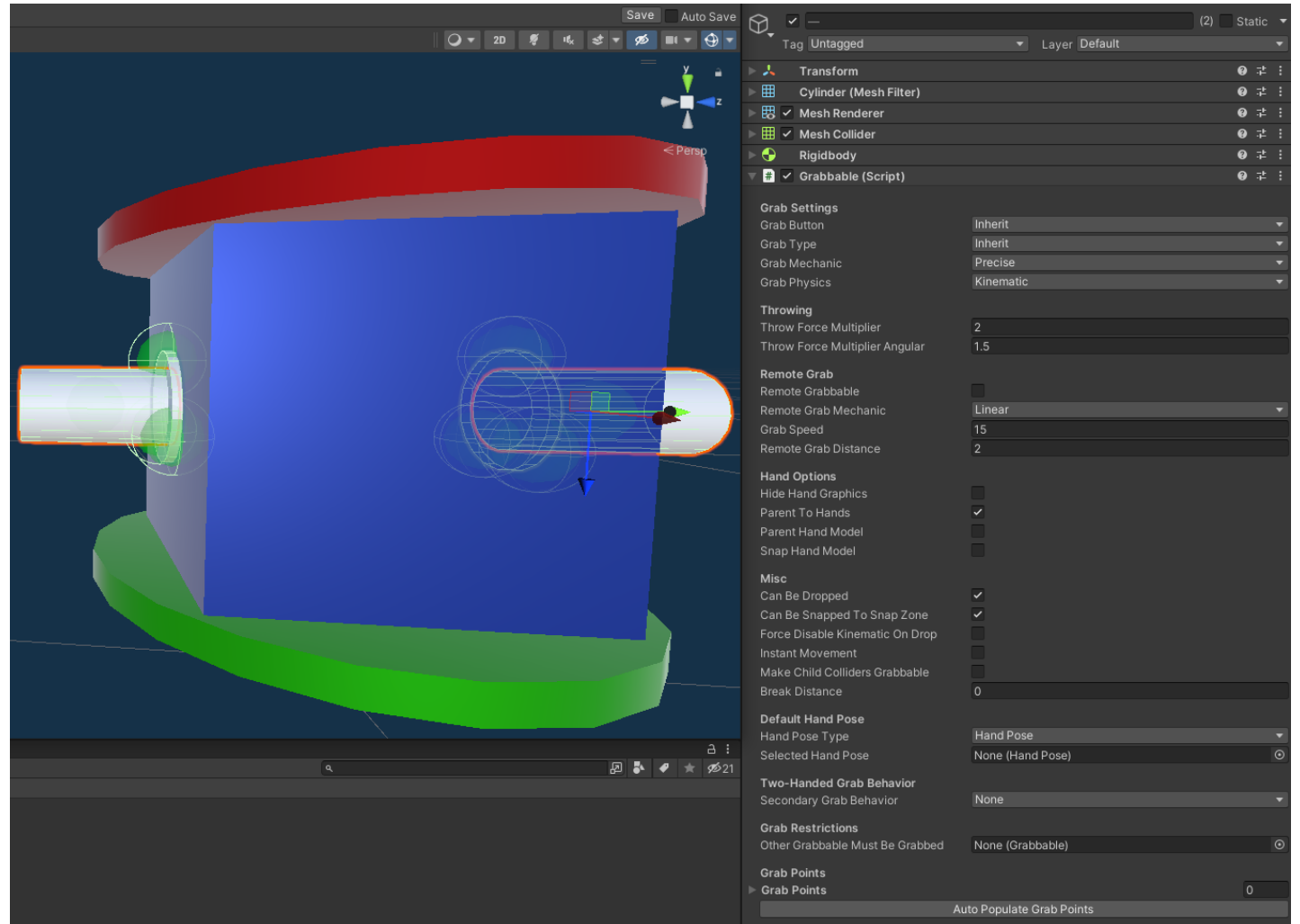
Enable IsTrigger
on sub parts that
will be moved



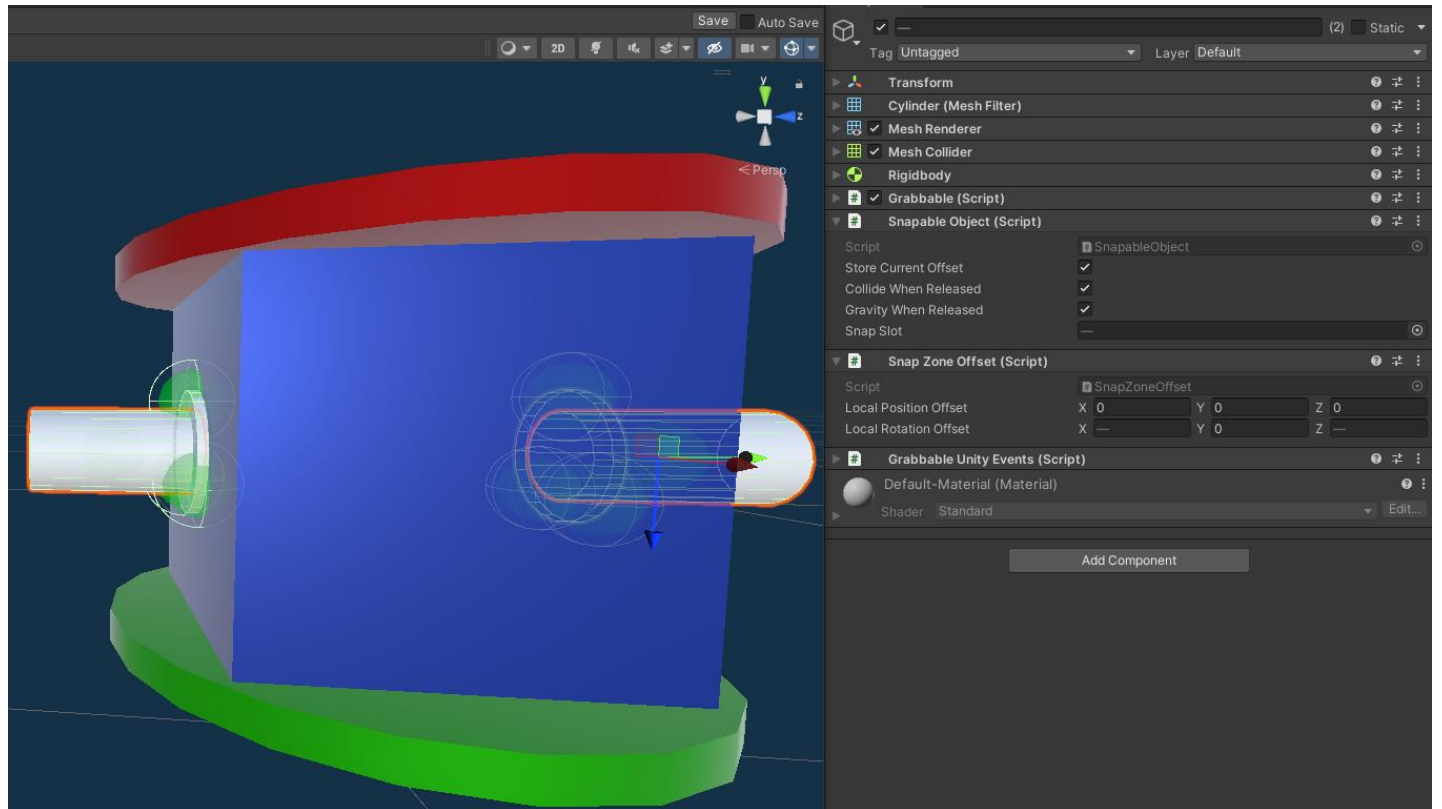
Add to them a
rigidbody
with these
settings

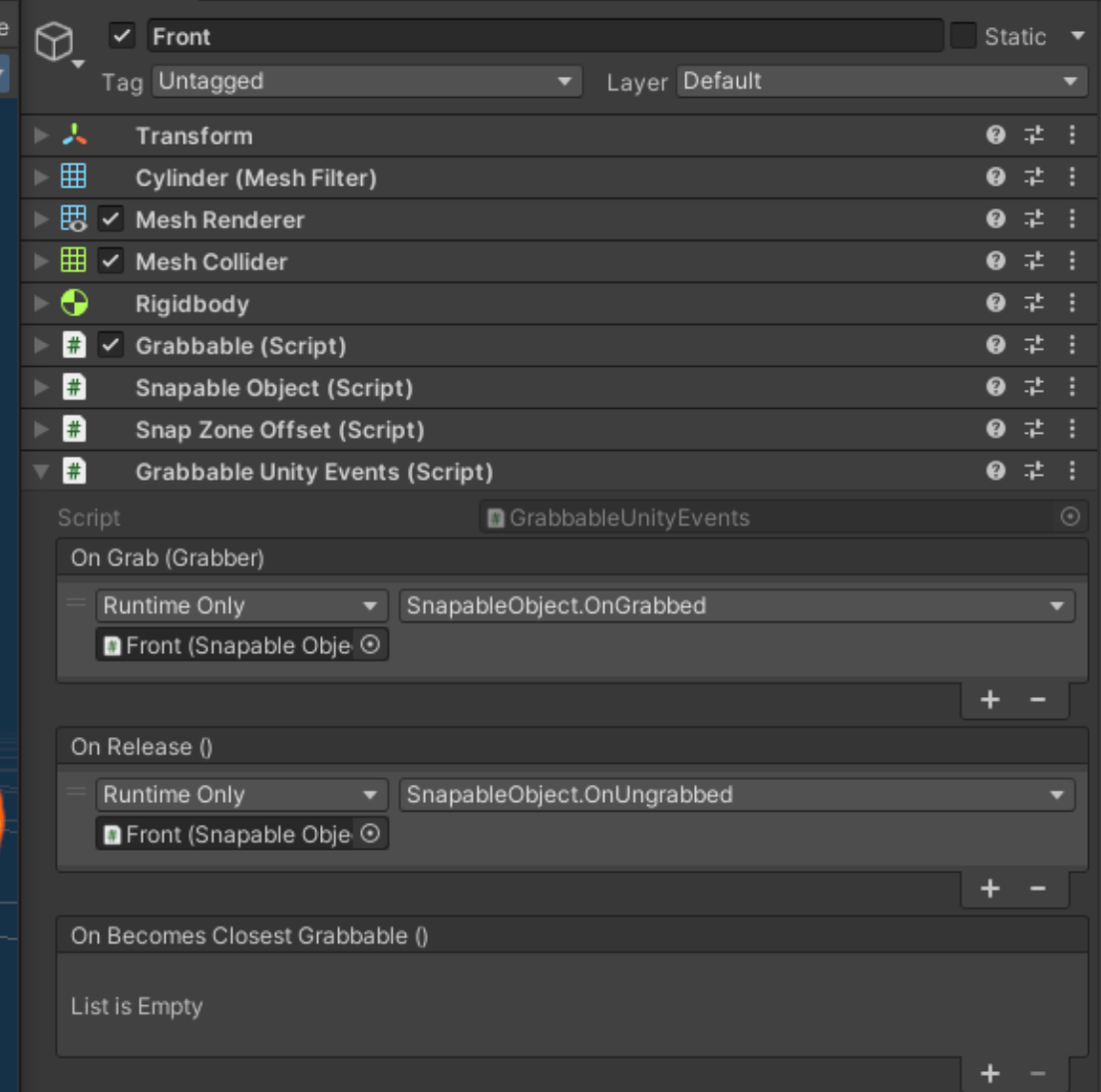
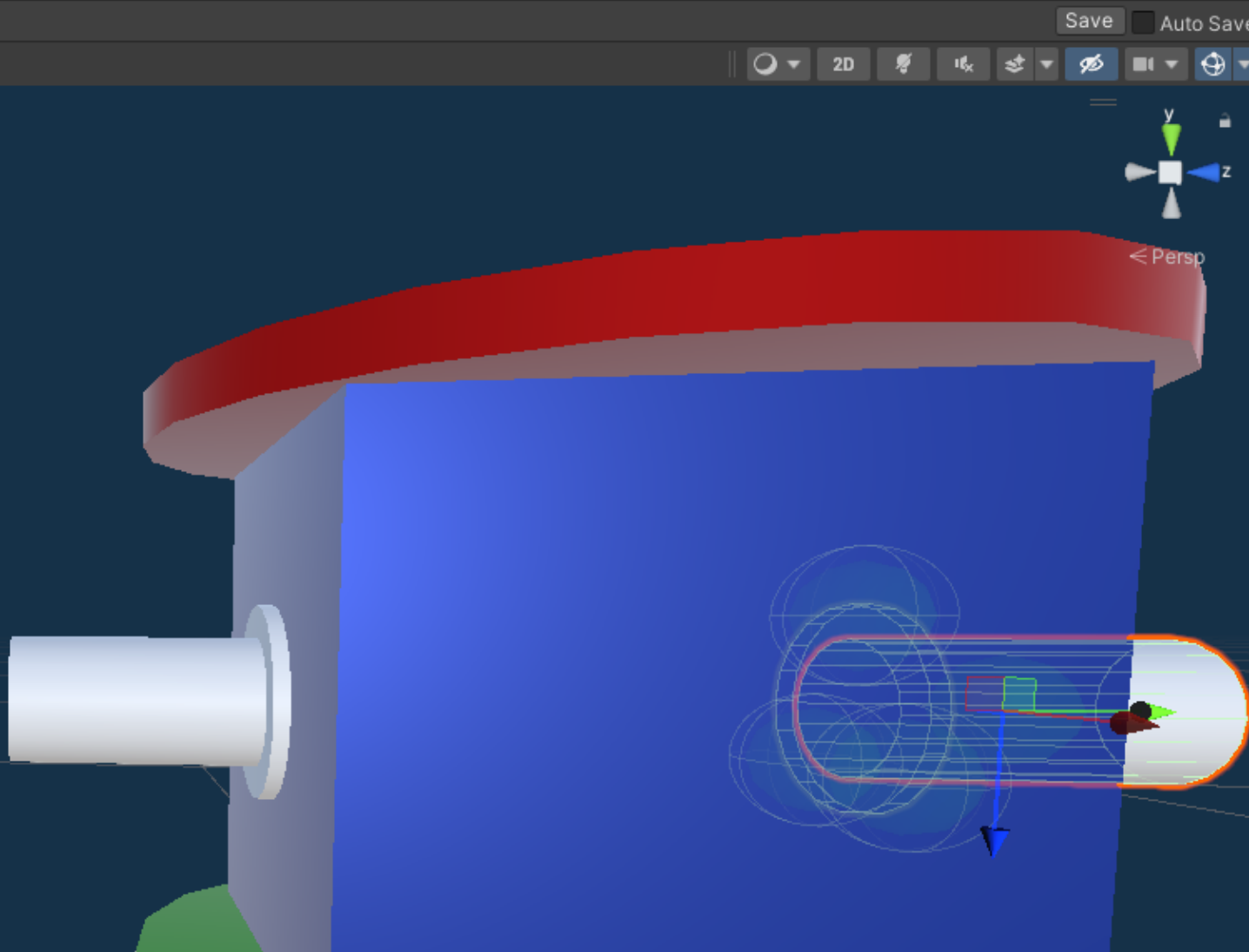


Add
Grabbable
component
with these
settings

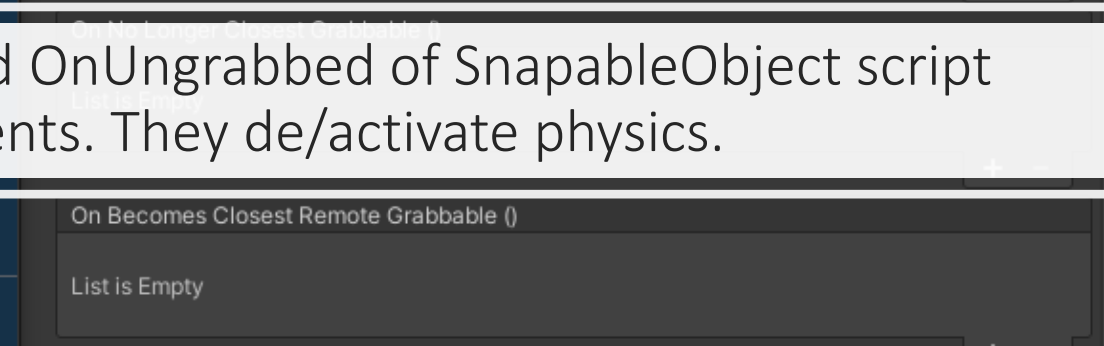


Add Snapable
Object component
and if the object
need of an offset
tick Store Current
Offset and add a
Snap Zone Offset

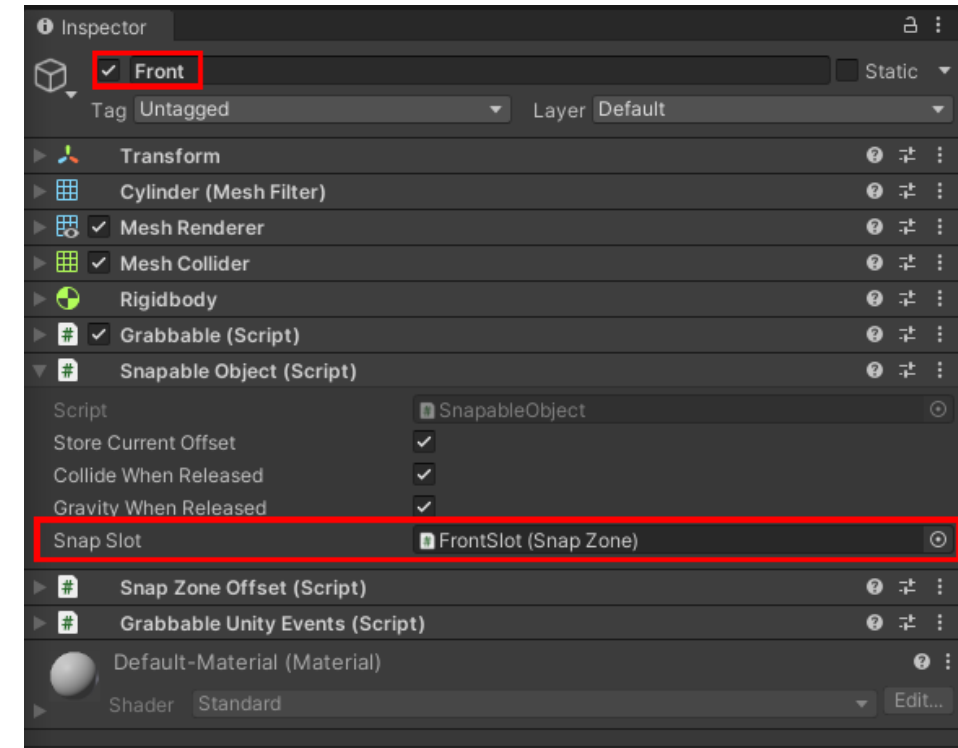
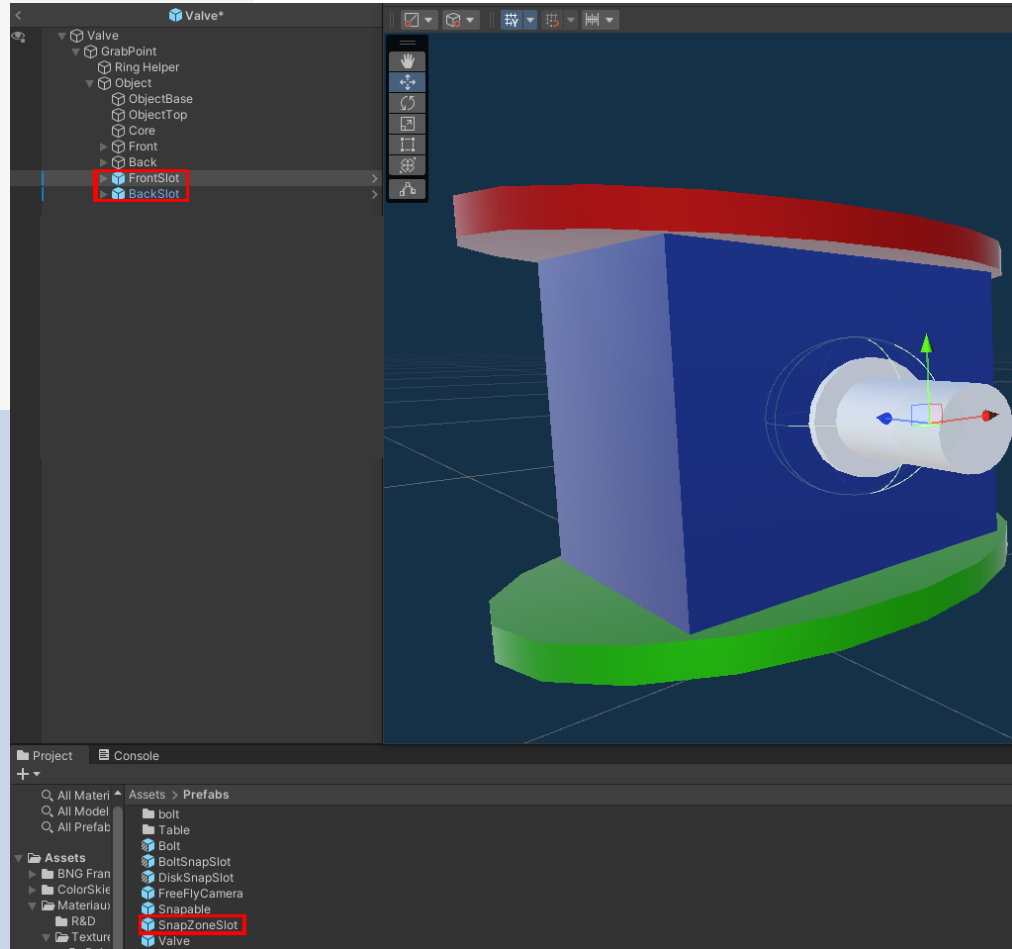




Add Grabbable Unity Events and use OnGrabbed and OnUngrabbed of SnapableObject script respectively in OnGrab et OnRealease events. They de/activate physics.

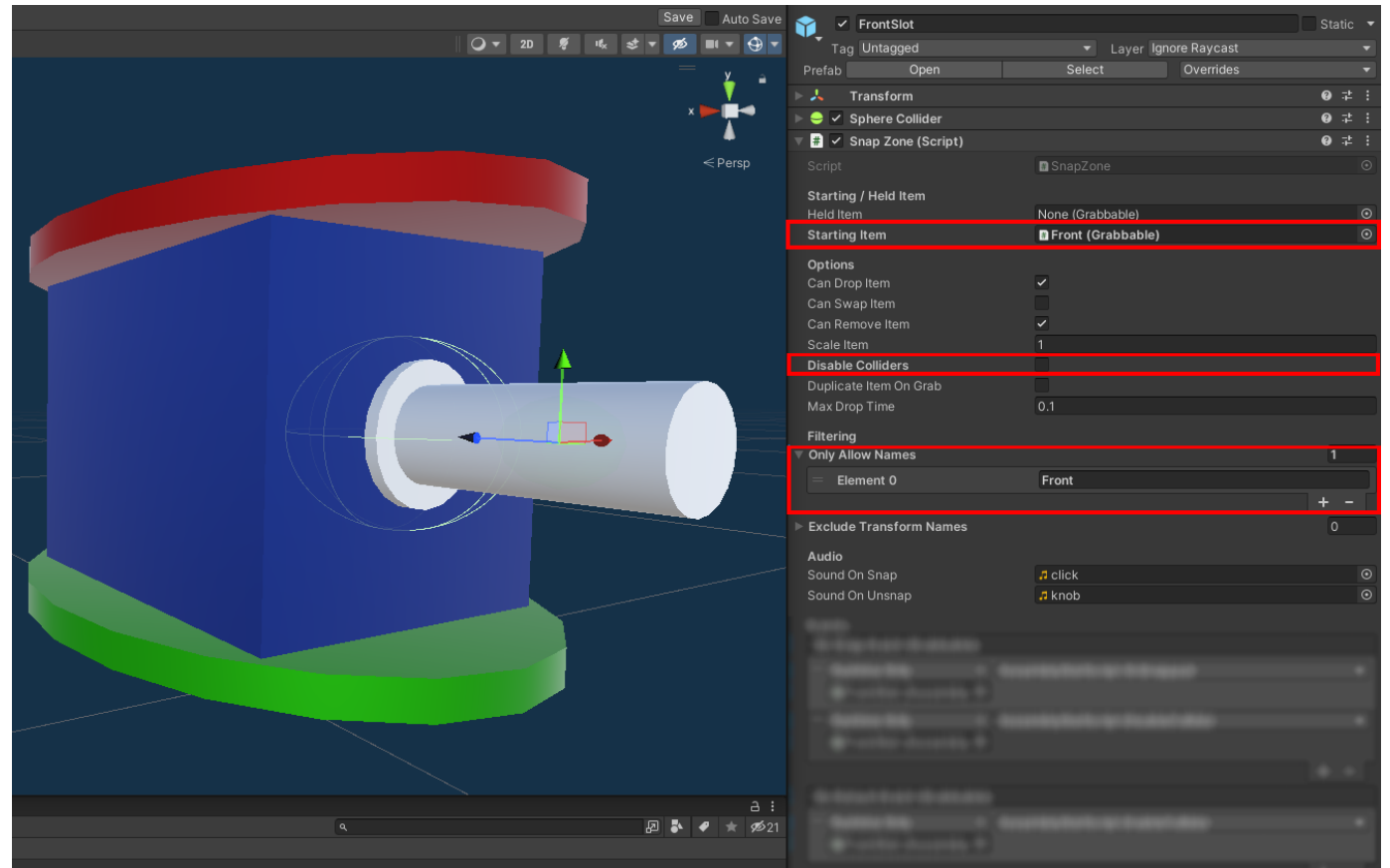


Add a SnapZoneSlot prefab then place it to the origin of the part that will be in it.

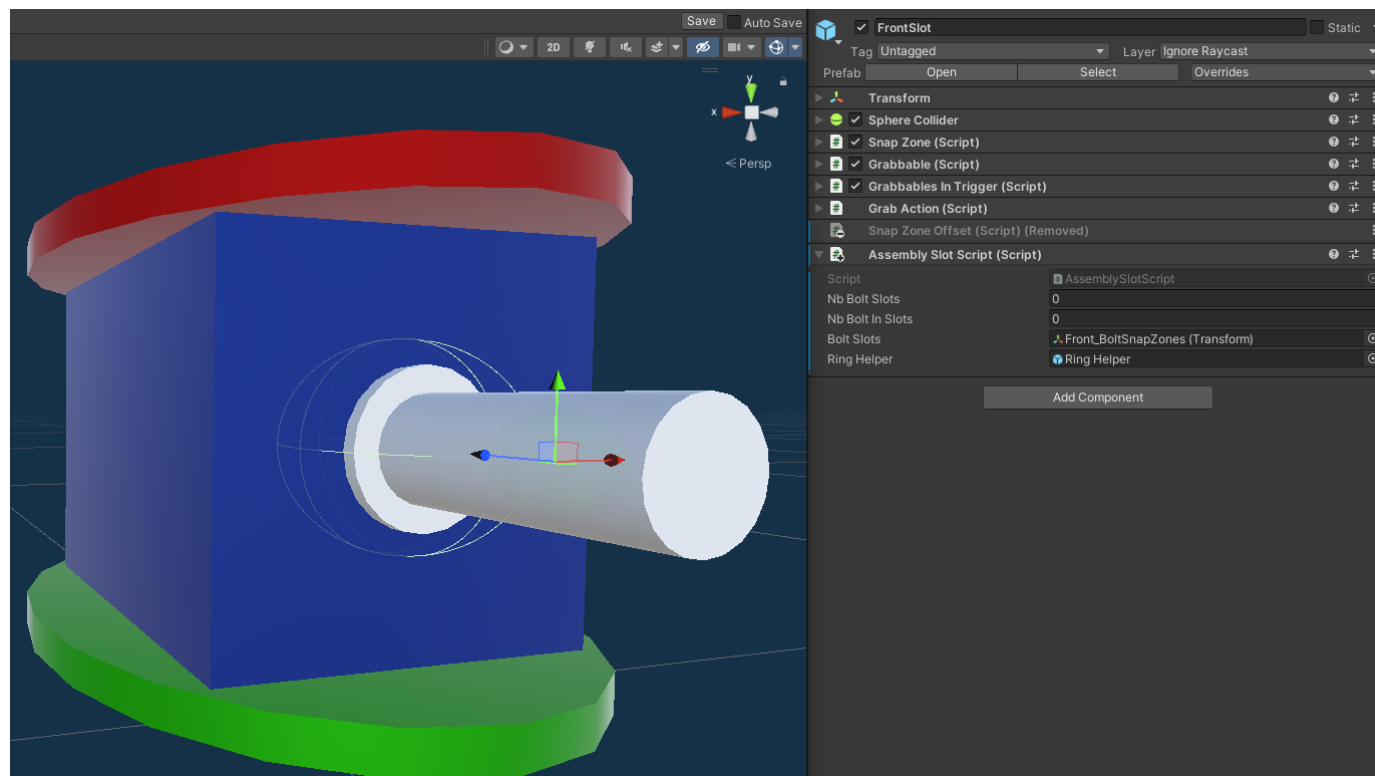


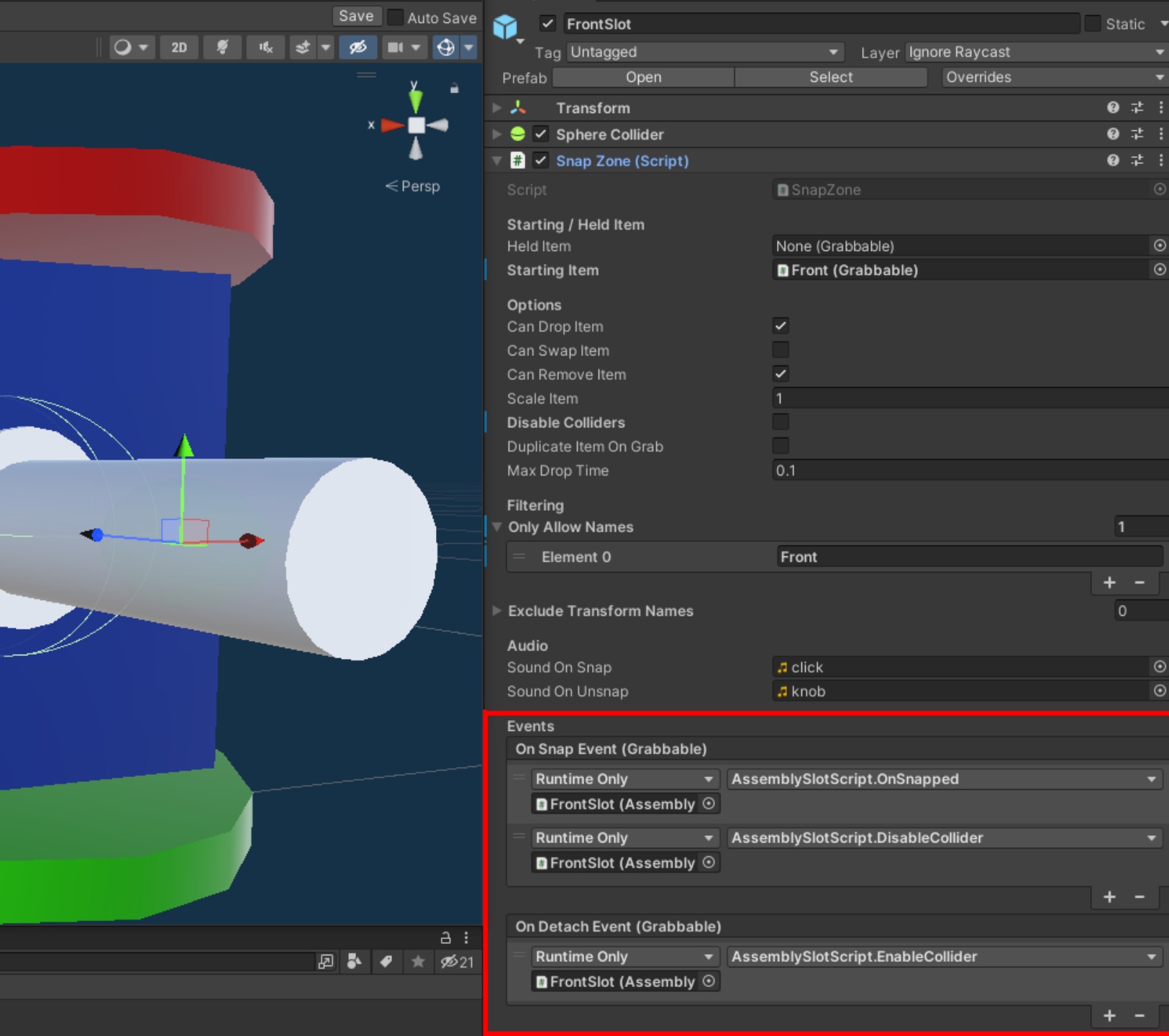
Fill the SnapSlot reference of its SnapableObject with this SnapZoneSlot

Give the object to
snap in Starting
Item, add its
name in Only
Allow Names if
needed and
untick Disable
colliders



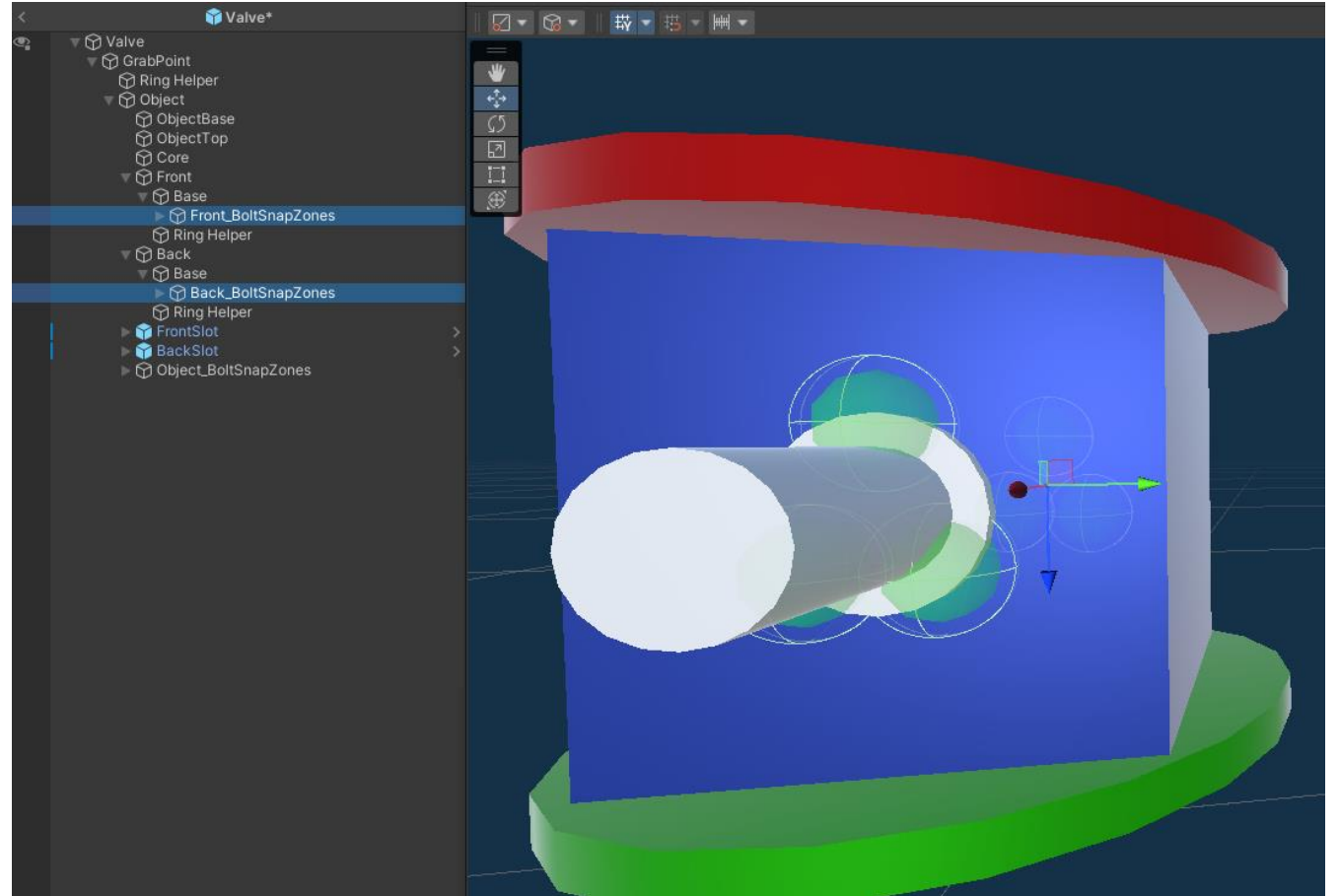
Add
AssemblySlot
Script that
will check if
the piece is
screwed

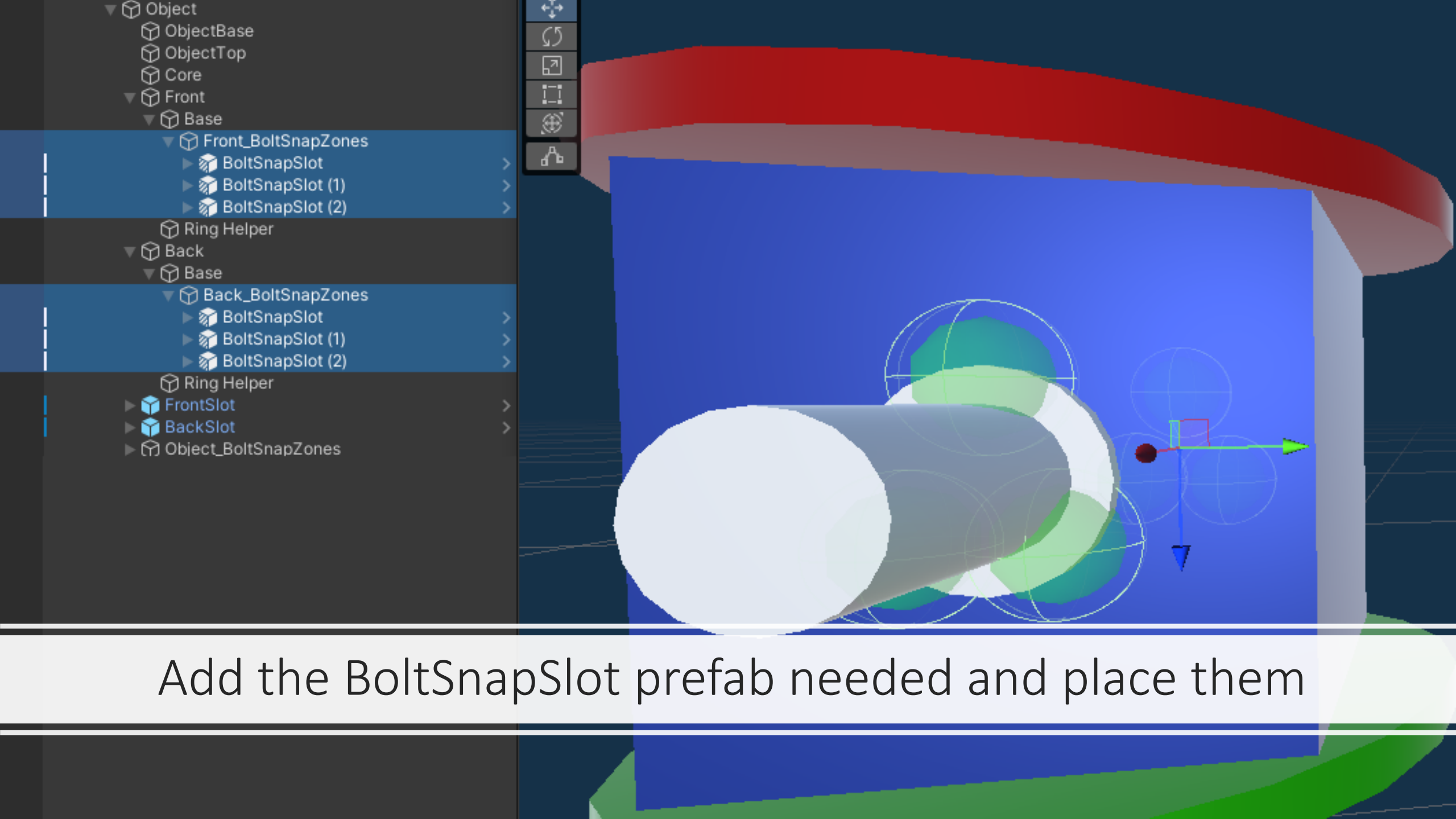




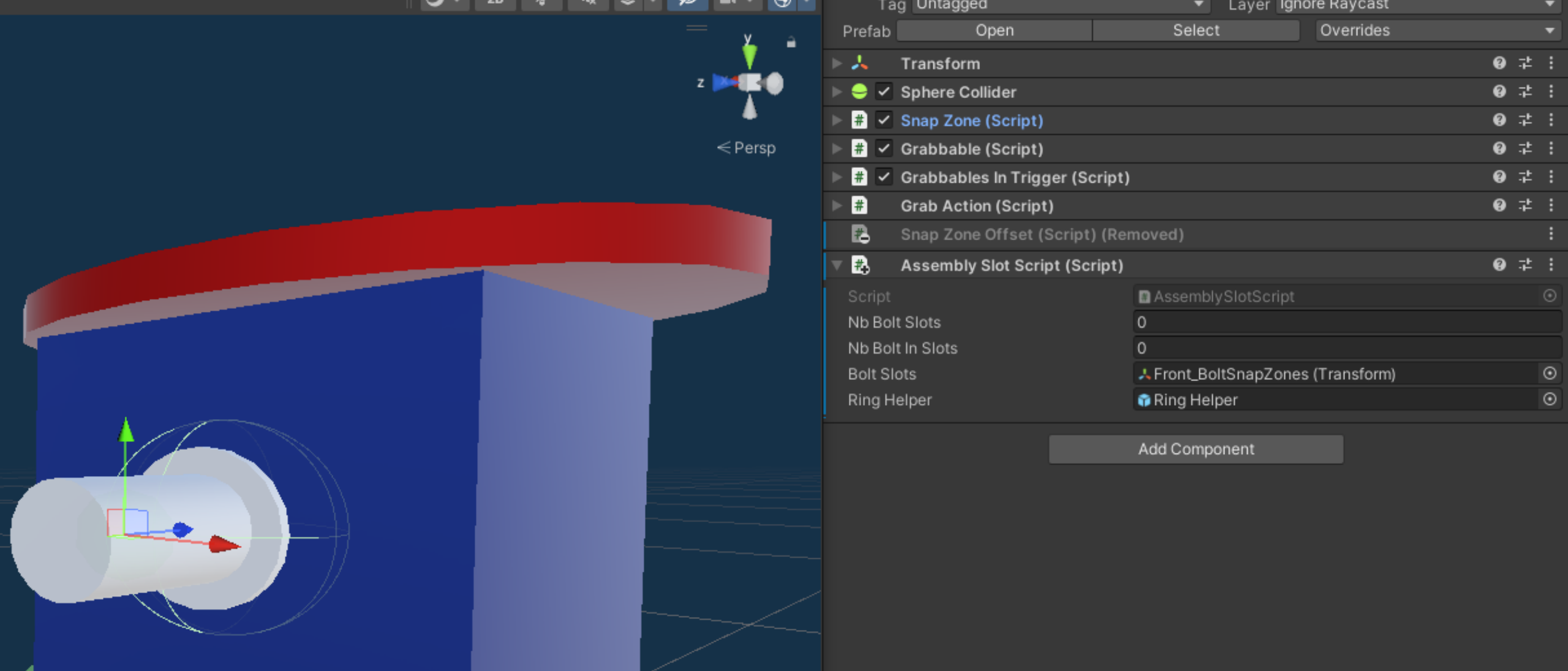
Fill the OnSnap
and OnDetach
events of the
SnapZone
component
with these ones

Add an empty
child object
that will
contain the
snap zones of
the bolts and a
helper



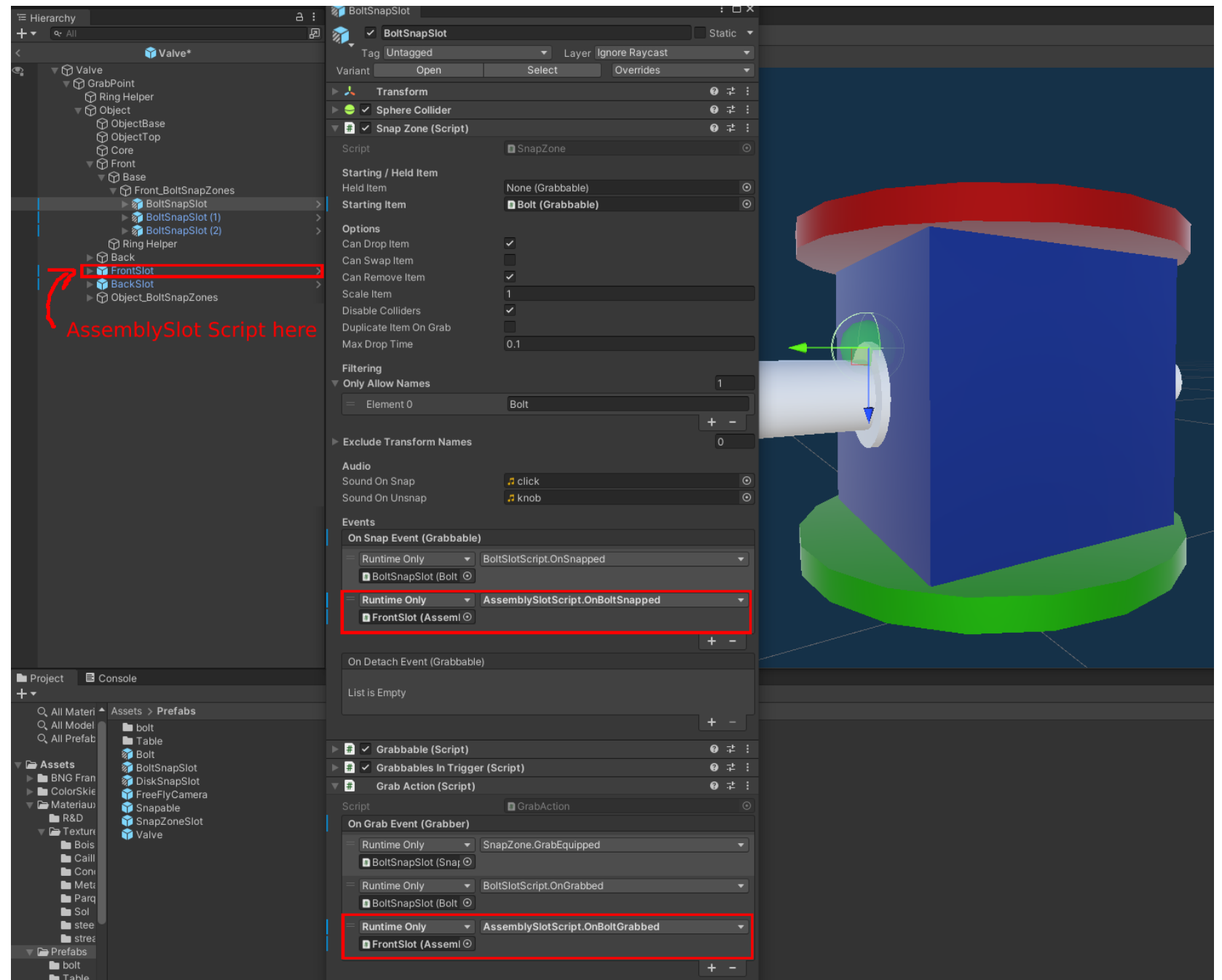


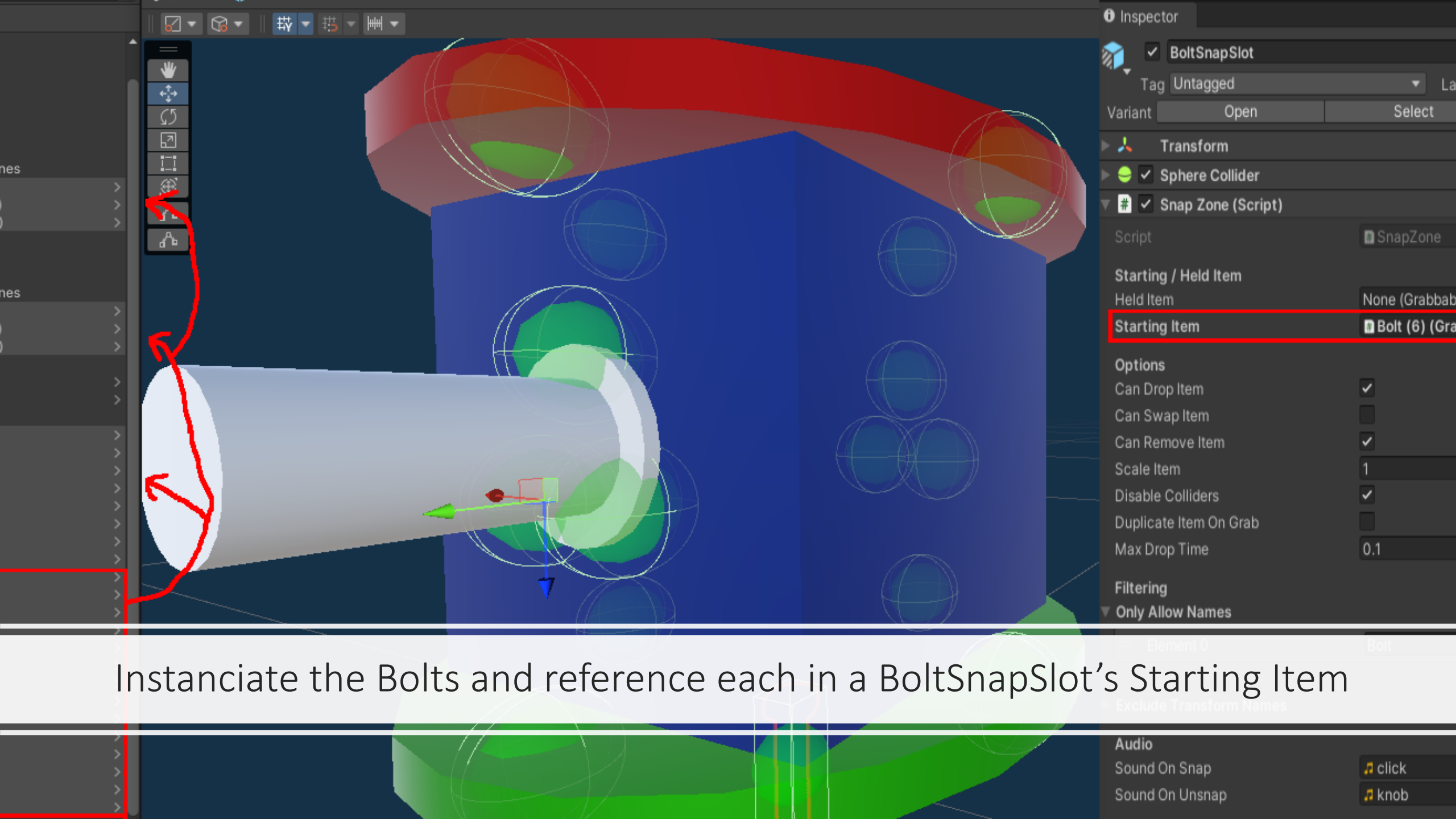
Add the BoltSnapSlot prefab needed and place them



Reference the parent's transform of the BoltSnapZones
in BoltSlots and the RingHelper

Add the **snap**
and **grab** event
of the
AssemblyScript
in the
BoltSnapSlot





Instantiate the Bolts and reference each in a BoltSnapSlot's Starting Item

In the game scene, create a snapzone for the whole object, attention some settings are different

