



MAD Easy Physics Conveyor System

Scripts

ConveyorSimple

A simple physics script that moves any rigidbody object in a direction set by the speed variable.

Delete

This script is set on trigger objects to destroy anything that touches it which is tagged "Box", it then spawns a particle effect.

Flip

This is for the splitter conveyors, you can set a key to change position which will automatically change the text in the canvas above it.

This then switches between the 2 quaternion variables at the designated speed.

Paint

This is set on a trigger volume and paints anything tagged "Box" in a random colour from the variable colour list.

This could just be 1 colour.

Spawner

The Spawner script spawns a random game object from the list in the inspector.

Prefabs Included

Spawner
Straight
Short Bend Right
Short Bend Left
Long Bend Right
Long Bend Left
Pit
Painter
Up
Down
End
Shredder
Export