

DinoFracture

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Chapter 1

DinoFracture

1.1 About DinoFracture

DinoFracture is a tool that can shatter meshes either in real time or in the editor. It works on any mesh, skinned or static, but works best with water-tight meshes. A water-tight mesh is one that does not have holes exposing the backfaces of the mesh polygons. Well-formed holes, like in donuts, *are* allowed.

1.2 Basic Usage

Scripts are located in the **DinoFracture\Plugin\Scripts** directory. There are three kinds of scripts in the folder:

- Trigger scripts that cause fractures.
- Scripts that allow this object to be fractured
- Notify scripts that perform an action when fractured
- Engine scripts that are not meant to be used by the user The general flow is to apply either the [PreFracturedGeometry](#) or [RuntimeFracturedGeometry](#) to an object with a mesh. Apply a trigger script to either the object being fractured (ex: `FractureOnCollision`) or an external object that will cause a fracture. Apply notify scripts (ex: `PlaySoundOnFracture`) to perform actions when the fracture occurs. See the **Playground** scene in **DinoFracture\Demo** for an example of some different usage patterns.

1.3 Support

If you have any questions about how the plugin works or run into any issues, please contact us at support@entropysoftware.io

Chapter 2

Namespace Index

2.1 Package List

Here are the packages with brief descriptions (if available):

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Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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DinoFracture.AsyncSliceOperation	20
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DinoFracture.TransferJointsOnFracture	56
DinoFracture.TriggerExplosionOnCollision	56
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Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

DinoFracture.AsyncFractureOperation	Tracks completion and returns the results of a fragmentation operation	17
DinoFracture.AsyncFractureResult	The result of a fracture	18
DinoFracture.AsyncShatterOperation	Tracks completion and returns the results of a shatter	19
DinoFracture.AsyncSliceOperation	Tracks completion and returns the results of a slice	20
DinoFracture.CleanupMeshOnDestroy	Applying this script to the fracture template will ensure that the generated fracture mesh will be cleaned up properly when the fracture piece is destroyed	22
DinoFracture.Internal.DestroyOnAudioFinish	This component is automatically added to temporary sound game objects created by the Play↔SoundOnFracture component. It is not intended to be added by the user	22
DinoFracture.DisableObjectsOnFracture	Adding this to the fracturing game object will allow other game objects to be turned off (set inactive) when this game object is fractured	22
DinoFracture.EdgeError	Used to display geometry errors on the mesh in the editor	22
DinoFracture.FractureDetails	Basic information for any sort of mesh fragmentation	23
DinoFracture.FracturedMesh	An individual fracture piece's geometry	25
DinoFracture.FracturedObject	This class is automatically added by the engine and is not meant to be added by users	26
DinoFracture.FractureEngine	This component is created on demand to manage the fracture coroutines. It is not intended to be added by the user	26
DinoFracture.FractureEngineBase	Base class for the fracture engine	29
DinoFracture.FractureGeometry	This is the base class for the PreFractureGeometry and RuntimeFractureGeometry components. As such, it is not intended to be directly added to any game object even though fracture initiator components rely on it	30
DinoFracture.FractureOnClick	Casts a simple mouse ray on left click and calls Fracture() on the hit collider game object . . .	36

DinoFracture.FractureOnCollision	
This component will cause a fracture to happen at the point of impact	37
DinoFracture.FractureOnInput	
Apply this on the fracturing game object. When the specified key is pressed, the object will fracture	37
DinoFracture.FractureOnParticleCollision	
This component will cause a fracture to happen at the point of impact with a particle	37
DinoFracture.FractureResult	
The result of a fracture	38
DinoFracture.GlueEdgeOnFracture	
If the fracture pieces intersects with a specified trigger when created, the rigid body is destroyed and the piece becomes static. Otherwise, the piece will turn on gravity. It's best used if the FractureTemplate's rigid body is set to not use gravity initially.	
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DinoFracture.NotifyOnFracture	
When added to the same game object as the FractureGeometry, this script can be used to notify external game objects of this object's fracture completion. The external objects need a script with the "OnFracture" callback method	39
DinoFracture.FractureGeometry.OnFractureEvent	
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DinoFracture.OnFractureEventArgs	
Argument passed to OnFracture message	40
DinoFracture.PlaySoundOnFracture	
An object with this component will play the audio source when fractured	41
DinoFracture.PreFracturedGeometry	
Apply this component to any game object you wish to pre-fracture. Pre-fracturing is a way of baking fracture pieces into the scene. Each time the object is fractured, the same set of pieces will activate. This is very useful when creating a large number of pieces or high poly meshes, which would be too slow to create at runtime. The pieces will be in the scene as a disabled root object with piece children. When the object is fractured, those pieces will activate	41
DinoFracture.RuntimeFracturedGeometry	
Apply this component to any game object you wish to fracture while running in game mode. Runtime fractures will produce a unique set of pieces with each fracture. However, this is at the cost of computational time. It is recommended that both the piece count and poly count are kept low. This component is most effective when FractureRadius is set to a value in-between 0 and 1	45
DinoFracture.ShatterDetails	
Required information needed by the engine to produce a fracture	48
DinoFracture.Size	
Structure that defines the bounds of the shatter fracture planes	51
DinoFracture.FractureGeometry.SizeSerializable	
Unity cannot handle the serializable attribute on types defined in dlls. This wraps a DinoFracture.Size type	51
DinoFracture.SliceDetails	
Required information needed by the engine to slice a mesh	52
DinoFracture.SlicePlane	
Defines a plane that slices the mesh in half	54
DinoFracture.FractureGeometry.SlicePlaneSerializable	
Unity cannot handle the serializable attribute on types defined in dlls. So, we have to duplicate the SlicePlane structure here in order to save it	55
DinoFracture.TransferJointsOnFracture	
When this object is fractured, the joint component on the object will be copied to this piece if this piece is sufficiently close to the joint position. Without this component, joints are broken after fracturing	56
DinoFracture.TriggerExplosionOnCollision	
Triggers a fracture + explosion when this game object is collided with	56
DinoFracture.UVBounds	
Defines a rectangular bounds across a UV map	57

[DinoFracture.FractureGeometry.UVBoundsSerializable](#)

Unity cannot handle the serializable attribute on types defined in dlls. This wraps a

[DinoFracture.UVBounds](#) type 57

Chapter 5

Namespace Documentation

5.1 DinoFracture Namespace Reference

Classes

- class [AsyncFractureOperation](#)
Tracks completion and returns the results of a fragmentation operation.
- class [AsyncFractureResult](#)
The result of a fracture.
- class [AsyncShatterOperation](#)
Tracks completion and returns the results of a shatter.
- class [AsyncSliceOperation](#)
Tracks completion and returns the results of a slice.
- class [CleanupMeshOnDestroy](#)
Applying this script to the fracture template will ensure that the generated fracture mesh will be cleaned up properly when the fracture piece is destroyed.
- class [DisableObjectsOnFracture](#)
Adding this to the fracturing game object will allow other game objects to be turned off (set inactive) when this game object is fractured.
- struct [EdgeError](#)
Used to display geometry errors on the mesh in the editor.
- class [FractureDetails](#)
Basic information for any sort of mesh fragmentation.
- struct [FracturedMesh](#)
An individual fracture piece's geometry.
- class [FracturedObject](#)
This class is automatically added by the engine and is not meant to be added by users.
- class [FractureEngine](#)
This component is created on demand to manage the fracture coroutines. It is not intended to be added by the user.
- class [FractureEngineBase](#)
Base class for the fracture engine.
- class [FractureGeometry](#)
This is the base class for the PreFractureGeometry and RuntimeFractureGeometry components. As such, it is not intended to be directly added to any game object even though fracture initiator components rely on it.
- class [FractureOnClick](#)
Casts a simple mouse ray on left click and calls Fracture() on the hit collider game object.

- class [FractureOnCollision](#)
This component will cause a fracture to happen at the point of impact.
- class [FractureOnInput](#)
Apply this on the fracturing game object. When the specified key is pressed, the object will fracture.
- class [FractureOnParticleCollision](#)
This component will cause a fracture to happen at the point of impact with a particle.
- class [FractureResult](#)
The result of a fracture.
- class [GlueEdgeOnFracture](#)
If the fracture pieces intersects with a specified trigger when created, the rigid body is destroyed and the piece becomes static. Otherwise, the piece will turn on gravity. It's best used if the FractureTemplate's rigid body is set to not use gravity initially.
- class [NotifyOnFracture](#)
When added to the same game object as the FractureGeometry, this script can be used to notify external game objects of this object's fracture completion. The external objects need a script with the "OnFracture" callback method.
- class [OnFractureEventArgs](#)
Argument passed to OnFracture message.
- class [PlaySoundOnFracture](#)
An object with this component will play the audio source when fractured.
- class [PreFracturedGeometry](#)
Apply this component to any game object you wish to pre-fracture. Pre-fracturing is a way of baking fracture pieces into the scene. Each time the object is fractured, the same set of pieces will activate. This is very useful when creating a large number of pieces or high poly meshes, which would be too slow to create at runtime. The pieces will be in the scene as a disabled root object with piece children. When the object is fractured, those pieces will activate.
- class [RuntimeFracturedGeometry](#)
Apply this component to any game object you wish to fracture while running in game mode. Runtime fractures will produce a unique set of pieces with each fracture. However, this is at the cost of computational time. It is recommended that both the piece count and poly count are kept low. This component is most effective when FractureRadius is set to a value in-between 0 and 1.
- class [ShatterDetails](#)
Required information needed by the engine to produce a fracture.
- struct [Size](#)
Structure that defines the bounds of the shatter fracture planes.
- class [SliceDetails](#)
Required information needed by the engine to slice a mesh.
- struct [SlicePlane](#)
Defines a plane that slices the mesh in half.
- class [TransferJointsOnFracture](#)
When this object is fractured, the joint component on the object will be copied to this piece if this piece is sufficiently close to the joint position. Without this component, joints are broken after fracturing.
- class [TriggerExplosionOnCollision](#)
Triggers a fracture + explosion when this game object is collided with.
- struct [UVBounds](#)
Defines a rectangular bounds across a UV map.

Enumerations

- enum [FractureUVScale](#) { [EntireMesh](#) , [Piece](#) }
Algorithm used to generate UVs on inside faces.
- enum [FractureIssueResolution](#) { [NoAction](#) , [DisableGameObject](#) , [ReplaceMeshCollider](#) }
Technique used to handle pieces that generated with potential issues.

- enum [MeshValidity](#) { [Unknown](#) , [Valid](#) , [NeedsCleaning](#) , [Unrecoverable](#) }
Denotes the state of the mesh's topology and readiness to be fractured.
- enum [MeshTopologyError](#) {
[None](#) = 0 , [DegenerateTriangles](#) = 1 << 0 , [OpenFaces](#) = 1 << 1 , [CloseVertices](#) = 1 << 2 ,
[FanFaces](#) = 1 << 3 }
Returns a list of errors in the mesh's topology.
- enum [SizeSpace](#) { [RelativeToBounds](#) = 0 , [WorldSpace](#) }
The space used to determine the shatter fracture planes bounds.
- enum [FracturedMeshResultFlags](#) { [NoIssues](#) = 0 , [SmallVertexCount](#) = 1 << 0 , [ZeroVolume](#) = 1 << 1 }
Additional flags describing the generated fracture mesh.
- enum [LogLevel](#) {
[Statistic](#) , [Debug](#) , [Info](#) , [Warning](#) ,
[Error](#) , [UserDisplayedInfo](#) , [UserDisplayedError](#) }
Logging severity values.
- enum [FractureType](#) { [Shatter](#) , [Slice](#) }
The type of fracture to perform.

Functions

- delegate void [LogHandler](#) ([LogLevel](#) level, string message)
User-specified handler to override the default logging behavior.

5.1.1 Enumeration Type Documentation

5.1.1.1 FracturedMeshResultFlags

enum [DinoFracture.FracturedMeshResultFlags](#)

Additional flags describing the generated fracture mesh.

Enumerator

NoIssues	Everything is okay.
SmallVertexCount	There is a substantially small number of vertices in this mesh. This can cause problems when generating a mesh collider.
ZeroVolume	All vertices on the mesh are coplanar and cannot be used for creating a convex hull with a mesh collider.

5.1.1.2 FractureIssueResolution

enum [DinoFracture.FractureIssueResolution](#)

Technique used to handle pieces that generated with potential issues.

Enumerator

NoAction	Do nothing internally - let the user take action.
DisableGameObject	Completely disable the game object.
ReplaceMeshCollider	Replaces the mesh collider with a sphere collider if the mesh collider could potentially fail to generate.

5.1.1.3 FractureType

enum `DinoFracture.FractureType`

The type of fracture to perform.

Enumerator

Shatter	Traditional fracture. Divide the mesh into many random sized pieces.
Slice	Use one or more user-defined planes to cut the mesh.

5.1.1.4 FractureUVScale

enum `DinoFracture.FractureUVScale`

Algorithm used to generate UVs on inside faces.

Enumerator

EntireMesh	The fracture UVs map to the size of the original mesh.
Piece	The fracture UVs map to the size of each individual piece.

5.1.1.5 LogLevel

enum `DinoFracture.LogLevel`

Logging severity values.

Enumerator

Statistic	Performance, timings, etc.
Debug	Internal verification checks.
Info	General information.
Warning	Non-fatal error containing detailed information.

Enumerator

Error	Fatal error containing detailed information.
UserDisplayedInfo	Information summary message in user language.
UserDisplayedError	Fatal error summary in user language.

5.1.1.6 MeshTopologyError

enum `DinoFracture.MeshTopologyError`

Returns a list of errors in the mesh's topology.

Enumerator

None	No errors. Mesh is valid.
DegenerateTriangles	The mesh has zero-area triangles (either 3 vertices in a line or collapsed to a single point) This can be caused by poor export from DCC tools or by Unity doing a bad triangulation job importing NGons from an FBX. Degenerate triangles can be fixed through automatic mesh cleaning.
OpenFaces	The mesh is not water-tight. Mathematically, this means there is at least one edge that has exactly one associated triangle. Normal edges are shared by exactly 2 triangles. Open faces can be fixed through automatic mesh cleaning as long as there are at 3 connected open edges that all belong a single plane. Multiple groups of open faces can be fixed for a single mesh.
CloseVertices	The mesh has vertices that are extremely close, but not exactly on the same position. These vertices will be merged before during the cleaning process.
FanFaces	An edge is being shared by 3 or more triangles. It is no longer possible to determine what is inside vs outside of the mesh. This type of error cannot be fixed automatically.

5.1.1.7 MeshValidity

enum `DinoFracture.MeshValidity`

Denotes the state of the mesh's topology and readiness to be fractured.

Enumerator

Unknown	Meshes should only be in this state when the fracture script is first created and has yet to be clicked on in the editor. The mesh will be first checked and cleaned before fracturing.
Valid	The mesh is known to be valid and no checks or cleaning will be performed.
NeedsCleaning	The mesh is known to be invalid for fracturing. The mesh will be cleaned internally before starting the fracture.
Unrecoverable	The mesh is beyond what can be done through automatic cleaning. Fracturing can still happen, but there is a high chance that random slices will result in a failed fracture.

5.1.1.8 SizeSpace

enum `DinoFracture.SizeSpace`

The space used to determine the shatter fracture planes bounds.

Enumerator

RelativeToBounds	The size value is a percentage relative to the object's bounds. Use a value [0..1].
WorldSpace	The size value is in world space units.

5.1.2 Function Documentation

5.1.2.1 LogHandler()

```
delegate void DinoFracture.LogHandler (
    LogLevel level,
    string message )
```

User-specified handler to override the default logging behavior.

Parameters

<i>level</i>	
<i>message</i>	

5.2 DinoFracture.Internal Namespace Reference

Classes

- class `DestroyOnAudioFinish`

This component is automatically added to temporary sound game objects created by the PlaySoundOnFracture component. It is not intended to be added by the user.

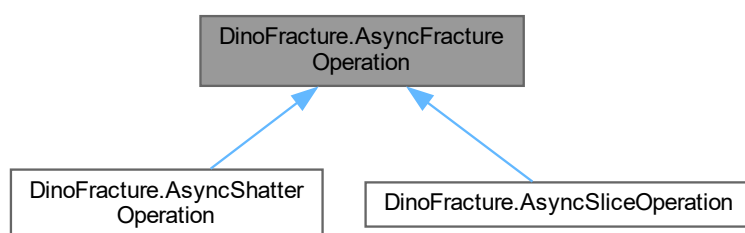
Chapter 6

Class Documentation

6.1 DinoFracture.AsyncFractureOperation Class Reference

Tracks completion and returns the results of a fragmentation operation.

Inheritance diagram for DinoFracture.AsyncFractureOperation:



Public Member Functions

- void `Wait` (int msTimeout)
Wait on the fracture to complete.

Protected Member Functions

- void `SetComplete` ()
Marks this operation as completed.

Properties

- [FractureDetails](#) **Details** [get, set]
The original details passed into the operation.
- [FractureResult](#) **Result** [get, protected set]
The result of the fracture. This is not set until IsComplete is true.
- bool **IsComplete** [get]
True if the fracture has completed, false otherwise. If this is a synchronous fracture, this value will always be true by the end of the fracture call.

6.1.1 Detailed Description

Tracks completion and returns the results of a fragmentation operation.

6.1.2 Member Function Documentation

6.1.2.1 Wait()

```
void DinoFracture.AsyncFractureOperation.Wait (
    int msTimeout )
```

Wait on the fracture to complete.

Parameters

<i>msTimeout</i>	Max time to wait. 0 to not wait, -1 to wait forever.
------------------	--

6.2 DinoFracture.AsyncFractureResult Class Reference

The result of a fracture.

Properties

- bool **IsComplete** [get]
Returns true if the operation has finished; false otherwise. This value will always be true for synchronous fractures.
- bool **IsSuccessful** [get]
Returns true if the operation has finished and returned valid results.
- [FractureGeometry](#) **FractureGeometry** [get]
The original script that initiated the fracture.
- GameObject **PiecesRoot** [get]
The root of the pieces of the resulting fracture.
- Bounds **EntireMeshBounds** [get]
The bounds of the original mesh.

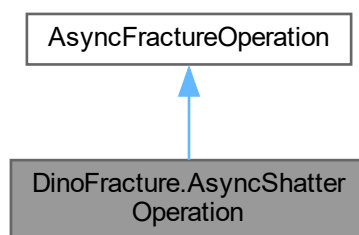
6.2.1 Detailed Description

The result of a fracture.

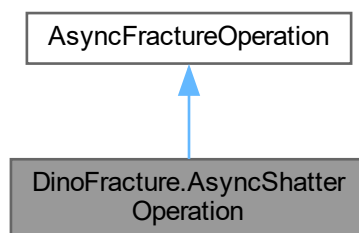
6.3 DinoFracture.AsyncShatterOperation Class Reference

Tracks completion and returns the results of a shatter.

Inheritance diagram for DinoFracture.AsyncShatterOperation:



Collaboration diagram for DinoFracture.AsyncShatterOperation:



Properties

- new [ShatterDetails](#) **Details** [get, set]
The original details passed into the operation.

Properties inherited from [DinoFracture.AsyncFractureOperation](#)

- [FractureDetails](#) **Details** [get, set]
The original details passed into the operation.
- [FractureResult](#) **Result** [get, protected set]
The result of the fracture. This is not set until IsComplete is true.
- bool **IsComplete** [get]
True if the fracture has completed, false otherwise. If this is a synchronous fracture, this value will always be true by the end of the fracture call.

Additional Inherited Members

Public Member Functions inherited from [DinoFracture.AsyncFractureOperation](#)

- void [Wait](#) (int msTimeout)
Wait on the fracture to complete.

Protected Member Functions inherited from [DinoFracture.AsyncFractureOperation](#)

- void **SetComplete** ()
Marks this operation as completed.

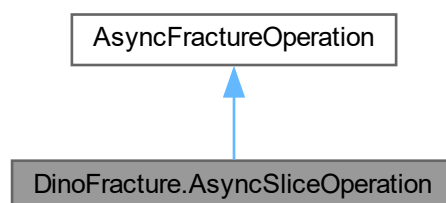
6.3.1 Detailed Description

Tracks completion and returns the results of a shatter.

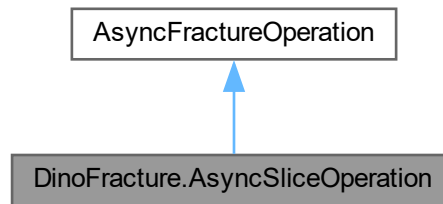
6.4 DinoFracture.AsyncSliceOperation Class Reference

Tracks completion and returns the results of a slice.

Inheritance diagram for [DinoFracture.AsyncSliceOperation](#):



Collaboration diagram for DinoFracture.AsyncSliceOperation:



Properties

- new [SliceDetails](#) **Details** [get, set]
The original details passed into the operation.

Properties inherited from [DinoFracture.AsyncFractureOperation](#)

- [FractureDetails](#) **Details** [get, set]
The original details passed into the operation.
- [FractureResult](#) **Result** [get, protected set]
The result of the fracture. This is not set until `IsComplete` is true.
- bool **IsComplete** [get]
True if the fracture has completed, false otherwise. If this is a synchronous fracture, this value will always be true by the end of the fracture call.

Additional Inherited Members

Public Member Functions inherited from [DinoFracture.AsyncFractureOperation](#)

- void [Wait](#) (int msTimeout)
Wait on the fracture to complete.

Protected Member Functions inherited from [DinoFracture.AsyncFractureOperation](#)

- void **SetComplete** ()
Marks this operation as completed.

6.4.1 Detailed Description

Tracks completion and returns the results of a slice.

6.5 **DinoFracture.CleanupMeshOnDestroy Class Reference**

Applying this script to the fracture template will ensure that the generated fracture mesh will be cleaned up properly when the fracture piece is destroyed.

Inherits MonoBehaviour.

6.5.1 Detailed Description

Applying this script to the fracture template will ensure that the generated fracture mesh will be cleaned up properly when the fracture piece is destroyed.

It is always a good idea to add this to the fracture template.

6.6 **DinoFracture.Internal.DestroyOnAudioFinish Class Reference**

This component is automatically added to temporary sound game objects created by the PlaySoundOnFracture component. It is not intended to be added by the user.

Inherits MonoBehaviour.

6.6.1 Detailed Description

This component is automatically added to temporary sound game objects created by the PlaySoundOnFracture component. It is not intended to be added by the user.

6.7 **DinoFracture.DisableObjectsOnFracture Class Reference**

Adding this to the fracturing game object will allow other game objects to be turned off (set inactive) when this game object is fractured.

Inherits MonoBehaviour.

6.7.1 Detailed Description

Adding this to the fracturing game object will allow other game objects to be turned off (set inactive) when this game object is fractured.

6.8 **DinoFracture.EdgeError Struct Reference**

Used to display geometry errors on the mesh in the editor.

Public Attributes

- readonly Vector3 **V0**
First edge vertex, in object space.
- readonly Vector3 **V1**
Second edge vertex, in object space.
- readonly [MeshTopologyError](#) **Errors**
Error(s) associated with this edge. Useful for coloring the edges.
- readonly UnityEngine.GameObject **GameObject**
The game object associated with the errors.

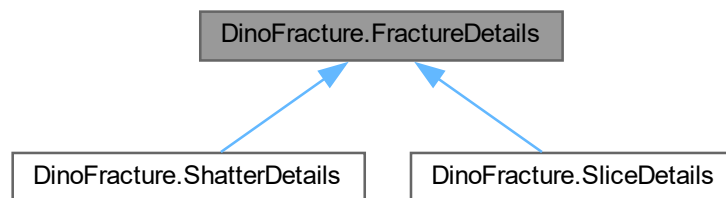
6.8.1 Detailed Description

Used to display geometry errors on the mesh in the editor.

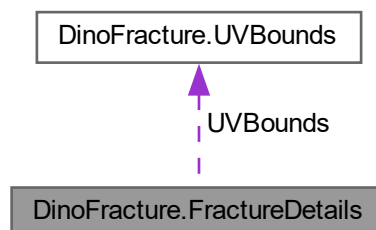
6.9 DinoFracture.FractureDetails Class Reference

Basic information for any sort of mesh fragmentation.

Inheritance diagram for DinoFracture.FractureDetails:



Collaboration diagram for DinoFracture.FractureDetails:



Public Member Functions

- virtual bool [IsValid](#) ()
Returns true if the details are filled in correctly, false otherwise.

Public Attributes

- UnityEngine.Mesh **Mesh**
The mesh to fracture.
- Vector3 **MeshScale**
The scale of the mesh's game object. The meshes of fracture pieces will be scaled by this amount to allow their game object's scales to be one.
- [FractureUVScale](#) **UVScale**
Scaling algorithm used on triangles produced during the fracture.
- [UVBounds](#) **UVBounds** = new [UVBounds](#)(Vector2.zero, Vector2.one)
Final 'inside' triangles will be remapped to be within this range after the UV scale is applied.
- [FractureIssueResolution](#) **IssueResolution**
How to deal with potentially poorly generated pieces.
- bool **Asynchronous**
If true, fracturing is done on a background thread and results may not be ready by the time `FractureBuilder.Fracture()` finishes. If false, fracturing is guaranteed to be done by the time `FractureBuilder.Fracture()` finishes.
- int [InsideMaterialIndex](#)
The material / sub-mesh index that newly formed triangles should be put in.
- bool [SeparateDisjointPieces](#)
If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.
- [MeshValidity](#) **Validity** = [MeshValidity.Unknown](#)
Highly recommended to call.

Properties

- int **FractureFrame** [get, set]
The frame the fracture started on. Can be used to group separate fractures that should be treated as one.

6.9.1 Detailed Description

Basic information for any sort of mesh fragmentation.

6.9.2 Member Function Documentation

6.9.2.1 IsValid()

```
virtual bool DinoFracture.FractureDetails.IsValid ( ) [virtual]
```

Returns true if the details are filled in correctly, false otherwise.

Returns

Reimplemented in [DinoFracture.ShatterDetails](#), and [DinoFracture.SliceDetails](#).

6.9.3 Member Data Documentation

6.9.3.1 InsideMaterialIndex

```
int DinoFracture.FractureDetails.InsideMaterialIndex
```

The material / sub-mesh index that newly formed triangles should be put in.

Specify -1 to put at the end of the list.

6.9.3.2 IssueResolution

```
FractureIssueResolution DinoFracture.FractureDetails.IssueResolution
```

How to deal with potentially poorly generated pieces.

Note: Any generated mesh with zero triangles is automatically removed.

6.9.3.3 SeparateDisjointPieces

```
bool DinoFracture.FractureDetails.SeparateDisjointPieces
```

If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.

This process can be slow. It is recommended to be off for runtime fractures unless there is a good chance of disjoint pieces.

6.10 DinoFracture.FracturedMesh Struct Reference

An individual fracture piece's geometry.

Public Attributes

- UnityEngine.Mesh **Mesh**
The generated Unity mesh.
- [FracturedMeshResultFlags](#) **Flags**
Additional information about the generated result.
- Vector3 **Offset**
The offset from the origin of the original mesh to the center of this piece.
- int **EmptyTriangleCount**
The number of materials that have no triangles and have been removed.
- List< bool > **EmptyTriangles**
A true for each material from the original mesh that now have zero triangles and have been removed from the mesh.

6.10.1 Detailed Description

An individual fracture piece's geometry.

6.11 DinoFracture.FracturedObject Class Reference

This class is automatically added by the engine and is not meant to be added by users.

Inherits MonoBehaviour.

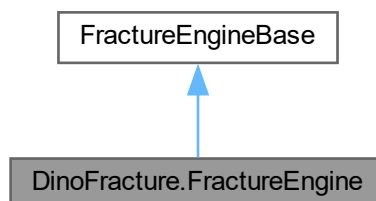
6.11.1 Detailed Description

This class is automatically added by the engine and is not meant to be added by users.

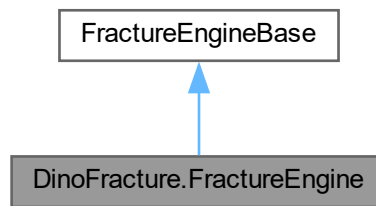
6.12 DinoFracture.FractureEngine Class Reference

This component is created on demand to manage the fracture coroutines. It is not intended to be added by the user.

Inheritance diagram for DinoFracture.FractureEngine:



Collaboration diagram for DinoFracture.FractureEngine:



Static Public Member Functions

- static [AsyncFractureResult](#) [StartFracture](#) ([FractureDetails](#) details, [FractureGeometry](#) callback, Transform piecesParent, bool transferMass, bool hideAfterFracture)

Starts a fracture operation.

Static Public Member Functions inherited from [DinoFracture.FractureEngineBase](#)

- static void [ClearCachedFractureData](#) ()

During both slicing and shattering, temporary data is created and cached to greatly improve future fracture performance.

Protected Member Functions

- override void **Update** ()

Update.

Protected Member Functions inherited from [DinoFracture.FractureEngineBase](#)

- virtual void **Update** ()
- void [RunOnMainThread](#) (Action action)

Run delegate on main thread.

Properties

- static bool **Suspended** [get, set]
True if all further fracture operations should be a no-op.
- static bool **HasFracturesInProgress** [get]
Returns true if there are fractures currently in progress.
- static int [MaxRunningFractures](#) [get]
The maximum number of async fractures we can process at a time. If this is set to 0 (default), an unlimited number can be run.

Properties inherited from [DinoFracture.FractureEngineBase](#)

- static [FractureEngineBase](#) **Instance** [get, set]
Internal instance.
- static bool [ForceSynchronousPreFractureInEditor](#) [get]
If true, pre-fracturing in the editor will always be synchronous.

6.12.1 Detailed Description

This component is created on demand to manage the fracture coroutines. It is not intended to be added by the user.

6.12.2 Member Function Documentation

6.12.2.1 StartFracture()

```
static AsyncFractureResult DinoFracture.FractureEngine.StartFracture (
    FractureDetails details,
    FractureGeometry callback,
    Transform piecesParent,
    bool transferMass,
    bool hideAfterFracture ) [static]
```

Starts a fracture operation.

Parameters

<i>details</i>	Fracture info
<i>callback</i>	The object to fracture
<i>piecesParent</i>	The parent of the resulting fractured pieces root object
<i>transferMass</i>	True to distribute the original object's mass to the fracture pieces; false otherwise
<i>hideAfterFracture</i>	True to hide the originating object after fracturing

Returns

6.12.3 Property Documentation

6.12.3.1 MaxRunningFractures

```
int DinoFracture.FractureEngine.MaxRunningFractures [static], [get]
```

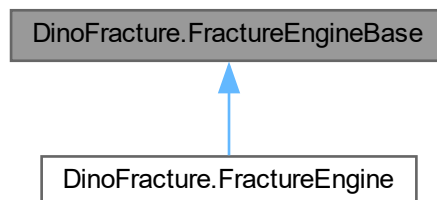
The maximum number of async fractures we can process at a time. If this is set to 0 (default), an unlimited number can be run.

NOTE: Synchronous fractures always run immediately

6.13 DinoFracture.FractureEngineBase Class Reference

Base class for the fracture engine.

Inheritance diagram for DinoFracture.FractureEngineBase:



Static Public Member Functions

- static void [ClearCachedFractureData](#) ()

During both slicing and shattering, temporary data is created and cached to greatly improve future fracture performance.

Protected Member Functions

- virtual void **Update** ()
Update.
- void [RunOnMainThread](#) (Action action)
Run delegate on main thread.

Properties

- static [FractureEngineBase](#) **Instance** [get, set]
Internal instance.
- static bool [ForceSynchronousPreFractureInEditor](#) [get]
If true, pre-fracturing in the editor will always be synchronous.

6.13.1 Detailed Description

Base class for the fracture engine.

6.13.2 Member Function Documentation

6.13.2.1 ClearCachedFractureData()

```
static void DinoFracture.FractureEngineBase.ClearCachedFractureData ( ) [static]
```

During both slicing and shattering, temporary data is created and cached to greatly improve future fracture performance.

Calling this method releases that temporary data back to be reclaimed by the GC.

Calling this method may cause a large GC spike soon after. It is recommended to call this during 'downtime' in the game, such as during level load.

6.13.2.2 RunOnMainThread()

```
void DinoFracture.FractureEngineBase.RunOnMainThread (
    Action action ) [protected]
```

Run delegate on main thread.

Parameters

<i>action</i>	
---------------	--

6.13.3 Property Documentation

6.13.3.1 ForceSynchronousPreFractureInEditor

```
bool DinoFracture.FractureEngineBase.ForceSynchronousPreFractureInEditor [static], [get]
```

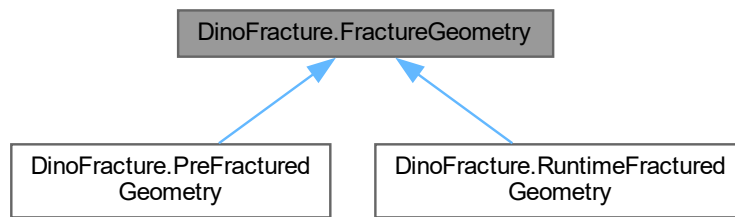
If true, pre-fracturing in the editor will always be synchronous.

This is mainly used for debugging purposes.

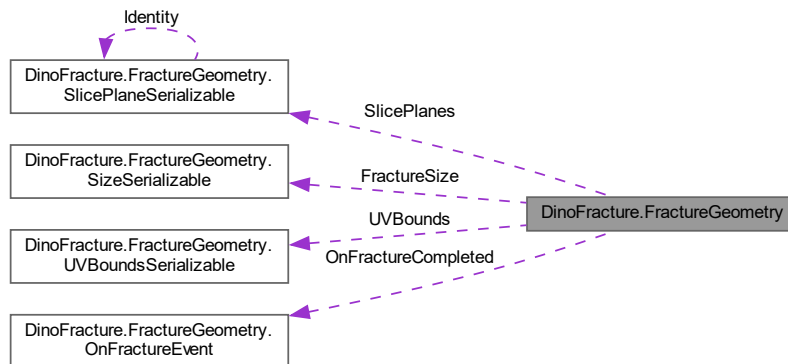
6.14 DinoFracture.FractureGeometry Class Reference

This is the base class for the PreFractureGeometry and RuntimeFractureGeometry components. As such, it is not intended to be directly added to any game object even though fracture initiator components rely on it.

Inheritance diagram for DinoFracture.FractureGeometry:



Collaboration diagram for DinoFracture.FractureGeometry:



Classes

- class [OnFractureEvent](#)
OnFracture() Unity event wrapper.
- struct [SizeSerializable](#)
Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.Size](#) type.
- struct [SlicePlaneSerializable](#)
Unity cannot handle the serializable attribute on types defined in dlls. So, we have to duplicate the SlicePlane structure here in order to save it.
- struct [UVBoundsSerializable](#)
Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.UVBounds](#) type.

Public Member Functions

- void [FractureAndForget](#) ()
Initiate a fracture at the origin and does not return a handle to the async operation.
- void [FractureAndForget](#) (Vector3 localPos)

- Initiate a fracture at the specified position relative to this object and does not return a handle to the async operation.*

 - [AsyncFractureResult Fracture](#) ()

Initiate a fracture at the origin.
- [AsyncFractureResult Fracture](#) (Vector3 localPos)

Initiate a fracture at the specified position relative to this object.
- [MeshTopologyError CheckMeshValidity](#) ()

This is called automatically when viewing the component in the inspector. However, it should be called whenever the mesh changes through other means.
- void [ForceValidGeometry](#) ()

This will force the geometry to pass all validity checks.
- List< [EdgeError](#) > [GetMeshEdgeErrors](#) ()

Returns any bad mesh edges. Used by the editor script for debugging.

Static Public Member Functions

- static [SlicePlaneSerializable CreateSlicePlane](#) (Plane worldPlane, Transform targetGameObject)

This will create a valid slice plane for slicing a mesh.

Public Attributes

- Material **InsideMaterial**

The material assigned to the "inside" triangles of the fracture pieces. These are the triangles that [DinoFracture](#) creates. The surface triangles of the original mesh retain their materials.
- bool [OptimizeMaterialUsage](#) = true

If true, newly generated triangles using the "InsideMaterial" will attempt to be part of the same existing material in the mesh.
- GameObject **FractureTemplate**

This game object will be cloned for each fracture piece. It is required to have a MeshFilter component. If a MeshCollider component is added, it will be assigned the fracture mesh.
- Transform **PiecesParent**

The parent of the generated pieces. Each fracture produces a root object with fracture pieces (clones of [FractureTemplate](#)) as children. The root object is parented to PiecesParent.
- [FractureType](#) **FractureType** = [FractureType.Shatter](#)

The type of fracture to produce when [Fracture\(\)](#) is called.
- [SlicePlaneSerializable\[\]](#) [SlicePlanes](#)

The planes to use when slicing the mesh. Not used when fracturing into pieces.
- int **NumFracturePieces** = 5

The number of fracture pieces generated per iteration. Fault lines are spread evenly around the fracture point. The number of total pieces generated is NumFracturePieces ^ NumIterations.
- int [NumIterations](#) = 2

The number of passes of fracturing. Using lower piece count with a higher iteration count is computationally faster than a higher piece count with a lower iteration count. Ex: 5 pieces with 2 iterations is faster than 25 pieces and 1 iteration. The downside to using more iterations is fractures can become less uniform. In general, keep this number below 4. The number of total pieces generated is NumFracturePieces ^ NumIterations.
- bool [EvenlySizedPieces](#) = true

If true, the engine will attempt to make all the randomly generated pieces roughly the same size. This adds a little processing time to the fracture.
- int [NumGenerations](#) = 1

To allow for fracture pieces to be further fractured, the *FractureTemplate* should have a *FractureGeometry* component. *NumGenerations* dictates how many times the geometry can be re-fractured. The count is decremented and passed on to the component in each generated piece. Ex: A value of 2 means this piece can be fractured and each generated piece can be fractured. The second generation of fractures cannot be fractured further.

- float **FractureRadius**

A value between 0 and 1 that indicates how clustered the fracture lines are. A value of 0 or 1 means fractures are evenly distributed across the mesh. A value between means they are clustered within a percentage of the mesh bounds. Ex: a value of 0.3 means fractures are clustered around the fracture point in a volume 30% the size of the mesh. Pre-fracture geometry typically has this value set to 0 or 1 because there isn't always a pre-determined point of fracture.

- [SizeSerializable](#) **FractureSize**

The approximate size of fractures to create during shatter. When combined with a position through a call to *Fracture()*, the shatter planes will be clustered within this bounds.

- [FractureUVScale](#) **UVScale** = [FractureUVScale.Piece](#)

If set to *EntireMesh*, the UV map for each inside triangle will be mapped to a box the size of the original mesh. If set to *piece*, inside triangles will be mapped to a box the size of the individual fracture piece.

- [UVBoundsSerializable](#) **UVBounds** = new [UVBoundsSerializable](#)(Vector2.zero, Vector2.one)

Final 'inside' triangles will be remapped to be within this range. This does not affect the UVs on the incoming mesh and works with any value set for the *UVScale*.

- bool **DistributeMass** = true

If true and both this game object and the *FractureTemplate* have a *RigidBody* component, each fracture piece will have a mass set to a value proportional to its volume. That is, the density of the fracture piece will equal the density of the original mesh. If false, the mass property goes untouched.

- bool [SeparateDisjointPieces](#) = false

If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.

- int **RandomSeed** = 0

The random seed to use when initiating the fracture. If set to zero, then the system clock will be used to create a random seed.

- [OnFractureEvent](#) **OnFractureCompleted**

Unity event that fires whenever a fracture on this object completes.

- bool **SkipMeshCleaning** = false

Not recommended to be set. But if set to true, no mesh cleaning will occur during the fracture process. This has no effect if the mesh is already clean.

Properties

- string **Uniqueld** [get]

Used internally to uniquely identify this object.

- [MeshValidity](#) **MeshValidity** [get]

Used to determine if the mesh is of known good quality to fracture.

- bool **IsProcessingFracture** [get]

Are we in the middle of computing a fracture for this object?

6.14.1 Detailed Description

This is the base class for the *PreFractureGeometry* and *RuntimeFractureGeometry* components. As such, it is not intended to be directly added to any game object even though fracture initiator components rely on it.

6.14.2 Member Function Documentation

6.14.2.1 CreateSlicePlane()

```
static SlicePlaneSerializable DinoFracture.FractureGeometry.CreateSlicePlane (
    Plane worldPlane,
    Transform targetGameObject ) [static]
```

This will create a valid slice plane for slicing a mesh.

While valid, it is not intended to be displayed in the editor and is meant for runtime use.

6.14.2.2 ForceValidGeometry()

```
void DinoFracture.FractureGeometry.ForceValidGeometry ( )
```

This will force the geometry to pass all validity checks.

This method can be useful to call in very custom scenarios of fracturing through script when you know the mesh you are passing in is valid.

6.14.2.3 Fracture() [1/2]

```
AsyncFractureResult DinoFracture.FractureGeometry.Fracture ( )
```

Initiate a fracture at the origin.

Returns

6.14.2.4 Fracture() [2/2]

```
AsyncFractureResult DinoFracture.FractureGeometry.Fracture (
    Vector3 localPos )
```

Initiate a fracture at the specified position relative to this object.

Parameters

<i>localPos</i>	
-----------------	--

Returns

6.14.2.5 FractureAndForget() [1/2]

```
void DinoFracture.FractureGeometry.FractureAndForget ( )
```

Initiate a fracture at the origin and does not return a handle to the async operation.

The OnFracture() callback will still fire. This method is compatible with Unity events.

6.14.2.6 FractureAndForget() [2/2]

```
void DinoFracture.FractureGeometry.FractureAndForget (
    Vector3 localPos )
```

Initiate a fracture at the specified position relative to this object and does not return a handle to the async operation.

The OnFracture() callback will still fire. This method is compatible with Unity events.

6.14.3 Member Data Documentation**6.14.3.1 EvenlySizedPieces**

```
bool DinoFracture.FractureGeometry.EvenlySizedPieces = true
```

If true, the engine will attempt to make all the randomly generated pieces roughly the same size. This adds a little processing time to the fracture.

Do not set this to true if FractureRadius > 0.

6.14.3.2 NumGenerations

```
int DinoFracture.FractureGeometry.NumGenerations = 1
```

To allow for fracture pieces to be further fractured, the FractureTemplate should have a FractureGeometry component. NumGenerations dictates how many times the geometry can be re-fractured. The count is decremented and passed on to the component in each generated piece. Ex: A value of 2 means this piece can be fractured and each generated piece can be fractured. The second generation of fractures cannot be fractured further.

Specify a negative value on the main piece to allow for infinite repeated fractures

6.14.3.3 NumIterations

```
int DinoFracture.FractureGeometry.NumIterations = 2
```

The number of passes of fracturing. Using lower piece count with a higher iteration count is computationally faster than a higher piece count with a lower iteration count. Ex: 5 pieces with 2 iterations is faster than 25 pieces and 1 iteration. The downside to using more iterations is fractures can become less uniform. In general, keep this number below 4. The number of total pieces generated is NumFracturePieces ^ NumIterations.

It is recommended you use an iteration count of 1 when $0 < \text{FractureRadius} < 1$.

6.14.3.4 OptimizeMaterialUsage

```
bool DinoFracture.FractureGeometry.OptimizeMaterialUsage = true
```

If true, newly generated triangles using the "InsideMaterial" will attempt to be part of the same existing material in the mesh.

If false, newly generated triangles will always be put in a new material placed after all *used* existing materials. Additionally, new materials will continue to be appended upon further fractures.

6.14.3.5 SeparateDisjointPieces

```
bool DinoFracture.FractureGeometry.SeparateDisjointPieces = false
```

If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.

This process can be slow. It is recommended to be off for runtime fractures unless there is a good chance of disjoint pieces.

6.14.3.6 SlicePlanes

```
SlicePlaneSerializable [] DinoFracture.FractureGeometry.SlicePlanes
```

The planes to use when slicing the mesh. Not used when fracturing into pieces.

Each slice plane must be in local space. Use `FractureGeometry.CreateSlicePlane()` to create a compatible local space plane from a Unity world space plane.

6.14.3.7 UVBounds

```
UVBoundsSerializable DinoFracture.FractureGeometry.UVBounds = new UVBoundsSerializable(Vector2.zero, Vector2.one)
```

Final 'inside' triangles will be remapped to be within this range. This does not affect the UVs on the incoming mesh and works with any value set for the UVScale.

This can be used with an atlas texture to constrain the generated triangles to use only a specific portion of the texture map.

6.15 DinoFracture.FractureOnClick Class Reference

Casts a simple mouse ray on left click and calls `Fracture()` on the hit collider game object.

Inherits `MonoBehaviour`.

6.15.1 Detailed Description

Casts a simple mouse ray on left click and calls `Fracture()` on the hit collider game object.

6.16 DinoFracture.FractureOnCollision Class Reference

This component will cause a fracture to happen at the point of impact.

Inherits MonoBehaviour.

Public Attributes

- float **ForceThreshold**
The minimum amount of force required to fracture this object. Set to 0 to have any amount of force cause the fracture.
- float **ForceFalloffRadius** = 1.0f
Falloff radius for transferring the force of the impact to the resulting pieces. Any piece outside of this falloff from the point of impact will have no additional impulse set on it.
- bool **AdjustForKinematic** = true
If true and this is a kinematic body, an impulse will be applied to the colliding body to counter the effects of hitting a kinematic body. If false and this is a kinematic body, the colliding body will bounce off as if this were an unmovable wall.
- LayerMask **CollidableLayers** = (LayerMask)int.MaxValue
The collision layers that are allowed to cause a fracture.

6.16.1 Detailed Description

This component will cause a fracture to happen at the point of impact.

6.17 DinoFracture.FractureOnInput Class Reference

Apply this on the fracturing game object. When the specified key is pressed, the object will fracture.

Inherits MonoBehaviour.

6.17.1 Detailed Description

Apply this on the fracturing game object. When the specified key is pressed, the object will fracture.

6.18 DinoFracture.FractureOnParticleCollision Class Reference

This component will cause a fracture to happen at the point of impact with a particle.

Inherits MonoBehaviour.

Public Attributes

- float **VelocityThreshold**
The minimum velocity of incoming particles required to fracture this object. Set to 0 to have any amount of velocity cause the fracture.
- float **ParticleMass** = 1e-4f
The mass of an individual particle to allow transferring of forces to the fracture pieces. If zero, no forces will be transferred.
- float **ForceFalloffRadius** = 1.0f
Falloff radius for transferring the force of the impact to the resulting pieces. Any piece outside of this falloff from the point of impact will have no additional impulse set on it.
- LayerMask **CollidableLayers** = (LayerMask)int.MaxValue
The collision layers of the particle system that are allowed to cause a fracture.

6.18.1 Detailed Description

This component will cause a fracture to happen at the point of impact with a particle.

Note: Particle collisions won't be activated unless "Send Collision Messages" is checked.

6.19 DinoFracture.FractureResult Class Reference

The result of a fracture.

Public Member Functions

- IReadOnlyList< [FracturedMesh](#) > [GetMeshes](#) ()
Returns a list of pieces produced by the fracture.

Properties

- Bounds **EntireMeshBounds** [get]
Bounds of the original mesh, in local space.

6.19.1 Detailed Description

The result of a fracture.

6.19.2 Member Function Documentation

6.19.2.1 GetMeshes()

```
ICollection< FracturedMesh > DinoFracture.FractureResult.GetMeshes ( )
```

Returns a list of pieces produced by the fracture.

Returns

6.20 DinoFracture.GlueEdgeOnFracture Class Reference

If the fracture pieces intersects with a specified trigger when created, the rigid body is destroyed and the piece becomes static. Otherwise, the piece will turn on gravity. It's best used if the FractureTemplate's rigid body is set to not use gravity initially.

Inherits MonoBehaviour.

Public Attributes

- string **CollisionTag** = ""
The piece will be glued if it intersects a trigger with this collision tag. Set to empty to allow any trigger to glue the piece.

6.20.1 Detailed Description

If the fracture pieces intersects with a specified trigger when created, the rigid body is destroyed and the piece becomes static. Otherwise, the piece will turn on gravity. It's best used if the FractureTemplate's rigid body is set to not use gravity initially.

6.21 DinoFracture.NotifyOnFracture Class Reference

When added to the same game object as the FractureGeometry, this script can be used to notify external game objects of this object's fracture completion. The external objects need a script with the "OnFracture" callback method.

Inherits MonoBehaviour.

Public Attributes

- GameObject[] **GameObjects** = new GameObject[1]
The array of game objects to notify. They do not need to be in this object's tree.

6.21.1 Detailed Description

When added to the same game object as the FractureGeometry, this script can be used to notify external game objects of this object's fracture completion. The external objects need a script with the "OnFracture" callback method.

6.22 DinoFracture.FractureGeometry.OnFractureEvent Class Reference

OnFracture() Unity event wrapper.

Inherits UnityEngine.Events.UnityEvent< OnFractureEventArgs >.

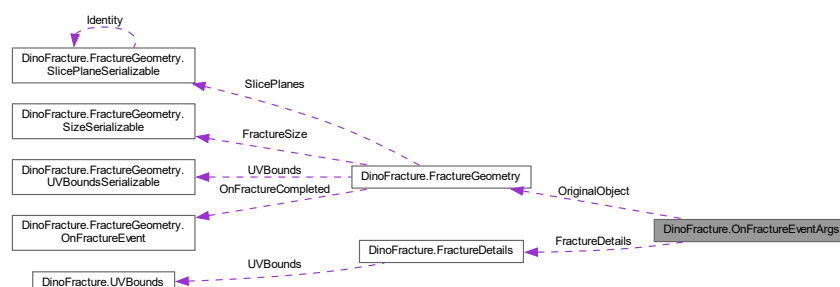
6.22.1 Detailed Description

OnFracture() Unity event wrapper.

6.23 DinoFracture.OnFractureEventArgs Class Reference

Argument passed to OnFracture message.

Collaboration diagram for DinoFracture.OnFractureEventArgs:



Public Member Functions

- `IEnumerable< UnityEngine.Mesh > GetMeshes ()`
Returns an enumerable of just the generated Unity meshes.

Public Attributes

- `FractureGeometry OriginalObject`
The object that fractured.
- `Bounds OriginalMeshBounds`
The bounds of the original mesh.
- `GameObject FracturePiecesRootObject`
The root of the pieces of the resulting fracture.
- `FractureDetails FractureDetails`
The parameters used for the fracture.

6.23.1 Detailed Description

Argument passed to OnFracture message.

6.23.2 Member Function Documentation

6.23.2.1 GetMeshes()

```
IEnumerable< UnityEngine.Mesh > DinoFracture.OnFractureEventArgs.GetMeshes ( )
```

Returns an enumerable of just the generated Unity meshes.

Returns

6.24 DinoFracture.PlaySoundOnFracture Class Reference

An object with this component will play the audio source when fractured.

Inherits MonoBehaviour.

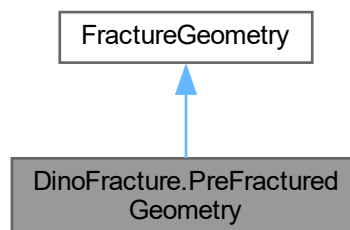
6.24.1 Detailed Description

An object with this component will play the audio source when fractured.

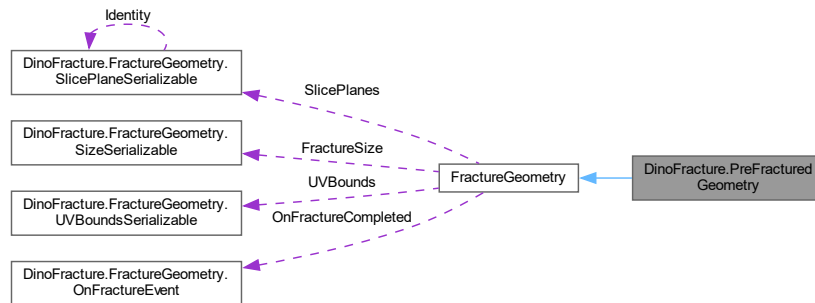
6.25 DinoFracture.PreFracturedGeometry Class Reference

Apply this component to any game object you wish to pre-fracture. Pre-fracturing is a way of baking fracture pieces into the scene. Each time the object is fractured, the same set of pieces will activate. This is very useful when creating a large number of pieces or high poly meshes, which would be too slow to create at runtime. The pieces will be in the scene as a disabled root object with piece children. When the object is fractured, those pieces will activate.

Inheritance diagram for DinoFracture.PreFracturedGeometry:



Collaboration diagram for `DinoFracture.PreFracturedGeometry`:



Public Member Functions

- void **Prime** ()
Primes the pre-fractured pieces when the game starts by activating them and then deactivating them. This avoids a large delay on fracture if there are a lot of rigid bodies.

Public Member Functions inherited from `DinoFracture.FractureGeometry`

- void `FractureAndForget` ()
Initiate a fracture at the origin and does not return a handle to the async operation.
- void `FractureAndForget` (Vector3 localPos)
Initiate a fracture at the specified position relative to this object and does not return a handle to the async operation.
- `AsyncFractureResult` `Fracture` ()
Initiate a fracture at the origin.
- `AsyncFractureResult` `Fracture` (Vector3 localPos)
Initiate a fracture at the specified position relative to this object.
- `MeshTopologyError` **CheckMeshValidity** ()
This is called automatically when viewing the component in the inspector. However, it should be called whenever the mesh changes through other means.
- void `ForceValidGeometry` ()
This will force the geometry to pass all validity checks.
- List< `EdgeError` > **GetMeshEdgeErrors** ()
Returns any bad mesh edges. Used by the editor script for debugging.

Public Attributes

- GameObject `GeneratedPieces`
A reference to the root of the pre-fractured pieces. This is not normally set manually. Instead, you press the "Create Fractures" button in the inspector window to generate the fracture immediately.
- Bounds **EntireMeshBounds**
The encapsulating bounds of the entire set of pieces. In local space.

Public Attributes inherited from [DinoFracture.FractureGeometry](#)

- Material **InsideMaterial**
The material assigned to the "inside" triangles of the fracture pieces. These are the triangles that [DinoFracture](#) creates. The surface triangles of the original mesh retain their materials.
- bool **OptimizeMaterialUsage** = true
If true, newly generated triangles using the "InsideMaterial" will attempt to be part of the same existing material in the mesh.
- GameObject **FractureTemplate**
This game object will be cloned for each fracture piece. It is required to have a MeshFilter component. If a MeshCollider component is added, it will be assigned the fracture mesh.
- Transform **PiecesParent**
The parent of the generated pieces. Each fracture produces a root object with fracture pieces (clones of FractureTemplate) as children. The root object is parented to PiecesParent.
- **FractureType** **FractureType** = [FractureType.Shatter](#)
The type of fracture to produce when Fracture() is called.
- [SlicePlaneSerializable](#)[] **SlicePlanes**
The planes to use when slicing the mesh. Not used when fracturing into pieces.
- int **NumFracturePieces** = 5
The number of fracture pieces generated per iteration. Fault lines are spread evenly around the fracture point. The number of total pieces generated is NumFracturePieces ^ NumIterations.
- int **NumIterations** = 2
The number of passes of fracturing. Using lower piece count with a higher iteration count is computationally faster than a higher piece count with a lower iteration count. Ex: 5 pieces with 2 iterations is faster than 25 pieces and 1 iteration. The downside to using more iterations is fractures can become less uniform. In general, keep this number below 4. The number of total pieces generated is NumFracturePieces ^ NumIterations.
- bool **EvenlySizedPieces** = true
If true, the engine will attempt to make all the randomly generated pieces roughly the same size. This adds a little processing time to the fracture.
- int **NumGenerations** = 1
To allow for fracture pieces to be further fractured, the FractureTemplate should have a FractureGeometry component. NumGenerations dictates how many times the geometry can be re-fractured. The count is decremented and passed on to the component in each generated piece. Ex: A value of 2 means this piece can be fractured and each generated piece can be fractured. The second generation of fractures cannot be fractured further.
- float **FractureRadius**
A value between 0 and 1 that indicates how clustered the fracture lines are. A value of 0 or 1 means fractures are evenly distributed across the mesh. A value between means they are clustered within a percentage of the mesh bounds. Ex: a value of 0.3 means fractures are clustered around the fracture point in a volume 30% the size of the mesh. Pre-fracture geometry typically has this value set to 0 or 1 because there isn't always a pre-determined point of fracture.
- [SizeSerializable](#) **FractureSize**
The approximate size of fractures to create during shatter. When combined with a position through a call to Fracture(), the shatter planes will be clustered within this bounds.
- **FractureUVScale** **UVScale** = [FractureUVScale.Piece](#)
If set to EntireMesh, the UV map for each inside triangle will be mapped to a box the size of the original mesh. If set to piece, inside triangles will be mapped to a box the size of the individual fracture piece.
- [UVBoundsSerializable](#) **UVBounds** = new [UVBoundsSerializable](#)(Vector2.zero, Vector2.one)
Final 'inside' triangles will be remapped to be within this range. This does not affect the UVs on the incoming mesh and works with any value set for the UVScale.
- bool **DistributeMass** = true
If true and both this game object and the FractureTemplate have a Rigidbody component, each fracture piece will have a mass set to a value proportional to its volume. That is, the density of the fracture piece will equal the density of the original mesh. If false, the mass property goes untouched.
- bool **SeparateDisjointPieces** = false

If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.

- int **RandomSeed** = 0

The random seed to use when initiating the fracture. If set to zero, then the system clock will be used to create a random seed.

- [OnFractureEvent](#) **OnFractureCompleted**

Unity event that fires whenever a fracture on this object completes.

- bool **SkipMeshCleaning** = false

Not recommended to be set. But if set to true, no mesh cleaning will occur during the fracture process. This has no effect if the mesh is already clean.

Additional Inherited Members

Static Public Member Functions inherited from [DinoFracture.FractureGeometry](#)

- static [SlicePlaneSerializable](#) **CreateSlicePlane** (Plane worldPlane, Transform targetGameObject)

This will create a valid slice plane for slicing a mesh.

Properties inherited from [DinoFracture.FractureGeometry](#)

- string **Uniqueld** [get]

Used internally to uniquely identify this object.

- [MeshValidity](#) **MeshValidity** [get]

Used to determine if the mesh is of known good quality to fracture.

- bool **IsProcessingFracture** [get]

Are we in the middle of computing a fracture for this object?

6.25.1 Detailed Description

Apply this component to any game object you wish to pre-fracture. Pre-fracturing is a way of baking fracture pieces into the scene. Each time the object is fractured, the same set of pieces will activate. This is very useful when creating a large number of pieces or high poly meshes, which would be too slow to create at runtime. The pieces will be in the scene as a disabled root object with piece children. When the object is fractured, those pieces will activate.

6.25.2 Member Data Documentation

6.25.2.1 GeneratedPieces

```
GameObject DinoFracture.PreFracturedGeometry.GeneratedPieces
```

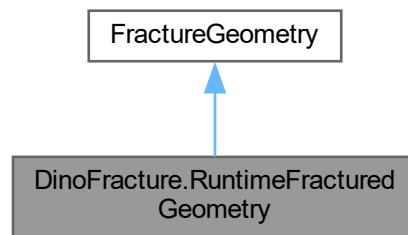
A reference to the root of the pre-fractured pieces. This is not normally set manually. Instead, you press the “Create Fractures” button in the inspector window to generate the fracture immediately.

The “Create Fractures” button is only intended to be used in edit mode; not game mode.

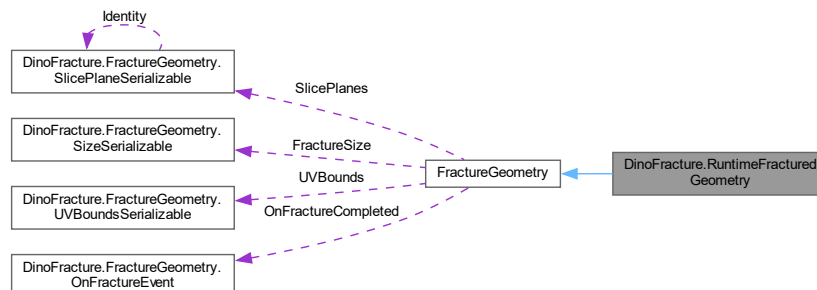
6.26 DinoFracture.RuntimeFracturedGeometry Class Reference

Apply this component to any game object you wish to fracture while running in game mode. Runtime fractures will produce a unique set of pieces with each fracture. However, this is at the cost of computational time. It is recommended that both the piece count and poly count are kept low. This component is most effective when FractureRadius is set to a value in-between 0 and 1.

Inheritance diagram for DinoFracture.RuntimeFracturedGeometry:



Collaboration diagram for DinoFracture.RuntimeFracturedGeometry:



Public Attributes

- bool **Asynchronous** = true

If true, the fracture operation is performed on a background thread and may not be finished by the time the fracture call returns. A couple of frames can go by from the time of the fracture to when the pieces are ready. If this is false, the fracture will guaranteed be complete by the end of the call, but the game will be paused while the fractures are being created.

Public Attributes inherited from [DinoFracture.FractureGeometry](#)

- Material **InsideMaterial**
The material assigned to the "inside" triangles of the fracture pieces. These are the triangles that [DinoFracture](#) creates. The surface triangles of the original mesh retain their materials.
- bool **OptimizeMaterialUsage** = true
If true, newly generated triangles using the "InsideMaterial" will attempt to be part of the same existing material in the mesh.
- GameObject **FractureTemplate**
This game object will be cloned for each fracture piece. It is required to have a MeshFilter component. If a MeshCollider component is added, it will be assigned the fracture mesh.
- Transform **PiecesParent**
The parent of the generated pieces. Each fracture produces a root object with fracture pieces (clones of [FractureTemplate](#)) as children. The root object is parented to PiecesParent.
- [FractureType](#) **FractureType** = [FractureType.Shatter](#)
The type of fracture to produce when [Fracture\(\)](#) is called.
- [SlicePlaneSerializable\[\]](#) **SlicePlanes**
The planes to use when slicing the mesh. Not used when fracturing into pieces.
- int **NumFracturePieces** = 5
The number of fracture pieces generated per iteration. Fault lines are spread evenly around the fracture point. The number of total pieces generated is $\text{NumFracturePieces}^{\text{NumIterations}}$.
- int **NumIterations** = 2
The number of passes of fracturing. Using lower piece count with a higher iteration count is computationally faster than a higher piece count with a lower iteration count. Ex: 5 pieces with 2 iterations is faster than 25 pieces and 1 iteration. The downside to using more iterations is fractures can become less uniform. In general, keep this number below 4. The number of total pieces generated is $\text{NumFracturePieces}^{\text{NumIterations}}$.
- bool **EvenlySizedPieces** = true
If true, the engine will attempt to make all the randomly generated pieces roughly the same size. This adds a little processing time to the fracture.
- int **NumGenerations** = 1
To allow for fracture pieces to be further fractured, the FractureTemplate should have a FractureGeometry component. NumGenerations dictates how many times the geometry can be re-fractured. The count is decremented and passed on to the component in each generated piece. Ex: A value of 2 means this piece can be fractured and each generated piece can be fractured. The second generation of fractures cannot be fractured further.
- float **FractureRadius**
A value between 0 and 1 that indicates how clustered the fracture lines are. A value of 0 or 1 means fractures are evenly distributed across the mesh. A value between means they are clustered within a percentage of the mesh bounds. Ex: a value of 0.3 means fractures are clustered around the fracture point in a volume 30% the size of the mesh. Pre-fracture geometry typically has this value set to 0 or 1 because there isn't always a pre-determined point of fracture.
- [SizeSerializable](#) **FractureSize**
The approximate size of fractures to create during shatter. When combined with a position through a call to [Fracture\(\)](#), the shatter planes will be clustered within this bounds.
- [FractureUVScale](#) **UVScale** = [FractureUVScale.Piece](#)
If set to EntireMesh, the UV map for each inside triangle will be mapped to a box the size of the original mesh. If set to piece, inside triangles will be mapped to a box the size of the individual fracture piece.
- [UVBoundsSerializable](#) **UVBounds** = new [UVBoundsSerializable](#)(Vector2.zero, Vector2.one)
Final 'inside' triangles will be remapped to be within this range. This does not affect the UVs on the incoming mesh and works with any value set for the UVScale.
- bool **DistributeMass** = true
If true and both this game object and the FractureTemplate have a RigidBody component, each fracture piece will have a mass set to a value proportional to its volume. That is, the density of the fracture piece will equal the density of the original mesh. If false, the mass property goes untouched.
- bool **SeparateDisjointPieces** = false

If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.

- int **RandomSeed** = 0

The random seed to use when initiating the fracture. If set to zero, then the system clock will be used to create a random seed.

- [OnFractureEvent](#) **OnFractureCompleted**

Unity event that fires whenever a fracture on this object completes.

- bool **SkipMeshCleaning** = false

Not recommended to be set. But if set to true, no mesh cleaning will occur during the fracture process. This has no effect if the mesh is already clean.

Additional Inherited Members

Public Member Functions inherited from [DinoFracture.FractureGeometry](#)

- void [FractureAndForget](#) ()
Initiate a fracture at the origin and does not return a handle to the async operation.
- void [FractureAndForget](#) (Vector3 localPos)
Initiate a fracture at the specified position relative to this object and does not return a handle to the async operation.
- [AsyncFractureResult](#) [Fracture](#) ()
Initiate a fracture at the origin.
- [AsyncFractureResult](#) [Fracture](#) (Vector3 localPos)
Initiate a fracture at the specified position relative to this object.
- [MeshTopologyError](#) **CheckMeshValidity** ()
This is called automatically when viewing the component in the inspector. However, it should be called whenever the mesh changes through other means.
- void [ForceValidGeometry](#) ()
This will force the geometry to pass all validity checks.
- List< [EdgeError](#) > **GetMeshEdgeErrors** ()
Returns any bad mesh edges. Used by the editor script for debugging.

Static Public Member Functions inherited from [DinoFracture.FractureGeometry](#)

- static [SlicePlaneSerializable](#) [CreateSlicePlane](#) (Plane worldPlane, Transform targetGameObject)
This will create a valid slice plane for slicing a mesh.

Properties inherited from [DinoFracture.FractureGeometry](#)

- string **Uniqueld** [get]
Used internally to uniquely identify this object.
- [MeshValidity](#) **MeshValidity** [get]
Used to determine if the mesh is of known good quality to fracture.
- bool **IsProcessingFracture** [get]
Are we in the middle of computing a fracture for this object?

6.26.1 Detailed Description

Apply this component to any game object you wish to fracture while running in game mode. Runtime fractures will produce a unique set of pieces with each fracture. However, this is at the cost of computational time. It is recommended that both the piece count and poly count are kept low. This component is most effective when FractureRadius is set to a value in-between 0 and 1.

6.26.2 Member Data Documentation

6.26.2.1 Asynchronous

```
bool DinoFracture.RuntimeFracturedGeometry.Asynchronous = true
```

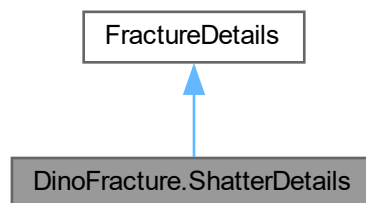
If true, the fracture operation is performed on a background thread and may not be finished by the time the fracture call returns. A couple of frames can go by from the time of the fracture to when the pieces are ready. If this is false, the fracture will guaranteed be complete by the end of the call, but the game will be paused while the fractures are being created.

It is recommended to set asynchronous to true whenever possible.

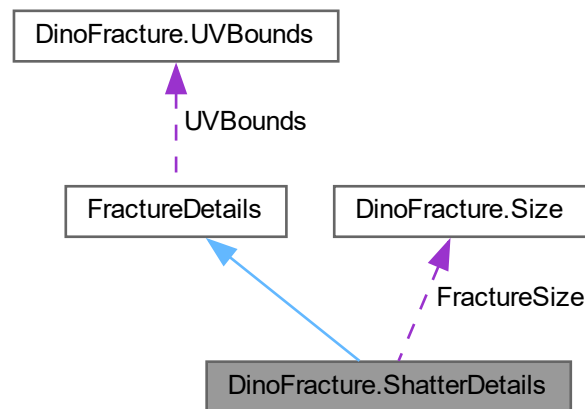
6.27 DinoFracture.ShatterDetails Class Reference

Required information needed by the engine to produce a fracture.

Inheritance diagram for DinoFracture.ShatterDetails:



Collaboration diagram for DinoFracture.ShatterDetails:



Public Member Functions

- override bool [IsValid](#) ()
Returns true if the details are filled in correctly, false otherwise.
- virtual bool [IsValid](#) ()
Returns true if the details are filled in correctly, false otherwise.

Public Attributes

- int **NumPieces**
The number of new pieces to produce per iteration. The total number of pieces produced by this fracture will be $\text{NumPieces} \wedge \text{NumIterations}$.
- int **NumIterations**
The number of fracture iterations. The total number of pieces produced by this fracture will be $\text{NumPieces} \wedge \text{NumIterations}$.
- bool **EvenlySizedPieces**
If true, the engine will attempt to make all the randomly generated pieces roughly the same size. This adds a little processing time to the fracture.
- Vector3 **FractureCenter**
The center of the fracture.
- [Size](#) **FractureSize**
The bounds for the generated shatter fracture planes. If 0 sized, the bounds of the mesh are used.
- int **RandomSeed**
The random seed to use when initiating the fracture. If set to zero, then the system clock will be used to create a random seed.

Public Attributes inherited from [DinoFracture.FractureDetails](#)

- UnityEngine.Mesh **Mesh**
The mesh to fracture.
- Vector3 **MeshScale**
The scale of the mesh's game object. The meshes of fracture pieces will be scaled by this amount to allow their game object's scales to be one.
- [FractureUVScale](#) **UVScale**
Scaling algorithm used on triangles produced during the fracture.
- [UVBounds](#) **UVBounds** = new [UVBounds](#)(Vector2.zero, Vector2.one)
Final 'inside' triangles will be remapped to be within this range after the UV scale is applied.
- [FractureIssueResolution](#) **IssueResolution**
How to deal with potentially poorly generated pieces.
- bool **Asynchronous**
If true, fracturing is done on a background thread and results may not be ready by the time `FractureBuilder.Fracture()` finishes. If false, fracturing is guaranteed to be done by the time `FractureBuilder.Fracture()` finishes.
- int [InsideMaterialIndex](#)
The material / sub-mesh index that newly formed triangles should be put in.
- bool [SeparateDisjointPieces](#)
If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.
- [MeshValidity](#) **Validity** = [MeshValidity.Unknown](#)
Highly recommended to call.

Additional Inherited Members

Properties inherited from [DinoFracture.FractureDetails](#)

- int **FractureFrame** [get, set]
The frame the fracture started on. Can be used to group separate fractures that should be treated as one.

6.27.1 Detailed Description

Required information needed by the engine to produce a fracture.

6.27.2 Member Function Documentation

6.27.2.1 IsValid()

```
override bool DinoFracture.ShatterDetails.IsValid ( ) [virtual]
```

Returns true if the details are filled in correctly, false otherwise.

Returns

Reimplemented from [DinoFracture.FractureDetails](#).

6.28 DinoFracture.Size Struct Reference

Structure that defines the bounds of the shatter fracture planes.

Public Member Functions

- Vector3 **GetWorldSpaceSize** (Vector3 boundsSize)
Returns the bounds size in world space units.

Public Attributes

- [SizeSpace](#) **Space**
The space Value is specified in.
- float **Value**
The size of the bounds in the specified space.

6.28.1 Detailed Description

Structure that defines the bounds of the shatter fracture planes.

If Value is set to 0, the bounds are set to the mesh's bounds.

6.29 DinoFracture.FractureGeometry.SizeSerializable Struct Reference

Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.Size](#) type.

Public Attributes

- [SizeSpace](#) **Space**
What the bounds is relative to.
- float **Value**
The size of the bounds, in the specified space.

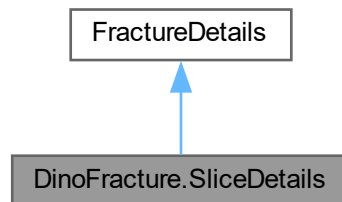
6.29.1 Detailed Description

Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.Size](#) type.

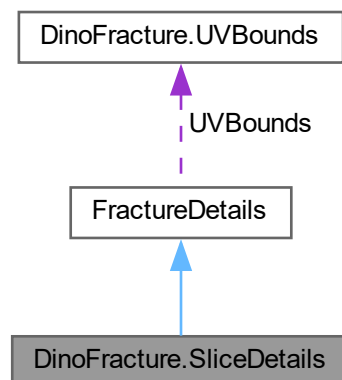
6.30 DinoFracture.SliceDetails Class Reference

Required information needed by the engine to slice a mesh.

Inheritance diagram for DinoFracture.SliceDetails:



Collaboration diagram for DinoFracture.SliceDetails:



Public Member Functions

- override bool `IsValid()`
Returns true if the details are filled in correctly, false otherwise.
- virtual bool `IsValid()`
Returns true if the details are filled in correctly, false otherwise.

Public Attributes

- readonly List< `SlicePlane` > `SlicingPlanes` = new List<`SlicePlane`>()
User defined slicing planes.

Public Attributes inherited from [DinoFracture.FractureDetails](#)

- UnityEngine.Mesh **Mesh**
The mesh to fracture.
- Vector3 **MeshScale**
The scale of the mesh's game object. The meshes of fracture pieces will be scaled by this amount to allow their game object's scales to be one.
- [FractureUVScale](#) **UVScale**
Scaling algorithm used on triangles produced during the fracture.
- [UVBounds](#) **UVBounds** = new [UVBounds](#)(Vector2.zero, Vector2.one)
Final 'inside' triangles will be remapped to be within this range after the UV scale is applied.
- [FractureIssueResolution](#) **IssueResolution**
How to deal with potentially poorly generated pieces.
- bool **Asynchronous**
If true, fracturing is done on a background thread and results may not be ready by the time [FractureBuilder.Fracture\(\)](#) finishes. If false, fracturing is guaranteed to be done by the time [FractureBuilder.Fracture\(\)](#) finishes.
- int [InsideMaterialIndex](#)
The material / sub-mesh index that newly formed triangles should be put in.
- bool [SeparateDisjointPieces](#)
If true, a final pass will be done to separate out meshes that are not physically connected. This can only happen when the mesh has concave parts.
- [MeshValidity](#) **Validity** = [MeshValidity.Unknown](#)
Highly recommended to call.

Additional Inherited Members**Properties inherited from [DinoFracture.FractureDetails](#)**

- int **FractureFrame** [get, set]
The frame the fracture started on. Can be used to group separate fractures that should be treated as one.

6.30.1 Detailed Description

Required information needed by the engine to slice a mesh.

6.30.2 Member Function Documentation**6.30.2.1 IsValid()**

```
override bool DinoFracture.SliceDetails.IsValid ( ) [virtual]
```

Returns true if the details are filled in correctly, false otherwise.

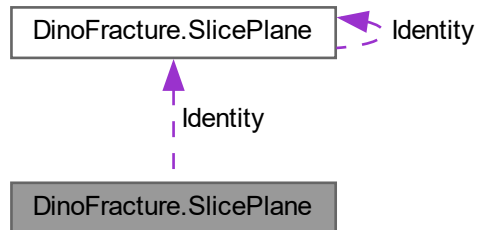
Returns

Reimplemented from [DinoFracture.FractureDetails](#).

6.31 DinoFracture.SlicePlane Struct Reference

Defines a plane that slices the mesh in half.

Collaboration diagram for DinoFracture.SlicePlane:



Public Member Functions

- `UnityEngine.Plane ToPlane ()`
Converts this object to a Unity plane.

Public Attributes

- `Vector3 Position`
Local space position of the plane.
- `Quaternion Rotation`
Local space rotation of the plane.
- `float Scale`
Scale of the plane.

Static Public Attributes

- `static readonly SlicePlane Identity`
Default, "identity" plane.

6.31.1 Detailed Description

Defines a plane that slices the mesh in half.

Values are in the mesh's local space.

6.31.2 Member Data Documentation

6.31.2.1 Rotation

```
Quaternion DinoFracture.SlicePlane.Rotation
```

Local space rotation of the plane.

Z dir is the plane's normal.

6.31.2.2 Scale

```
float DinoFracture.SlicePlane.Scale
```

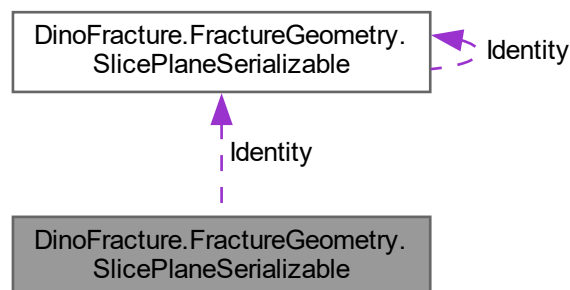
Scale of the plane.

This is only used to display it in the editor. When slicing, the plane will be treated as infinite in size.

6.32 DinoFracture.FractureGeometry.SlicePlaneSerializable Struct Reference

Unity cannot handle the serializable attribute on types defined in dlls. So, we have to duplicate the SlicePlane structure here in order to save it.

Collaboration diagram for DinoFracture.FractureGeometry.SlicePlaneSerializable:



Public Member Functions

- [SlicePlane ToSlicePlane \(\)](#)
Converts this serialization helper to a normal slice plane.

6.32.1 Detailed Description

Unity cannot handle the serializable attribute on types defined in dlls. So, we have to duplicate the SlicePlane structure here in order to save it.

6.32.2 Member Function Documentation

6.32.2.1 ToSlicePlane()

`SlicePlane` `DinoFracture.FractureGeometry.SlicePlaneSerializable.ToSlicePlane ()`

Converts this serialization helper to a normal slice plane.

Returns

6.33 DinoFracture.TransferJointsOnFracture Class Reference

When this object is fractured, the joint component on the object will be copied to this piece if this piece is sufficiently close to the joint position. Without this component, joints are broken after fracturing.

Inherits MonoBehaviour.

Public Attributes

- Transform **IncomingJointsSearchRoot**
The tree to crawl in search for joints of other objects that need to be transferred to this joint. This search root should be as scoped as possible.
- float **DistanceTolerance** = 0.05f
How close this object must be to the joint in order to transfer. The larger the number, the more pieces will have joints transferred.

6.33.1 Detailed Description

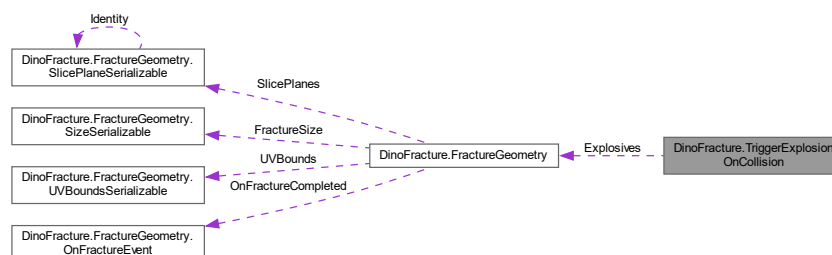
When this object is fractured, the joint component on the object will be copied to this piece if this piece is sufficiently close to the joint position. Without this component, joints are broken after fracturing.

6.34 DinoFracture.TriggerExplosionOnCollision Class Reference

Triggers a fracture + explosion when this game object is collided with.

Inherits MonoBehaviour.

Collaboration diagram for DinoFracture.TriggerExplosionOnCollision:



Public Attributes

- [FractureGeometry\[\]](#) **Explosives**
List of explosions to trigger.
- float **Force**
The force behind the explosions.
- float **Radius**
The radius of the explosions.

6.34.1 Detailed Description

Triggers a fracture + explosion when this game object is collided with.

This script does not need to be applied on a fracturing game object.

6.35 DinoFracture.UVBounds Struct Reference

Defines a rectangular bounds across a UV map.

Public Member Functions

- **UVBounds** (Vector2 startUV, Vector2 endUV)
Constructor taking the bounds.

Public Attributes

- Vector2 **Start**
Start UV coordinates. Expected to be in the range [0..1].
- Vector2 **Size**
UV coordinate size (End - Start)

6.35.1 Detailed Description

Defines a rectangular bounds across a UV map.

If the bounds extends backwards, the texture will be reversed when applied.

6.36 DinoFracture.FractureGeometry.UVBoundsSerializable Struct Reference

Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.UVBounds](#) type.

Public Member Functions

- **UVBoundsSerializable** (in Vector2 startUV, in Vector2 endUV)
Constructor taking the bounds.

Public Attributes

- Vector2 [StartUV](#)
Start UV coordinates. Expected to be in the range [0..1].
- Vector2 [EndUV](#)
End UV coordinates. Expected to be in the range [0..1].

6.36.1 Detailed Description

Unity cannot handle the serializable attribute on types defined in dlls. This wraps a [DinoFracture.UVBounds](#) type.

6.36.2 Member Data Documentation

6.36.2.1 EndUV

```
Vector2 DinoFracture.FractureGeometry.UVBoundsSerializable.EndUV
```

End UV coordinates. Expected to be in the range [0..1].

Coord (0, 0) is the bottom left of the texture. Coord (1, 1) is the top right of the texture.

6.36.2.2 StartUV

```
Vector2 DinoFracture.FractureGeometry.UVBoundsSerializable.StartUV
```

Start UV coordinates. Expected to be in the range [0..1].

Coord (0, 0) is the bottom left of the texture. Coord (1, 1) is the top right of the texture.

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