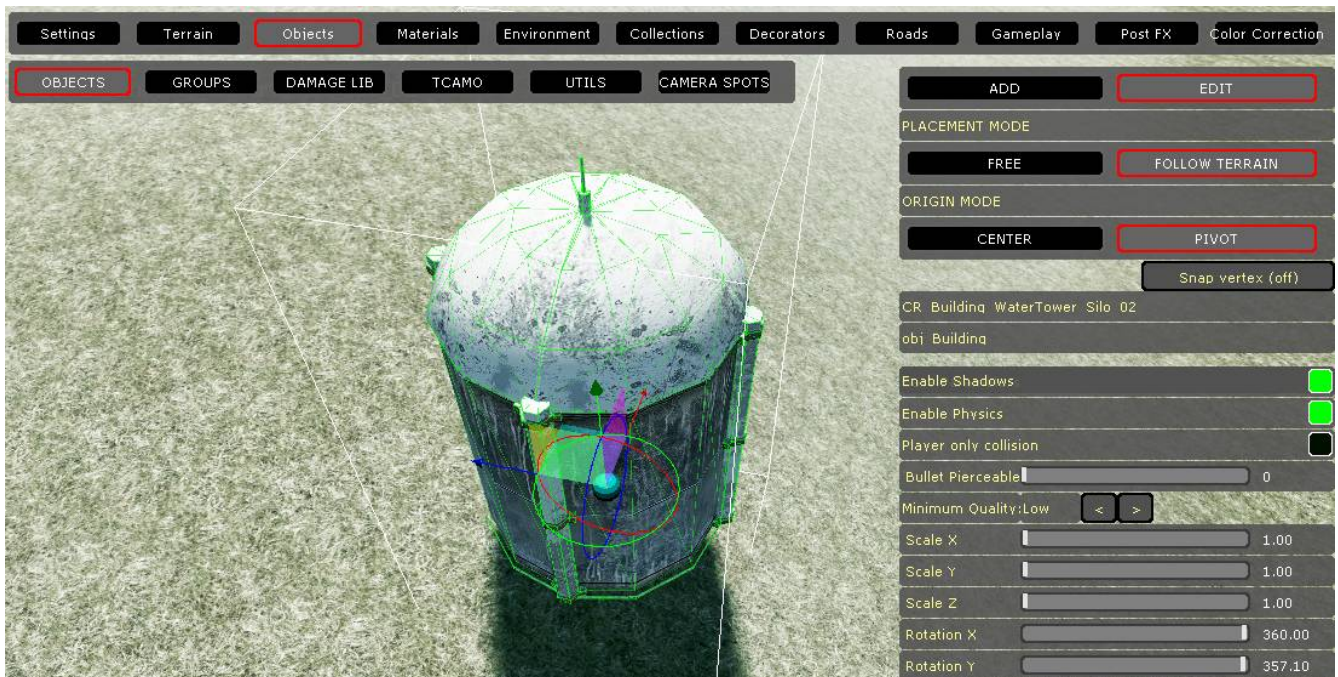
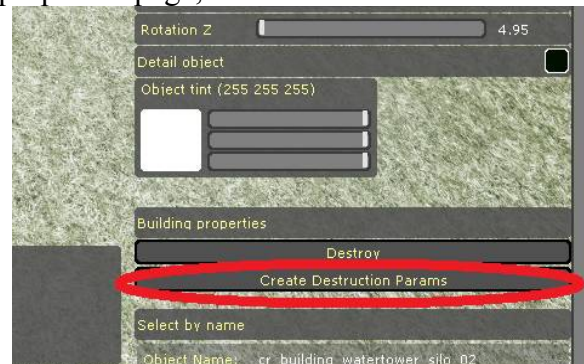


## Assigning Destruction Mesh to a Level Object

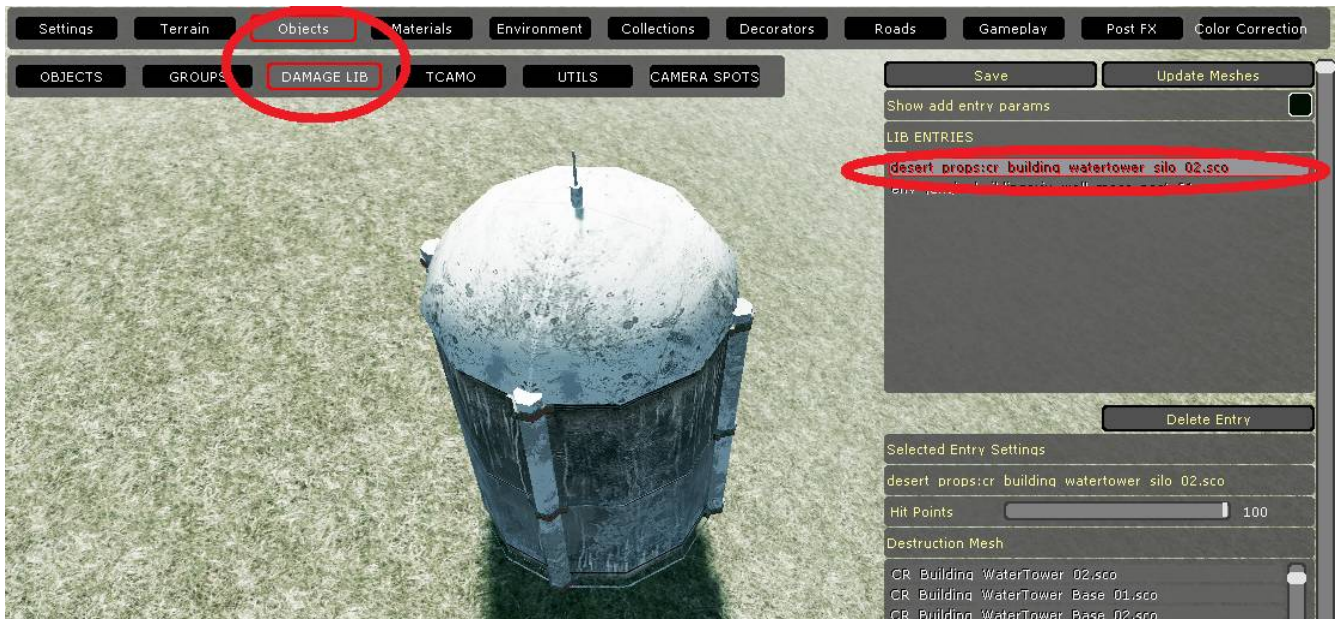
- 1) Select an object to assign a destruction mesh to.



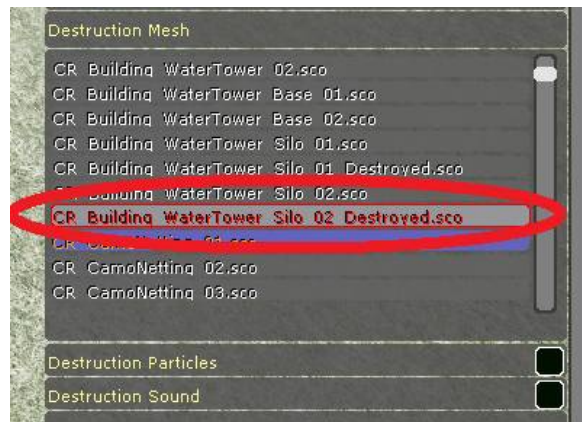
- 2) In the bottom of the properties page, click Create Destruction Params



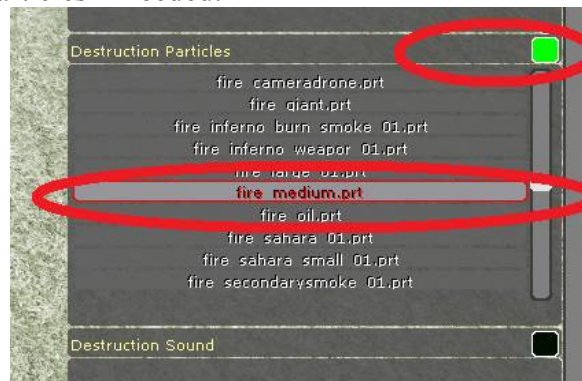
- 3) This will create an entry for the selected object's mesh in the “Damage Lib”. User will be automatically navigated to Damage Lib UI



- 4) In the Damage Lib, the mesh of the edited object should be automatically selected. Select the desired destroyed mesh in the “Destruction Mesh” list.



- 5) Select Destruction Particles if needed:

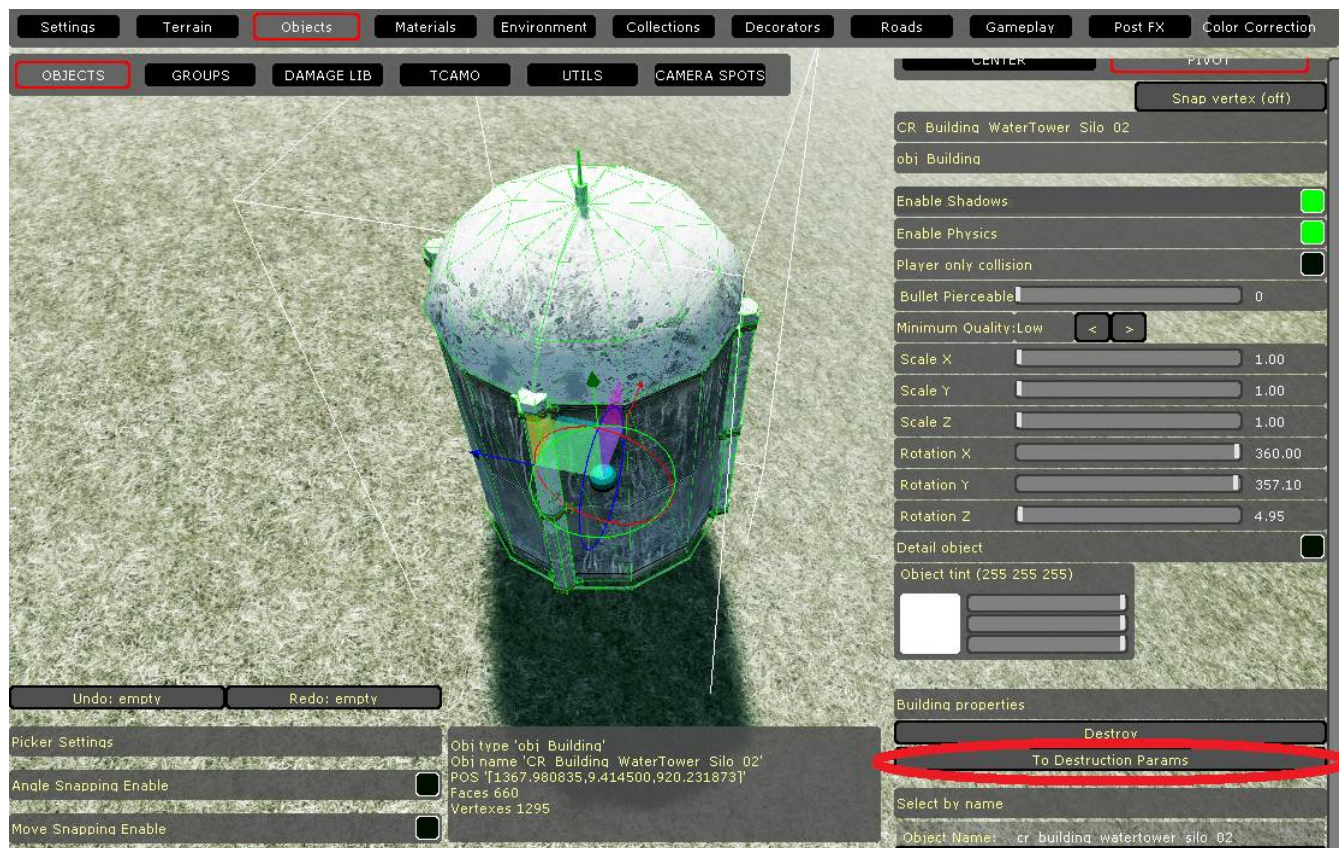




- 6) Select Destruction Sound if needed



- 7) Navigate back to object editing. “Create Destruction Params” button should change to “To Destruction Params”. This button navigates to mesh parameters in the Damage Lib.



- 8) Check mesh destruction by clicking “Destroy” button. Note: mesh destroyed state is not persistent and will not be saved when the level is saved.

