1. For some obscene reason, your trees you paint on the terrain have to have capsule colliders. Box colliders won’t work. So I put box colliders on the FALLING trees prefabs.
2. The fallen tree prefabs have a rigidbody and a box collider. The box collider keeps the trees from rolling around so much.
3. On the fallen tree prefabs, I constrain tree rotation to the Y Axis only, so the tree can only spin on its y axis..otherwise you have trees doing pinwheels and stuff :D
4. The pickaxe actually has all the logic scipts for tree chopping, which seems odd but works great. I mean…a board can’t chop down a tree, can it?
5. PickaxeChop.cs – The update method checks to see if the player is holding down the mouse, if so it plays the swinging animation.
6. At a certain point in the swing (about where it would hit the tree), the animation executes the Tree Chop method.
7. TreeChop fires off a ray, to see if we hit a tree, and chop it if so. It shoots the ray at the “Impact” child of the pickaxe.
8. Still needs some slight tweaks…like just putting a box collider on the falling prefabs means that sometimes, the tree won’t fall if it is on flat ground. Easily solved by putting a sphere collider at the bottom of the prefab ☺