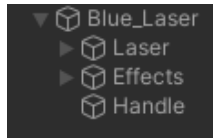# Laser Sword Prefab Hierarchy

(Path – Assets > LaserSword > Prefabs)
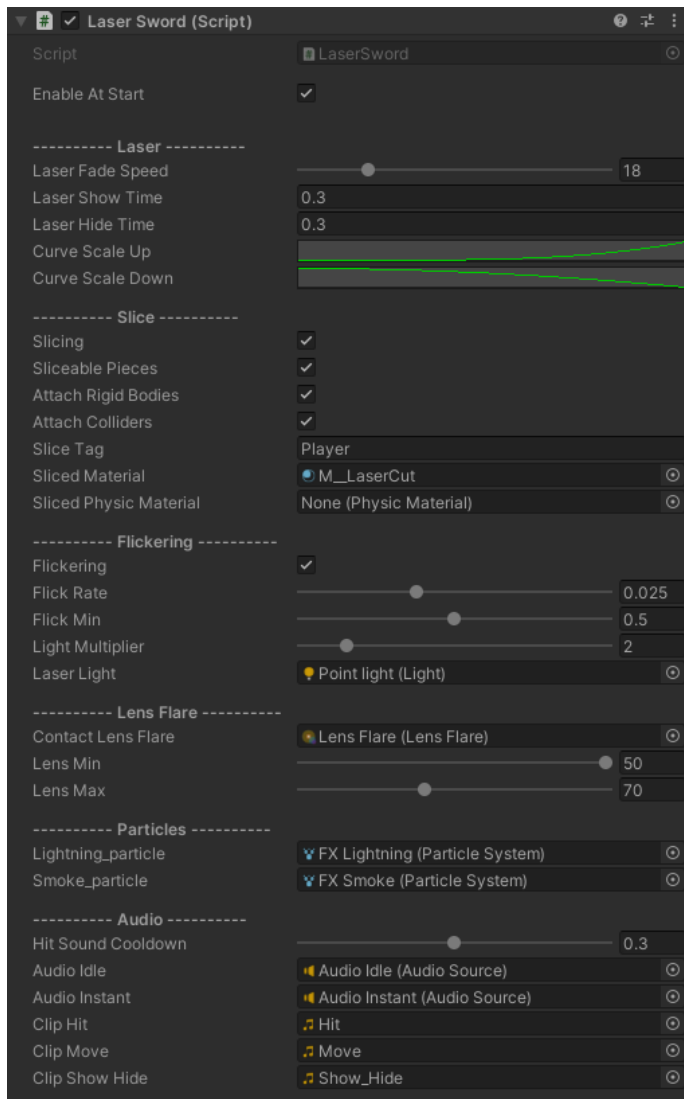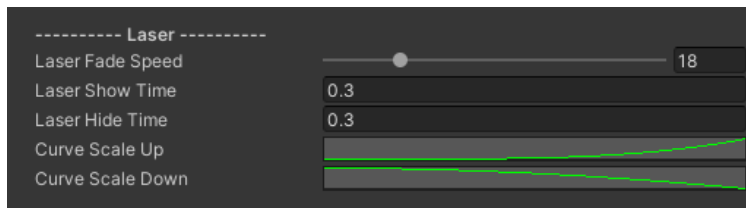

Laser – The main part. Contains the rig and the mesh of the laser.

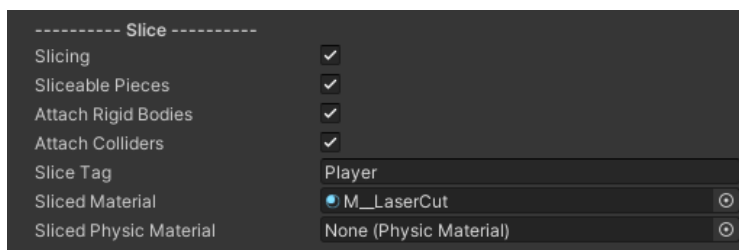Effects - Light, Particles, Lens Flare. You can disable any of them.

Handle - The hand part mesh. Can be replaced.

Laser Sword Component

Controls laser "Ghost" effect speed and Laser show / hide animations.

The slicing feature. Cuts objects into 2 pieces.

Slicing – enables / disables the feature

Sliceable pieces – can slice already sliced pieces.

Attach Rigidbodies / Colliders – attaches rigidbody and mesh collider component to the sliced parts.

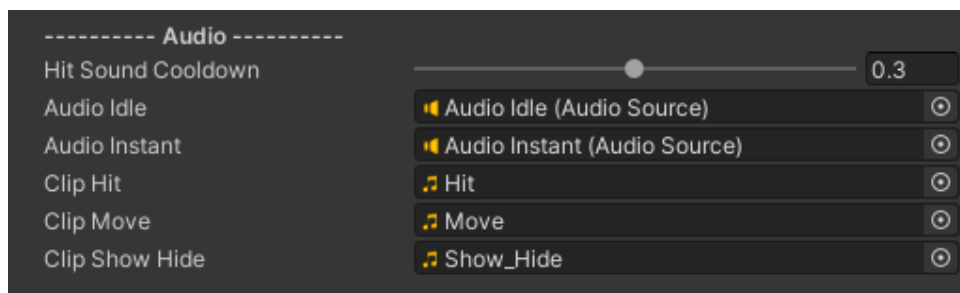**Slice Tag** – only slicing objects with this tag.

Sliced Material – the sliced surface material.

Requirements for slicing
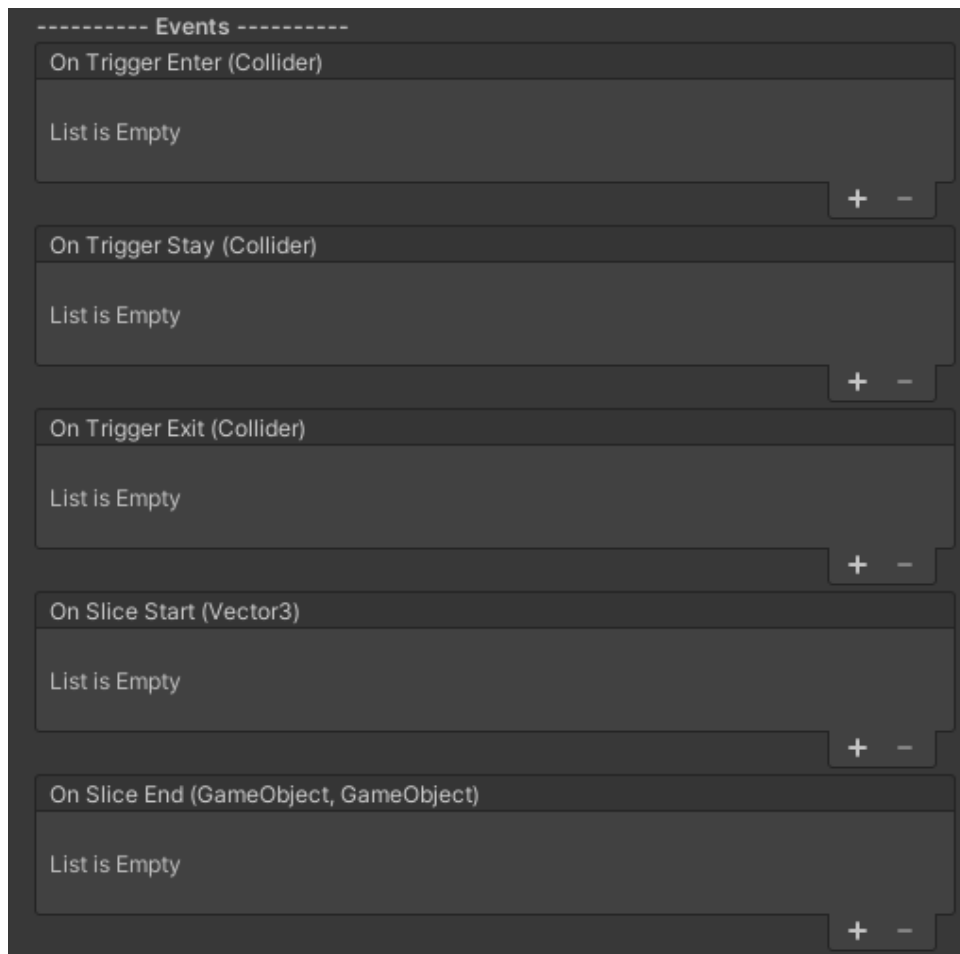
1) Sliceable objects should be uniform scaled - (1,1,1) or (0.2, 0.2, 0.2) or (5,5,5)… etc
2) Sliceable mesh should have Read/Write enabled in import settings.
3) Sliceable object's Mesh Renderer, Collider and Rigidbody components should be on the same gameobject.
4) Slicing multiple objects at same time can have impact on performance.
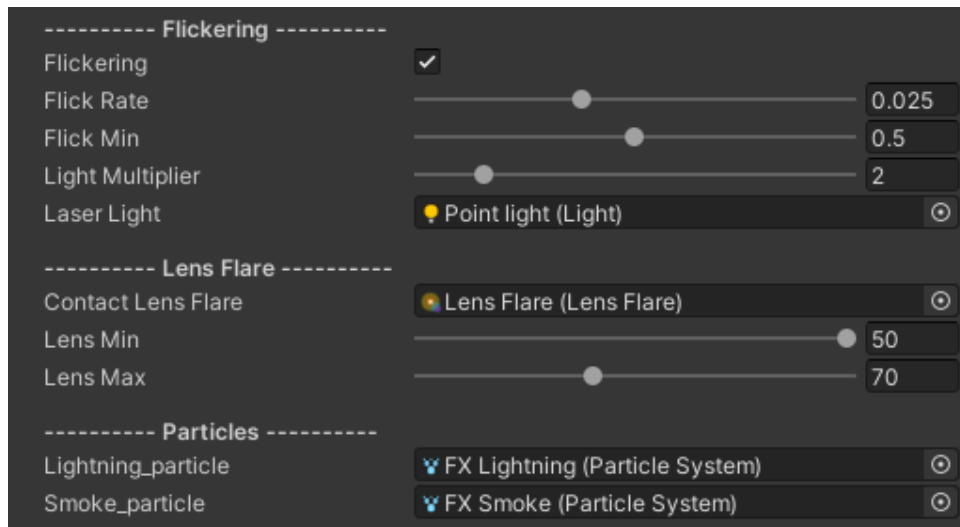
These are only visual effects. Does not affect on any logic or behaviour.

Audio clips for every Laser Sword action

---------- Events ----------

On Trigger Enter (Collider)

List is Empty

On Trigger Stay (Collider)

List is Empty

On Trigger Exit (Collider)

List is Empty

On Slice Start (Vector3)

List is Empty

On Slice End (GameObject, GameObject)

List is Empty

There are bunch of events for most of cases.

On Slice Start – return slicing position when it's start.

On Slice End – return 2 sliced gameobjects after.