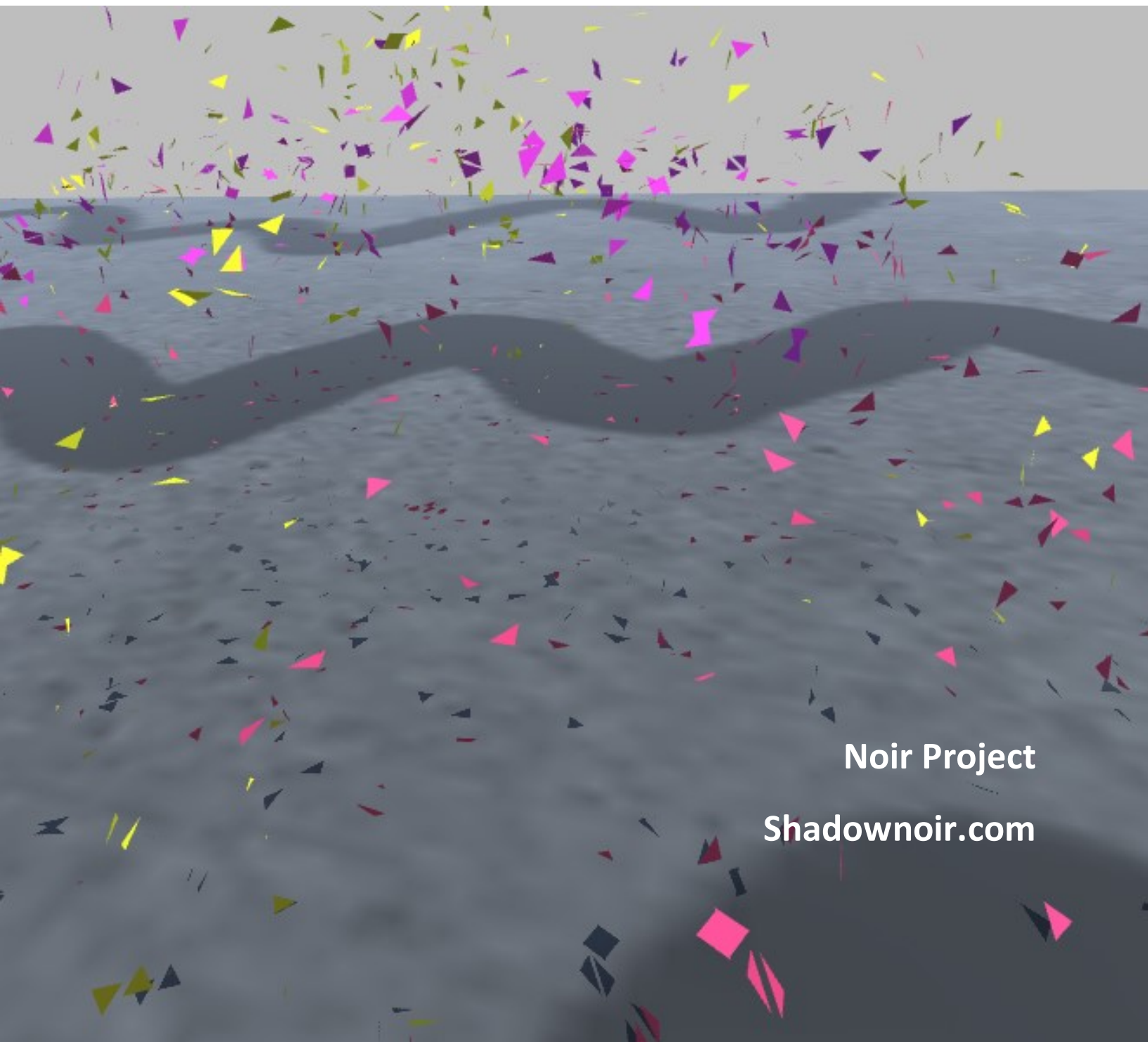


Noir Project

# Easy Destruction

Component Documentation



Noir Project

[Shadownoir.com](http://Shadownoir.com)

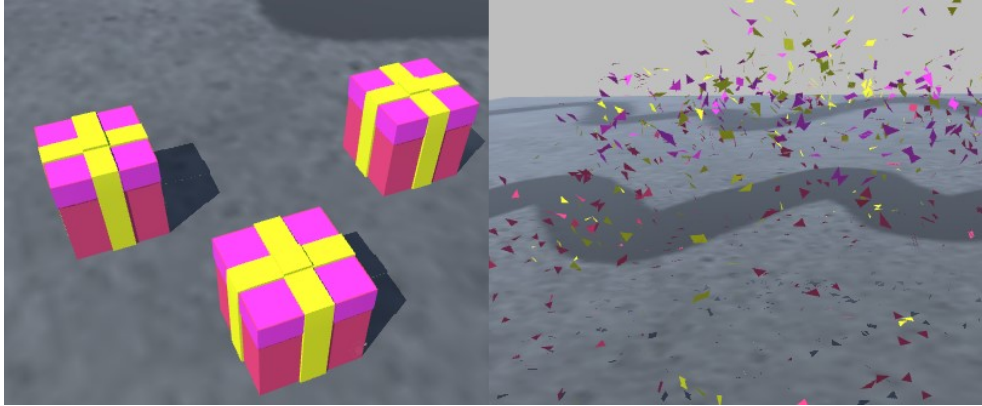
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## Before We Start

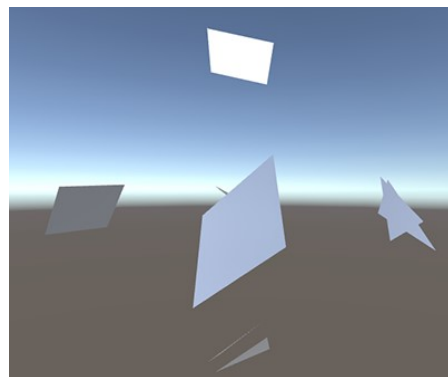
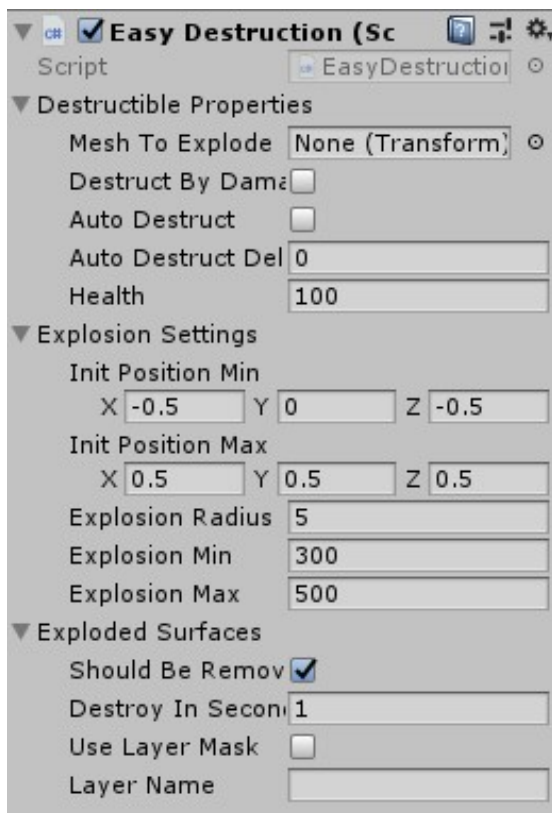
This component can handle destruction / explode effect by dividing the mesh quads to triangles to simulate explosion of desired mesh. There is no mandatory requirement, just where you place this script should have mesh filter, for example create a simple cube attach the component, set the explosion values and play the scene.

Two demo scene is available in this project, these are same but one them looped. The scenes are available inside component directory scene folder, and all you need to now about how the component works is there.



## Basic Setup

Take a look at the component. For the starting point, create a 3D Cube and then attach the Easy Destruction component to it. The component is available in **Scripts > Noir Project > Easy Destruction > Easy Destruction**.



Check the Auto Destruct checkbox and then play the scene, the cube will explode by these default settings.

Now let's check what is that options.

## Destructible Properties

All of the settings about the mesh and destruction is in this section.

### Mesh To Explode

This is the mesh we want to destruct, when it isn't set, the mesh containing the script will be destructed, so when you add this script on top of a mesh not need to define what mesh to explode.

### Destruct By Damage

When this value is checked the mesh can be destroyed by damage too. The **Health** value is for this reason.

### Auto Destruct

When this value is checked the Auto destruction process will be started at the scene start, and also you can set the delay timer in seconds before auto destruct.

### Auto Destruct Delay

The delay in seconds before auto destruction, this value is not affect destruction when **Auto Destruct** checkmark isn't checked.

### Health

This is the health of destructible mesh, when the health goes zero, the mesh will explode. This value just applied when **Destruct by Damage** is checked.

Check out the scene containing damage causer available at: **Scenes > DemoBoxDamageCaster**



## Explosion Settings

The settings of explosion such as explosion radius and forces and are available here.

### Init Position Min

Initial minimum position from the main mesh when exploded. The default value is (-0.5, 0, -0.5)

### Init Position Max

Initial maximum position from the main mesh when exploded. The default value is (0.5, 0.5, 0.5)

### Explosion Radius

The radius of the explosion, that can force mesh throw farther.

### Explosion Min

Explosion minimum power.

### Explosion Max

The Explosion maximum power that can be applied to exploded surfaces. Higher value cause farther travel.

## **Exploded Surfaces**

When the mesh explodes, the tiny surfaces will be thrown to the space, these settings are for these tiny destructed objects.

### **Should be Removed in Time**

When this value is checked the exploded tiny surfaces will be destroyed in desired time.

### **Destroy In Seconds**

The time in seconds for destroying the tiny parts.

### **Use Layer Mask**

We can set the layer mask on each tiny surface that cause the exploded parts to collide or not collide with the desired objects, by setting the layer mask and physics. When this value is checked each surface assigned to the desired layer name you specified.

### **Layer Name**

The name of layer you can set to the exploded parts assigned to that.