Smart Destruction2D

Updated: 2018/10/23
Current Asset Version: 1.0.2
Latest Documentation: Link
Roadmap: Link

- **Destruction2D Components**
  - Components
  - Bonus Components
  - Component Reference
  - Bonus Component Reference

- **Destruction2D Scripting API**

  This API is used to interact with existing game objects that got Destruction2D component attached
  - Static Functions
  - Static Functions Reference
  - Methods
  - Methods Reference

- **Destruction2D Events Handling**
    <Working on Documentation>
  - Destruction2DAnchors

If there are any questions/feature requests or need help, feel free to contact!

Documentation is the development, there will be updates!
Forum Discussion (Soon)
Contact: simonas@kuzmickas.lt

Desctuction2D Components

Components

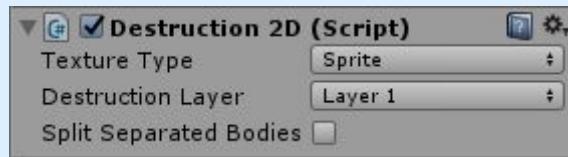|	
[Destruction2D](#)	*Physics component for destroying sprites & meshes (Require Collider2D)*
[Destruction2DController](#)	*Mainly for mouse input which is used to affect destructible objects*
Destruction2DAnchors	*Attach sprite to a specific collider, once attached, the sprite part will fall off*
Destruction2DManager	*Component to manage performance options*

Bonus Components

[Mesh2D](#)	*Creates a mesh from attached Collider2D*

Component Reference

Destruction2D	
appearance	
description	*Physics component for Destroying sprites & meshes*
information	***Parameters:*** - *Texture Type* - *Destruction Layer* ○ - *Split*

Destruction2DController	
appearance	
description	*Mainly for mouse input which is used for destruction*
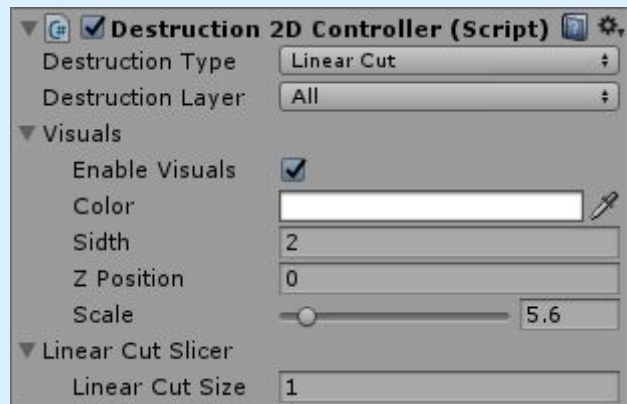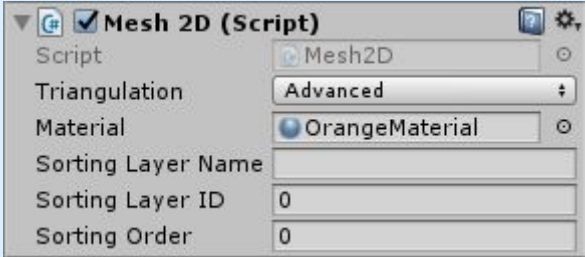
information	***Parameters:***
	- *Destruction Type*
	    ○ *Linear Cut*
	    ○ *Complex Cut*
	    ○ *Polygon*

Bonus Component Reference

Mesh2D	
appearance	
description	*Creates a mesh from already attached Collider2D*
information	**Parameters:** • *Triangulation* 　○ *Advanced* 　○ *Legacy* • *Material*

Destruction2D Scripting API

This API is used to interact with existing game objects that are having Destruction2D component attached

Functions

DestroyByLinearCutAll	*Destroy all objects <u>linearly</u> using a line by 2 given points & width*
DestroyByComplexCutAll	*Destroy all objects <u>non-linearly</u> by given points list & width*
DestroyByPolygonAll	*Destroy a piece of area from a polygon - using polygon as a parameter*
AddModifierAll	*Blend in another image modifier into the sprites*
GetList	*Get List of Destruction2D components in the scene*
GetListLayer	*Get List of Destruction2D components with specific layer in the scene*

Static Functions Reference

static void *Destruction2D.*DestroyByLinearCutAll (**LinearCut** cut)	
returns	*nothing*
description	*Destroy all GameObjects in the scene with Destruction2D component attached. Destroy linearly using a line by 2 given points & width*
information	*<not documented yet>*

static void *Destruction2D.*DestroyByComplexCutAll (**ComplexCut** cut)	
returns	*nothing*
description	*Destroy all GameObjects in the scene with Destruction2D component attached. Destroy non-linearly using a curve by given points list & width*
information	*<not documented yet>*

static void *Destruction2D.*DestroyByPolygonAll (**Polygon2D** polygon)	
returns	*nothing*
description	*Destroy all GameObjects in the scene with Destruction2D component attached. Destroy by a polygon*
information	*<not documented yet>*

Methods

[DestroyByLinearCut](#)	*Destroy object <u>linearly</u> using a line by 2 given points & width*
[DestroyByComplexCut](#)	*Destroy object <u>non-linearly</u> by given points list & width*
[DestroyByPolygon](#)	*Destroy object by using polygon as a parameter*
[DestroyByCollider](#)	*Destroy object by using collider component*
AddModifier	*Blend in another image modifier into the sprite*

Methods Reference

static void DestroyByLinearCut (LinearCut cut)

returns	*nothing*
description	*Destroy object in the scene.* *Destroy linearly using a line by 2 given points & width*
information	*<not documented yet>*

static void DestroyByComplexCut (ComplexCut cut)

returns	*nothing*
description	*Destroy object in the scene.* *Destroy non-linearly using a curve by given points list & width*
information	*<not documented yet>*

static void DestroyByPolygon (Polygon2D polygon)

returns	*nothing*
description	*Destroy object in the scene.* *Destroy by a polygon*
information	*<not documented yet>*

static void DestroyByCollider (Colider2D polygon)

returns	*nothing*
description	*Destroy object in the scene.* *Destroy by a collider*
information	*<not documented yet>*