

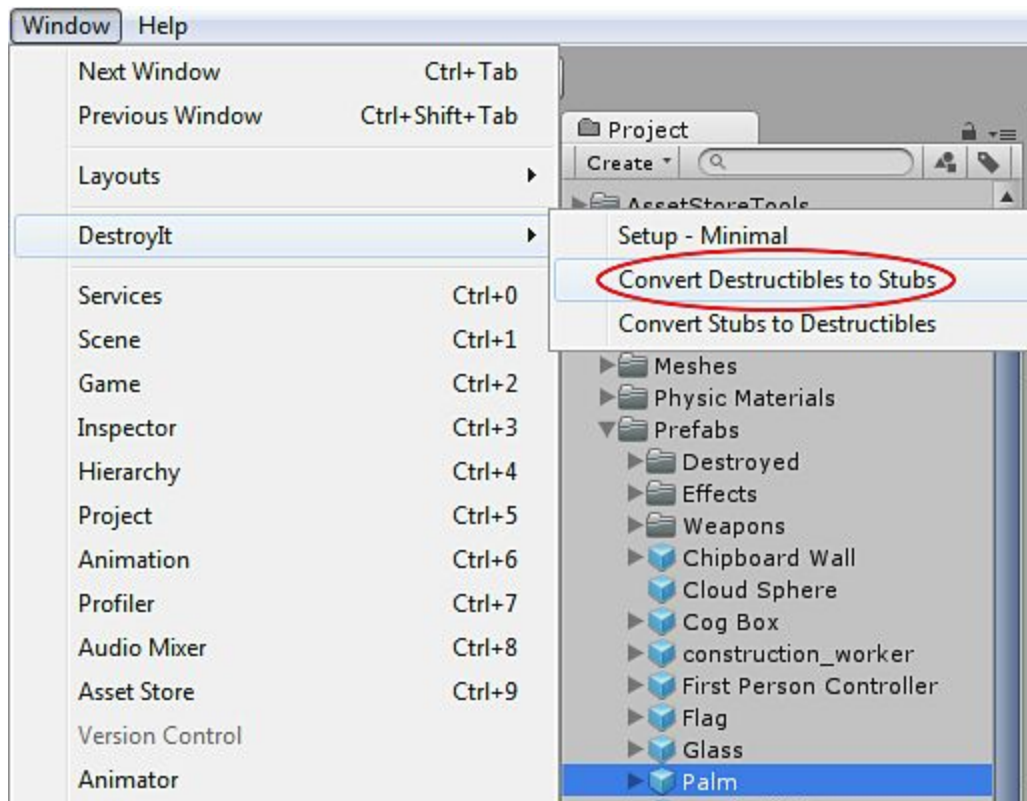
# DestroyIt-Ready Assets

ModelShark Studio is pleased to provide a solution for creating and exporting your own destructible, DestroyIt-Ready assets that can be easily shared with other game developers or sold on the Asset Store!

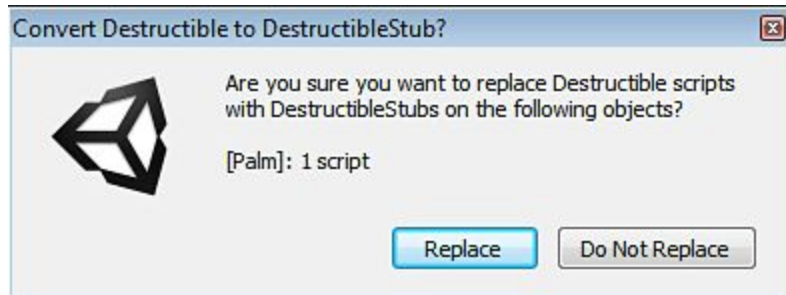
Your asset package only needs a single “stub” script from DestroyIt, which we grant specific permission to distribute and package with your assets. DestroyIt-Ready assets can be imported into a project that contains DestroyIt, and easily converted back into fully-functional destructible objects.

## Creating a DestroyIt-Ready Asset

Once you have created one or more destructible objects you would like to export, simply select them and choose **Window** → **DestroyIt** → **Convert Destructibles to Stubs** from the top menu in Unity.

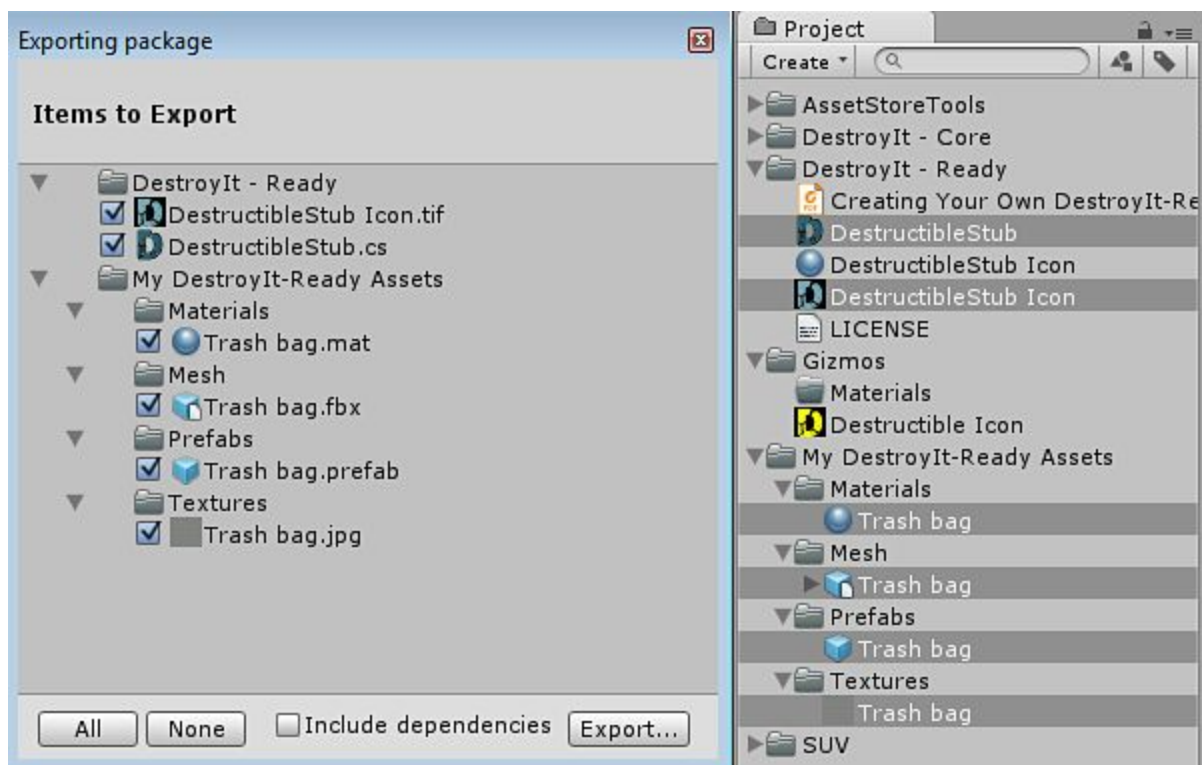


A confirmation will display, asking if you're sure and telling you how many Destructible scripts will be replaced.



Now you're ready to export your DestroyIt-Ready asset, along with the DestructibleStub script. As long as all of the assets were created by you (with the exception of the DestructibleStub script and icon of course), you can now sell it as a DestroyIt-Ready asset.

*(The best way to ensure you only export your content and the DestructibleStub.cs script is to right-click on the prefab in the Project, choose **Select Dependencies**, then **Export Package** and **uncheck Include dependencies**. Then double-check that nothing from the DestroyIt - Core folder is included.)*



**CAUTION!** Be absolutely certain not to include additional DestroyIt assets in your exported package. If any DestroyIt assets are included other than the DestructibleStub script and icon, we will have to request a takedown by Unity.

(For more information on creating destructible objects, see our Youtube channel: [DestroyIt playlist](#).)

## Using a DestroyIt-Ready Asset

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To use a DestroyIt-Ready asset package, simply import the package into a project that contains DestroyIt, select all of the DestroyIt-Ready objects and choose **Window** → **DestroyIt** → **Convert Stubs to Destructibles** from the top menu in Unity. A confirmation will display, and after confirming the action, the destructible objects will be fully-functional.

