Terrain Engine 2D
A 2D Block Engine for Unity
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Terrain Engine 2D
User Manual - V1.20

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Falling Blocks

In depth information on the Falling Blocks simulation.

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General

The Falling Blocks simulation allows you to designate certain types of blocks to fall with gravity. You can designate any blocks of the **Falling Block Layer** as Falling Blocks in the [Block Setup](#) tab of the World inspector. These blocks when placed will move in the negative y direction until they are stopped by a stationary terrain block. If these blocks fall into water, the water will be pushed into adjacent blocks.
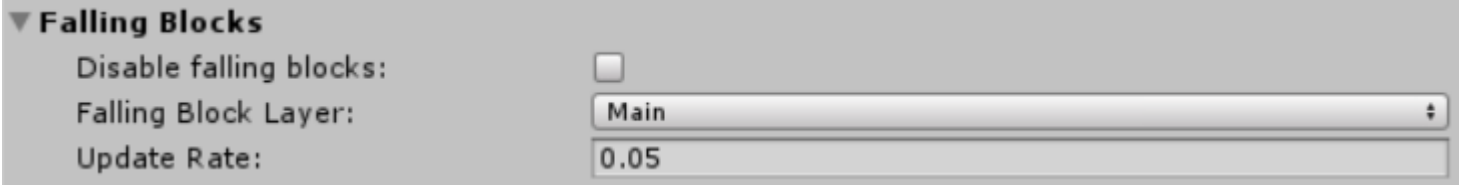

Terrain Engine 2D Falling Blocks

Note that this feature is meant for side-scrolling type games (with gravity in the -y direction), and would not work in a top-down style 2d game.

Falling Blocks Properties

In the **Falling Blocks** section you have options for disabling the falling block simulation. You can set the layer that can have falling blocks (there can only be one) and set the update rate controlling how fast the simulation will update.

Terrain Engine 2D Falling Blocks Properties

- **Disable falling blocks** Disable the falling block simulation, no blocks will fall with gravity
- **Falling Block Layer** This is the layer which can contain falling blocks
- **Update Rate** The rate at which the Falling Block Simulation will run (higher rate means slower update time)

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