

Welcome to the documentation and thank you for purchasing **Mesh Fracture**!

For any questions, don't hesitate to contact me at: maxilevi77@gmail.com

Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.

Getting Started

Setup

First of all add the `Fracture` component to the GameObject you want to fracture.

The next thing we need to do is to select the `Filter` and the `Renderer` property from the `Fracture` component and select the `MeshFilter` and `MeshRenderer` component from the object you want to explode so the scripts knows how to create the fracture particles.

Trigerring it

Now to make the mesh fracture we need to trigger it. In order to do that we need to call the `Fracture::Trigger()` method. Here is an example:

Create a new script called `Trigger.cs` and add it next to the same game object as the `Fracture` component.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Trigger : MonoBehaviour {

    void Start()
    {
        StartCoroutine (Explode());
    }

    private IEnumerator Explode()
    {
        yield return new WaitForSeconds (5);
        transform.GetComponent<Fracture>().Trigger();
    }
}
```

When pressing play, this script will make the gameobject explode after 5 seconds.

Script Reference

| Property | Description | Default Value |
|--------------------------------|--|-------------------|
| <code>Use Gravity</code> | Apply gravity to the fragmented objects. | <code>true</code> |
| <code>Destroy Particles</code> | If we should destroy the generated particles. | <code>true</code> |
| <code>Seconds</code> | Seconds to wait before destroying the particles. Depends on <code>Destroy Particles</code> | <code>5</code> |
| <code>Force</code> | The force of the fragmentation. e.g. How far away objects are pushed. | <code>20</code> |
| <code>Radius</code> | The radius of objects that are affected by the explosion that are affected. | <code>30</code> |
| <code>Audio</code> | Audio source to play when triggering the explosion. | <code>null</code> |

| Property | Description | Default Value |
|----------|---|---------------|
| Debris | Game Object to use as a parent for the fragmented pieces generated. | null |
| Filter | Mesh filter to use generate the triangles from. | null |
| Renderer | Mesh renderer to get the materials from. | null |