

SgtThruster

This component allows you to create simple thrusters that can apply forces to Rigidbodies based on their position. You can also use sprites to change the graphics.

Throttle

How active is this thruster? 0 for off, 1 for max power, -1 for max reverse, etc.

Rigidbody

The rigidbody you want to apply the thruster forces to

ForceAtPosition

The type of force we want to apply to the Rigidbody.

ForceMode

The force mode used when ading force to the Rigidbody.

ForceMagnitude

The maximum amount of force applied to the rigidbody (when the throttle is -1 or 1).

Create

Create a child GameObject with a thruster attached

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