The Gravity Source Component

This component can be used to create gravity wells in your scene. In order for objects to be affected by gravity sources, they must have the **Space graphics Toolkit → Gravity Receiver** component attached.

Gravity Source

Type

This field allows you to change the type of gravity well.

● Exponential

The strength of the gravity well will decay exponentially with distance, similar to gravity in the real world.

● Linear

The strength of the gravity well will decay linearly with distance.

Force

This allows you to set the maximum force applied to rigid bodies in the gravity well.

Radius

This allows you to set the inner radius of the gravity well, this is where gravity will be strongest.

Width

This allows you to set the distance between the inner gravity well and the outer gravity well. The strength of the gravity in this region will go from 100% to 0% based on distance.