Vertex Wind

By Untitled Tools

There is not much to learn because this is a very simple tool to use, all you have to do is add the Wind Script prefab to your scene, then follow these steps…

* Step 1: Open the foldout labeled “Wind Objects” and add all of the game objects that you want to have vertex wind enabled to the list.
* Step 2: Either change or add the parameters below the Wind Objects list (Hovering over them will show you what they each do).
* Step 3: Run the game and enjoy the package!

**The Wind Effector Radius Script:**

The wind effector radius script can affect wind in a set radius of the object it was placed onto. To see what a parameter does on the script simply hover over it.

This script is great for having something like a helicopter fly down into a forest and affect the trees around it. It is fully dynamic (no parameter is set only on startup), so it can be scaled and moved around during runtime and it will still work.