Yue Destructible Pack

"Yue Destructible" is an asset that includes precalculated easy-to-use destructible objects.

For a video **tutorial and additional information** check out https://www.youtube.com/c/YueBeifong

- To start, I recommend checking the included demos in the "scenes" folder.

Properties

All settings for **Yue Destructible component** explained:

Collisions

- **Shatter Bounce Multiplier –** This property is multiplied with the impulse of an incoming collision and creates an impulse spherical to the collision point. Increasing it will result in that debris will fly further away from its breaking-collision point.
- **Maximum Impulse –** This sets the maximum impulse a destructible object can take before it breaks.

Damage

- **Impulse Damage Multiplier** - The "Impulse Damage Multiplier" property determines how strong the impact of a collision is to the "health" of the object multiplied with the impulse on collision. For this to have an effect the "Accumulate Damage"-Checkbox has to be ticked.
- **Checkbox "Accumulate Damage"** - This is causing the objects to take multiple collisions into account. Collisions will have an impact on the "health" of an object. How high the impact is depending on the "Impulse Damage Multiplier".

Disappearance

- **Checkbox "Is Disappearing" –** This will make the object disappear by size over time after destruction.
- **Disappear Time** – This value defines in what time the debris of a destructed object will disappear. This will only have an effect if "Is Disappearing" is checked.

Sound

- **Impulse Volume Factor** – Determines the volume of a played sound-effect on collision, multiplied with the impulse of a collision on destruction.