# Unity 2D Physics Fundamentals

#### **JOINTS INTRO**



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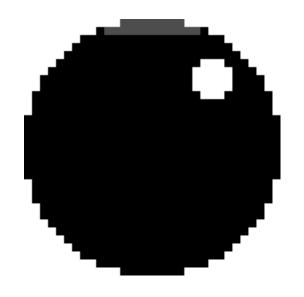


### Previously Covered Components





# Examples







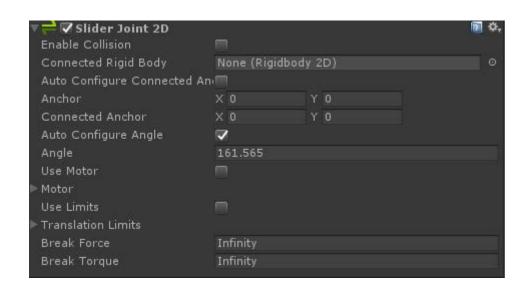
### Examples cont.

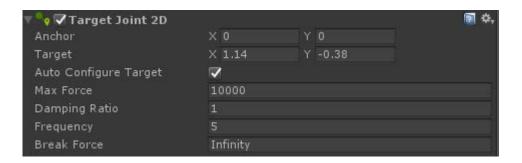
Minus the other side of the pulley

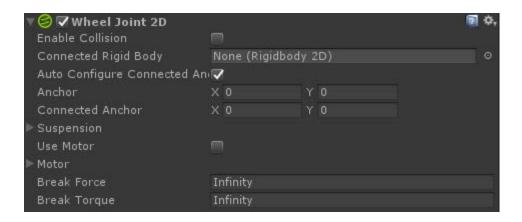




#### Joint Types









## Joint Types Cont.

√ 😽 🗸 Hinge Joint 2D			₽ \$.
Enable Collision	m		
Connected Rigid Body	None (Rigidbody 2D)		
Auto Configure Connected	An 🗸		
Anchor	× 0	Y 0.87	
Connected Anchor	X 1.14	Y 0.49	
Use Motor			
▼ Motor			
Motor Speed	0		
Maximum Motor Force	10000		
Use Limits	m		
► Angle Limits			
Break Force	Infinity		
Break Torque	Infinity		

考 🗸 Spring Joint 2D			₽ ♦,
Enable Collision			
Connected Rigid Body	None (Rigidbody 2D)		
Auto Configure Connected A	An (		
Anchor	X 0	Y 0	
Connected Anchor	X -1.58	Y -1,48	
Auto Configure Distance	✓		
Distance	0.005		
Damping Ratio	0		
Frequency	1		
Break Force	Infinity		

