# Unity 2D Physics Fundamentals

#### **EFFECTORS INTRO**

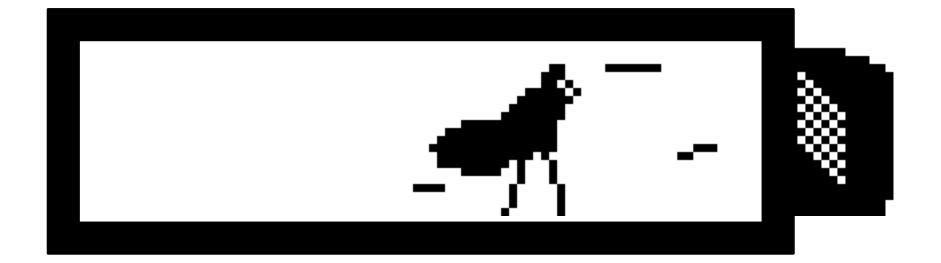


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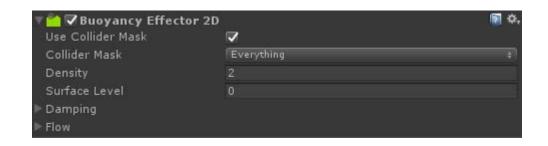
### Effectors

- Area parameter based
- Highly dependent on force and rigidbody's



## Effectors Types

▼ 🖴 🗸 Platform Effector 2	2D	₽ \$.
Use Collider Mask	✓	
Collider Mask	Everything	
Rotational Offset	0	
▽ One Way		
Use One Way	✓	
Use One Way Grouping	m	
Surface Arc	180	
▶ Sides		



√ 🚟 🗸 Surface Effector	2D	<u> </u>
Use Collider Mask	✓	
Collider Mask	Everything	
√ Force		
Speed	1.	
Speed Variation	0	
Force Scale	0.1	
Options		



## Effectors Types Cont.

▼🖃 🗸 Area Effector 2D		₽ \$,
Use Collider Mask		
Collider Mask	Everything	
▼ Force		
Use Global Angle	_	
Force Angle	180	
Force Magnitude	10	
Force Variation	0	
Force Target	Rigidbody	
▶ Damping		

▼ 🔰 🗸 Point Effector 2D		₽ \$,
Use Collider Mask	✓	
Collider Mask	Everything	#1
▼ Force		
Force Magnitude	-10	
Force Variation	0	
Distance Scale	1	
Force Source	Rigidbody	
Force Target	Rigidbody	
Force Mode	Constant	
▶ Damping		

