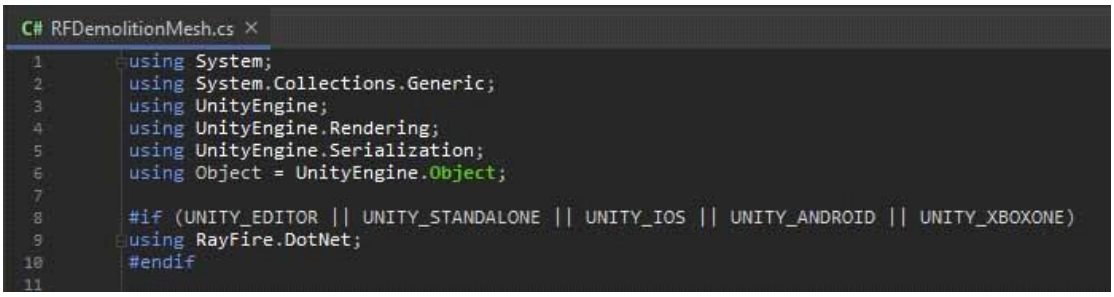
How to build without libraries

Rayfire for Unity plugin supports runtime fragmentation and slicing for Windows, MacOS, iOS, Android and Linux platforms. Plugin provides libraries for every supported platforms that will go to build.

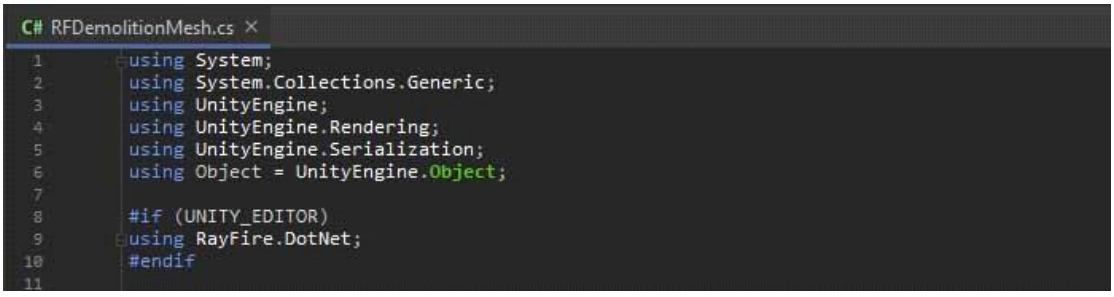
In case you do not use Runtime fragmentation or slicing in your game you do not need to have all these libraries in your build because they will increase your build size and they won't be used.

This instruction explains how to safely disable libraries from going to build, but you still will be able to fragment and slice objects in Editor.

1. Open **RFDemolitionMesh.cs** script in *Assets**RayFire**Scripts**Classes**Rigid* folder.



2. Edit **#if** statement at line 8 and leave only *UNITY_EDITOR* symbol.



3. Open **RFFragment.cs** script in *Assets**RayFire**Scripts**Classes**Shatter* folder.

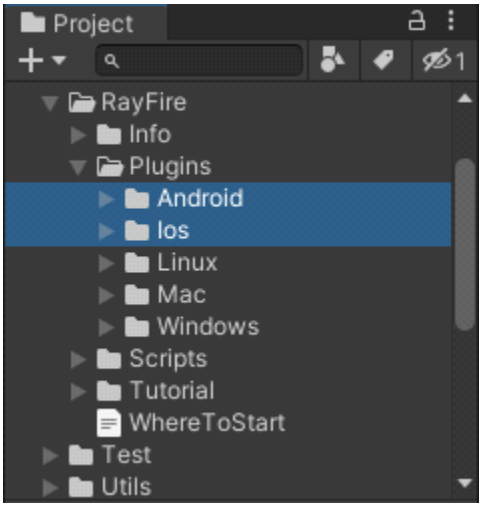
4. Edit in the same way **#if** statement at line 7 and leave only *UNITY_EDITOR* symbol.

5. Open **RayFireShatter.cs** script in *Assets**RayFire**Scripts**Components* folder.

6. Edit in the same way **#if** statement at line 6 and leave only *UNITY_EDITOR* symbol.

   Now library code will be used only in Editor.
   At next step you need to disable specific platform libraries in Inspector.

7. In **Project** window in *Assets**RayFire**Plugins* folder select **Android** and **Ios** folders and **delete** them since these libraries are not used in Editor.



8. If you work on **Linux** platform, select **Mac** and **Windows** folders and delete them.
   If you work on **Mac** platform, select **Linux** and **Windows** folders and delete them.
   If you work on **Windows** platform, select **Linux** and **Mac** folders and delete them, then open **Windows** folder, select **x86** folder and delete it as well.

   You should keep only libraries for platform that you are working on.

9. In **Project** window select by one library file in the last folder of the platform that you are working on and in Inspector, under **Select platforms for plugin** caption **disable Standalone** property and leave enabled **only Editor**.

10. After editing, **click on Apply** button.

After this procedure, you will be able to shatter objects in Editor using Rayfire Shatter component, but all runtime fragmentation features will not work in your game and library files will not be added in build.