

# Pyro / CollisionState

Namespace **Playniax.Pyro**

Inherits from **CollisionBase2D**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/Collisions 2D/CollisionState.cs**

## Class CollisionState

### Description

Collision properties.

Public fields	Description
<code>bool autoPoints = true</code>	Determines if points are automatically set by multiplying structuralIntegrity by 10 (default value 10 can be changed by setting 'autoPointsMultiplier')
<code>int playerIndex = -1</code>	<p>Determines what player is rewarded.</p> <p>-1 does nothing but anything above -1 adds the points of an object destroyed to the player the index is set to.</p> <p>For example if playerIndex = 0 the points will be rewarded to player 1. playerIndex = 1 and the points will be rewarded to player 2 etc.</p> <p>To get the points you can do something like: <code>PlayerData.Get(0).score</code></p>
<code>OutroSettings outroSettings = new OutroSettings()</code>	Outro Settings.
<code>CargoSettings cargoSettings = new CargoSettings()</code>	Cargo Settings.
<code>EventSettings eventSettings = new EventSettings()</code>	Event Settings.
<code>SpriteRenderer spriteRenderer</code>	SpriteRenderer to use.
<code>bool generateBoxCollider = true</code>	Determines if a BoxCollider should be created automatically when a collider is missing.

## Class CollisionState.CargoSettings

### Description

Cargo is released when an object is destroyed.

Public fields	Description
<code>GameObject[] prefab = new GameObject[0]</code>	The list of cargo objects.
<code>float scale = 1</code>	Determines the scale of cargo objects.

## Class CollisionState.EventSettings

### Description

Outro Settings determine what effect to play when an object is destroyed.

## Class CollisionState.OutroSettings

### Description

Outro Settings determine what effect to play when an object is destroyed.

Public fields	Description
<code>string emitterId = "Explosion Red"</code>	Determines what emitter to call.
<code>float emitterScale = 1</code>	Determines to emitter scale.
<code>MessengerSettings messengerSettings = new MessengerSettings()</code>	Messenger Settings.
<code>AudioProperties audioSettings = new AudioProperties()</code>	Audio Settings.
<code>bool enabled = true</code>	Determines if outro is used.

## Class CollisionState.MessengerSettings

### Description

Messenger Settings determine what messenger to use and if text or rewards are to be displayed.

Public fields	Description
<code>string messengerId = "Score"</code>	Determines what messenger to use.
<code>string text</code>	Display text. Displays score points when left blank.
<code>bool enabled = true</code>	Determines if messages are enabled or not.