Of course! Here's a **clean, professional** Info / How To Use document you can attach or include in your project for your Breakable Assets system:

📘 SatProductions - Breakable Assets System

Overview

The **Breakable Assets** system allows you to easily create interactive objects that **break** upon collisions or programmatically, with **explosive force**, **sound effects**, and **optional delayed cleanup**.

It includes:

- A customizable **BreakableObject** script.

- A user-friendly **custom inspector** with grouped settings.

- An example script (**BreakObjectOnCollide**) for automatic breaking on collision.

✨ Setup Instructions

1. Add a Breakable Object

- Attach the `BreakableObject` script to any GameObject you want to make breakable.

- Configure its settings in the Inspector (custom UI provided).

- Make sure your object has a **Rigidbody** and **Collider** if it should physically interact.

2. Customize Behavior

In the BreakableObject Inspector, you can set:

💥 **Explosion Settings**

- **Explosion Power**: The force applied to each broken piece when breaking.

💥 Collision Settings

- **Break On Hit**: If enabled, the object will automatically break when hit by a collider (requires separate script or manual trigger).

🔊 Audio Settings

- **Break Sound**: Audio clip played when the object breaks.

- **Spawn Sound**: Audio clip played when the object is spawned.

- **Volume**: Controls the sound volume.

🛠️ Debug & Gizmos

- **Show Gizmos**: Visualize settings like explosion radius inside the editor (for debugging).

⚡ Destruction Settings

- **Deactivate Pieces After Delay**: If enabled, broken pieces will fade out and be deactivated after a delay.

- **Delay Time (s)**: Time before pieces start fading/deactivating.

- **Fade Duration (s)**: Duration of the fade-out effect.

🚀 Breaking and Repairing Manually

The Inspector includes two **buttons**:

- **Break Object**: Instantly breaks the selected object(s) in the editor (for testing).

- **Fix Object**: Restores the object to its original unbroken state.

🧪 Example: Break On Collision Script

You can make objects break automatically on collision by using the provided `BreakObjectOnCollide` script:

```csharp
private void OnCollisionEnter(Collision collision)
{
    if (collision == null) return;

    if (collision.gameObject.GetComponent<BreakableObject>())
    {

        BreakableObject breakableObject =  collision.gameObject.GetComponent<BreakableObject>();

        if (breakableObject.BreakOnHit)
        {
            breakableObject.Break();
        }
    }
}
```

🔗 Useful Links

- **Website**: SatProductions.com
- **[Sat Productions Discord Community](#)**

❓ FAQ

Q: Can I break the object manually through script?
 A: Yes! Call `BreakableObject.Break()` at any time.

Q: Can I restore a broken object?
 A: Yes! Call `BreakableObject.FixObject()`.

Q: Does the system support networking?
 A: Not out of the box. You would need to synchronize break and fix events manually in a multiplayer environment. but basically you just need to do call `BreakableObject.Break()` on all clients.

❓ FOR ANY HELP OR QUESTION OR JUST SAY HI

Website: SatProductions.com

Sat Productions Discord Community