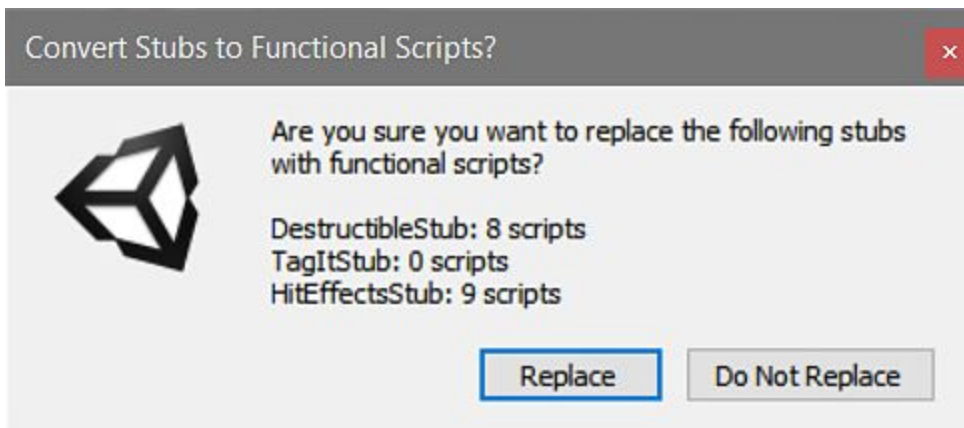
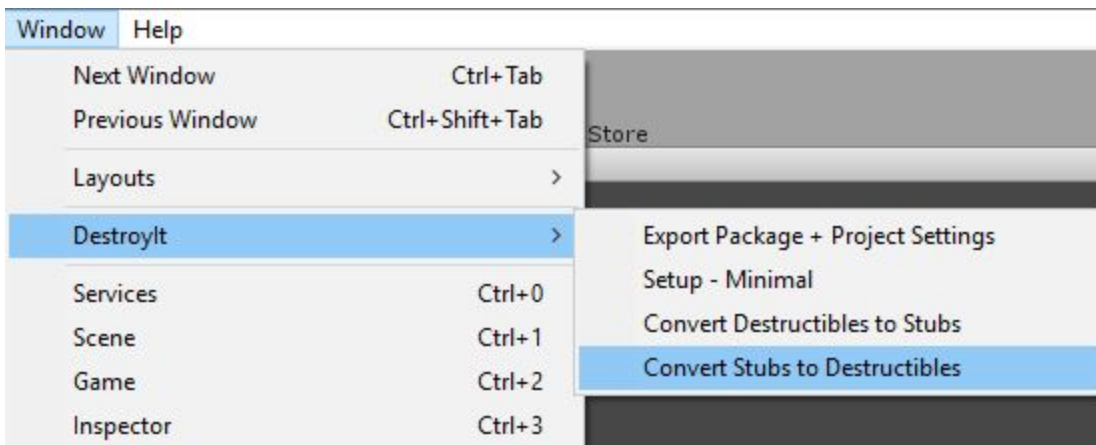
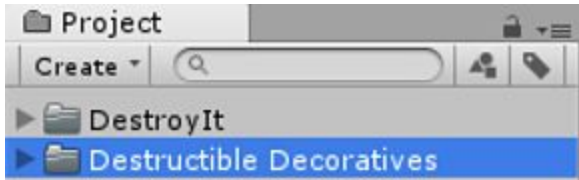


Converting Destructible Objects To Work With DestroyIt

Step 1: Make sure both DestroyIt and the Destructible Decoratives packages are imported into your project. Include the “Extras (safe to delete)” folder when importing DestroyIt

Note: If you want to test the pack using DestroyIt’s weapons, also include the “Demos (safe to delete)” folder when importing DestroyIt.

Step 2: Click on the package folder in your project and select **Window --> DestroyIt --> Convert Stubs to Destructibles**



That’s it! Your prefabs are now converted to use DestroyIt!

Using The Asset Standalone

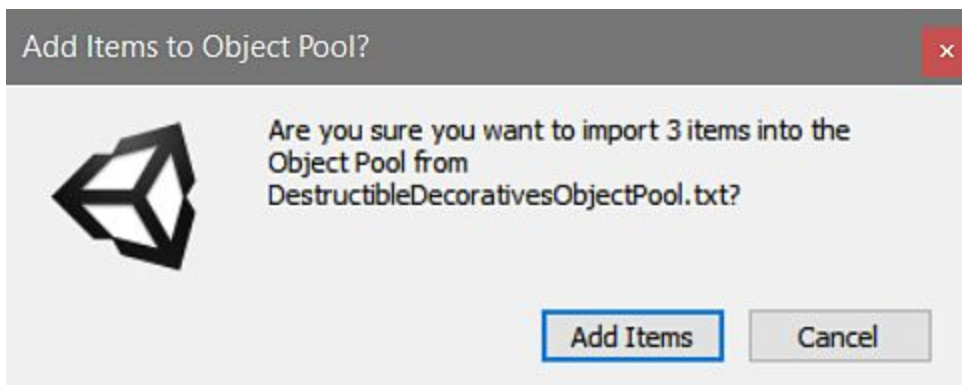
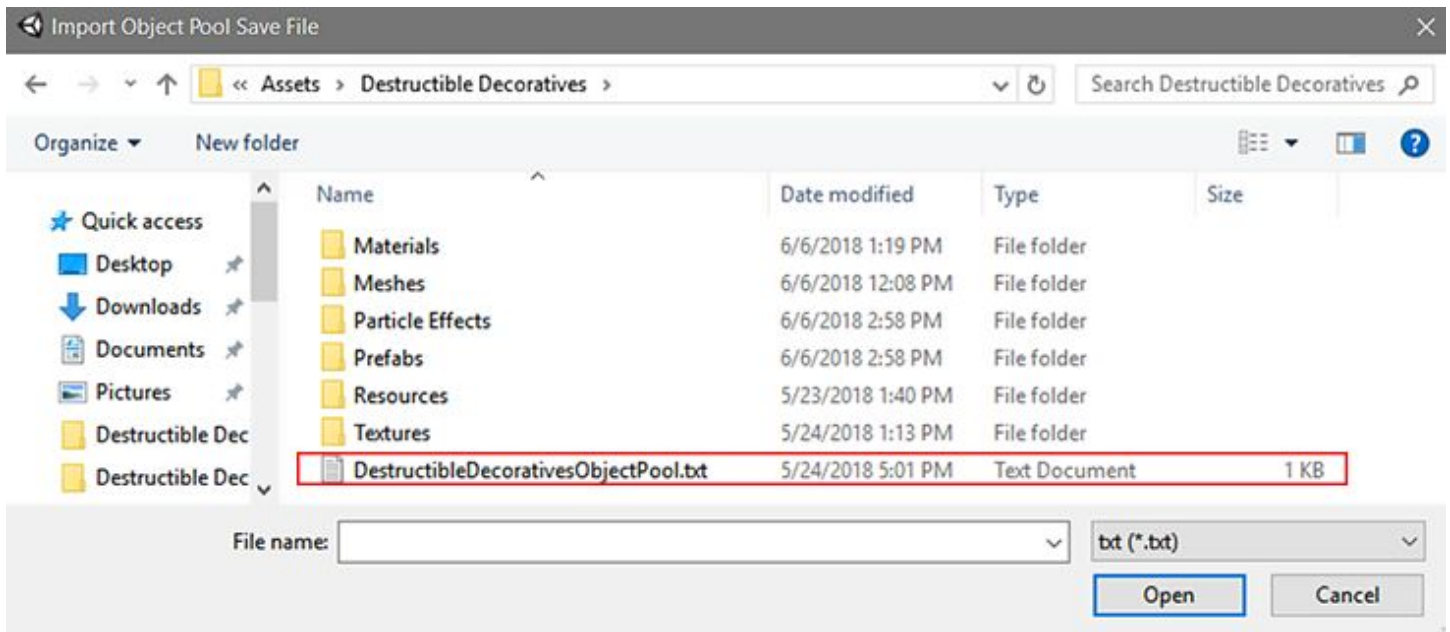
If you wish to use the assets without destruction, or with another prefab-replacement destruction system, you can simply use them as-is. The stub scripts should not cause any issues.

Testing The Destructible Pack With DestroyIt

Step 1: Follow the steps in “Converting Destructible Objects To Work With DestroyIt” above

Step 2: Open the \Assets\DestroyIt\Demos (safe to delete)\Main Scenarios Scene

Step 3: Select the **_GameManager** in the Hierarchy, scroll to the **Object Pool** script, and select **Import**



Press play and test out the demo!