

```
public class Dropper : MonoBehaviour
```

1 reference

```
{ [SerializeField] float Time_Elapsed;
```

2 references

```
MeshRenderer render;
```

2 references

```
Rigidbody rigid_body;
```

0 references

```
void Start()
```

```
{
```

```
    render = GetComponent<MeshRenderer>();
```

```
    render.enabled = false;
```

```
    rigid_body = GetComponent<Rigidbody>();
```

```
    rigid_body.useGravity = false;
```

```
}
```

Accessing
properties/attributes
of class