

# PyroTechnix

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*Thanks for purchasing this great asset! You won't be disappointed.  
If you have any questions or there are any problems at all,  
please email me at: [llt@dunnalex.com](mailto:llt@dunnalex.com)  
- Alex*

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## Information

PyroTechnix allows you to make some great looking explosions all from the editor!

Forum Thread : [PyroTechnix - Volumetric Explosion Framework](#)

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## Getting Started

To quickly get started with PyroTechnix, please follow these steps:

- a) Import the plugin into your Unity project.
- b) Load up the ‘\_Volume Renderer Demo’ scene, and verify that every thing is working. If all is well you should see a volumetric explosion puff, animating in the centre of the screen. (NOTE: You can orbit around by holding the RMB and moving the mouse. Try changing some values on the explosion object and see how the system updates in real time. You don’t need to be in play mode to change properties to the explosion, you can view the changes in the main view or the scene view.)
- c) In the PyroTechnix/Prefabs folder, you can use a selection of pre made explosion prefabs to get you started... Or feel free to create your own.

## Explosion Modules

### **Explosion System**

Explosion systems all start with this component. It is responsible for triggering the other explosion modules, as well as spawning the volumetric explosion object.

### **Camera Shake**

Use this component to apply some distance attenuated camera shake to any camera near an explosion. In order for this to work, you must have the CameraShake component added to any camera you wish to use this on.

### **Debris**

Spawn a number of debris objects (any rigidbody prefab) on explosion, and adds an explosive force to them.

### **Decal**

Need to leave a scorch mark on the ground around an explosion point. Attach this module and a decal prefab (I've included a sample decal for you to try out).

### **Force**

Apply a force to nearby rigidbodies. Select layers to target, as well as critical/normal radius parameters. There's a possibility of three callbacks called on an object within the radius of an explosion when this component is enabled;

OnExplosionHit(...);  
OnExplosionForceHit(...);  
OnCriticalExplosionHit(...);

If you wish to hook into these callbacks in your own components, just derive from the interface PyroTechnix.IExplosionReactive.

### **FX**

Spawn additional particle systems on explosion.

### **Kinematics**

Describe how the explosion puff will evolve over time (if at all).

### **Light**

Spawn a light source emitter on explosion, with various parameters.

***Shockwave***

Spawns a shockwave on explosion, settings for shockwave strength and radius are configurable.

***Sound***

Play sounds on explosion. Three sound slots are available, close sounds, medium distant sounds, and far sounds. Each will be picked based on distance to the listener.