RCC_DetachablePart

Public Variables

public ConfigurableJoint Joint {}   //   ConfigurableJoint component.

public Rigidbody Rigid {}   //   Rigidbody component.

public Transform COM;   //   Center of mass.

public Collider partCollider;   // Collider.

public DetachablePartType partType = DetachablePartType.Hood;

public bool lockAtStart = true;   //   Lock all motions of Configurable Joint at start.

public float strength = 100f;   //   Strength of the part.

public bool isBreakable = true;   //   Can it break at certain damage?

public bool broken = false;   //   Is this part broken currently?

public int loosePoint = 35;   // Part will be broken at this point.

public int detachPoint = 0;   // Part will be detached at this point.

public float deactiveAfterSeconds = 5f; //   Part will be deactivated after the detachment.

public Vector3 addTorqueAfterLoose = Vector3.zero;   //   Adds angular velocity related to speed after the brake point reached.

Public Methods

/// On collision with impulse.
public void OnCollision(float impulse) {}

/// Repairs, and restores the part.
public void OnRepair() {}