

3D Pottery Lowpoly Pack

Version 1

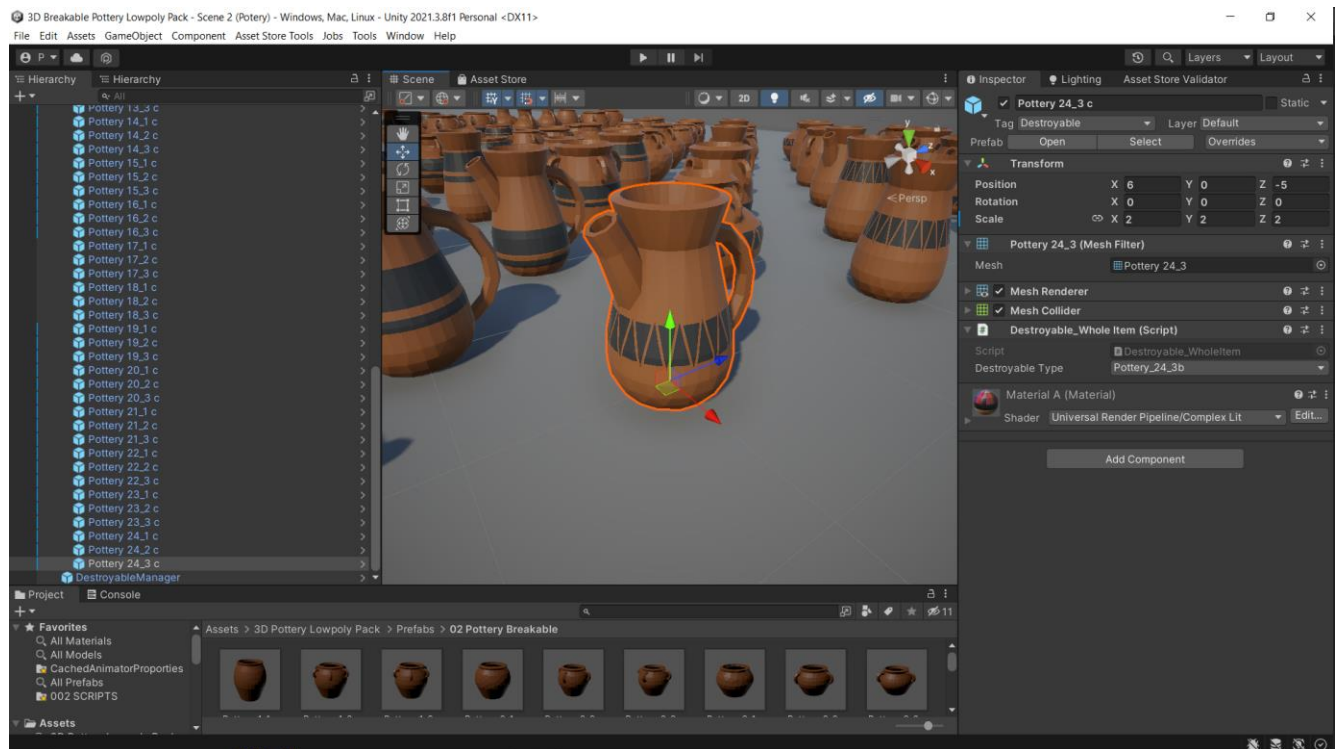
- **Introduction:**

Believe Asset is really easy to use. All of scripts are on more than simple level. Please be aware that some of solutions used in scripts were designed in order to keep garbage collection on low level.

Hope that information's below are more than enough for asset "know how ". If you will have any problems concerning this pack, please do not hesitate to contact me directly.

- **How this work:**

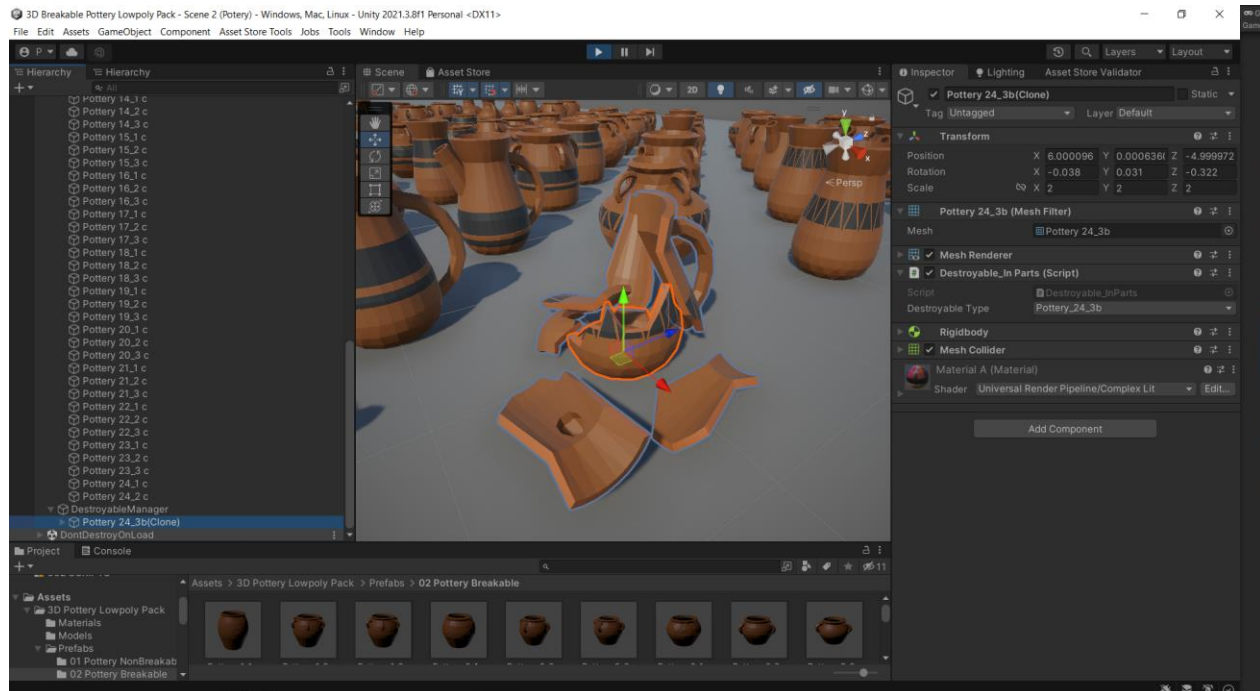
Inside asset there are pots in perfect conditions and broken to pieces.



Non broken pots had "Destroyable_Whole_Item" script attached to them.

Inside "Destroyable_Whole_Item" script, public void Destroy is located.

When public void Destroy is called. Script will Instantiate new broken pot and copy all of transform parameters of original item. Then will destroy original pot.



• How to setup scene:

.1. With breakable pottery.

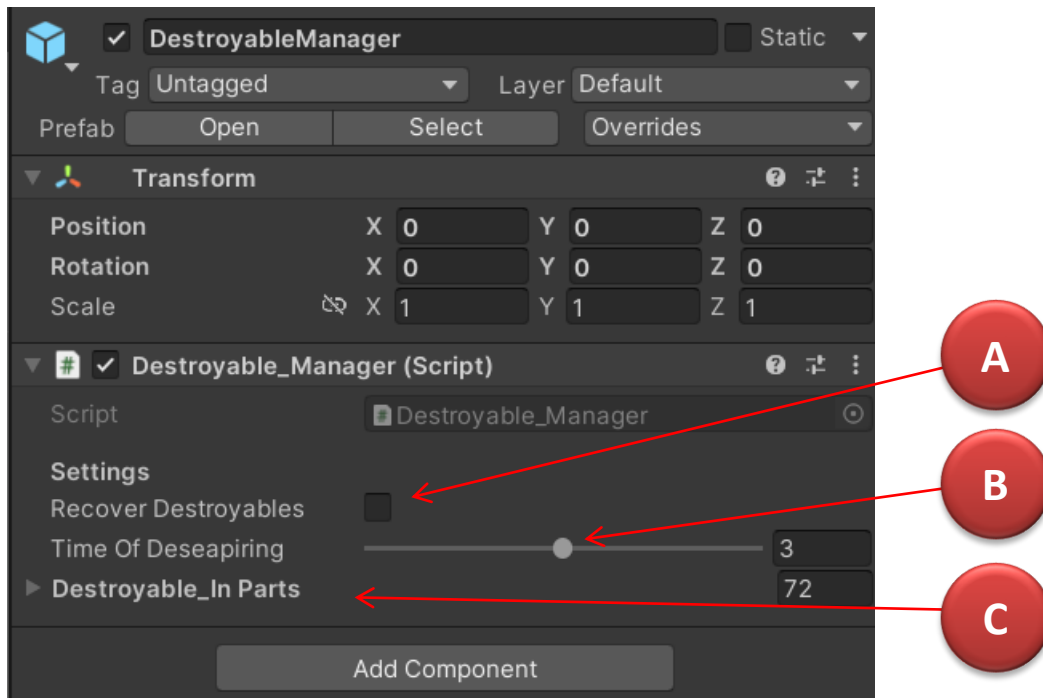
- Start new scene;
- Drag drop prefab of “DestroyableManager” to your scene, (located in: 3D Pottery Lowpoly Pack → Prefabs), please remember that this manager already holding references to all prefabs of breakable pottery included in asset pack.
- Drag drop prefab of chosen breakable pottery to your scene (located in: 3D Pottery Lowpoly Pack → Prefabs → 02 Pottery Breakable), please take notice that this **prefabs names are ending with letter c** (ex. Pottery 1_1c) and have “**Destroyable**” Tag attached to them.
- Attached script “CameraRay” to camera in your scene.
- Now when you are in play mode, using left mouse button under breakable pottery will effect in replacing clicked game object with instantiated new prefab (consisting of broken pieces of clay vessel).
- **In order to conduct above procedure without CameraRay script: just call public void Destroy located on Script “Destroyable_WholeItem” attached to drag dropped prefab.**

.2. With non- breakable pottery.

- Start new scene;
- Drag drop prefab of chosen non- breakable pottery (located in: 3D Pottery Lowpoly Pack → Prefabs → 01 Pottery NonBreakable).

Destroyable Manager:

This is game object, with attached script handling instantiation of breakable pottery.



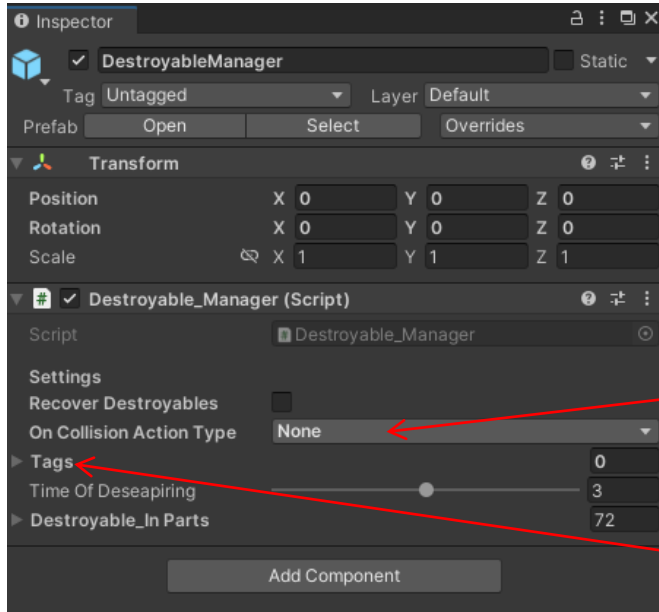
A	Toggle switch enabling/ disabling recovery of broken pottery.
B	Slider switch setting time for recover of broken pottery.
C	References to all prefabs of broken pottery



Update 1.1

Summary:

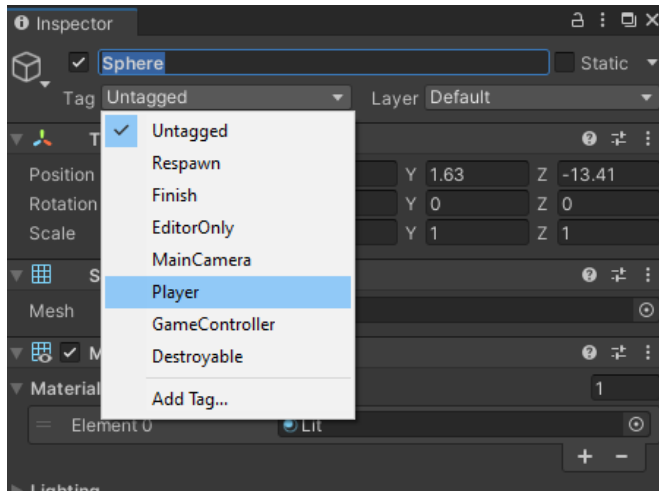
Pottery could now be destroyed through easy to enabled (without using scripts) OnCollisionEnter.

Ho to use it:



	Drop down in order to chose type of required action type: None – Object will not respond to collision; DESTROY – Object will be destroyed after collision with any object; TAG_Comparsion – Object will be destroyed only if collision object had right tag (right == added to array in Destroyable Manager)
	Array of Tags which will be affecting object

How to attach TAG to player/ sword/etc?



Just click field Untagged on chosen GameObject and assign designated TAG.