

The Thruster Controller Component

This component manages a list of thrusters, and provides useful methods to perform linear or angular thruster burns.

Note: This component won't do anything on its own, you still need a component to pass user input to burn commands. Look at **Space Graphics Toolkit** → **Example** → **2D/3D Spaceship Controller** to see how you can do this (or just use those components).

Thrusters

Add Thruster

If you drag and drop a thruster **Component** or **GameObject** into this field then it will be added to the list of thrusters.

Find In Children

If you click this button then the thruster list will automatically be populated with all thrusters that are children of the current GameObject.

Min Throttle

If you click this button then the throttle for every thruster in the list will be set to 0 (off).

Max Throttle

If you click this button then the throttle for every thruster in the list will be set to 1 (on).