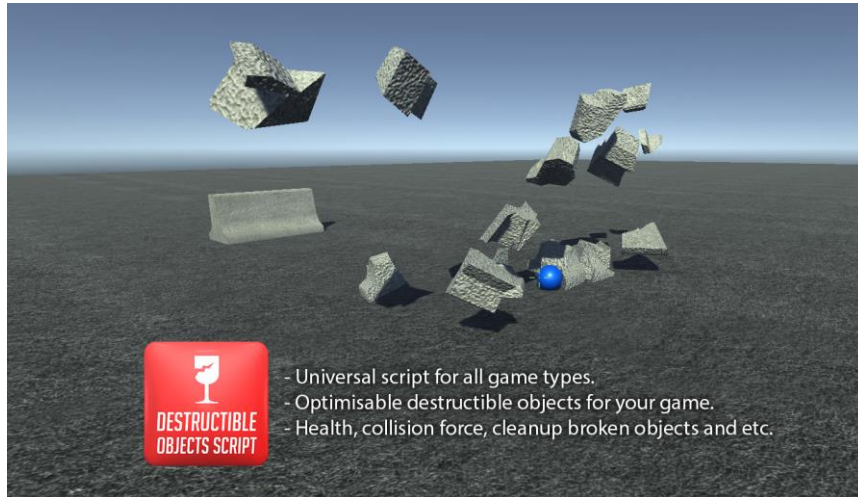




Destructible objects script

Thank you for buying our asset



Destructible objects script – universal optimised script with which you can make your own destructible objects in your game.

It will be perfect for various game genres (from racing games to shooters).

Different settings and adjustments give an opportunity to make destructions realistic.

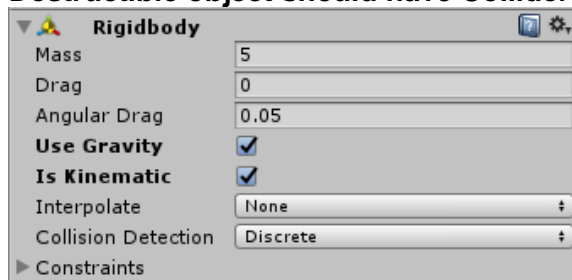
In each object **collision force**, **health**, **explosion force**, **collision sounds**, **breaking sounds**, **cleanup broken objects**, **break delay**, **collision prefabs**, **broken prefabs** can be adjusted. This script supports kinematic rigidbody and broken objects reappearing functions.

Also this asset is perfectly suitable for mobile games.




This asset is used in Vilnius Racing PC game (<https://www.facebook.com/VilniusRacing/>)


Instruction:

Destructible object should have Collider and Rigidbody and attached BreakableV2 script.



Set the objects **mass**. Also this script supports **Kinematic** if the object shouldn't have an impact on gravity before collision.

▼  **Breakable V2 (Script)**  



OBJECT SETTINGS

Damage

Use Collision Force ☐


Use Health ☒

Max Health

Use This Object ☐

▼ Collision Prefabs

Size

Element 0 

Collision Effect Duration

▼ Collision Sounds

Size


Breaking

Break Delay (s)

Use Explosion Force ☐


▼ Broken Prefabs

Size

Element 0 

▼ Breaking Sounds

Size

Element 0 

Cleanup

Destroy broken objects ☒

Timer (s)

Object can reset ☒

Use Collision Force – the power needed to break the object.

Use Health – object persistency (depends on collision force and on weight of an object).

Use This Object – When breaking doesn't need a model/prefab. (Doesn't require Broken Prefab)

Collision Prefabs – objects after every collision (can be used for particles)

Collision Effect Duration - for how long (sec) collision prefab will last (For ex. If you shoot an object, you can add fire that will last 2 sec)

Collision Sounds – the sound when the object is hit

Break Delay (s) - time period after which object is broken after being hit.

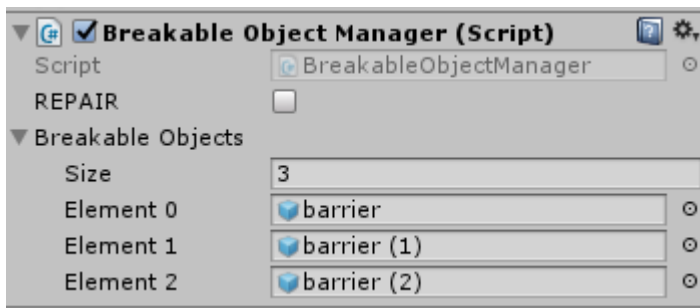
Use Explosion Force – activate explosion force when the object is hit.

Broken Prefabs – destructible objects variations. Prefab with physics is used.

Breaking Sounds – the sound when the object is broken

Destroy broken objects – object deleting after a period of time

Object can reset – ability to reset object



Breakable Object Manager – Script that restores objects by pressing the button “R” or by selecting the “REPAIR” checkbox. For this you need to choose breakable objects.

R - RECOVERY

My Facebook Group: <https://www.facebook.com/gestgames/>