Triangle Mesh Exploder Behavior

Descripción

Files: CGFTriangleMeshExploderBehavior.cs

Path: "CGF/Systems/ObjectMesh"

Description

Behavior that allows the associated GameObject to fragment its mesh into triangles and apply an impulse to them.

Reference

- **Get Material** – Controls whether get Material is enabled.
- **Get Scale** – Controls whether get Scale is enabled.
- **Impulse Force** – Numeric setting used for impulse Force.
- **Impulse Mode** – Internal value used to configure impulse Mode.
- **Impulse Position** – Internal value that defines the impulse Position.
- **New Material** – Cached reference to the new Material used at runtime.
- **Scale Factor** – Numeric setting used for scale Factor.
- **Use Gravity** – Controls whether this component uses gravity.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.