

Breakable Windows

Thank you for using this asset.

Performance:

Splinters physics are simulated with rigidbodies, so it is very expensive depending on the number of splinters. You have a better performance if you decrease the „Parts X“ and „Parts Y“ values.

How to use:

Select your gameobject and add the component „Breakable Windows / Breakable Window“. The window must not be rotated around x and z axis.

Options:

Layer	Select TransparentFX or create your own layer for windows. Collision between objects with this Layer are deactivated by script.
Parts X, Parts Y	Breaking window in X columns and Y rows → Number of splinters = X*Y
Pre Calculate	Generate the splinters on start so they have only to be activated when the window is breaking. Check this to reduce a lag when the window breaks.
Add Torques	Add a random torque to every splinter. Looks a little bit more real but decreases performance a little.
Hide Splinters In Hierarchy	Only relevant in the editor
Use Collision	Should the window break automatically if a collision is detected?
Health	Set this to 0 if the window should break immediately if a collision is detected. Use higher values to need a higher or more impacts to break the window.
Destroy Physics Time	How many seconds after the window is broken should the rigidbody of the splinters get destroyed. Set this to 0 if it should not be destroyed.
Destroy Collider With Physics	Should the collider be destroyed too?
Destroy Splinters Time	How many seconds after the window is broken should the splinters get destroyed. Set this to 0 if they should not be destroyed.
Breaking Sound	Audioclip played when the window breaks

Break window using a script:

```
Just call GetComponent<BreakableWindow>().breakWindow();
```

Known issues:

Sometimes unity editor crashes for no reason when the window breaks. It was not possible to reproduce this crash in a build.