

Collision Handler

Debug Collisions

If you enable this then collision information will be shown in the console.

Impact Mask

This allows you to set which collision layers this component will respond to.

Impact Threshold

This allows you to set how strong the impact must be for an impact to be registered.

Impact Delay

This allows you to set the minimum delay between each impact in seconds.

For example: If you set this to 1.0, then this only will only respond to impacts once per second.

Damage On Impact

Enable this if you want impacts to cause damage to the attached D2dDestructible.

Damage Destructible

The D2dDestructible you want to apply damage to.

Damage Scale

The damage multiplier based on the impact velocity.

[EVENT] On Impact (Vector2 point)

This gets invoked every time something hits this collider.