

Requirements

This component allows you to fire an event when certain destructible requirements have been met. This is useful if you want to change an object's texture based on its damage level, or similar.

Damage Min

This allows you to set a minimum 'Damage' required for this damage level to be used.

Damage Max

This allows you to set a maximum 'Damage' required for this damage level to be used.

Alpha Count Min

This allows you to set a maximum 'Alpha Count' required for this damage level to be used.

Alpha Count Max

This allows you to set a minimum 'Alpha Count' required for this damage level to be used.

Remaining Alpha Min

This allows you to set a minimum 'Required Alpha' for this damage level to be used.

Remaining Alpha Max

This allows you to set a maximum 'Required Alpha' for this damage level to be used.

[EVENT] On Requirement Met

This gets called as soon as all the requirements are met, if they stop being met and become met again, then it will get called again.