

RCC_DetachablePart

Public Variables

```
public ConfigurableJoint Joint {} // ConfigurableJoint component.

public Rigidbody Rigid {} // Rigidbody component.

public Transform COM; // Center of mass.

public Collider partCollider; // Collider.

public DetachablePartType partType = DetachablePartType.Hood;

public bool lockAtStart = true; // Lock all motions of Configurable Joint at start.

public float strength = 100f; // Strength of the part.

public bool isBreakable = true; // Can it break at certain damage?

public bool broken = false; // Is this part broken currently?

public int loosePoint = 35; // Part will be broken at this point.

public int detachPoint = 0; // Part will be detached at this point.

public float deactivateAfterSeconds = 5f; // Part will be deactivated after the detachment.

public Vector3 addTorqueAfterLoose = Vector3.zero; // Adds angular velocity related to speed after the brake point reached.
```

Public Methods

```
/// On collision with impulse.
public void OnCollision(float impulse) {}

/// Repairs, and restores the part.
public void OnRepair() {}
```