Dark Singularity Setup and Information Guide

Thank you for buying **Dark Singularity**

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Getting Started:

- First of all we have 3 kinds of scripts. In most cases those 3 will be used. Sometimes you might use only two of them. Let's understand what each script does.
- If you go to the **Core Scripts** folder you will find 3 scripts:
  - *Singularity* is the main script that does all the physics and pulls the objects to it.
  - *SingularityPullable* as the name suggests is a script only to be added to game objects that should be affected by the Singularity. In other words put this script only on objects you want to get pulled by the black hole.
  - *SingularityCore* this is actually an extra script that I wrote for you. You can even delete it entirely and write your own but I had to add it to make you think of possibilities. This script is triggered when a game object has reached the core of the Singularity. You can destroy the object, de-activate it, turn off the renderer. Whatever tickles your fancy.

*How to make it work with your **own** Singularity/black hole effect:*
1. After creating your particle system effect make an empty child object of it. You can call it *Pull Trigger* or anything else you like. Make sure you set the position of X, Y, Z to 0, 0, 0.
2. Add component *Singularity.* It will automatically add a sphere collider which is the most efficient collider for our case, that being a singularity/black hole.
3. Fix the GRAVITY_PULL variable to an integer of your choice as well as fixing the radius of the sphere collider to your choice. Any game object (with pullable script) inside that radius, is to be pulled and devoured. The sphere collider (or any collider for the singularity that acts as a radius) must be set to **isTrigger**. The script automatically changes the sphere collider to isTrigger on runtime so you don't have to worry about that but keep an eye out on other colliders you might add.
4. Make several cube objects and place them within the radius of the Pull Trigger radius.
5. Add to these cubes the SingularityPullable script. It will automatically add a Rigidbody to these cubes if not found.
6. If you hit play the cubes within the singularity radius should be pulled but we're not done yet.
7. Make another empty game object and reset it's position matrices to 0. Call it *Core*

8. Add to it the SingularityCore script. It will automatically add another sphere collider which will be set automatically to isTrigger on run time. You should fix the radius of this collider as well as this is the radius when an object hits, will be de-activated.

9. Now if you press play the objects will get pulled and when they reach the core will be de-activated.