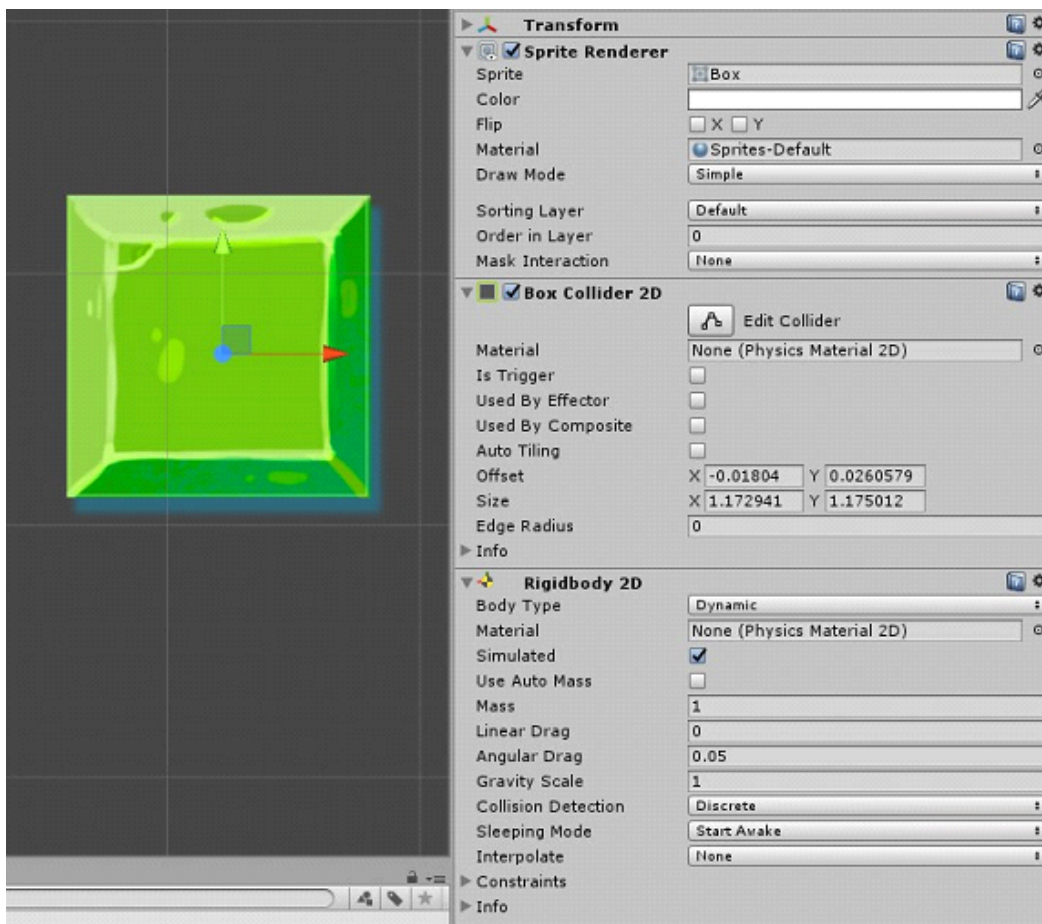


# How To Use

## Step 1:

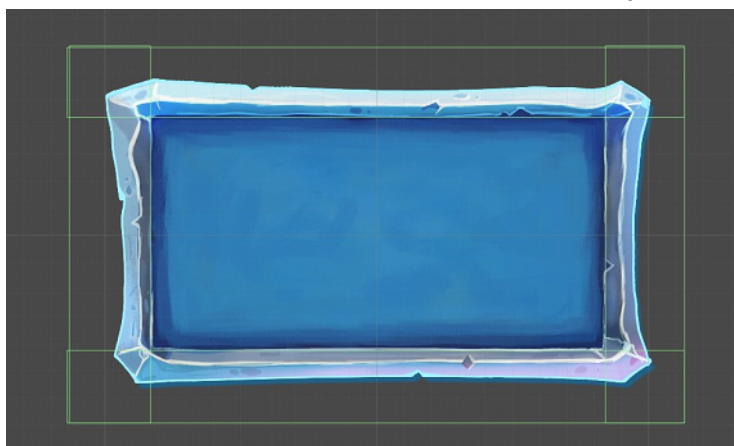
Create some objects that will be affected by the force field. Those objects should have:

- -Rigidbody2D (Dynamic)
- -Collider2D
- -and SpriteRenderer (Optional)



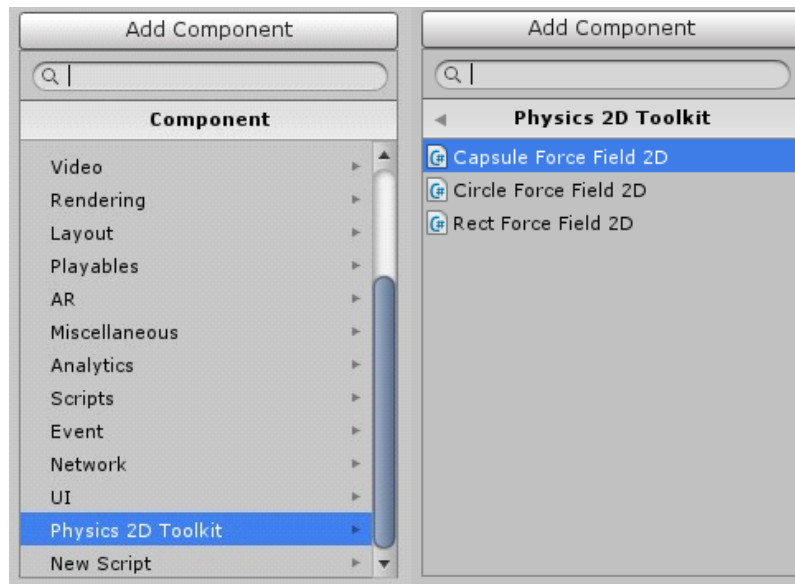
## Step 2:

Make a simple BoxCollider2D around the area so that object don't escape.



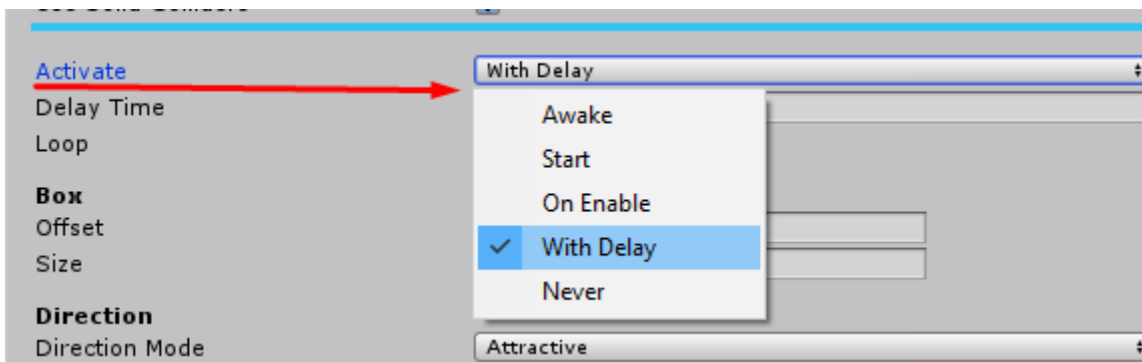
### Step 3:

Create an empty Gameobject, and add the component to that object.  
For example: Add Component/Physics 2D Toolkit/ Rect Force Field 2D



### Step 4:

Chose when this field becomes active.



### Step 5:

Finally, adjust settings, press play, and enjoy! :)

# Settings

## Filter Settings

- Layer Filter : Chose layers that will be affected by the force field.
- Tag Filter : CMainhose tags that will be affected by the force field.
- Min Depth : Only include objects with a Z coordinate (depth), greater then or equal to this value.
- Max Depth : Only include objects with a Z coordinate (depth), less then or equal to this value.
- Use Gameobject Depth : Only include objects with a Z coordinate(depth) that are equal to this object Z coordinate(depth).
- Use Trigger Colliders: Use trigger type of Collider2D.
- Use Solid Colliders: Use solid type of Collider2D.

## Main

- Activate: Chose when force field becomes active (Awake, Start, On Enable, With Delay, Never).
- Delay Time: If Activate is set to "With Delay", this float will appear in inspector. Delay time is in Seconds.
- Loop: If set to true, force field will loop forever, and if set to false duration variable will appear in the inspector and you will be able to set duration.
- Duration: The duration of force field (In seconds).

## Box

- Offset: box offset from the center of GameObject.
- Size: box size.

## Circle

- Offset: Circle offset from the center of GameObject.
- Radius: Radius of the circle within witch the force has it's effect.

## Capsule

- Offset: Capsule offset from the center of GameObject.
- Size: Capsule size.
- Capsule Direction: The direction of the capsule (Vertical, Horizontal).

## Direction

- The direction of the force field.
- Attractive: It will attract the Rigidbodies towards the center of force field.
- Push: It will push the Rigidbodies outwards the center of force field.
- Constant: It will push the Rigidbodies in constant direction that you can specify.
- Curve: You can animate direction with Animation Curves.

## Force

- The force that will be aplyed to rigidbodies that are inside the force field.
- Force Mode: Constant: Constant force to aply to rigidbodies.
- Force Mode: Curve: Animate force with Animation Curve.
- Force: Force to aply to rigidbodies.
- Force Mode 2D: The method used to apply the force to it's target.

## Methods

```
public void Activate (float _delayTime = 0f, float _duration = 0f)
```

Activates The Force Field.

### Parameters

<code>_delayTime</code>	Delay of activation.
<code>_duration</code>	The duration of force field.

```
public void Deactivate ()  
Deactivates the force field.
```