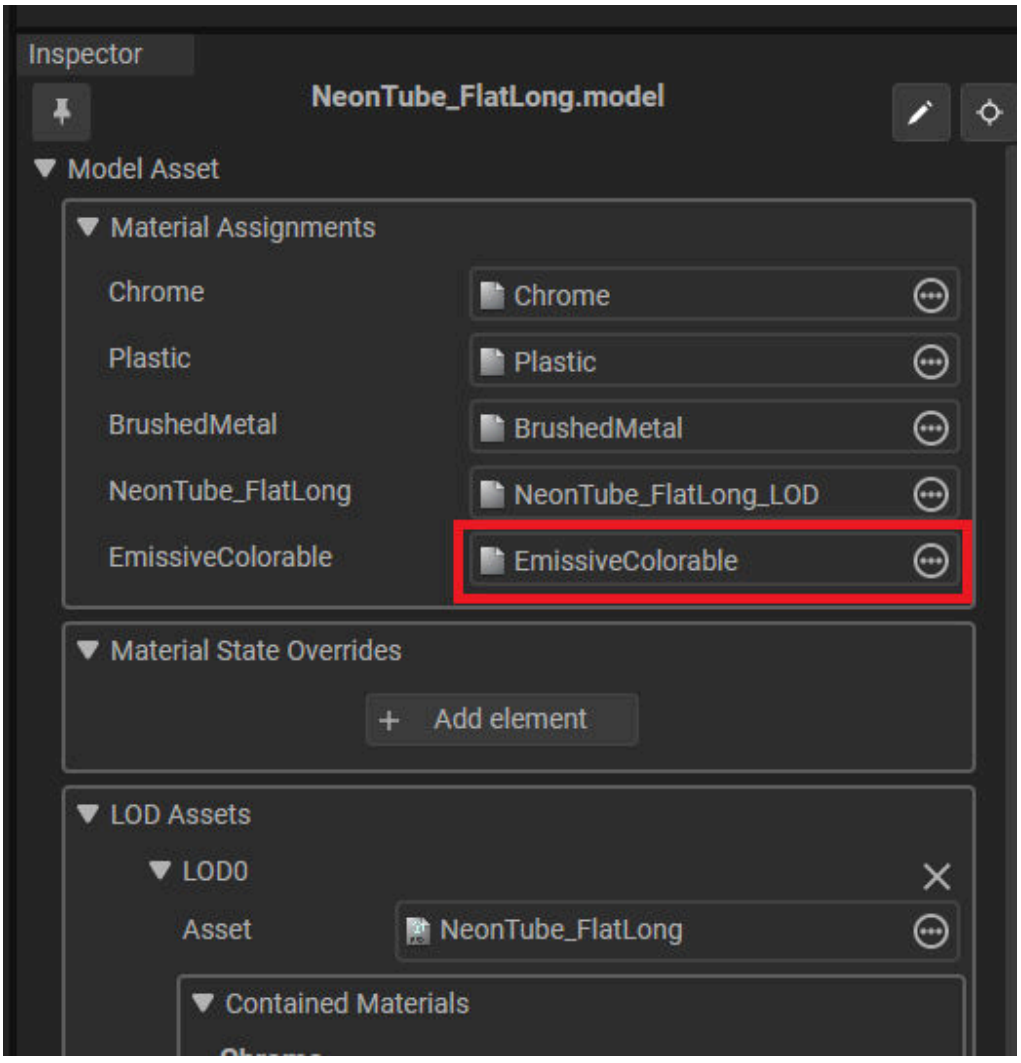
Game | Neons blocks

Colorable emissive materials

For neon blocks to change color of the emissive materials, the model must use **EmissiveColorable** material. This material respects block color.



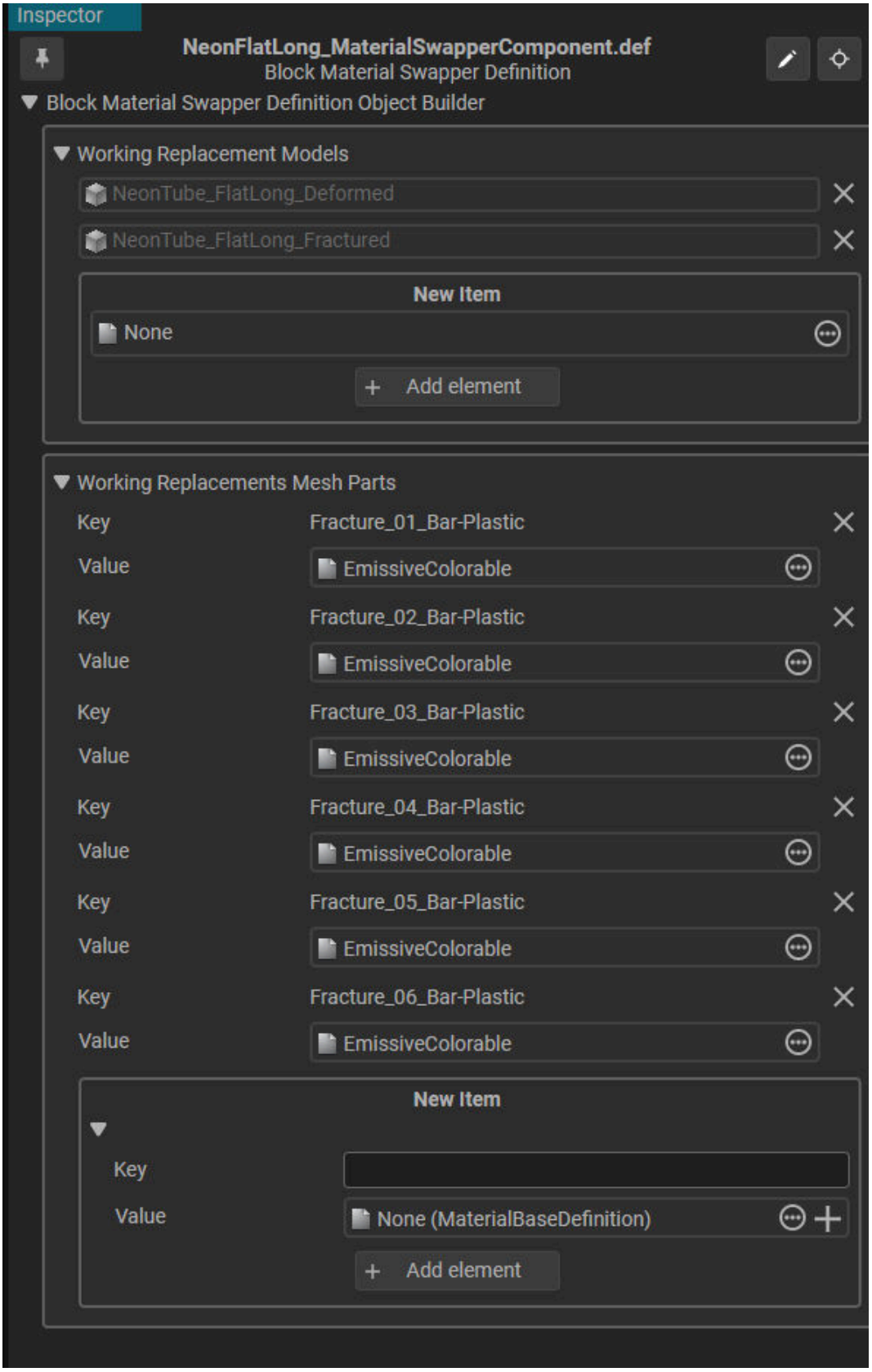
emissive materials should be present only on the final model. Construction stages don't expect Emissive materials.

Emissive materials and BreakableBlocks

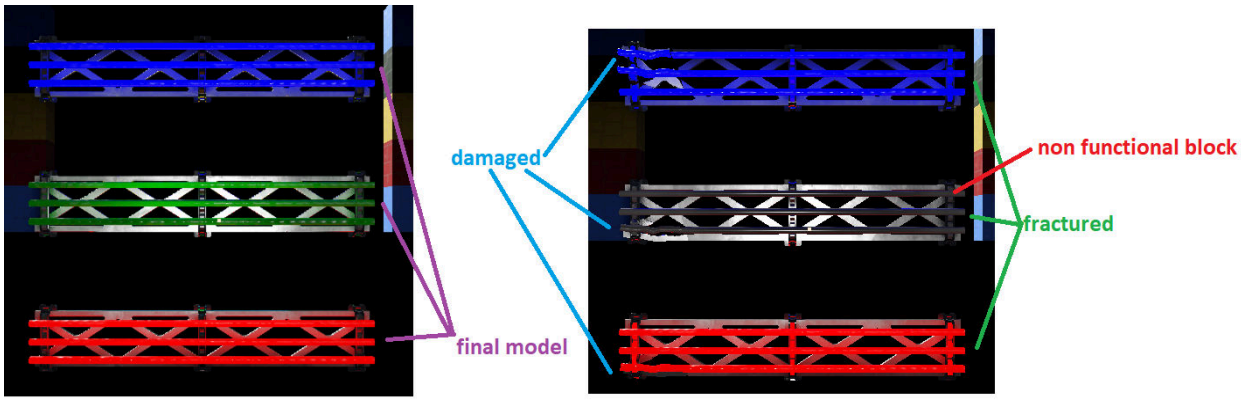
Final block model is used only when the block is in an undamaged state. When any fracture is damaged, the **Fractured** and **Damaged** model is used instead (undamaged parts are displayed using **Fractured**, damaged parts are displayed using **Damaged** model).

Fractured and **Damaged** models should by default not use **Emissive** materials as they are used in construction stages, damaged blocks and for broken off fractures, but in this case we need them to show emissivity.

This can be solved using **BlockMaterialSwapperComponent**. This component reacts to whether the block is in Working state and replaces materials depending on it. If a block is in not-working state, default materials are used. If the block is in working state, replacement materials are used.


Inspector
NeonFlatLong_MaterialSwapperComponent.def
Block Material Swapper Definition
Block Material Swapper Definition Object Builder
Working Replacement Models
NeonTube_FlatLong_Deformed
NeonTube_FlatLong_Fractured
New Item
None
Add element
Working Replacements Mesh Parts
Key
Fracture_01_Bar-Plastic
Value
EmissiveColorable
Key
Fracture_02_Bar-Plastic
Value
EmissiveColorable
Key
Fracture_03_Bar-Plastic
Value
EmissiveColorable
Key
Fracture_04_Bar-Plastic
Value
EmissiveColorable
Key
Fracture_05_Bar-Plastic
Value
EmissiveColorable
Key
Fracture_06_Bar-Plastic
Value
EmissiveColorable
New Item
Key
Value
None (MaterialBaseDefinition)
Add element

In the example above,you can see such a setup. **NeonTube_FlatLong_Deformed** and **_Fractured** will have materials replaced, if the block becomes functional, while they are in use. Their meshparts **Fracture_0#_Bar-Plastic** will be replaced with **EmissiveColorable** materials. This allows for damaged functional blocks to look crooked but still be emissive. Example can be seen here:



On the left, all blocks are fully functional, using the final construction stage model. Each of them is damaged, Blue and Red only slightly resulting in crooked parts. Green heavily, resulting in integrity of the block dropping below functional state and disabling emissive color.