

Unit 2: Scripting

Lesson 7: Removing objects and components

Activity 3 (🕒 10' minutes): **Gap text**

Fill the gaps with the words you've heard in the video.

The Destroy function can be used to **remove** GameObjects or Components from GameObjects at **runtime**. This can also be done with a time **delay** by using its second argument, a **float** number:

To destroy a GameObject, for example, we could simply refer to the GameObject that the script is **attached** to. Now a problem could be that you may be using the script for various purposes, so it doesn't make sense to destroy the object as the **script** component will be removed too, as it's attached to it. Instead, we would likely use a reference to another object.

We can also use the Destroy command to remove components, rather than entire GameObjects. For this, we use the GetComponent function inside the Destroy **parenthesis** to refer to a component.

All of these examples can include a number as the second argument in order to create a timed delay. For example, if I add 3 as a floating point number, as my second argument, there will be a 3 **seconds** delay and then my object or component will be removed.