Unit 2: Scripting

Lesson 7: Removing objects and components

Activity 4 (⏱ 10' minutes): Before and after

Suppose to have a plane and an object with the Rigidbody component attached. Guess what the following instructions will do, and then test them in Unity to check your answers.

Instruction	Before	After
Destroy(GetComponent<MeshRenderer>())		
Destroy(GetComponent<Collider>())		
Destroy(GetComponent<Rigidbody>())		
Destroy(gameObject)		
Destroy(this)		