

# Damageable

This component stores the current damage of the sprite. This is used by the Sprite Replacer and Fracturer components.

## Damage

This tells you the current amount of damage this sprite has received.

## Age

This tells you how many seconds the sprite has been active for.

NOTE: If this sprite is split, then this value will be set to 0.

## Activate Delay

This allows you to set how many seconds must pass before this sprite can receive damage. This is useful if you want to fracture a sprite, but don't want the fractured parts to instantly destroy themselves due to the initial collisions.

## Allow Destruction

Setting this means the sprite will be destroyed once it receives enough damage.

## Damage Limit

This allows you to set how much damage is required for the sprite to get completely destroyed.

## Replace With

This allows you to set the GameObject that will replace this sprite once it's destroyed (e.g. an explosion animation).

## [MESSAGE] OnDamageInflicted( float amount )

When a sprite is damaged (e.g. by an impact), this message will be sent to all components attached to the current GameObject.