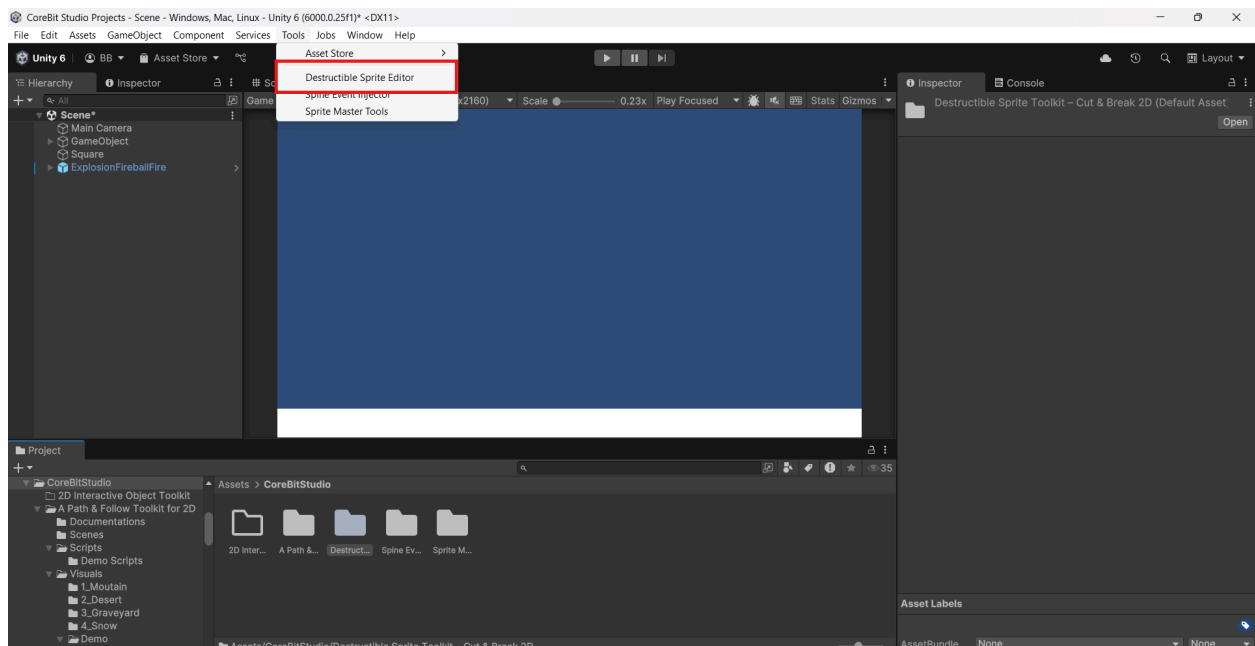# 📘 How to Use – Destructible Sprite Toolkit

Slice, break, and destruct 2D sprites in Unity — bring dynamic destruction to your games!
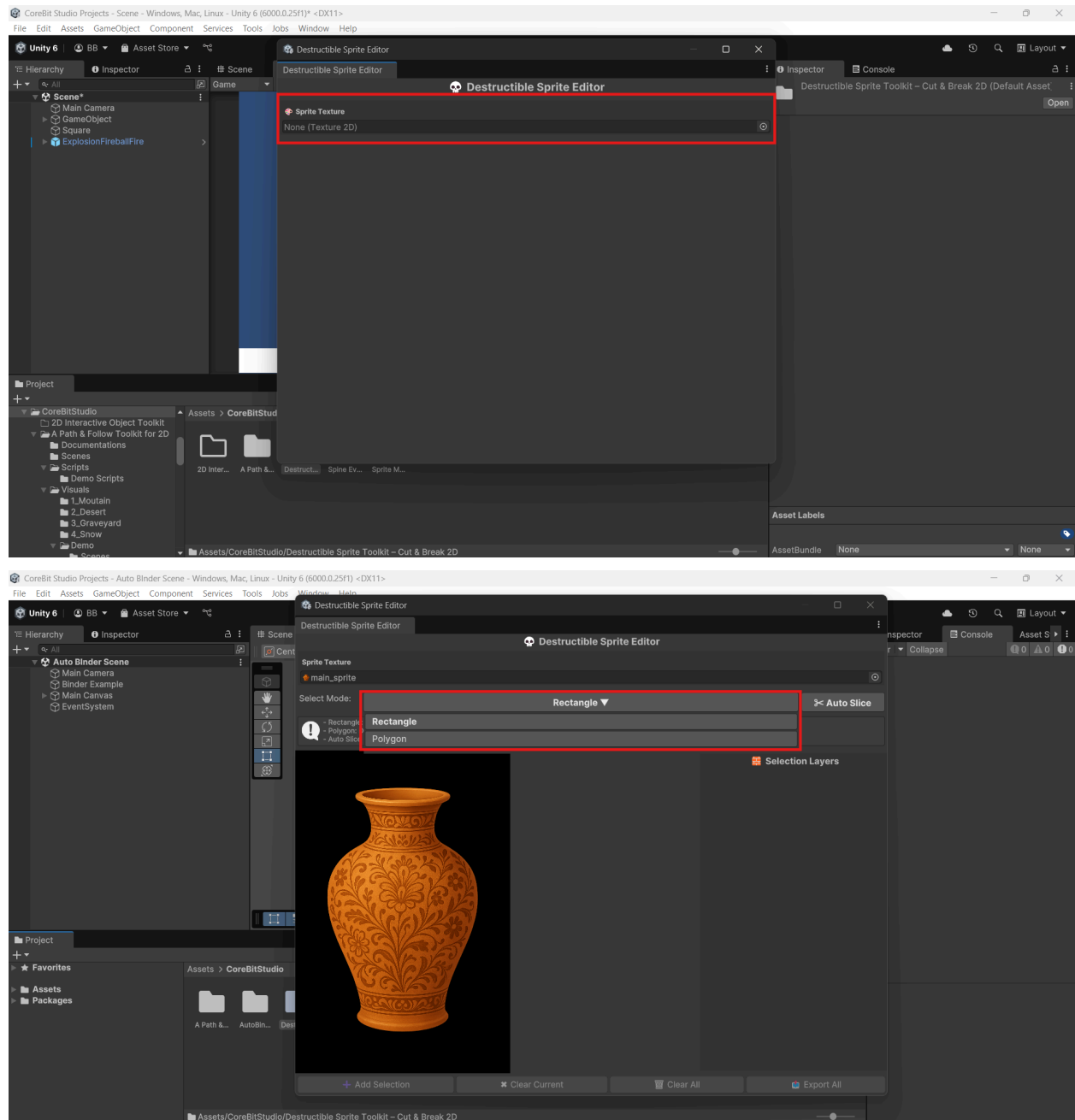
Load a Sprite

Open the **Spine Event Injector** window from the top menu:

```
Tools > Destructible Sprite Editor
```

Then drag and drop your `Sprite` into the field.

Select Slice Mode

You Can Choose Two Slice Mode.

Rectangle Mode

- Used for quickly selecting rectangular areas of your sprite.

- Click and drag to create a rectangle over the area you want to cut.

- Best for simple shapes and straight-edged sprites.

Polygon Mode

- Used for precise, custom-shaped cuts.

- Click to create points around the area you want to cut.

- Close the polygon by connecting the last point to the first.

- Best for irregular or complex shapes.
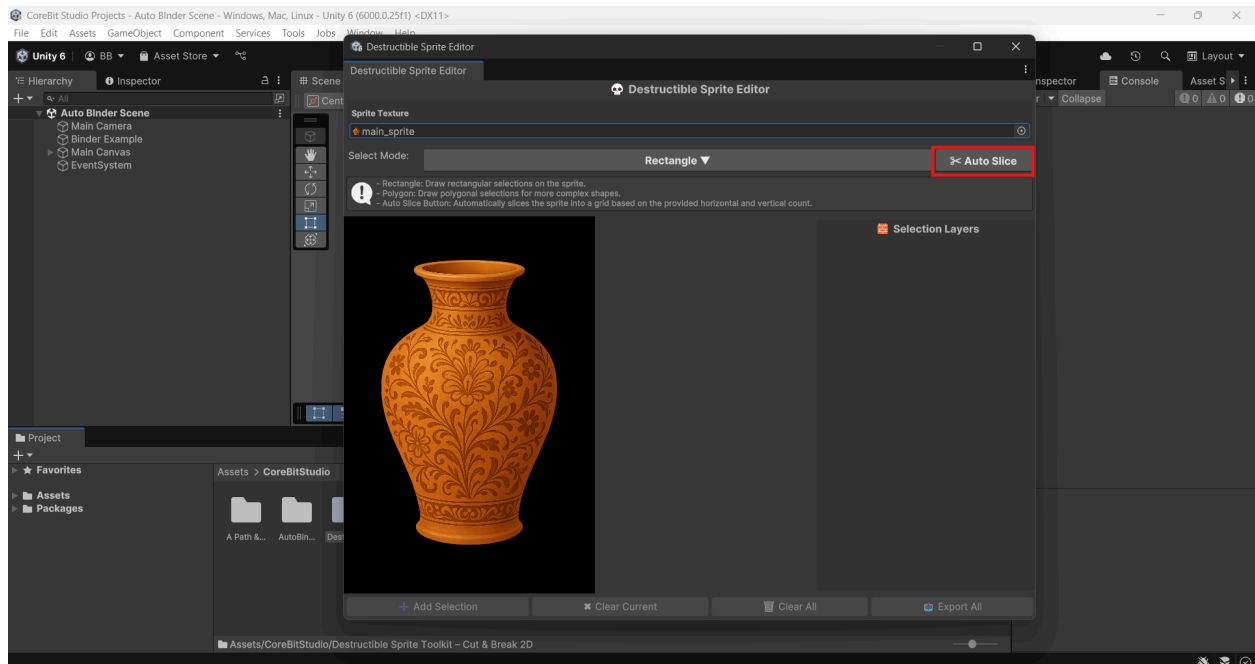

Auto Slice

- Automatically splits your sprite into multiple parts.

- Use it for quick slicing without manually creating selections.

- You can set the **Horizontal** and **Vertical** number of tiles to automatically slice the sprite into the desired grid.
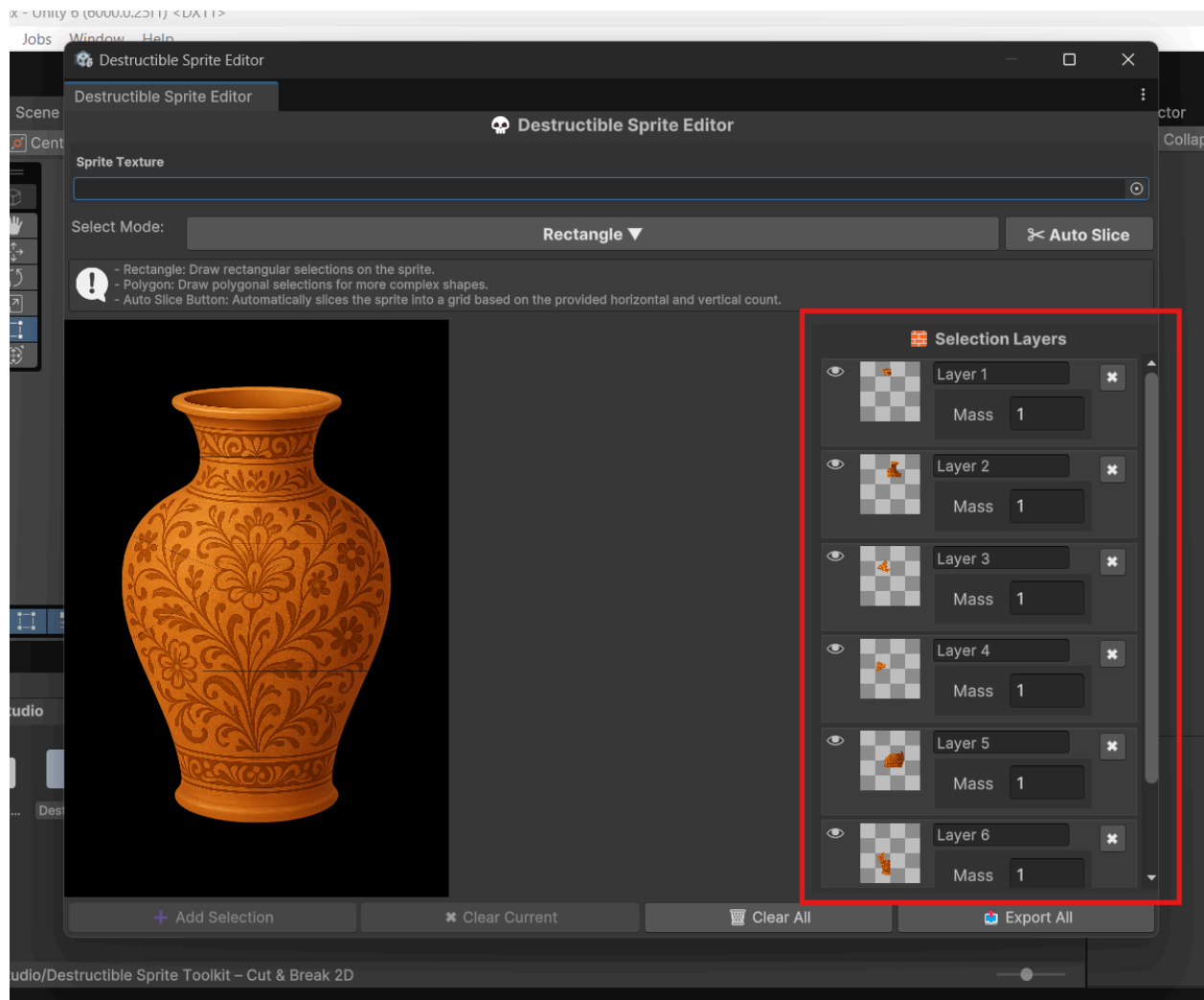
Settings & Layer

Layers

- After slicing, each piece automatically moves to its own **layer**.

- For each layer, you can:

  - **Delete** – remove pieces you don't need.

  - **Rename** – for better organization.

  - **Change Mass** – adjust physics behavior.

- Layers let you easily manage and control each piece individually.
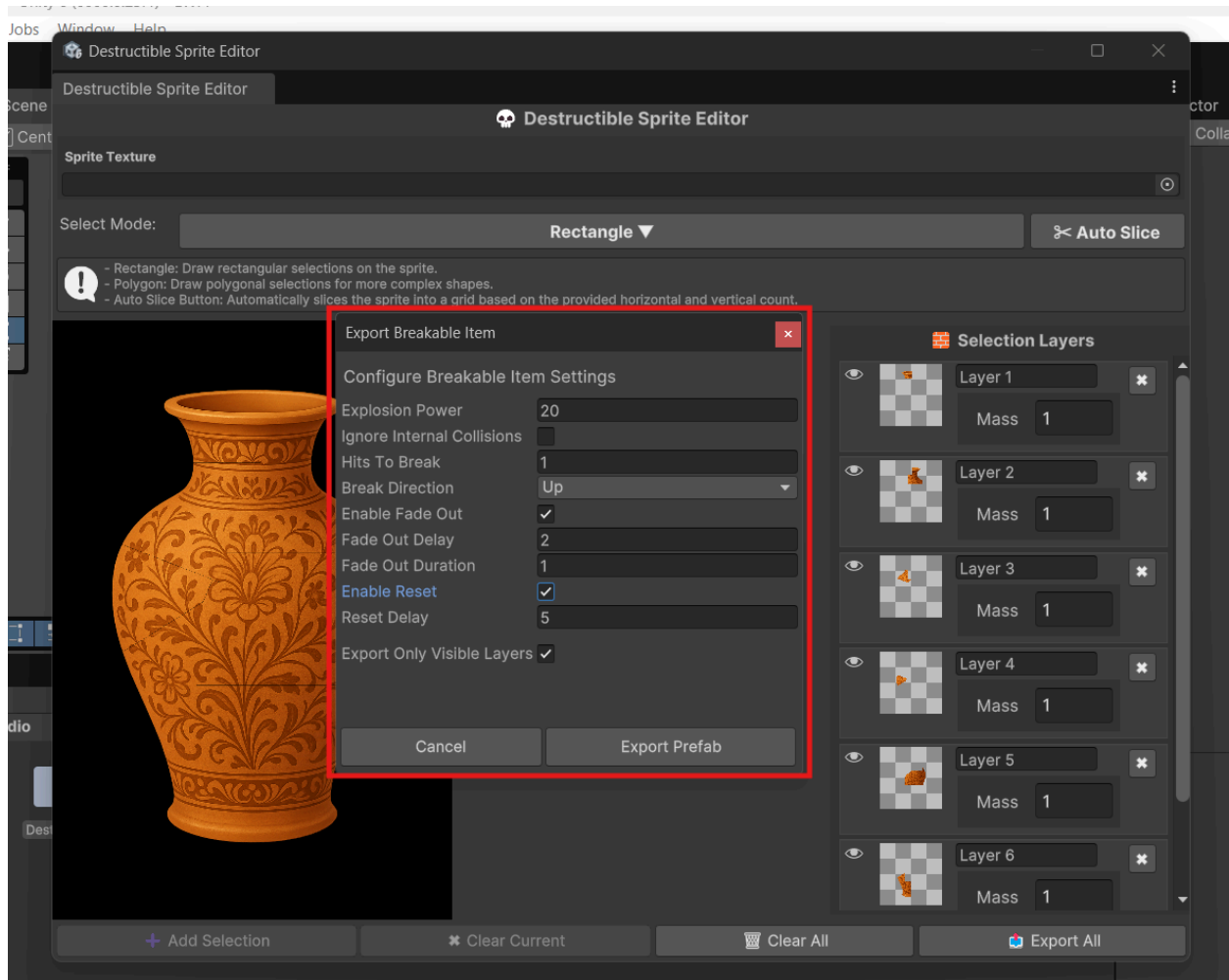
Export Settings

Explosion Power

- Determines how strongly pieces are pushed apart when the item breaks.

- Higher values = pieces fly farther.

Ignore Internal Collisions

- If enabled, pieces won't collide with each other.

- Useful to prevent pieces from getting stuck together.

Hits To Break

- Number of hits required to break the object.

- Higher values = more hits needed before breaking.

Break Direction

- The main direction pieces move after breaking.

- Examples: Up, Down, Left, Right, None (None uses random or instigator-based direction).

Enable Fade Out

- If enabled, broken pieces will gradually disappear after breaking.

Fade Out Delay (when Enable Fade Out is checked)

- Time in seconds before the fade-out effect starts.

Fade Out Duration (when Enable Fade Out is checked)

- Duration in seconds of the fade-out effect.

Enable Reset

- If enabled, the object will reassemble after a delay.

Reset Delay (when Enable Reset is checked)

- Time in seconds before the object resets to its original state.

Export Only Visible Layers ✅

- If enabled, only layers that are currently visible will be included in the export.

- Useful when you want to export specific parts only.

✅ That's it!

🙏 Thank You!

Thanks for using the **Destructible Sprite Toolkit – Cut & Break 2D!**

So you can spend more time designing your game — and less time writing boilerplate code.

📫 *If you enjoyed the asset or have feedback, we'd love to hear from you.*

— **CoreBit Studio**

🔗 **Stay connected: [https://assetstore.unity.com/publishers/118347?preview=1]**

📧 **Contact: [corebitstudio@gmail.com]**