Quad Fracturer

This component causes the current Destructible object to fracture into small pieces once it takes a certain amount of damage

Remaining Fractures

The amount of times this Destructible can be fractured.

Required Damage

The amount of damage this Destructible must reach for the fracture to happen.

Required Damage Multiplier

Each time a fracture happens the 'Required Damage' value will be multiplied this.

Fracture Count

The amount of times this object will be fractured. A count of 1 means it will be split in half, 2 mean split in three.

Fracture Count Multiplier

Each time a fracture happens the 'Fracture Count' value will be multiplied this.

Blur Steps

The amount of times each piece will get blurred to keep the edges smooth.

Irregularity

How jagged each fractured piece will be.