

# Splittable

If you attach this component to a destructible sprite, then it will become splittable.

A splittable sprite will split into multiple sprites if the Alpha Tex has been sliced, or otherwise split by various destruction types.

## Threshold

This allows you to set the alpha value required to split a sprite.

For example: if you slice a 75% opacity line through your sprite, the split threshold would need to be set to 0.25 or less for the object to be split in half.

## Min Pixels

This allows you to set how many separated pixels are required (i.e. a pixel island) for a split to be formed. If a split contains less than this amount, then the new pixel split will be destroyed. This setting is important for optimization.

## Split Order

This allows you to choose which sprite remains the original, and which ones get cloned.

### Default

This will use scanline order, which means the top-left area of the destroyed sprite will remain the parent.

### Keep Largest

This will make sure the original sprite will always be the largest of the split pieces.

### Keep Smallest

This will make sure the original sprite will always be the smallest of the split pieces.

## [CONTEXT] Update Split

If you want to split a sprite in edit mode, then you can manually call this.

## [MESSAGE] OnDestructibleSplit ( D2D\_SplitData splitData )

When a sprite is split, it is cloned into two or more pieces, this message is then broadcast on all pieces. The splitData class contains all information about the split.

NOTE: splitData is static, so you must copy the data over if you want to store it.