

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.