Performance & Optimization

Alpha Tex

The D2D_DestructibleSprites's **Alpha Tex** is the most important setting in this toolkit.

If you have a very large destructible scene (e.g. a 2048x2048 image), then by default the **Alpha Tex** will also be set very large, giving you up to pixel perfect collision (depending on your collider settings). This is great for accuracy, but you may encounter performance issues if you spawn lots of explosions on it.

The easiest way to optimize this is to reduce the resolution of the **Alpha Tex**. To do this quickly, simply open the context menu (gear icon) on your D2D_DestructibleSprite component, and select **Blur + Halve + Sharpen Alpha Tex**. You should keep doing this until you reach the perfect balance between performance and visual quality.

Collider Type

D2D comes with 3 types of collider, which are all useful for different scenes.

For large static sprites, you probably want to use the **Edge Sprite Collider**.

For large dynamic sprites, you probably want to use the **Polygon Sprite Collider**.

For smaller dynamic sprites, you either want to use the **Polygon Sprite Collider**, or the **Auto Sprite Collider**. The performance characteristics of these components depend on many things, so I suggest you try both, and experiment with different **Cell Size** and **Detail** settings.

Splittable

The splittable component is great for allowing your sprites to be split up. But keep in mind that this is a fairly expensive feature for large sprites, so you should try and limit its use to smaller sprites (ones with a lower resolution **Alpha Tex**). If you absolutely need to use this on large scenes then try to manually split your scene up into smaller chunks and you will see performance benefits.