

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.