

# Quad Fracturer

This component allows you to turn a destructible sprite into one that can be fractured into random pieces (e.g. glass).

## Depth

This tells you the current depth of the fracture. A value of 0 means this is the original sprite, a value of 1 would mean this piece used to be part of the original sprite.

NOTE: This value will be incremented every time a sprite is fractured.

## Maximum Depth

This allows you to set how many times a sprite and its children can be fractured.

## Damage Limit

This allows you to set the maximum amount of damage this sprite can receive before it fractures (the damage is stored in the `D2D_Damageable` component).

NOTE: This value will be halved every time a sprite is fractured.

## Split Count

This allows you to set how many pieces the sprite will be split into when it's fractured.

NOTE: This value will be halved every time a sprite is fractured.

## Irregularity

This allows you to set how random the fractured shapes look. A value of 0 means each fractured piece will be quad, but higher values will make jagged shapes more likely.

## [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.