

# Upgrade Readme

If you've upgraded your copy of Destructible 2D to version 1.1.0, then there are a few things you must change for your scenes to work correctly.

## Scripts

Due to the large number of changes between version 1.0.8 and 1.1, some of the script files have been renamed, or removed. This means you should do a clean install of Destructible 2D to update it properly (delete the whole /Destructible2D directory and install v1.1 again).

## Alpha Tex

Due to the new alpha tex subset optimization, the alpha tex data format had to be modified. This means any existing destructible sprites will have their alpha tex data erased. Destructible 2D will automatically generate new alpha tex data, but keep in mind you will have to manually set up any Halve Alpha Tex settings again.

## Colliders

Prior to v1.1, collider settings were stored in the D2D\_DestructibleSprite component, and the D2D\_AutoPolygonCollider (or similar) components were added to an automatically generated child.

Since v1.1, the collider code has now been fully separated, so you must destroy any lingering 'Auto Polygon Collider', 'Edge Polygon Collider' etc child GameObjects that are attached to your destructible sprites.

## Splitting

Prior to v1.1, sprite split settings were stored in the D2D\_DestructibleSprite component.

Since v1.1, the splitting code has been separated, and you must now attach the D2D\_Splittable component to any sprites you want to be able to split.

## Breakable & Anchor

Prior to v1.1, the D2D\_Breakable component allowed you to turn static sprites into dynamic ones after being split, with the use of the D2D\_Anchor component.

Since v1.1, the breakable component has been renamed to D2D\_DetachableSprite, and the D2D\_Anchor component has been removed.

Instead of using anchors, the new detachable sprite system uses fixtures which were introduced in 1.0.5, thus simplifying everything.

## Damageable

Prior to v1.1, the D2D\_Damageable component allowed you to swap the current sprite texture with variants based on the amount of damage received.

Since v1.1, the damageable component has been renamed to D2D\_SwappableSprite, and the damage handling code has been moved to the D2D\_Damageable component. This was done because the new fracturing feature also requires a damage counter, and it made sense to share them.

NOTE: if you update the script used by your old D2D\_Damageable components with the new D2D\_SwappableSprite, then it's possible the required D2D\_Damageable component will not be automatically added and cause errors. In this case you must manually add the D2D\_Damageable component.