

# Fixture

A fixture is a `GameObject` that is attached to a single pixel on a destructible sprite. If the pixel it's attached to gets destroyed, then the fixture's `GameObject` will also be destroyed.

This feature is very useful if you want to attach a weapon to a sprite, and have it so the weapon can be broken off the main sprite, as well make it so the weapon will get destroyed if the parent sprite has received enough damage.

Fixtures are also used with the `Sprite Detacher` component, allowing a static sprite to become dynamic once all its fixture points have been disconnected.

## Offset

This allows you to offset the fixture if you need a more precise position.

## Target

This allows you to set the component that will be destroyed with the fixture. By default the whole `GameObject` will be destroyed, but in some circumstances (e.g. with joints), you don't want the `GameObject` to be destroyed.

## Threshold

This allows you to set the alpha value required for the fixture point to be regarded as solid.

## Pinned

If this is set to false, then the `D2D_SpriteDetacher` will ignore this fixture when calculating if the sprite should be detached.