

# Detachable Sprite

This component allows you to turn a static sprite into a dynamic one after it's been split and is no longer attached to any pinned fixtures.

The way it works is that when your sprite is split (e.g. from an explosion), it checks to see if there are any fixtures attached to the sprite. If none are found, then the Rigidbody2D that's attached is activated, and (optionally) the collider type is switched. This is very useful if you want solid walls that can be broken down, etc.

Read the documentation on fixtures to learn how to set these up.

## Old Collider

If you want to switch collider types when your sprite is detached, then set the old collider here (e.g. Edge Sprite Collider).

## New Collider

If you want to switch collider types when your sprite is detached, then set the new collider here (e.g. Auto Sprite Collider).