

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.