

Breakable

This component allows you to break static sprites into dynamic ones.

The way this works is that you assign anchor points to your sprite, and when your sprite is split up, any piece no longer connected to an anchor point will be broken off.

Change Collider Type

This allows you to change the Collider Type of sprites that get broken off.

New Collider Type

This allows you to set the collider type for broken off pieces.

Anchors

This list allows you to set the anchor points.