

Fixture

A fixture is an anchor point on a Destructible object that automatically gets destroyed when the pixel underneath it gets destroyed. For example, if you want to attach a particle system to part of your destructible object you will want to use a fixture so that it gets destroyed once that part of the sprite gets destroyed. It also means that if your sprite is split into multiple pieces, the fixture will only be able to belong to one of your split pieces, thus prevent the particle system from duplicating.

NOTE: a fixture must be in a child GameObject of your Destructible for it to work correctly.

Offset

This allows you to set the position offset of the fixture.