

FAQ

Why is everything offset? (e.g. D2D Click To Spawn goes to the wrong place)

Make sure your Camera's 'Projection' setting is set to 'Orthographic'

How do I increase performance?

Click the context menu (gear icon) for your D2dDestructible component, and select the 'Optimize Alpha' option.

This will halve the width & height of your Alpha Tex, giving you 4x the performance, but slightly degraded alpha resolution.

How do I reset the destruction on my object?

Click the context menu (gear icon) for your D2dDestructible component, and select the 'Reset Alpha' option. You can also call this from code using the same method name.

What's the difference between the Auto Collider, Edge Collider, and Polygon Collider?

The auto collider uses Unity's built-in polygon collider generation code, which can be faster for small objects. However, the collision shapes it produces aren't very accurate, so you wouldn't want to use it for anything important.

The edge & polygon colliders use custom collider generation code which is much more accurate than Unity's implementation. The edge collider is suitable for static objects, such as terrains. The polygon collider is suitable for dynamic objects, such as asteroids. Both of these components split the Destructible object into small cells, so modifying the collider (e.g. when destroying parts of it) is very fast.

Why doesn't Replace Alpha With work correctly?

If your Destructible object was created from a sprite and that sprite has a lot of transparent pixels around it, it's possible that the Destructible object created will be smaller than the actual sprite. This means that if you drag and drop your original sprite into the 'Replace Alpha With' Texture2D slot, then it will get incorrectly replaced. To fix this you need to drag and drop it into the Sprite slot, which will do this same check for transparent pixels around your sprite. If your replacement texture is not a sprite (e.g. if you have a separate sprite and alpha tex), then you should make it a sprite first.