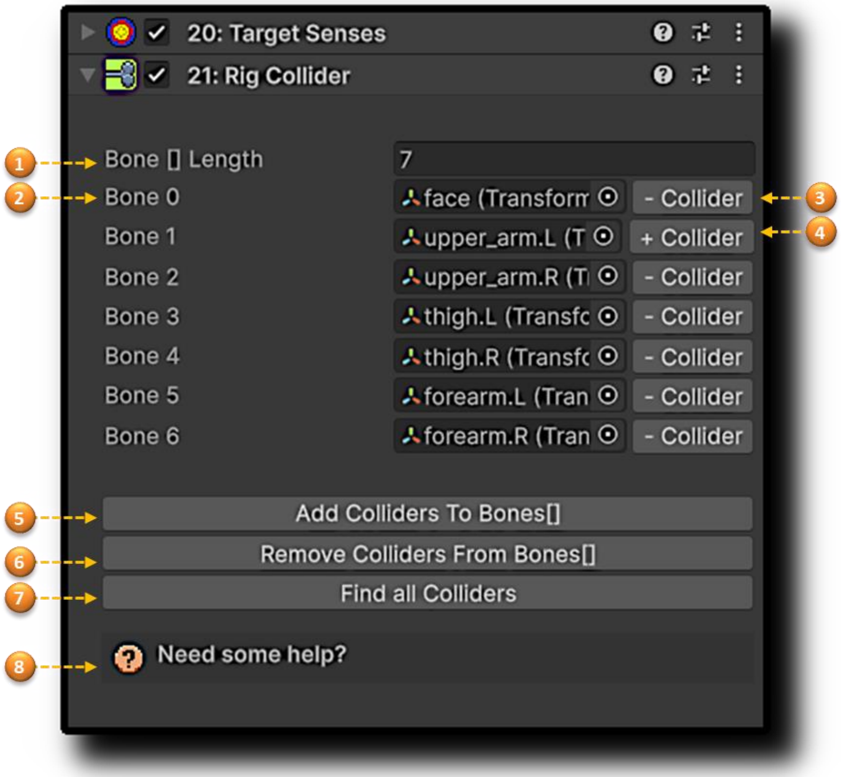
RIGCOLLIDER COMPONENT

The **RigCollider** component replaces the standard single-collider setup with a bone-driven collider array attached directly to the character's armature. Instead of requiring users to manually create and align colliders on every bone, **RigCollider** manages an ordered list of transforms and automatically generates appropriately sized **BoxColliders** for each one. This produces a precise body-part representation that follows animation naturally and provides much more accurate detection than a single capsule.

To use **RigCollider** during perception, the actor's **TargetSenses** must be configured with **TargetType** == **RigCollider**, allowing the Senses system to evaluate visibility and detection against each individual bone collider rather than one root collider. When this option is selected, **TargetSenses** also validates the setup and guides the user if the **RigCollider** component is missing.

In practice, **RigCollider** acts as a multi-collider "hit profile" for the actor—ideal for characters where detection, perception, or gameplay logic benefits from body-part-level precision. It is optional, but when enabled, it significantly improves how accurately Senses 2026 can see, track, and reason about actors in the scene.

RigCollider Inspector Tab



20: Target Senses

21: Rig Collider

Bone [] Length 7

Bone 0 face (Transform - Collider

Bone 1 upper_arm.L (T + Collider

Bone 2 upper_arm.R (T - Collider

Bone 3 thigh.L (Transfc - Collider

Bone 4 thigh.R (Transfc - Collider

Bone 5 forearm.L (Tran - Collider

Bone 6 forearm.R (Tran - Collider

1	Bone [] Length	Allows setting up length of Bone Array
2	Bone X	Here is place to drop selected bone transform
3	- Collider	Click to remove collider from bone.
4	+ Collider	Click to generate collider for bone.
5	Add Colliders To Bones[]	Click to generate all missing Colliders to Bone Array
6	Remove Colliders From Bones[]	Click to destroys all Colliders atached to Bone Array
7	Find all Colliders	Click to find all Colliders already atached to Bone Array
8	‘Need some help?’	Displays Help Information.

RigCollider How To Setup You Character

Setting up RigCollider on a character is simple and does not require rebuilding the armature or manually placing dozens of colliders. The component is designed to automate the process while giving you full control over which bones are included. Below is the recommended workflow for creating a clean and accurate multi-collider setup.

1. **Open your character’s rig hierarchy**

   Expand the character in the Hierarchy so you can see the armature and its bone structure. Identify the main bones you want to include—typically the head, spine segments, pelvis, upper legs, lower legs, upper arms, and hands. You don’t need to use every bone; start with the major ones to avoid unnecessary complexity.

2. **Set the Bone Array Length**

   In the RigCollider Inspector, choose the number of bones you want to work with. This creates a list of empty slots that will hold your selected bone Transforms. Keep this number reasonable—5–15 bones is usually more than enough for accurate detection.

3. **Use “Find All Colliders” to scan your rig (optional but recommended)**

   Click **Find All Colliders** to let the tool automatically locate any existing colliders already attached to your rig. If it finds something you don’t want, you can remove them using **Remove Colliders From Bones[]**. This ensures you're starting with a clean and predictable setup.

4. **Assign bones and add colliders**

   Drag the desired bone Transforms into each slot of the Bone Array. For each bone, use **+ Collider** to automatically generate a properly aligned BoxCollider. RigCollider will size it based on the bone length and its children, ensuring a clean fit without manual alignment.

5. **Inspect and fine-tune the colliders**

After adding colliders, check your character in the Scene View. Move the animation timeline or play idle animations to confirm that each collider follows its assigned bone correctly.

For best results, you may want to manually fine-tune certain bones—especially the head and chest, which are usually the hardest to size automatically due to their irregular proportions and animation offsets.

Adjusting the collider’s size or center for these bones can greatly improve overall accuracy and produce a cleaner, more reliable detection profile.