

Terrain Plane

This component automatically creates a collider plane underneath the current GameObject when it gets close to an **SgtTerrain**. Although the **SgtTerrain** component already has the ability to create its own colliders, if your terrain is very detailed and only needs collision at a few points then this component can speed things up.

Detail

This allows you to set the row/column count of your collider plane.

Size

This allows you to set the size of your collider plane in world space.