Edge Collider

This component allows you to use advanced EdgeCollider2Ds with destructible objects.

Cell Size

This allows you to set how large each cell will be in pixels. For example: if your Destructible's alpha data is 512x512 pixels, and your explosions are only 64x64 pixels, then you should set this value to 64 for optimum performance.

NOTE: Setting this to a low value will increase memory usage, so try not to set it too low.

Detail

This allows you to set how detailed you want the final collider to be. If you set this value to 1, then only simple optimizations will be performed that don't change the shape of the collider, but if you decrease the value then more and more vertices will be removed.

Is Trigger

This allows you to set the Is Trigger property of the generated colliders.

Material

This allows you to set the Material property of the generated colliders.