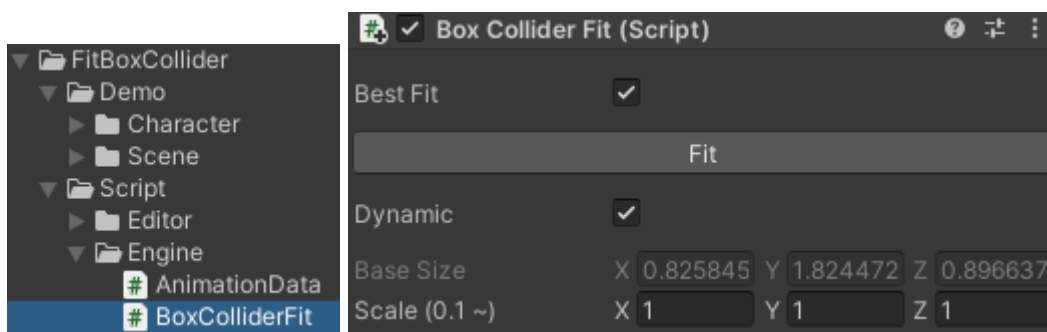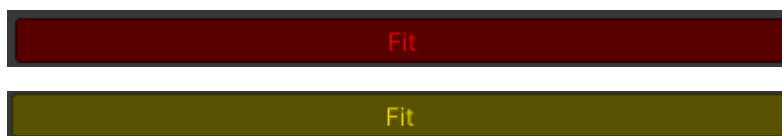# Fit Box Collider

(ver. 1.0.0)

Fit Box Collider makes a box collider fit to the size of the object to which it belongs.

Quick Guide

1. Attach BoxColliderFit script to a object(GameObject) in which has a box collider.

2. When adding a script, the box collider will fit the size of the object. If the color of Fit button is red or yellow, click the button.

3. If you want to change the size of the collider, modify the Scale.

4. Now when you play, you can see that the size and position of the collider keeps fitting to the object. If you want to keep the size of the collider as it was initially set, turn off Dynamic.

Hierarchical(Skeletal) Object

If the object is hierarchical, you will see Best Fit. Turn it on. (This turns on 'Update When

Offscreen' of all SkinnedMeshRenderers under the target object. If you don't want it, turn it off after resizing the collider.)

Warnings

* Do not move the mouse focus away from Unity Editor to other programs during sampling animations.

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