

When you select object with Animator attached to it. The panel appearing on the left top of scene window:

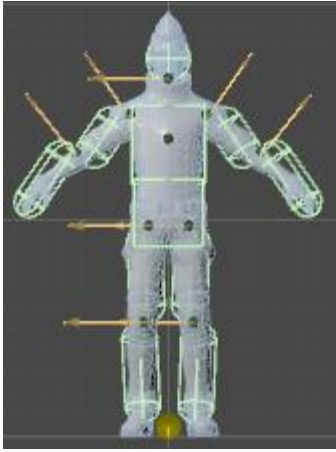


You can switch radio button to “Ragdoll”:



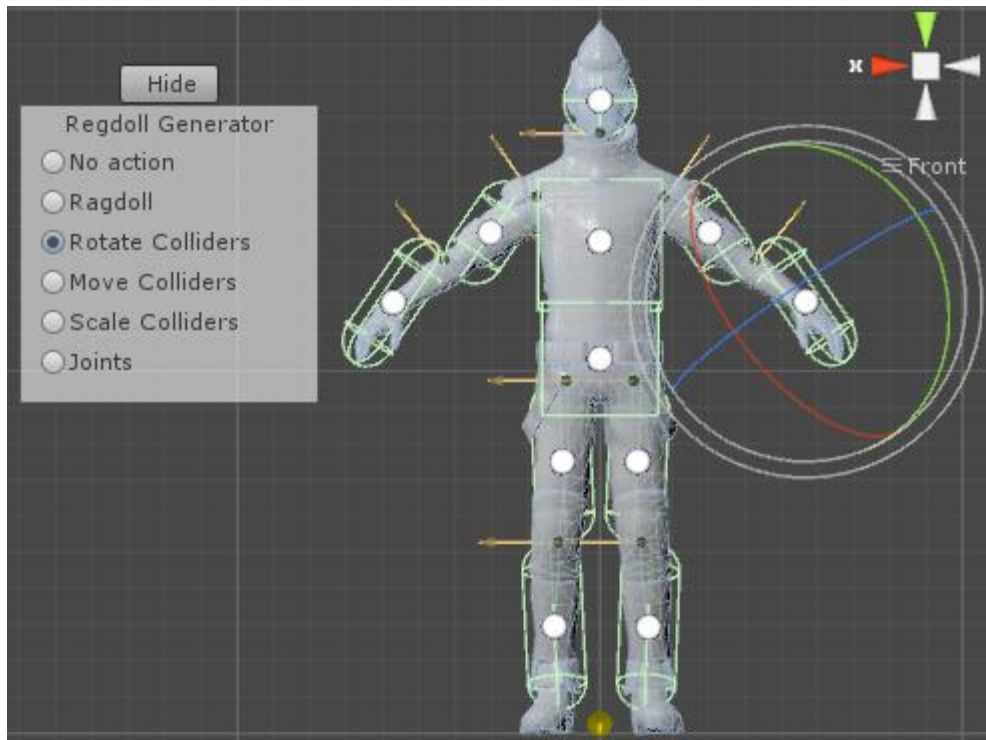
Here you will see another radio buttons and ragdoll panel. On this panel, you can create or remove ragdoll components on selected character.

If you press “Create”, generator adds colliders, rigids and joints to your character:

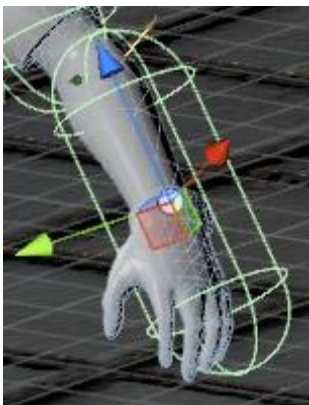


Radio button option “Rotate Colliders” enables you to rotate colliders.

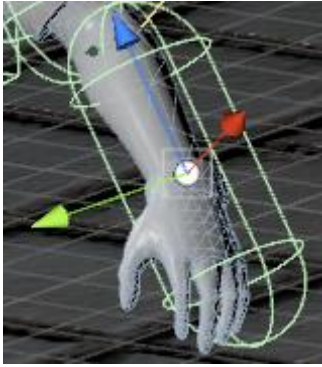
Here is some trick happened. You cannot rotate collider without rotating an object. However, in this situation, you need to rotate only collider. Therefore, to solve this, when you rotate collider, “Ragdoll helper” creates another object and attach new object to current object. Than moves collider component from old object to new object and rotate new object.



Radio button option “Move Colliders” enables you to move colliders via changing center of collider:

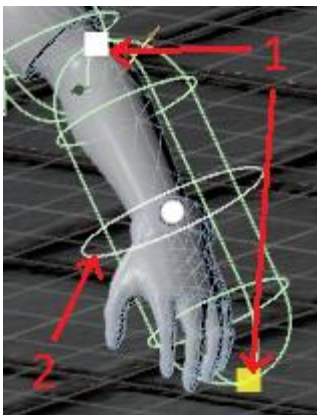


You can use shift to move in screen space:



Radio button option “Scale Colliders” enables you to scale colliders.

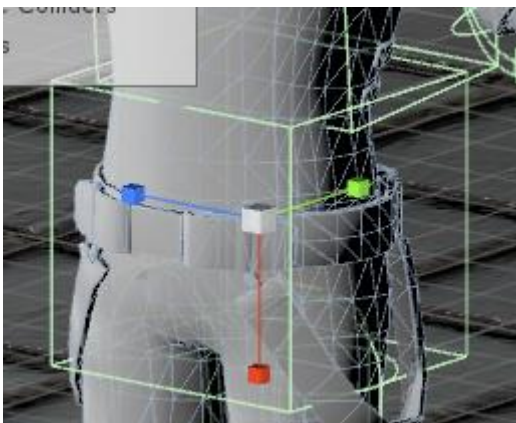
For capsule colliders:



1 – height

2 – radius

For box colliders:



For sphere colliders:

