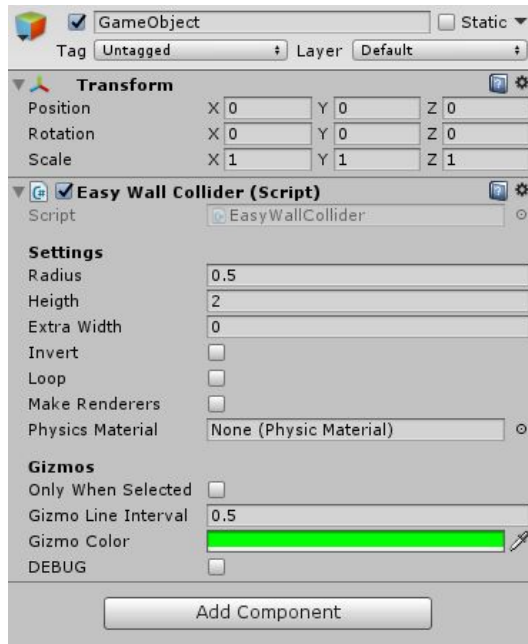


Polygon Collider

By Pepijn Willekens

Getting Started

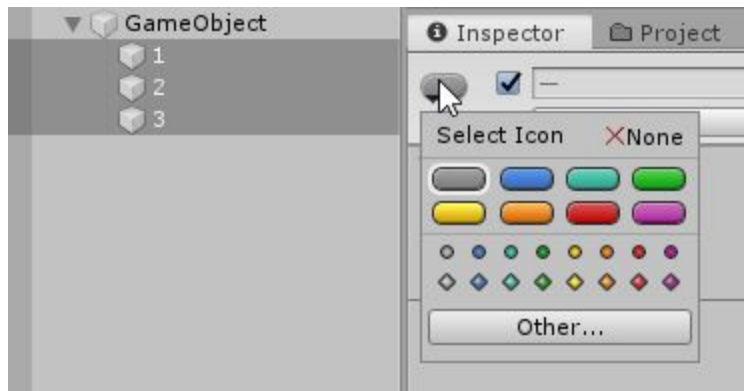
To get started, make a new empty Gameobject and add the Easy Wall Collider script.



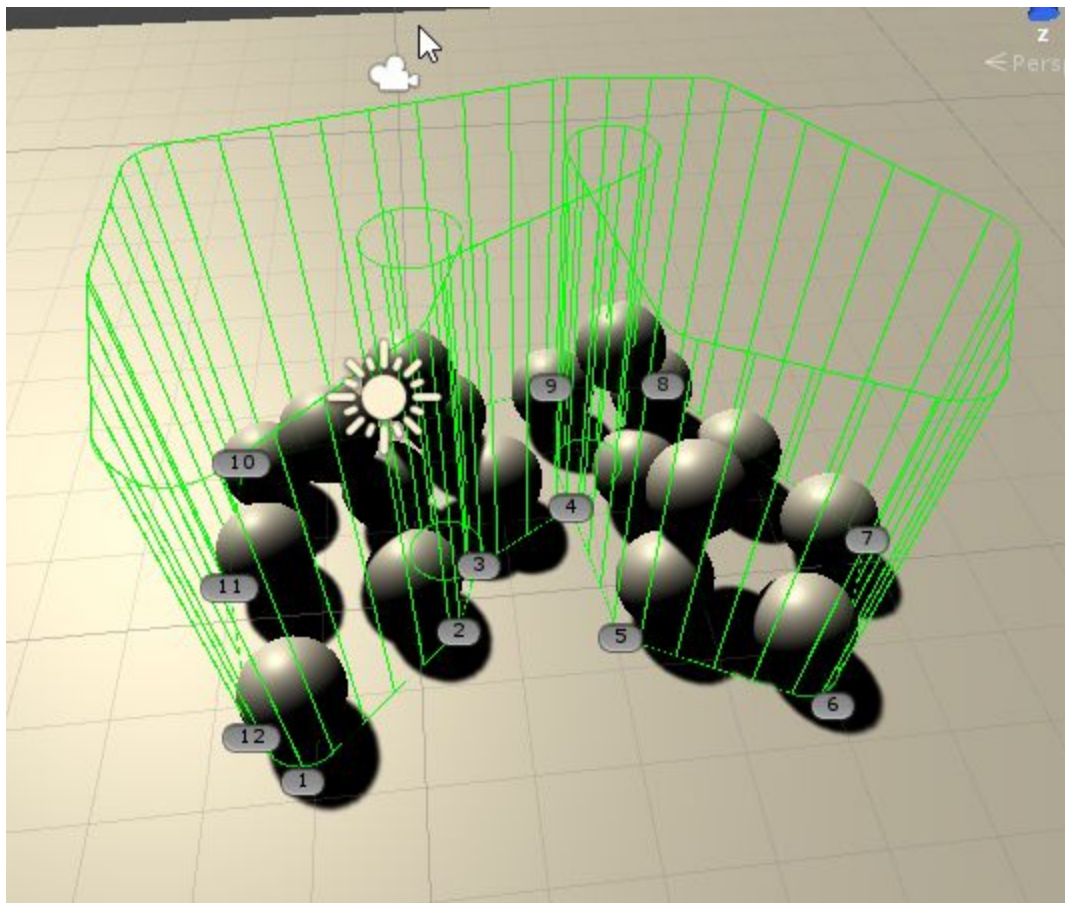
This will automatically create 3 child objects. These children will define the shape of your collider.

Add more and move them around to match the shapes that you want to be blocked out.

Hint: Editing will be easier if you give them an icon.

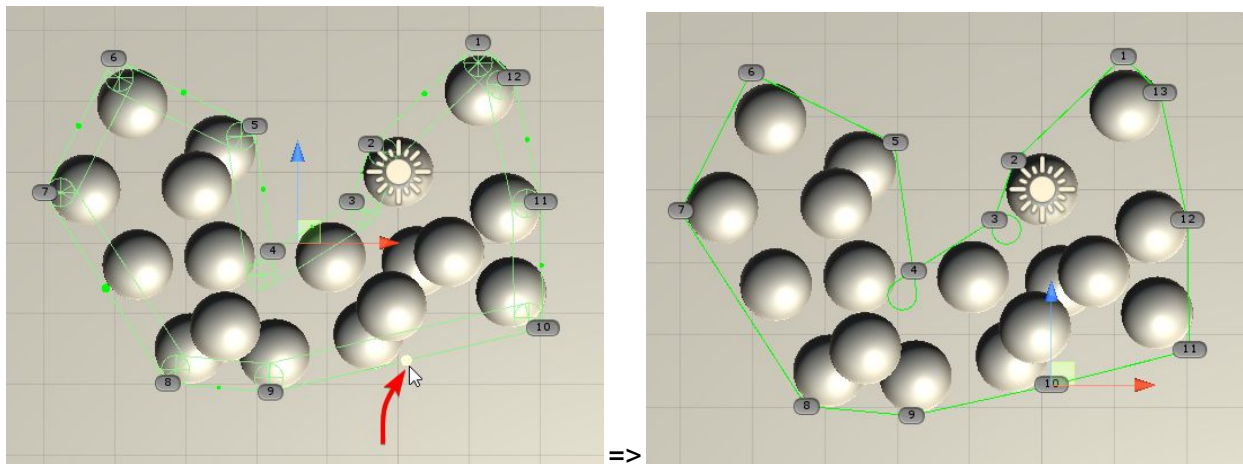


Gizmo's will show you the shape of the polygon collider:

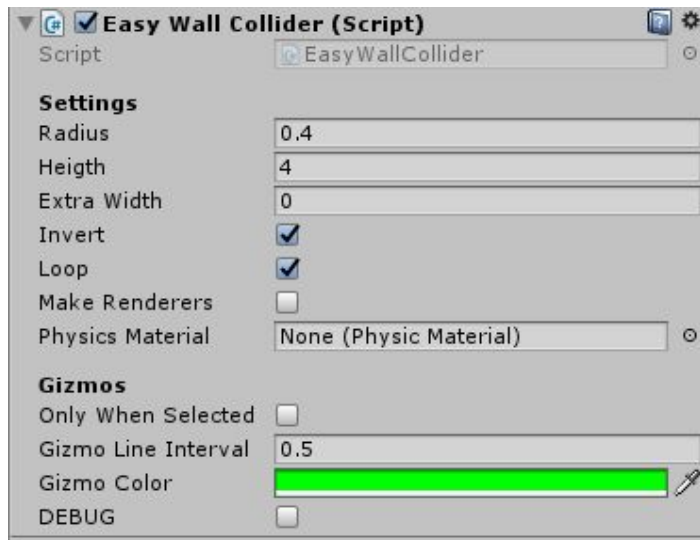


The collider will be built from Boxcolliders and Capsulecolliders, for good performance.

When the PolygonCollider is selected these cone buttons will be visible. Press them to add more points to the chain. I recommend locking the inspector on the script object while adding points to keep these buttons visible while dragging points around.



Settings



Radius: The radius of the rounded corners. Also defines the width of the walls.

Height: The height of how high the collider will be.

Extra Width: Gives extra width to the box colliders. Recommender to keep at 0, unless you have a radius of 0.

Invert: Switched on which side of the polygon the colliders will be created.

Loop: Describes whether the first and last point should connect.

Make Renderers: Adds Mesh Renderers to the walls. This is only intended to be used while generating navmeshes, and is recommended to be disabled otherwise.

Is Trigger: Sets “Is Trigger” on the sub colliders.

Physics Material: the physics material that will be applied to all generated colliders.

Copy Tag: Determines whether the gameobject tag should be copied to the sub colliders.

Gizmos: Settings for all the lines drawn in the scene view

Only When Selected: Do you always want to be able to see the walls, or only when selecting this object?

Gizmo Line Interval: Every x amount of distance, the gizmo's render a vertical bar to show where the collider is. This defines this distance.

Gizmo color: The color of the gizmo's.

DEBUG: Shows the normally hidden colliders in the inspector. These GameObjects should not be manually edited.

Note: The static flags and Layer are automatically copied to the colliders.

Contact

Feel free to reach out to me if you have any questions, or feedback. I'm also curious to see what you are making with my tools!

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