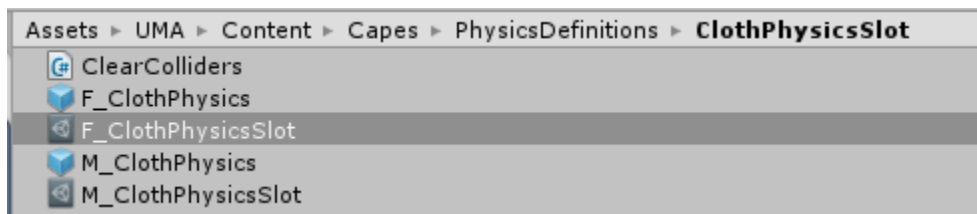# UMA Colliders

The colliders for an UMA are set up through a special slot, in this example there are a couple for each of the genders called "F_ClothPhysicsSlot" and "M_ClothPhysicsSlot".

Within the same folder as the slots is a prefab with a script that sets up all the colliders.

If you select this prefab, "M_ClothPhysics" you can inspect and edit the UMA Physics Slot Definitions.
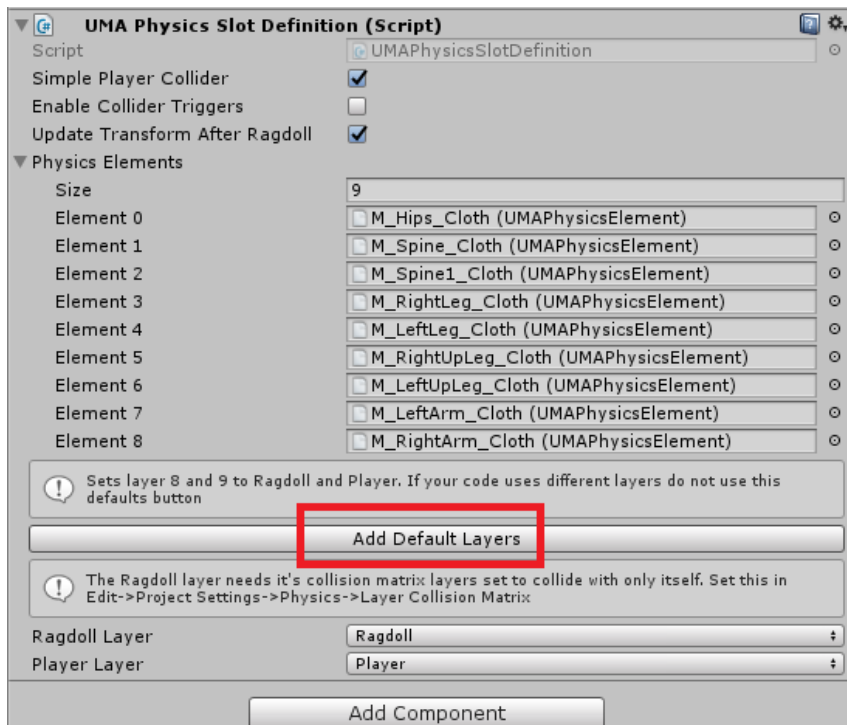
In this script you can see all the individual Physics Elements and edit them if need be.

If this was a new project you would also need to update your collision matrix layers. There is a handy button called "Add Default Layers" to create the two necessary layers for this system.

In the example scene you will not need to do this because there is a script on a gameobject ("CollisionMatrixFixer") that updates the collision matrix layers for you.

Also, please refer to;

http://www.umawiki.secretanorak.com/Physics

Double Sided Material

This pack also contains a double sided shader (the standard shader with cull off) and a Unity Material using it with an UMAMaterial using that material. These are the resources needed for the Cloth enabled capes.