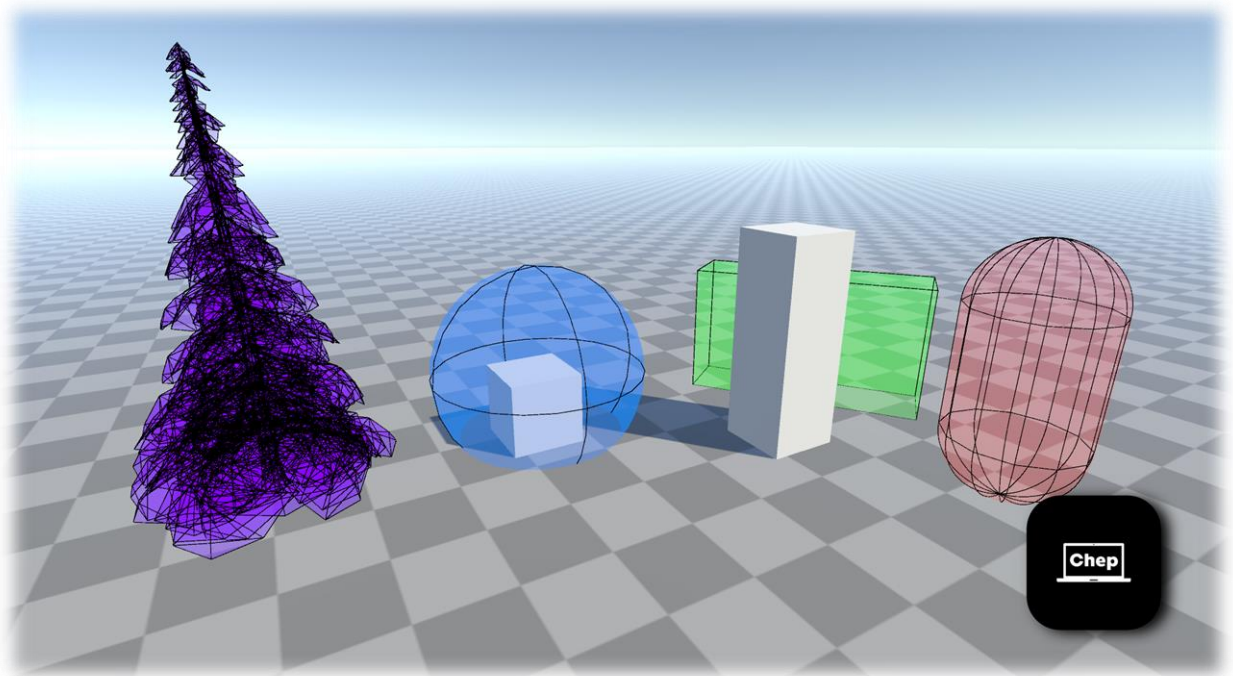


Collider Visualizer v1.0.0

Manual



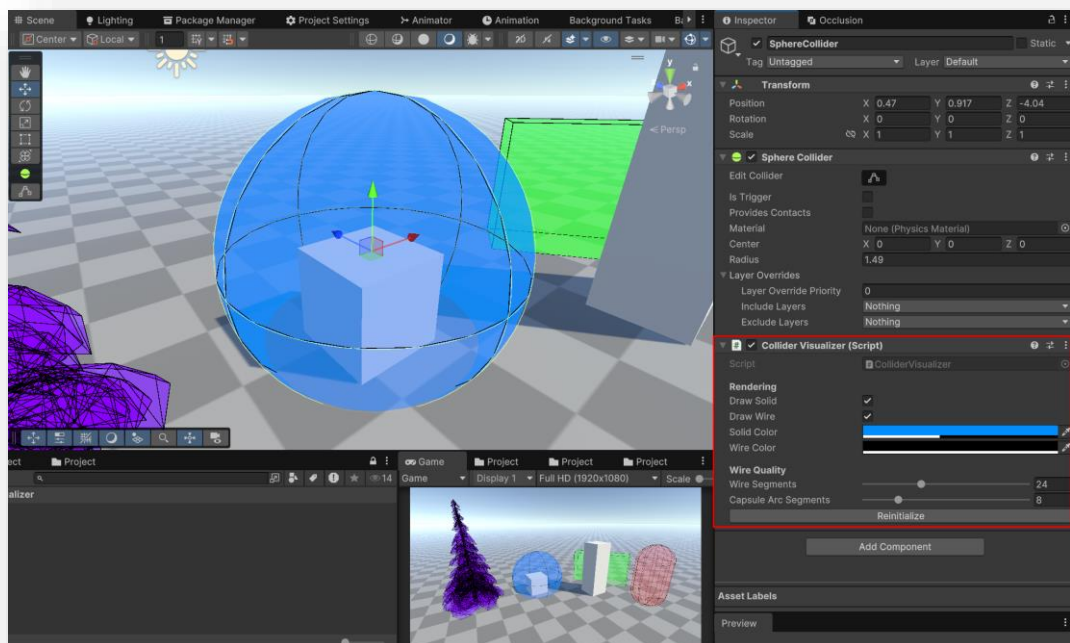
Description

The plugin allows you to implement collider display in edit mode, play mode and in the built application. **Works only in Built-in and URP!**

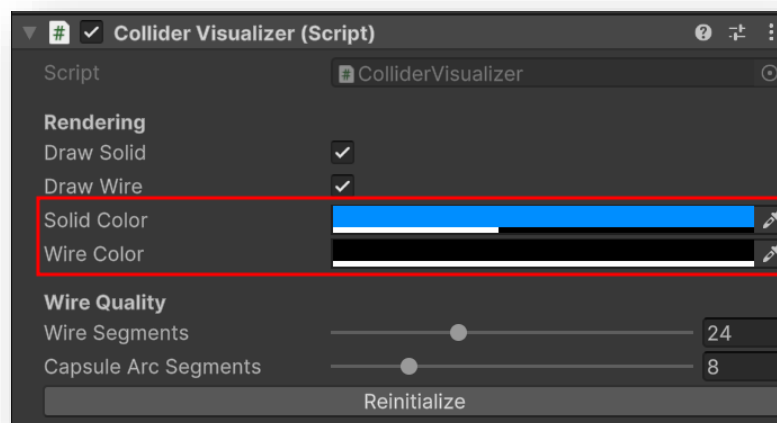
Supported collider types:

- Box;
- Sphere;
- Capsule;
- Mesh.

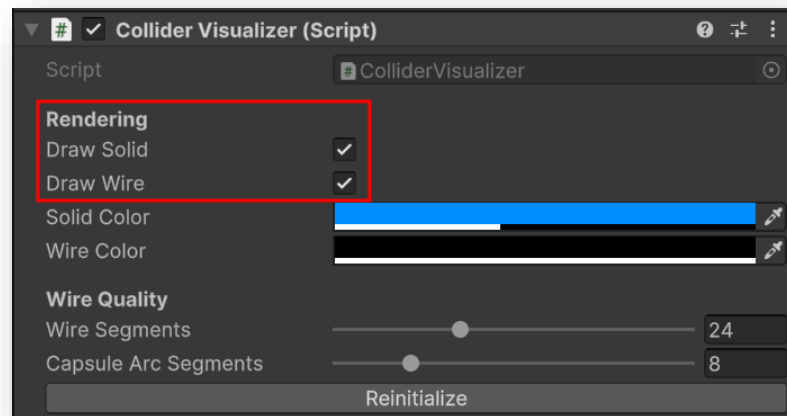
To start displaying them, simply add a supported collider and a **ColliderVisualizer** component to the object.



If you are not satisfied with the fill or border color, you can change them in the **SolidColor** and **WireColor** fields.

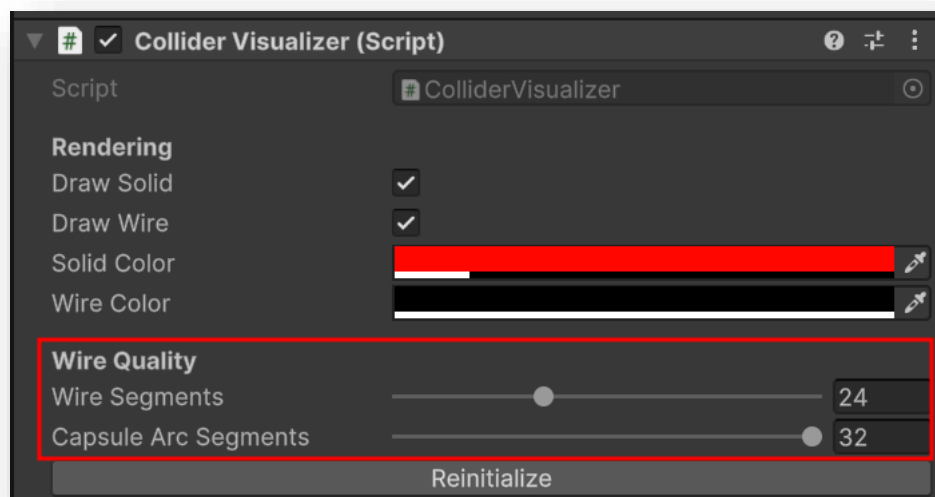


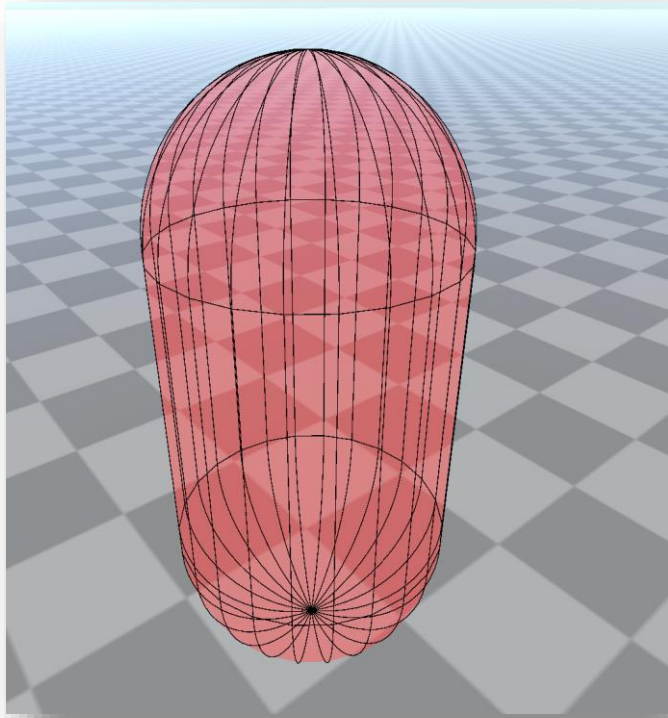
You can also disable drawing borders or fills if you don't need any of these. The **DrawSolid** and **DrawWire** fields are responsible for it.



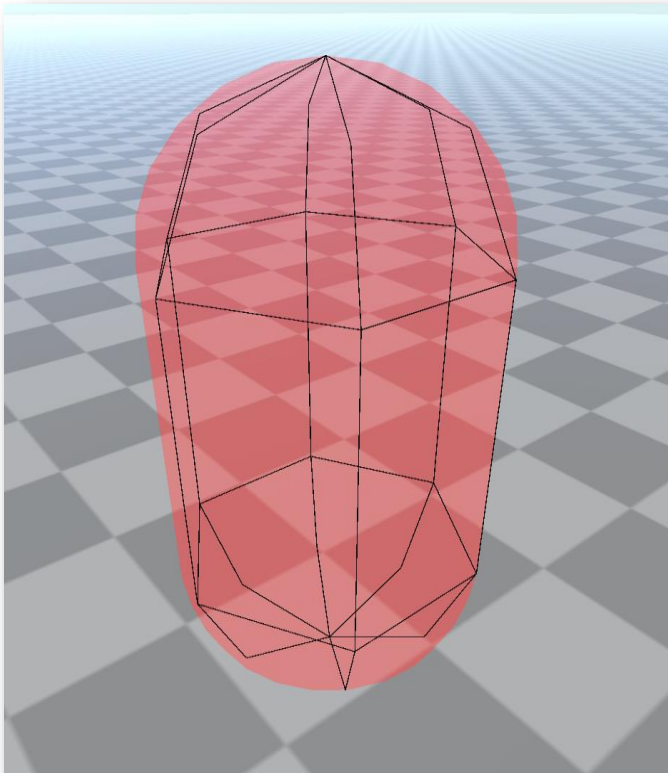
The parameters below apply only to the capsule collider:

- **WireSegments** – number of boundary segments displayed on the collider;
- **CapsuleArcSegments** – number of lines displayed when drawing arches in the hemispheres of the capsule collider.





WireSegments - 24, CapsuleArcSegments - 32



WireSegments - 6, CapsuleArcSegments - 4

Afterword

We hope you will not be disappointed with this plugin and will not encounter any problems during its setup and usage.

For any questions, issues, or suggestions regarding this plugin, please send your emails to chepgamesystemsfeedback@gmail.com