Compound Collider Generator v1.1
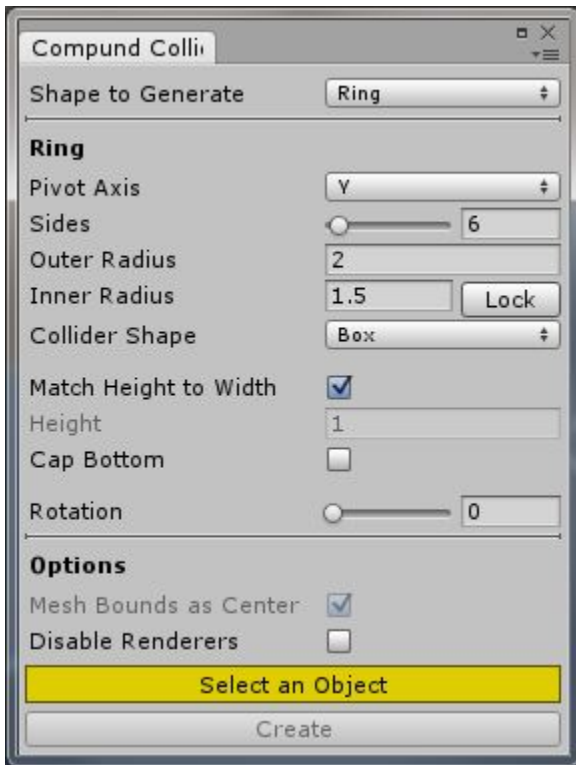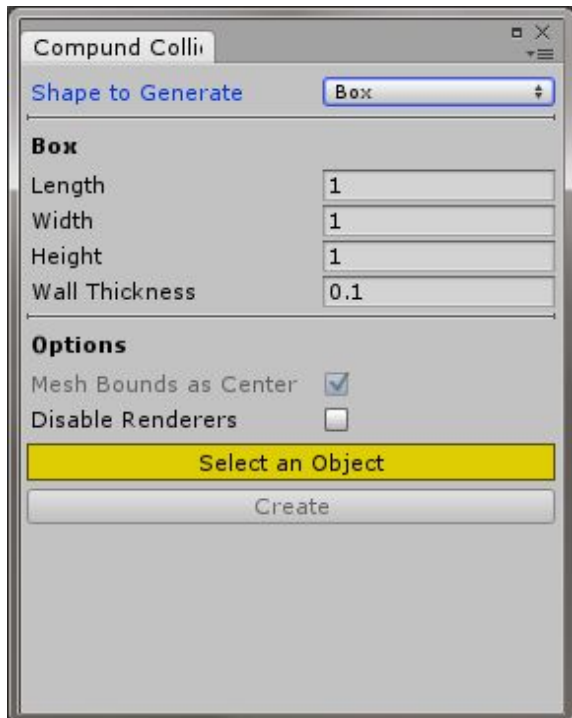
User Manual

Screen capture of the Ring shape editor.

Screen capture of the Box shape editor
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Shape to Generate	Sets the shape of the final compound collider to be generated.

Ring Options

Pivot Axis	The axis that the ring will "wrap" around.
Sides	The number of sides the final ring shape will have.
Outer Radius	Sets the size of the outer radius of the ring.
Inner Radius	Sets the size of the inner radius of the ring. The inner radius cannot exceed the size of the outer radius.
Lock	When enabled, inner radius is set automatically as to preserve the current distance between the inner and outer radius at the time the lock was enabled.
Collider Shape	Sets the type of primitive collider shape used for sub-collider objects. - Box = BoxCollider - Capsule = CapsuleCollider

Used only with Collider Shape 'Box'

Match Height to Width	When enabled, automatically sets the Height value to equal the distance between the inner radius and outer radius.
Height	Sets the height of the sub-collider objects.
Cap Bottom	Adds a MeshCollider bottom lid on the ring shape. Creates a barrel shape.
Rotation	Applies rotation to sub-collider objects around their length-wise axis.

Box Options

Length / Width / Height	Sets the Length/Width/Height of the final box shape.
Wall Thickness	Sets the thickness of the wall of the final box shape.

Bowl Options

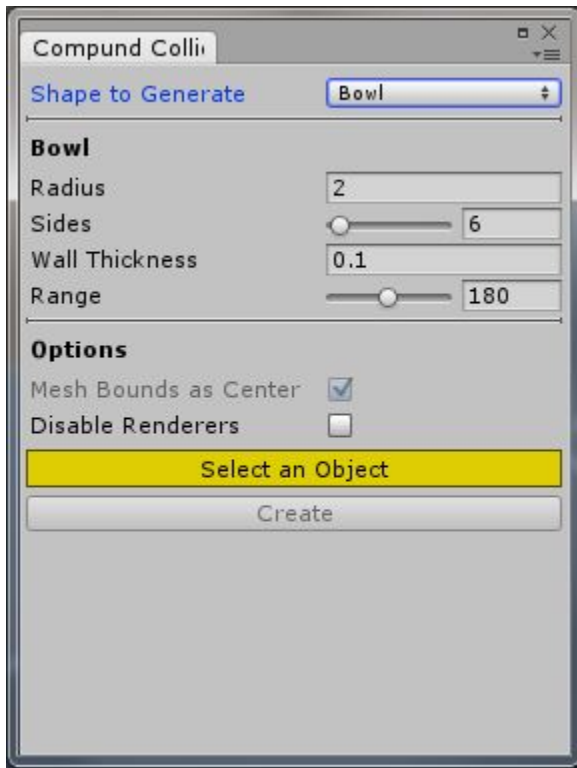|	
Radius	The radius of the sphere shape from which the bowl is created.
Sides	The number of vertical segments of the sphere shape from which the bowl is created.
Wall Thickness	Sets the thickness of the wall of the final bowl shape.
Range	In degrees, sets the height of the bowl along

Screen capture of the Bowl shape editor.

the sphere shape from which it is created. Where 360 is a closed bubble shape and 180 is a hemisphere.
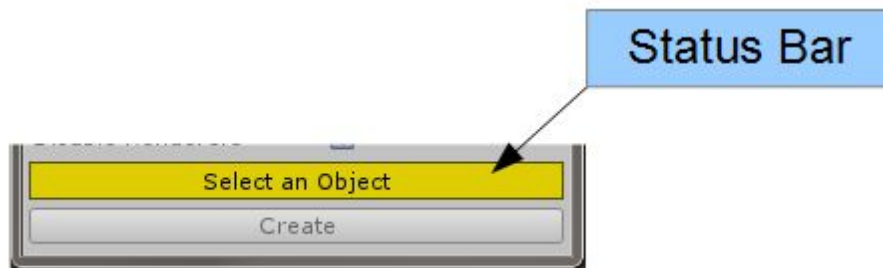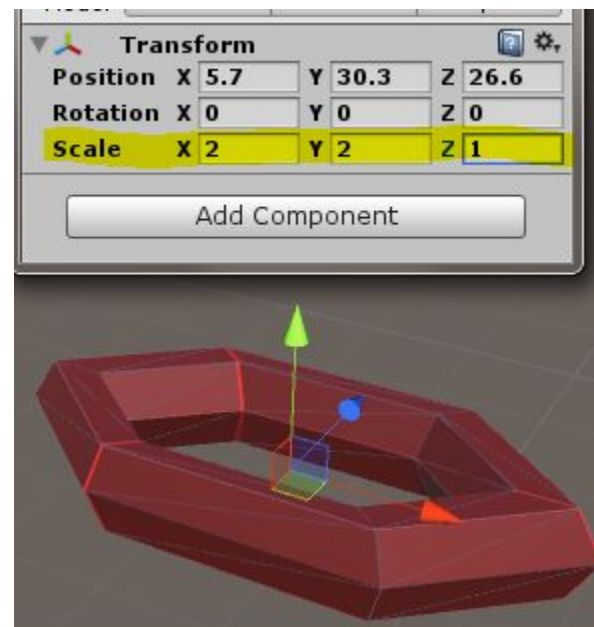
Status Bar - States

Select an Object	Select an object in the scene view to move to the Ready state.
Ready	Tool is ready to create a new compound collider.
Editing	Shown while editing an active compound collider.
Object or ancestor has non-uniform scale!	The selected object or one of its ancestors has its Transform scale set non-uniformly.

*NOTE: Target objects must be uniformly scaled to avoid misaligned sub-collider objects!

For a transforms scale to be uniform all 3 of the X, Y, and Z values of the transform's Scale must be equal to each other.
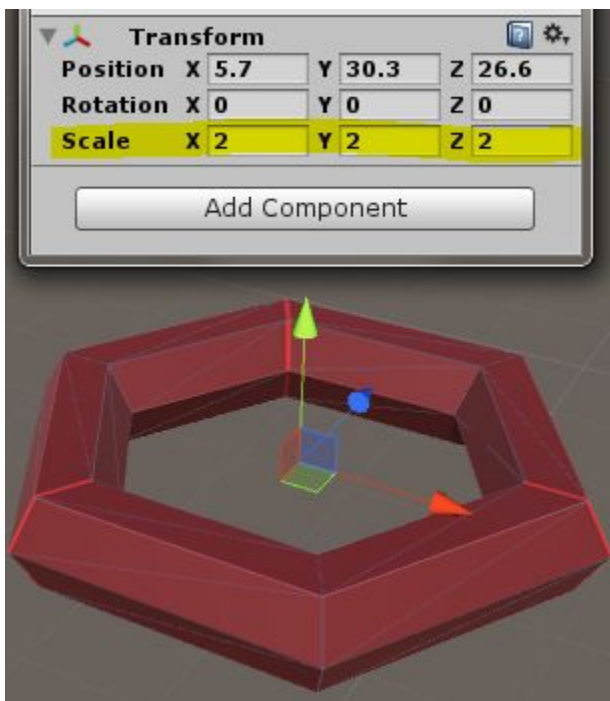
A uniformly scaled object.

A non-uniformly scaled object.