

EDITORS COLLIDERS TOOLS



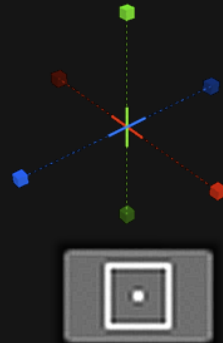
MOVE



ROTATE



SCALE



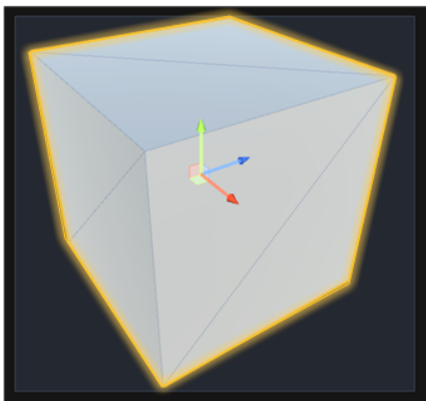
EDIT BOUNDS

Select one or multiple colliders

Transform them as if they were Game Objects

Copy/Paste, Duplicate, Frame, Drag&Drop Materials

ACTIVATE THE TOOLS 1/2

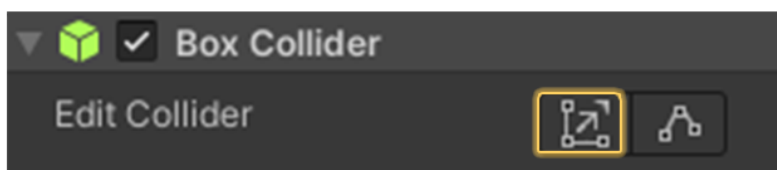


Select one or more Game Objects with colliders you want to work on

Click on the button on



Inspector



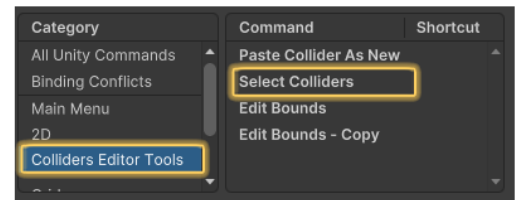
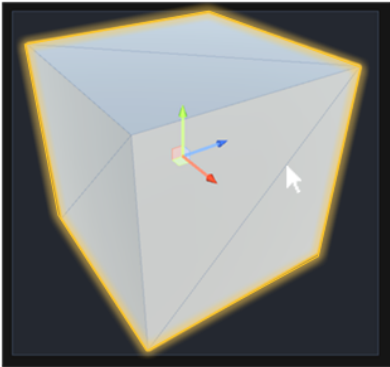
Tools overlay



ACTIVATE THE TOOLS 2/2

AUTOACTIVATION

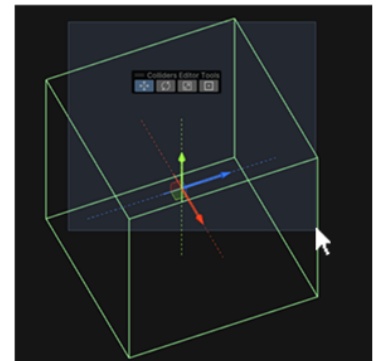
Assign the shortcut



Select one or more Game Objects with colliders you want to work on

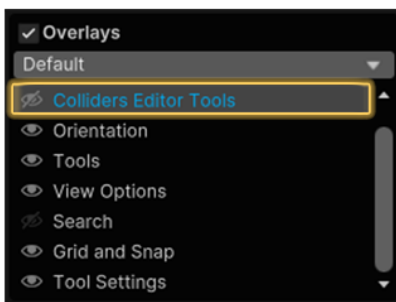
Press/hold the shortcut
and select the colliders

Collider Editor Tool
will be autoactivated

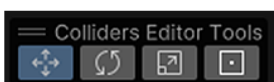


SWITCH THE TOOLS

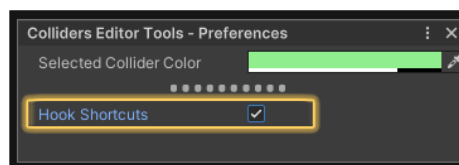
Overlay



Toggle the tool



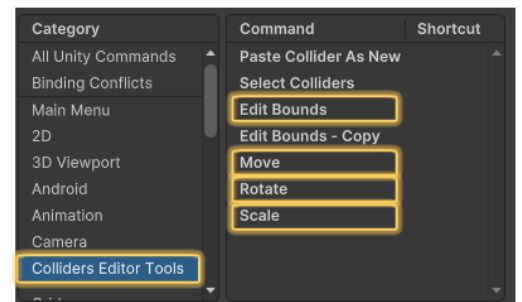
Unity Shortcuts



Use Unity
Shortcuts



Custom Shortcuts



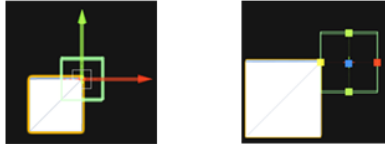
Use Custom
Shortcuts



TRANSFORMS

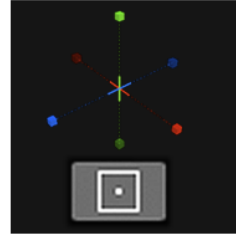
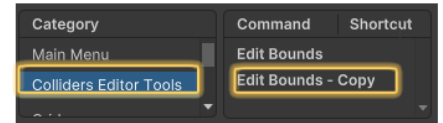
Vertex Snapping

Press V during a transform to snap to the nearest vertex or centre of an object.



Copy&Resize

Assign shortcut



Activate “Edit Bounds” tool

Press shortcut while editing bounds to clone and resize

Precise Mode

Press SHIFT during a transform to activate precise mode

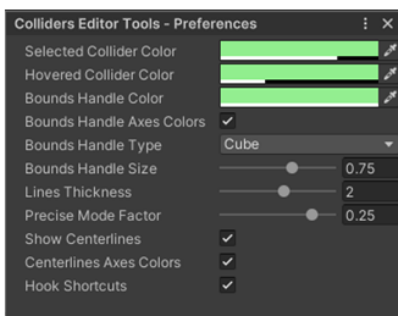
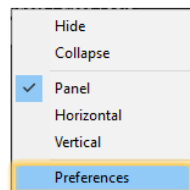
PREFERENCES

Open Preferences



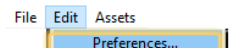
Right click the overlay

Click “Preferences”

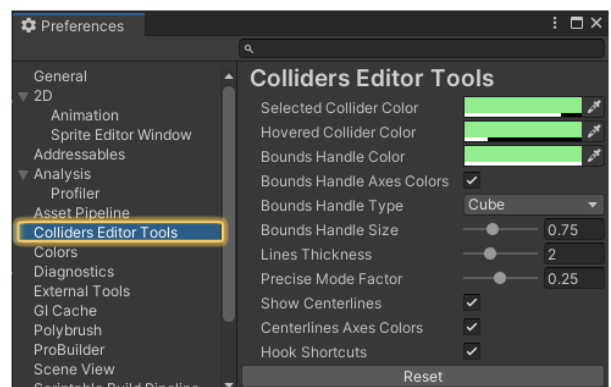


Quick access window will be shown

Goto Edit/Preferences



Select “Colliders Editor Tools”



Hover over the labels for explanatory tooltips