Auto Sprite Collider

This component uses Unity's built-in PolygonCollider2D generation system. This can be faster than D2D's Polygon Sprite Collider in certain circumstances, but it's very inaccurate, especially on smaller sprites.

Is Trigger

Allows you to set the **Is Trigger** property of the generated colliders.

Material

Allows you to set the Is **Material** property of the generated colliders.