

# Edge Sprite Collider

This component will generate accurate edge colliders around the solid parts of your destructible sprite.

## Is Trigger

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

## Material

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

## Cell Size

This allows you to set how large each cell will be in pixels. For example: if your Alpha Tex is 512x512 pixels, and your explosions are only 64x64 pixels, then you should set this value to 64 for optimum performance.

NOTE: Setting this to a low value will increase memory usage, so try not to set it too low.

## Detail

This allows you to set how detailed you want the final collider to be. If you set this value to 1, then only simple optimizations will be performed that don't change the shape of the collider, but if you decrease the value then more and more vertices will be removed.

## Binary

This setting causes the collider to use point filtering, which is useful if you don't want smooth edges.

NOTE: 45 degree diagonal edges are still possible.