COLLIDER VIEW

support@project-jack.com

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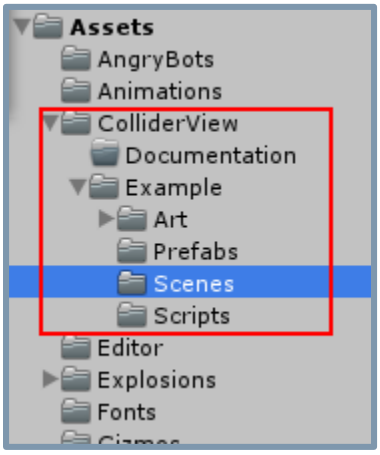
REVISION HISTORY

DATE	WHO	REVISION
4/15/15	Austin	Added Inspector settings section; updated screenshots to reflect ColliderView v1.1
12/11/14	Austin	Added 2D Edge Collider support; minor formatting changes
11/28/14	Austin	Updated screenshots; minor cleanup
11/2/14	Austin	Initial creation

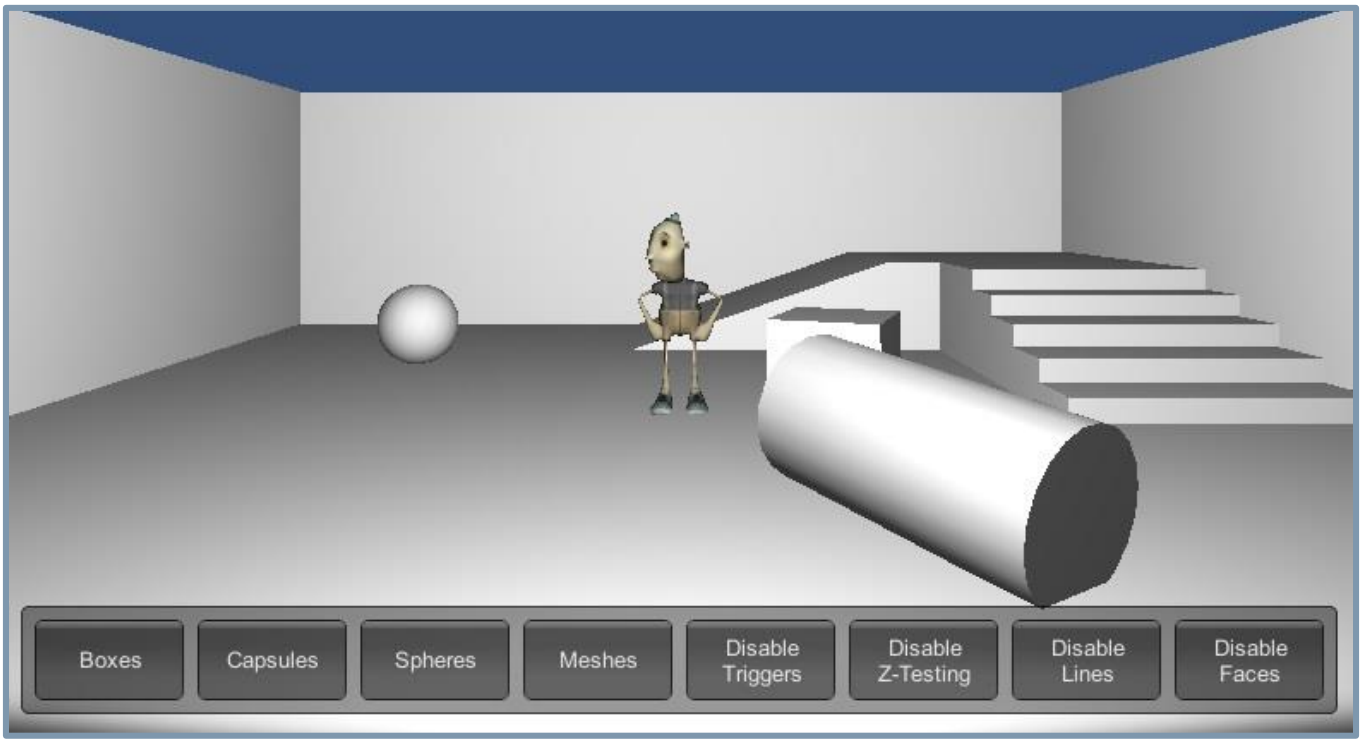
QUICK START

1. Import the ColliderView assets into your project from the Asset Store.

2. Open the example scene **Level.unity** located in **ColliderView → Example → Scenes**



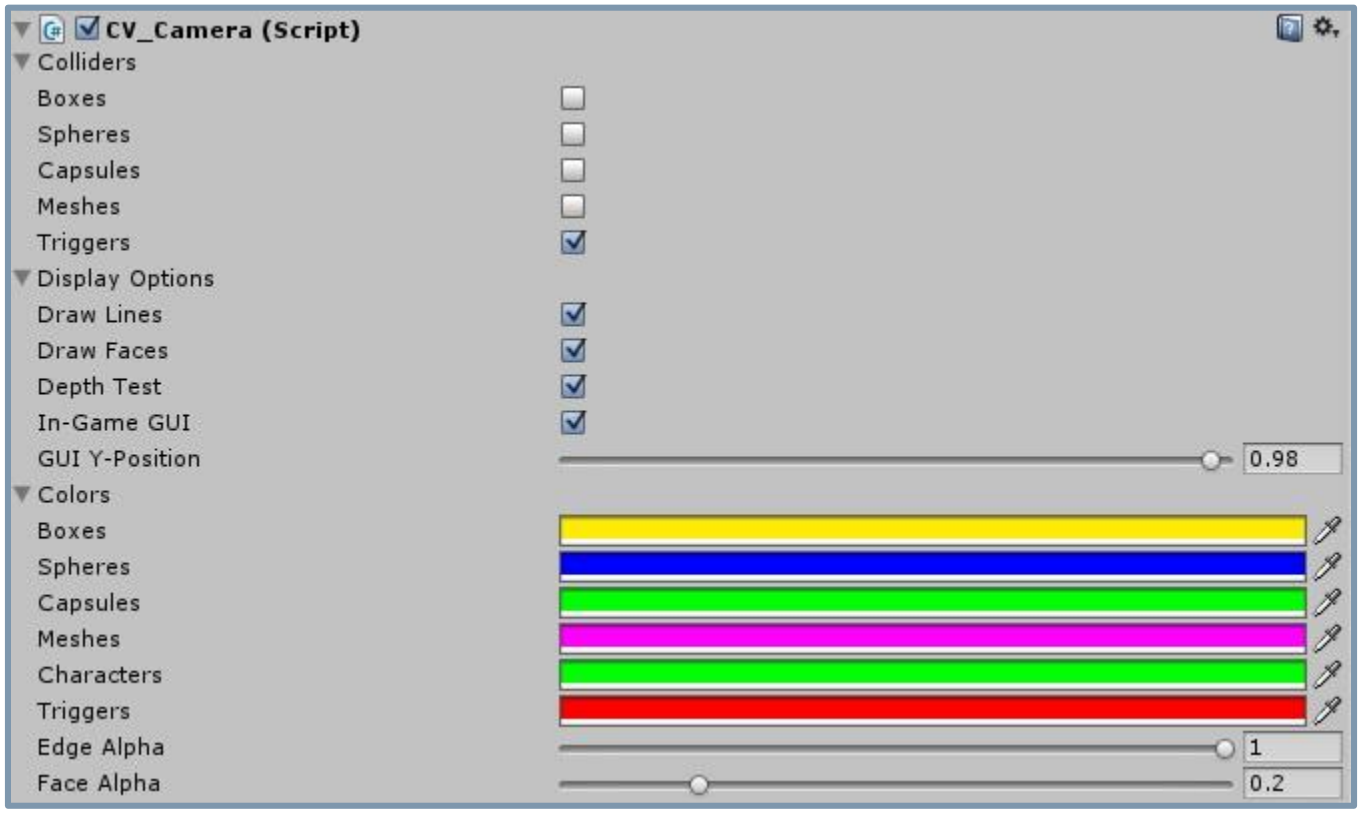
3. Press the **Play** button to run the scene within the Unity Editor. It similar to below:



4. This example scene contains one mesh collider, one sphere trigger collider, and two cylinder, cube, and sphere colliders.

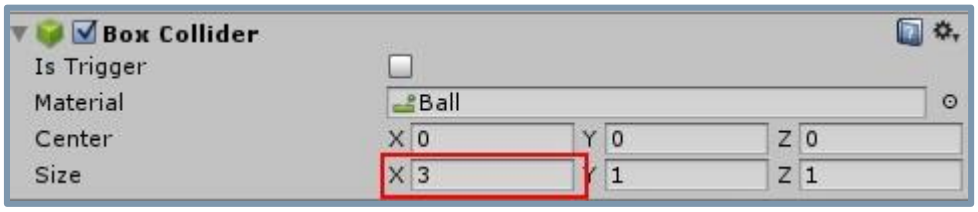
   The collider rendering can be toggled by pressing the respective buttons on the GUI.

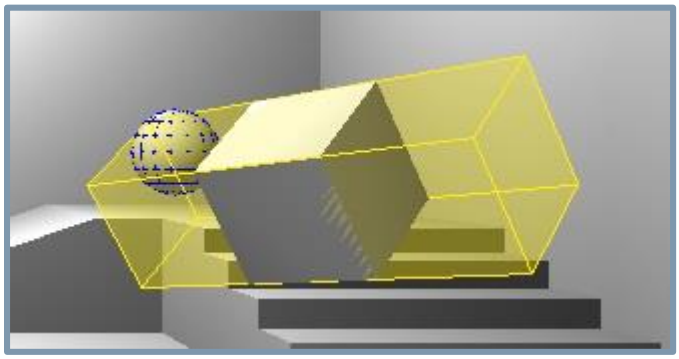
5. Select the **Main Camera** game object from the Hierarchy view. Unity's Inspector window contains the configurable data for the **CV_Camera** component:



Unity will save any changes you make to this component in your scene so that your collider rendering configuration persists like all other Game Object components.

6. Try modifying the properties of each collider while the game is running. Notice how the collider rendering updates with your changes.





SUPPORTED COLLIDER PRIMITIVES

TYPE	COLLIDER
3D	Character Controller
3D	Box
3D	Sphere
3D	Capsule
3D	Mesh (* non-convex only)
2D	Circle
2D	Box
2D	Polygon
2D	Edge

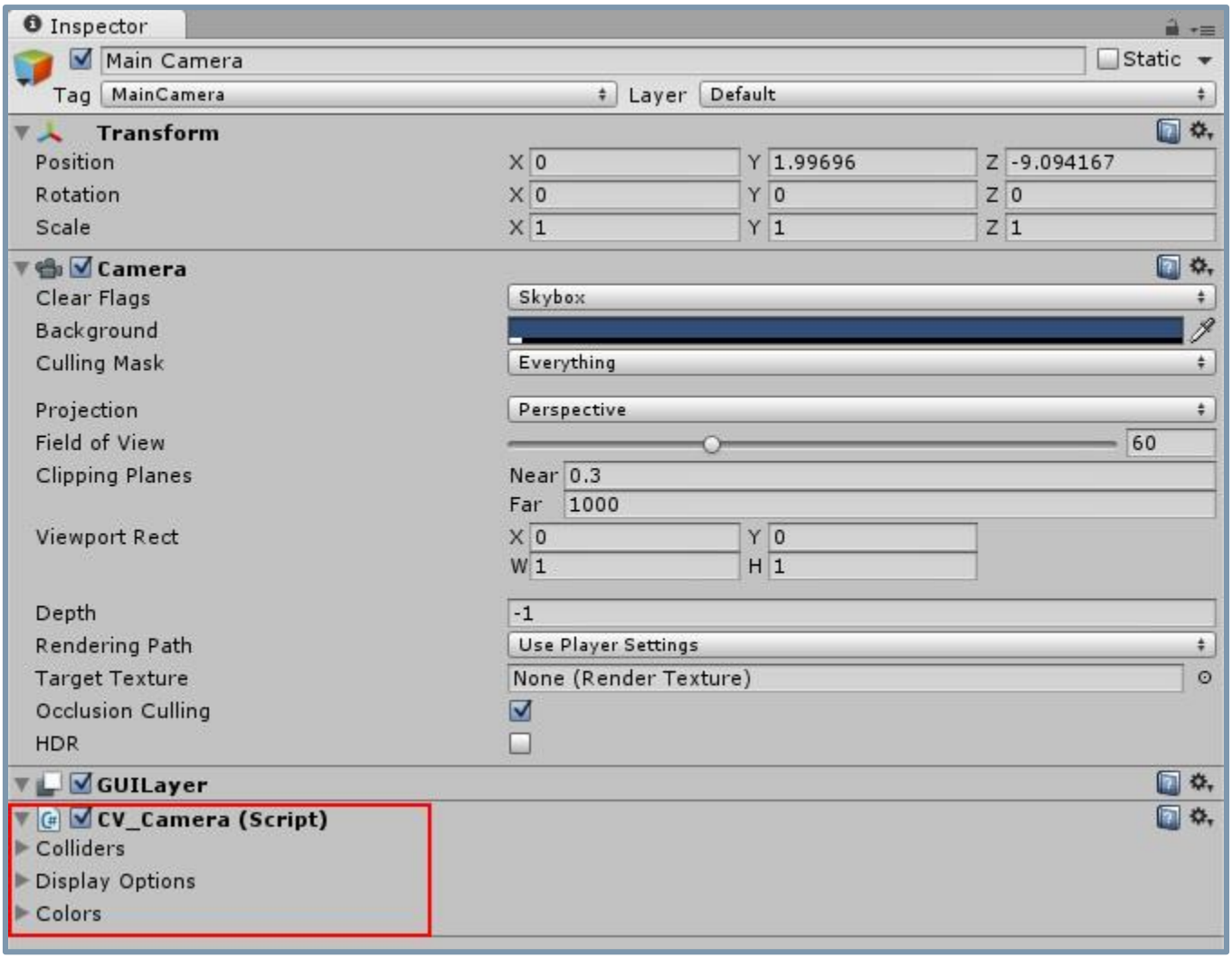
ADDING COLLIDER VIEW TO YOUR PROJECT

1. Import the ColliderView assets into your project from the Asset Store.

2. You can safely remove the **Example** folder located in the **ColliderView** folder if you don't wish to have the example scene & assets as part of your project.

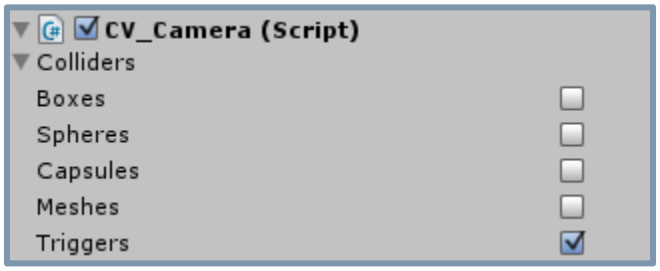
3. Locate the Main Camera object in your scene.

4. Add the **CV_Camera** script as a component to your Main Camera object using the Unity Inspector:

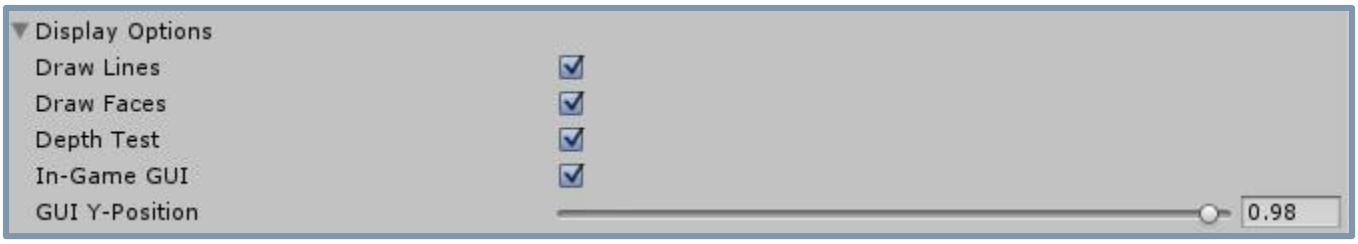


WORKING WITH THE COLLIDER VIEW INSPECTOR

The **CV_Camera** component can be configured on a per-camera basis from the Unity Inspector. It contains 3 groups of rendering configuration:



COLLIDER GROUP OPTION	USAGE
Boxes	Toggles display of 3D & 2D Box Colliders
Spheres	Toggles display of 3D Sphere & 2D Circle Colliders
Capsules	Toggles display of 3D Capsule & CharacterController Colliders
Meshes	Toggles display of 3D Mesh, 2D Polygon, and 2D Edge Colliders
Triggers	Toggles display of Colliders with the **Is Trigger** flag set



DISPLAY GROUP OPTION	USAGE
Draw Lines	Toggles display of collider rendering polygon outlines
Draw Faces	Toggles display of collider rendering polygon interiors
Depth Test	If set, colliders are rendered with respect to their Z-depth position in the game world. If unset, the collider Z-depth is ignored, allowing rendering over all game objects. This is useful for locating colliders that may be visually blocked by level geometry.
In-Game GUI	Toggles display of horizontal GUI interface
GUI Y-Position	Allows easy positioning of the In-Game GUI. Values closer to 0 will bias the GUI towards the top of the screen, while values closer to 1 will put the GUI towards the bottom of the screen.

COLORS GROUP OPTION	USAGE
Boxes	Display color of 3D & 2D Box Colliders
Spheres	Display color of 3D Sphere & 2D Circle Colliders
Capsules	Display color of 3D Capsule Colliders
Meshes	Display color of 3D Mesh, 2D Polygon, and 2D Edge Colliders
Characters	Display color of 3D CharacterController Colliders
Triggers	Display color of Colliders with the **Is Trigger** flag set
Edge Alpha	Values closer to 0 will make the collider outlines appear faded, while values closer to 1 will make collider outlines appear opaque
Face Alpha	Values closer to 0 will make the collider polygon interiors appear faded, while values closer to 1 will make collider polygon interiors appear opaque

DISABLING COLLIDER VIEW FOR SHIPPING

There are a few different ways to disable Collider View for non-development builds:

1. The easiest is to simply disable the **CV_Camera** script from your cameras in the Unity inspector.

2. The body of the **CV_Camera** class can be compiled out if your project uses custom preprocessor directives. For more information on preprocessor defines see the Unity Documentation page.

3. The main rendering loop – *OnPostRender* – in the **CV_Camera** script can be set to run only in "Development Builds". For an example of how to check the Development Build flag at runtime see this Unity Documentation page.

TESTED MOBILE DEVICES

Collider View has been tested successfully on the following mobile devices below. If you find that Collider View does not work correctly on a particular device, please email support@project-jack.com and we will do our best to support your device.

DEVICE	OS VERSION
Google Nexus S 4G	Android 4.1.2
Asus Transformer TF101	Android 4.0.3
Motorola DROID Pro	Android 2.3.4
Google Nexus 7	Android 5.0
Apple iPhone 4	iOS 7.1.2
Apple iPhone 4S	iOS 7.1.2

CREDITS

Unity Technologies for providing the Goober character model, character animations, and area model.