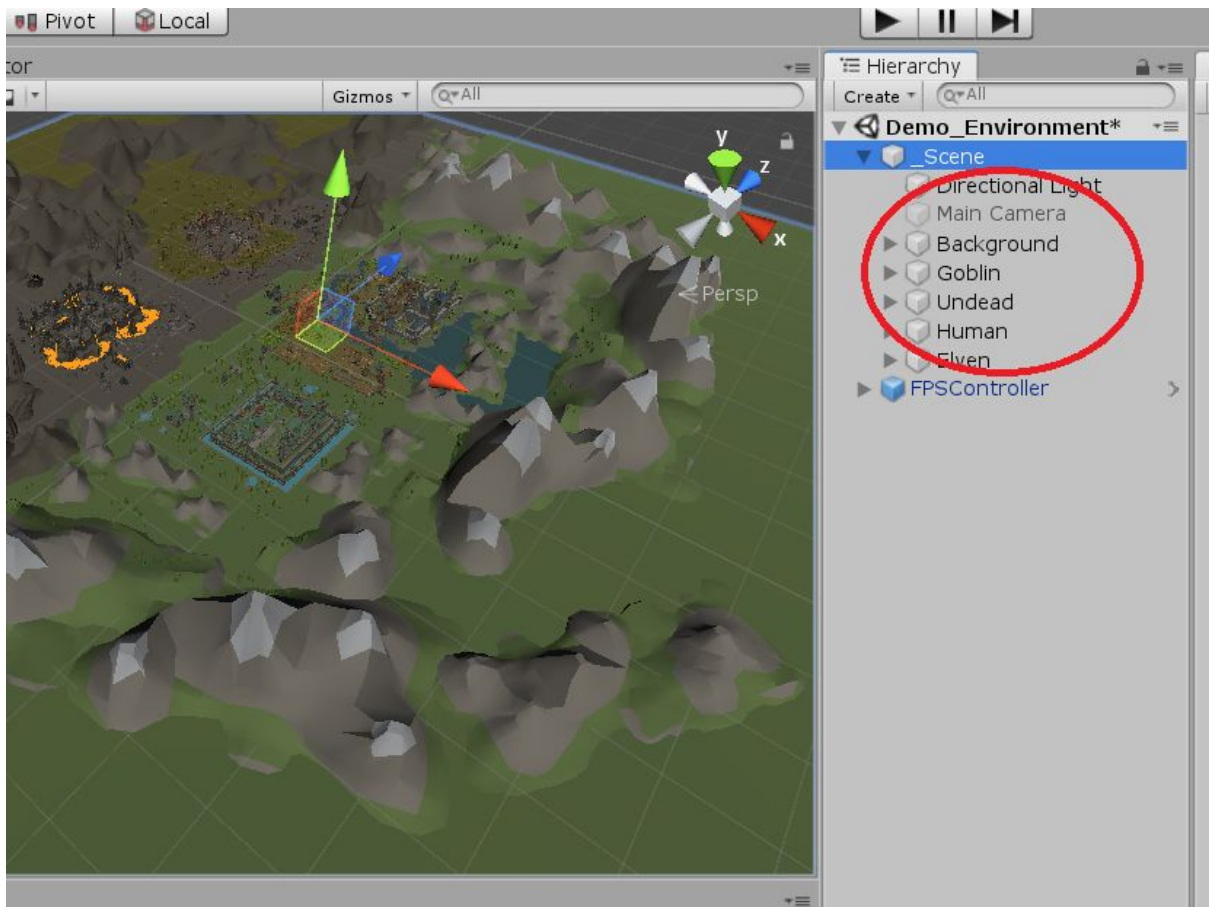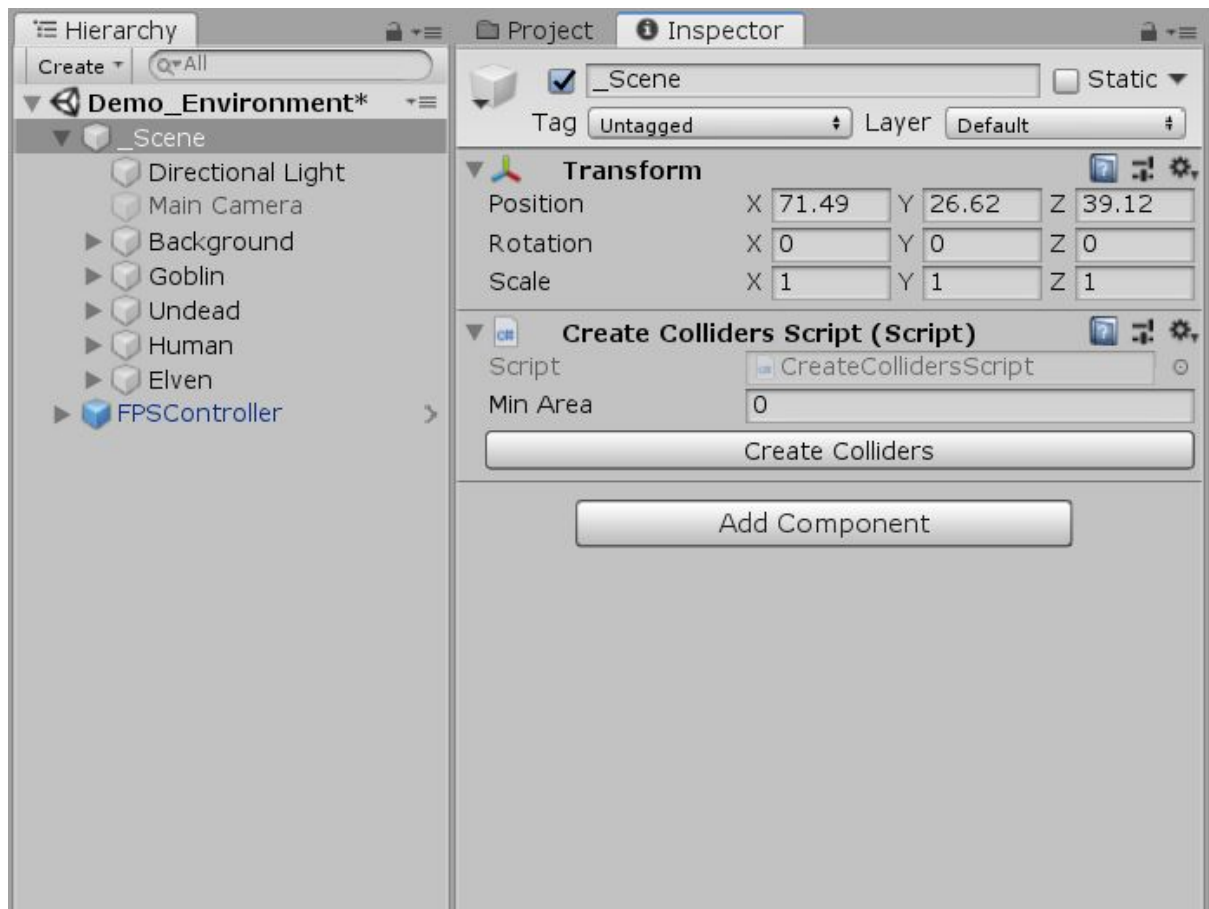# 1-Click Scenario Colliders

First, thank you very much for purchasing **1-Click Scenario Colliders!**

Tutorial

If it does not exist, create an object called "**_Scene**" (or another name) and drag all objects in the environment into it. That is, except characters and active rigid bodies. Including light, camera, particles and other objects without a Mesh Filter is indifferent.
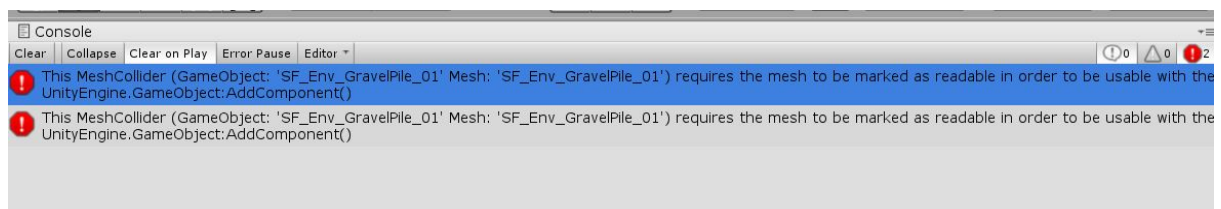
In the root object, add the **CreateCollidersScript** component. Click on **CreateCollider** button. It is done!
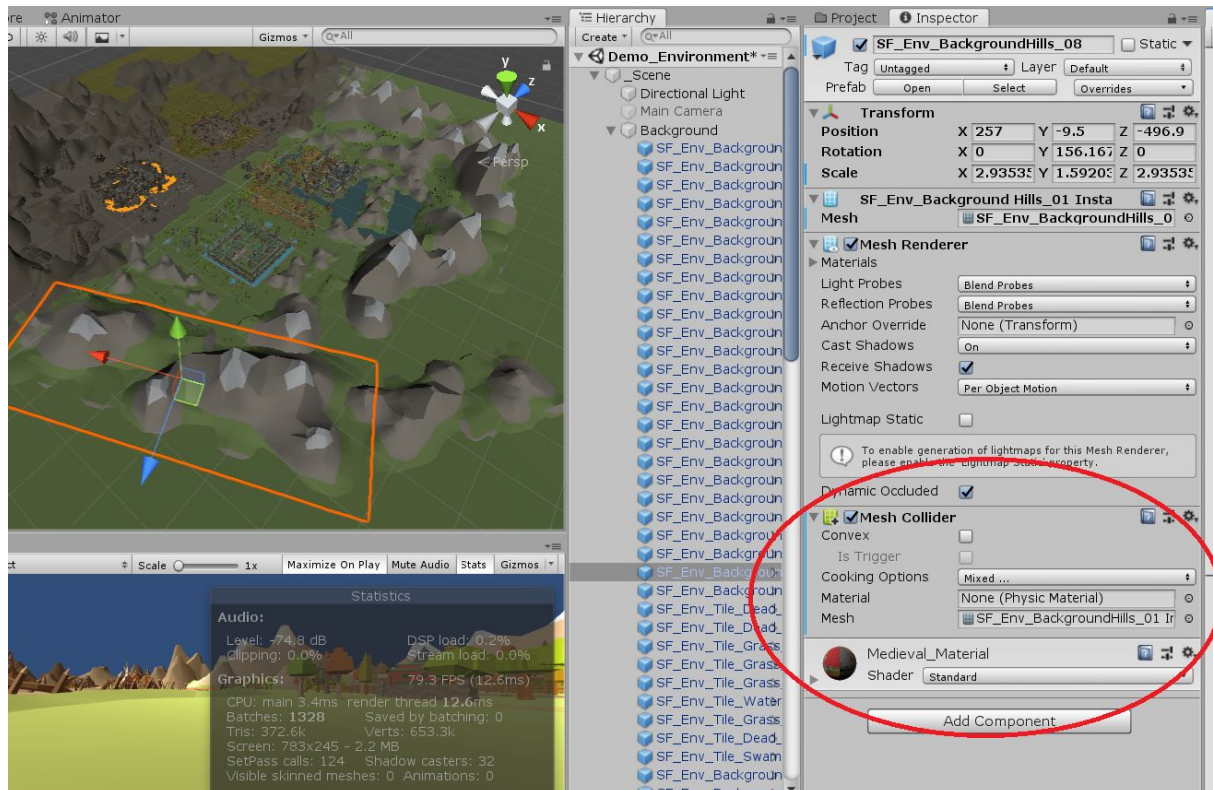
Note that each object with a MeshFilter will now have a MeshCollider. (Don't worry, it won't affect performance in any noticeable way).
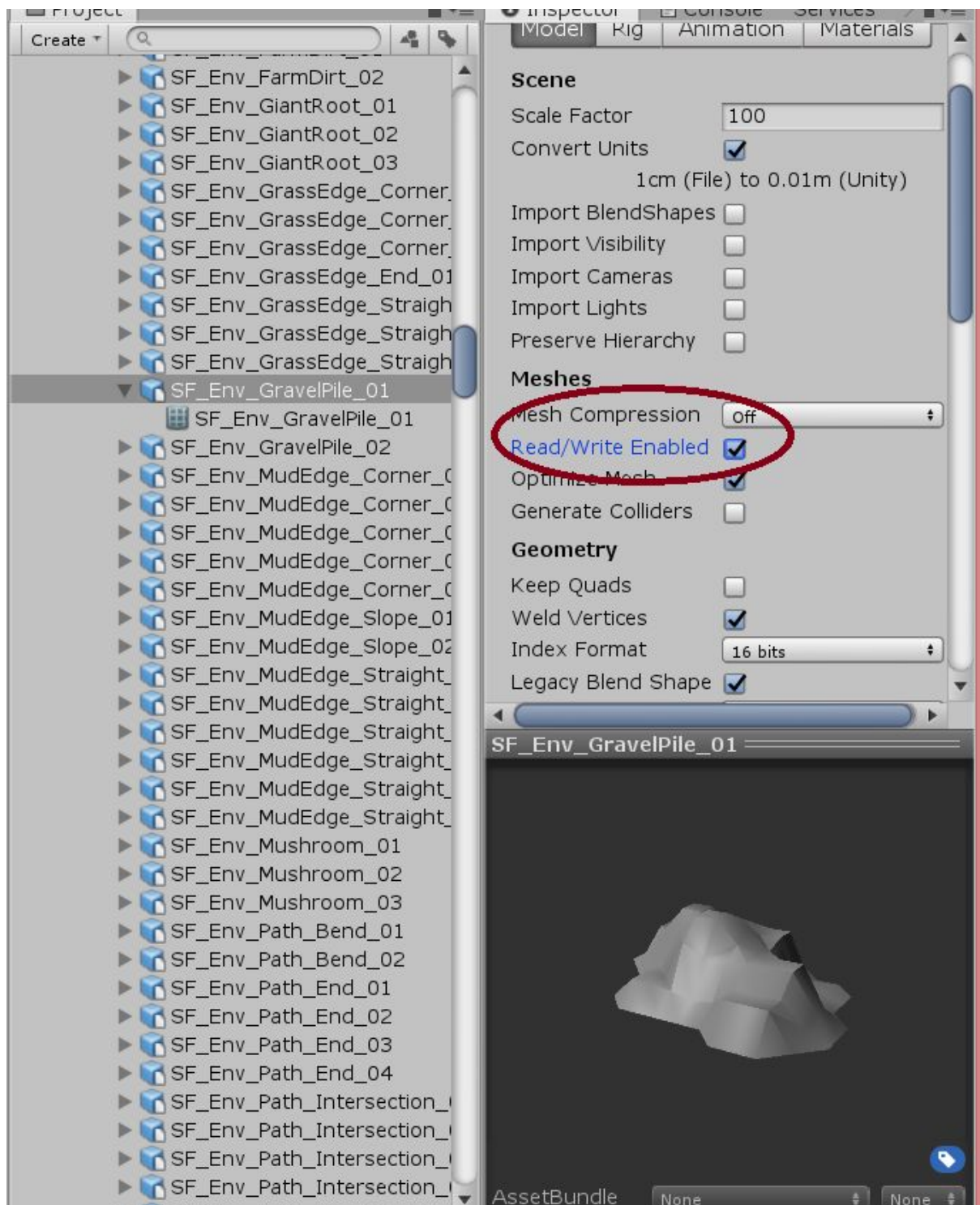
Handling error messages

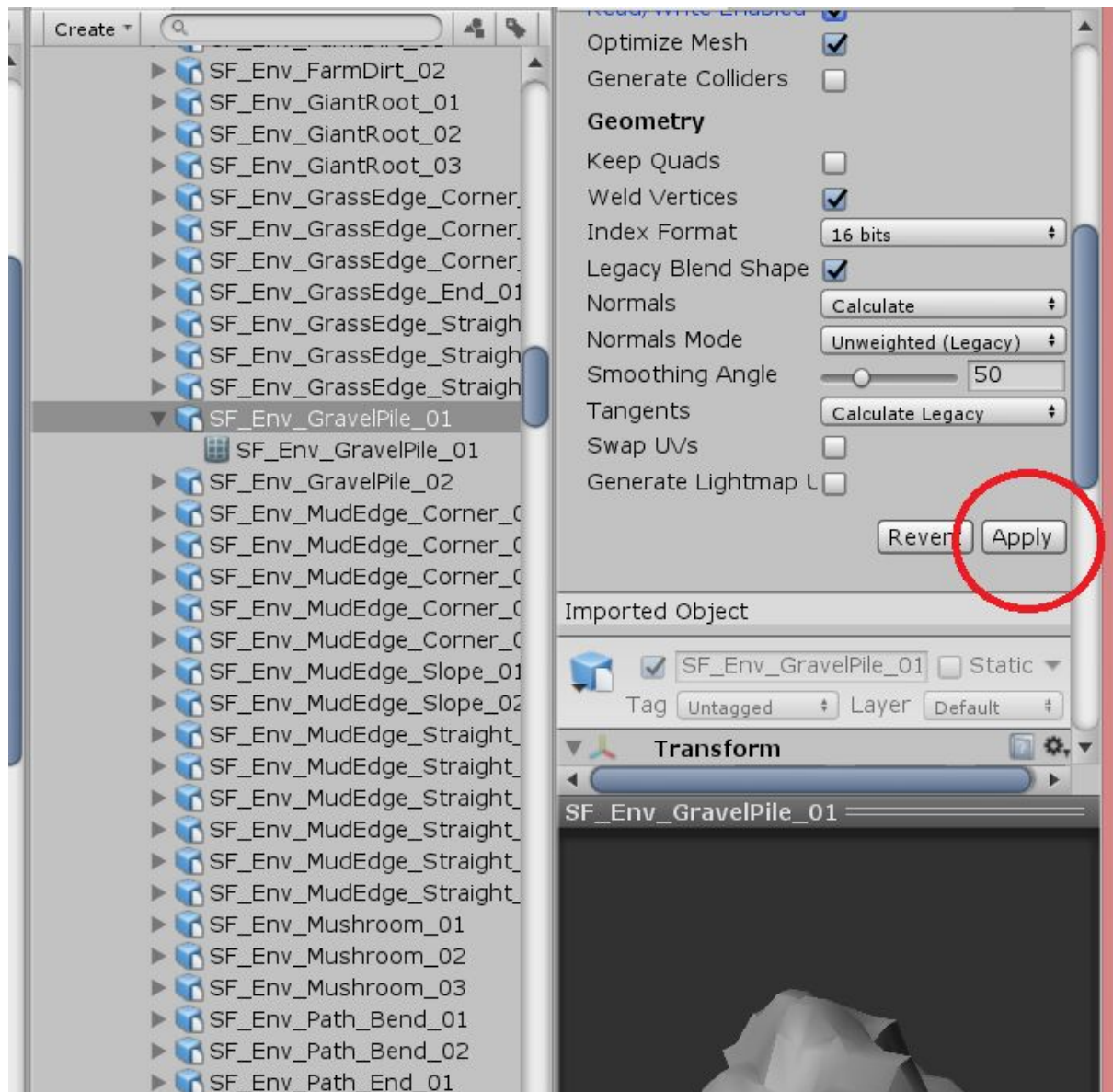After creating the colliders, check the console if there are any error messages like the image below:

"This MeshCollider (GameObject: 'SF_Env_GravelPile_01' Mesh: 'SF_Env_GravelPile_01') requires the mesh to be marked as readable in order to be usable with the given transform"
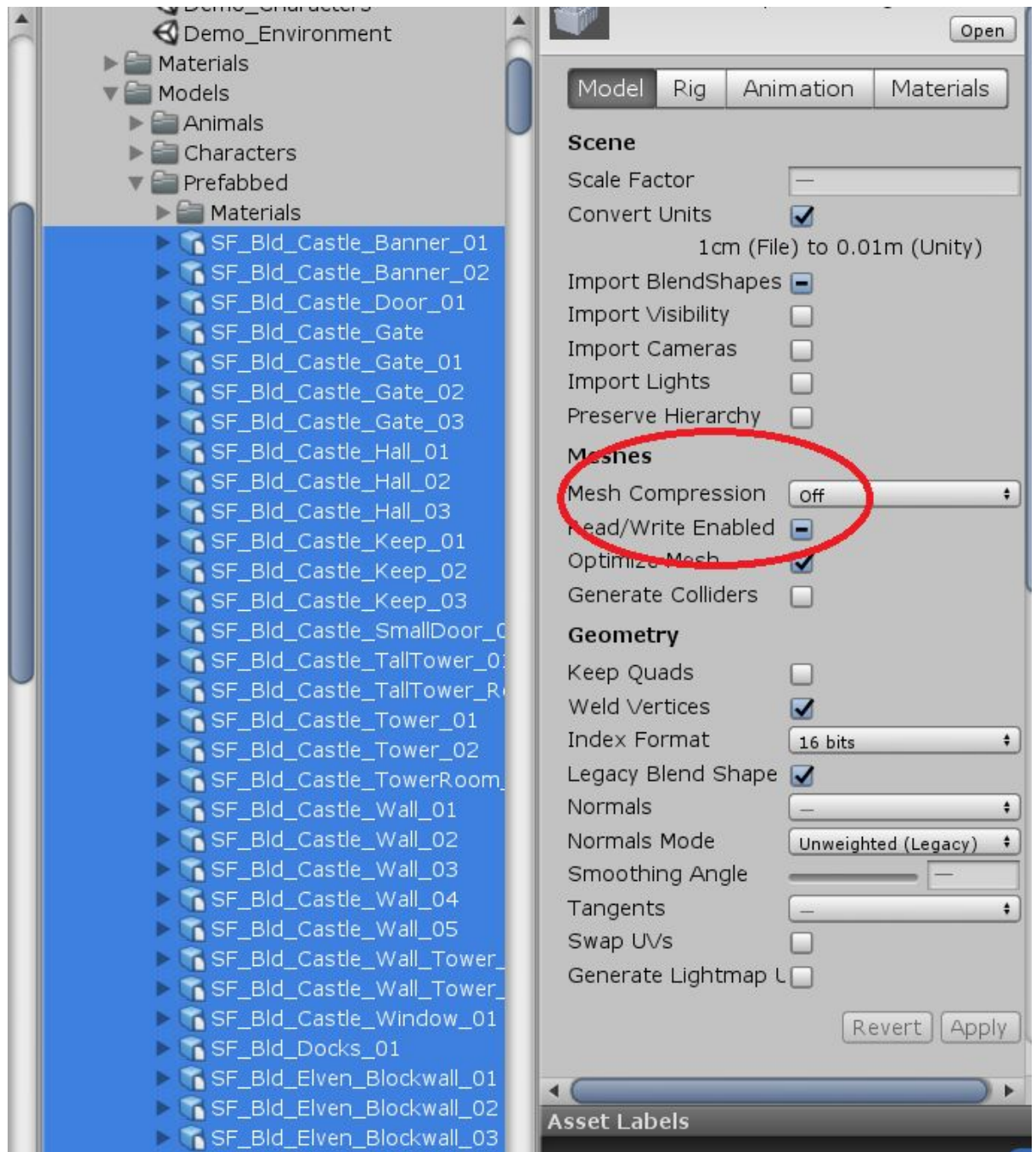
Look for the model in the Project tab and mark it as readable:
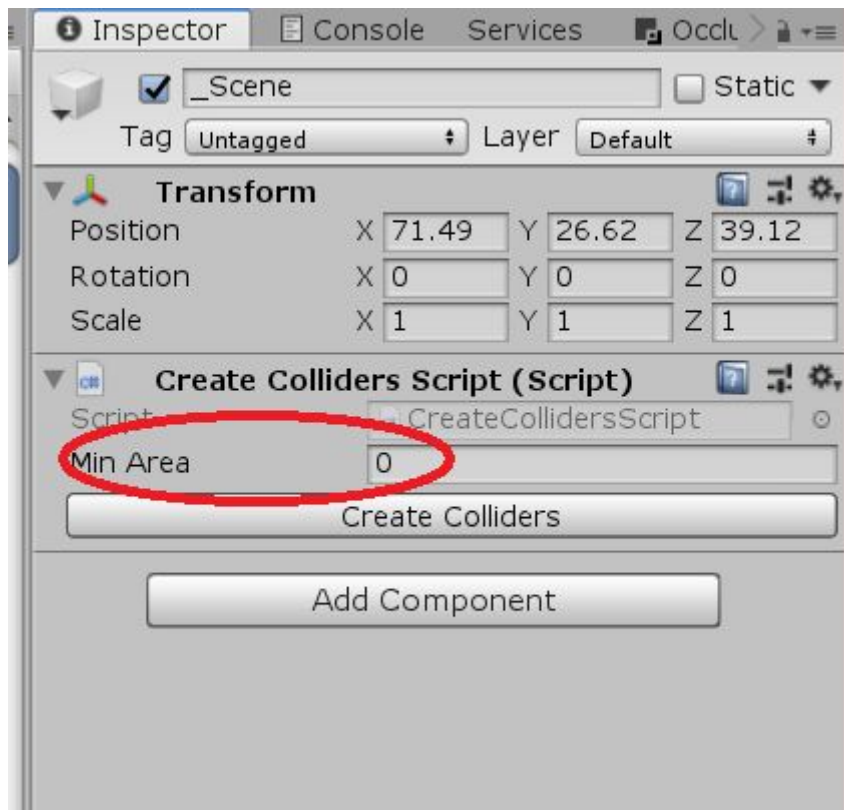
.   Click the **Apply** button:

If you prefer, you can select several, or all of the models in the folder at the same time and mark them as readable.

Click the **CreateColliders** button again. It's done.

Min Area

If you want, you can define a minimum area (in unity meters) for creating a collider. This feature is useful if you want to ignore some objects on the floor, such as small rocks and debris. That way, they will remain without collider.

Conclusion

If you need any support, please send an email to **odin.assets@gmail.com**. Please, if you liked it - don't forget to send a positive rate.