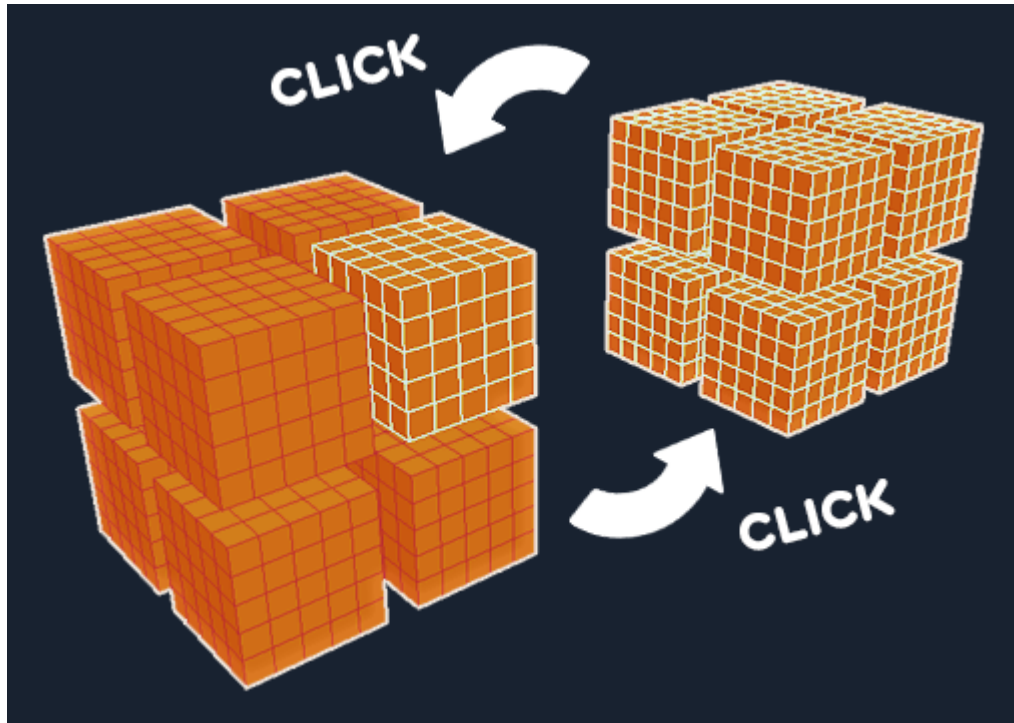


Simple MeshCollider Combine



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Scripts

Main Scripts

SimpleMeshColliderCombine.cs	Contains combine and editor functionality.
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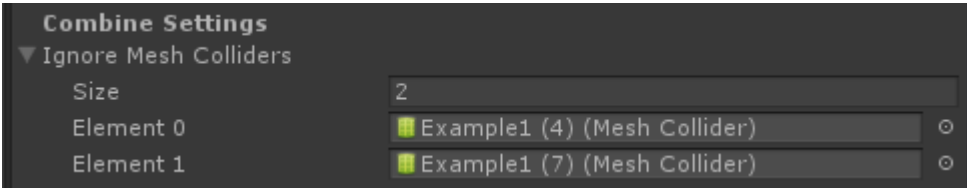
Secondary Scripts

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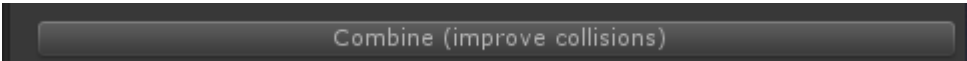
Ignore Mesh Colliders	MeshColliders in this list will not be combined.
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Weld Seams Settings

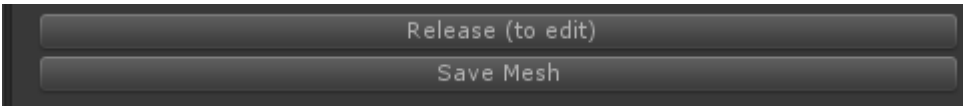


Merge Vertices Threshold	Distance between vertices to merge.
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Buttons



Combine Button	Combines MeshColliders.
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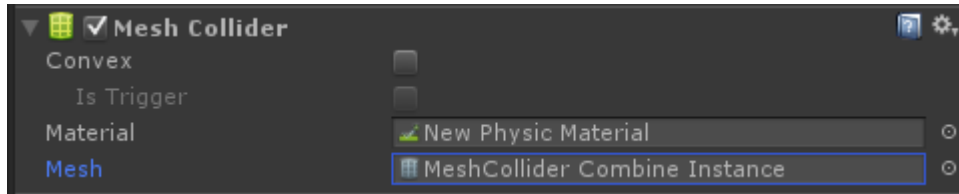


Release Button	Undo Combine and enables disabled MeshColliders.
Save Mesh Button	Save Mesh as Prefab for use in other scenes.

Customizing

Getting Started

1. Group all gameObjects containing the meshColliders in a parent gameObject.
2. Attach the SimpleMeshColliderCombine script to the parent gameObject.
3. Click the Combine button.
4. Check if the mesh is smooth by double clicking the parent gameObject meshCollider mesh.



Smooth:



Not Smooth:



5. If it is not smooth increase the Threshold slider, release and combine again.