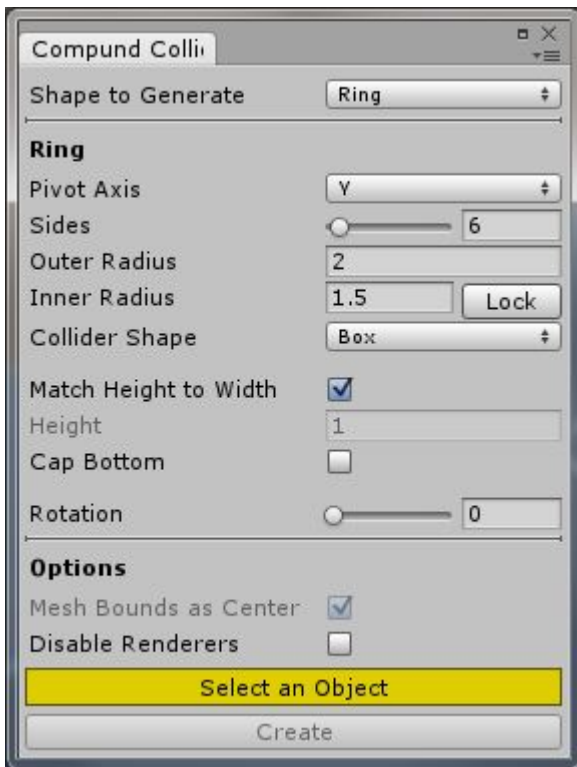
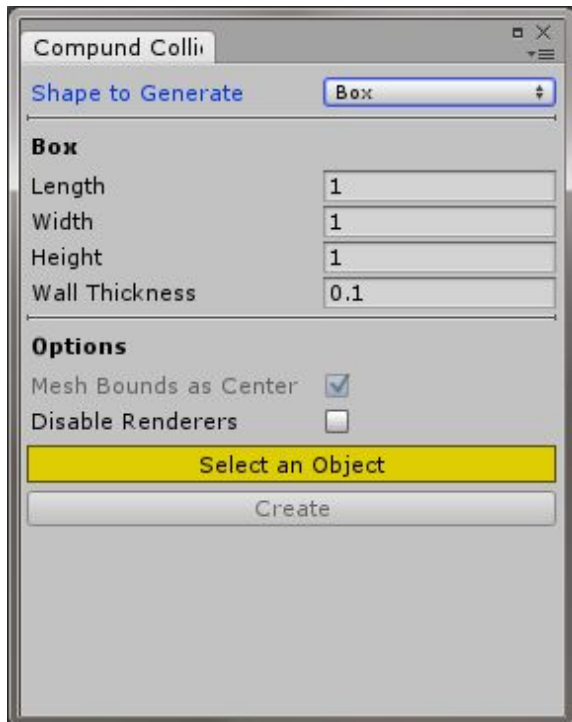


# Compound Collider Generator v1.1.1

## User Manual



Screen capture of the Ring shape editor.



Screen capture of the Box shape editor

### Shape to Generate

Sets the shape of the final compound collider to be generated.

### Ring Options

#### Pivot Axis

The axis that the ring will “wrap” around.

#### Sides

The number of sides the final ring shape will have.

#### Outer Radius

Sets the size of the outer radius of the ring.

#### Inner Radius

Sets the size of the inner radius of the ring. The inner radius cannot exceed the size of the outer radius.

#### Lock

When enabled, inner radius is set automatically as to preserve the current distance between the inner and outer radius at the time the lock was enabled.

#### Collider Shape

Sets the type of primitive collider shape used for sub-collider objects.

- Box = BoxCollider
- Capsule = CapsuleCollider

### Used only with Collider Shape 'Box'

#### Match Height to Width

When enabled, automatically sets the Height value to equal the distance between the inner radius and outer radius.

#### Height

Sets the height of the sub-collider objects.

#### Cap Bottom

Adds a MeshCollider bottom lid on the ring shape. Creates a barrel shape.

#### Rotation

Applies rotation to sub-collider objects around their length-wise axis.

### Box Options

#### Length / Width / Height

Sets the Length/Width/Height of the final box shape.

#### Wall Thickness

Sets the thickness of the wall of the final box shape.

### Bowl Options

#### Radius

The radius of the sphere shape from which the bowl is created.

#### Sides

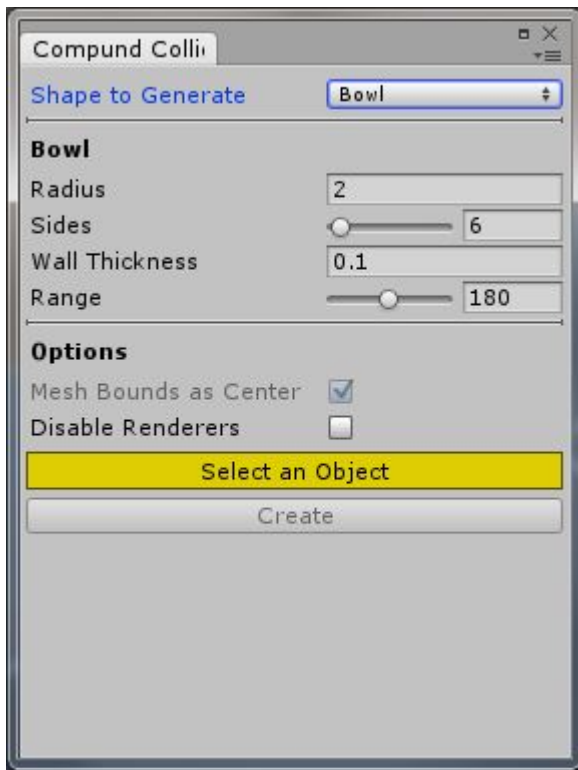
The number of vertical segments of the sphere shape from which the bowl is created.

#### Wall Thickness

Sets the thickness of the wall of the final bowl shape.

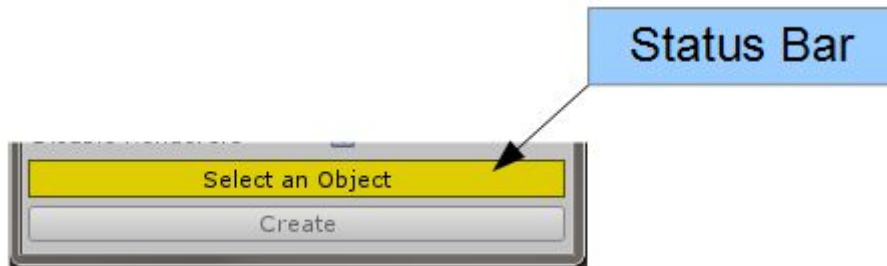
#### Range

In degrees, sets the height of the bowl along



*Screen capture of the Bowl shape editor.*

the sphere shape from which it is created. Where 360 is a closed bubble shape and 180 is a hemisphere.

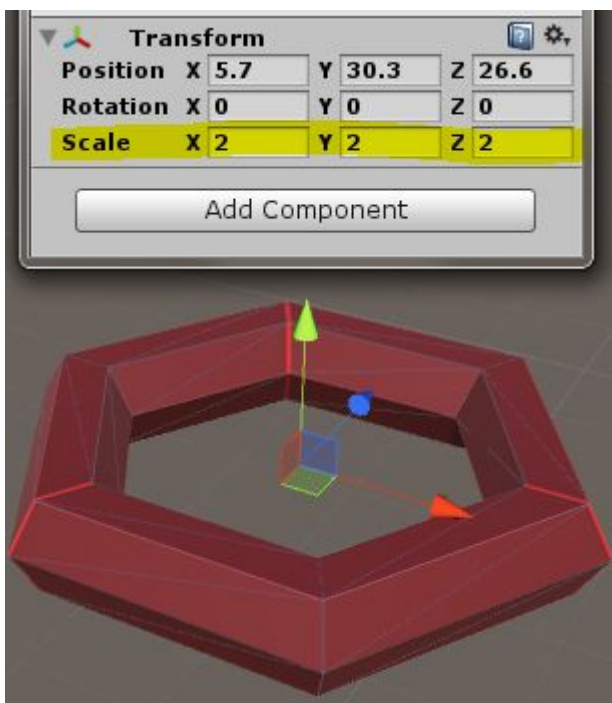


### Status Bar - States

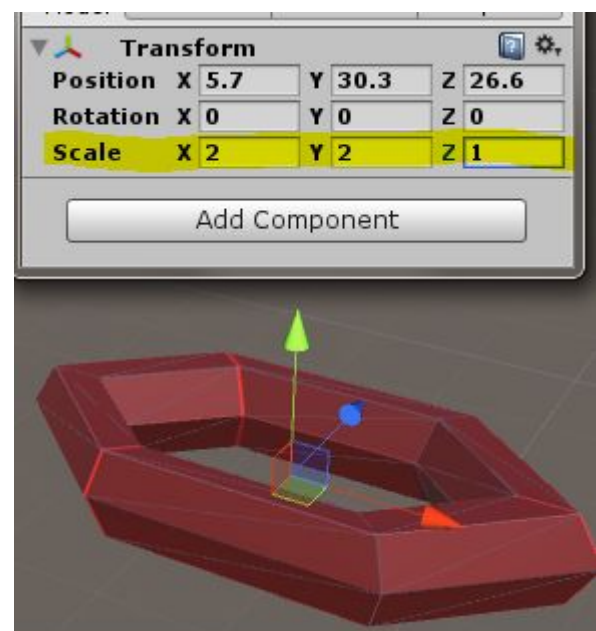
<b>Select an Object</b>	Select an object in the scene view to move to the Ready state.
<b>Ready</b>	Tool is ready to create a new compound collider.
<b>Editing</b>	Shown while editing an active compound collider.
<b>Object or ancestor has non-uniform scale!</b>	The selected object or one of its ancestors has its Transform scale set non-uniformly.

**\*NOTE: Target objects must be uniformly scaled to avoid misaligned sub-collider objects!**

For a transform's scale to be uniform all 3 of the X, Y, and Z values of the transform's Scale must be equal to each other.



*A uniformly scaled object.*



*A non-uniformly scaled object.*