Surface Effector 2D component inspector panel

Use Collider Mask ✓

Collider Mask Everything

⚠ This effector will not function until there is at least one enabled 2D collider with 'Used by Effector' checked on this GameObject.

▼ Force — *vary by code for deep level experience*

Speed	1
Speed Variation	0
Force Scale	0.1

▶ Options

Add Component

For this to functioned, atleast one 2D collider must be checked with ' Used by Effector ' on the same game object.

Edge Collider 2D

Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	☐
Used By Effector	☑
Offset	X 0 Y -0.26
Edge Radius	0
▶ Points	
Use Adjacent Start Po	☐
Use Adjacent End Poi	☐
▶ Info	