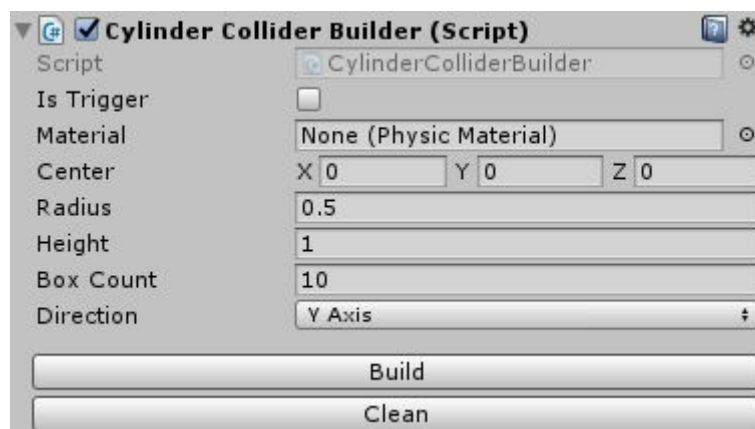


Cylinder Collider Builder v1.0

Cylinder Collider Builder is a tool that allows to build a cylinder collider based on box colliders.

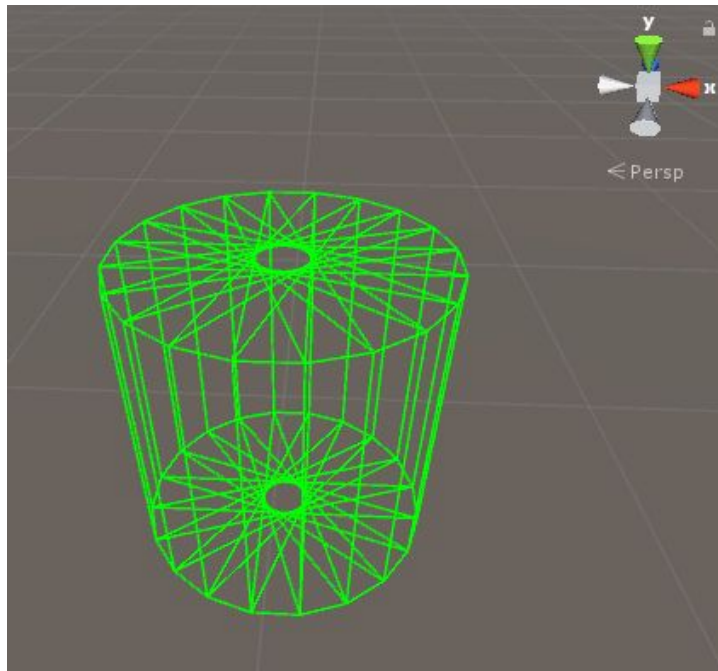


Properties

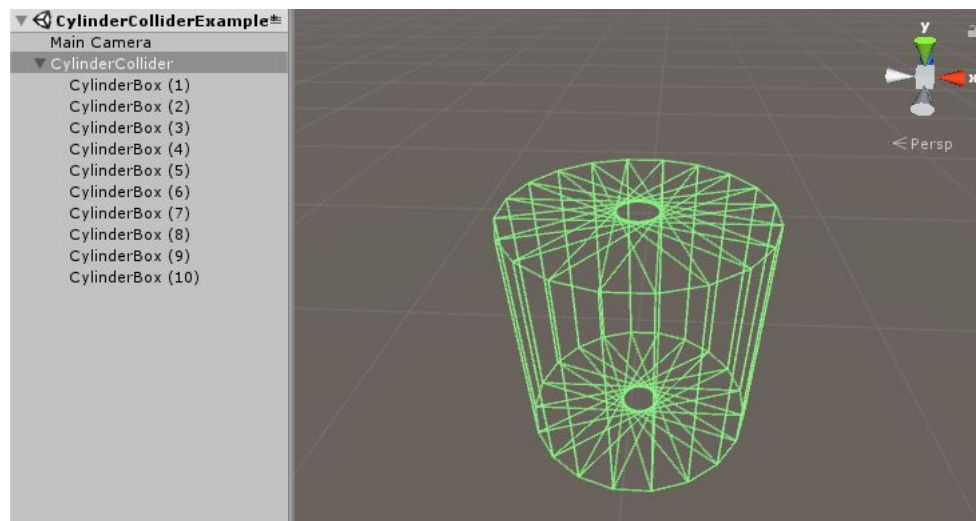
Property	Function
Is Trigger	If enabled, the box colliders that make up this cylinder are used for triggering events, and is ignored by the physics engine
Material	The shared material used by the box colliders that make up this cylinder
Center	The position of the cylinder in the object's local space
Radius	The radius of the cylinder's local width
Height	The total height of the cylinder
Box Count	The total number of box colliders to use to build this cylinder
Direction	The axis of the cylinder's lengthwise orientation in the object's local space

Details

- Gizmos are drawn to give setup aids in the Scene view.



- Press the **Build** button to builds the box colliders that will make up the cylinder.



- Press the **Clean** button to destroys the box colliders that make up this cylinder.

Version History

v1.0 - First release

Contact

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