The Surface Tessellator Collider Component

This component allows you to generate a dynamic mesh collider alongside the **Surface Tessellator** component.

Note: For this component to work correctly, this GameObject must have the Surface Tessellator component attached as well.

Collider

Physics Material

This field allows you to set the physics material used by the surface mesh collider.

Highest LOD

This allows you to set the deepest LOD that will be copied from the surface tessellator.

Vertices Per Mesh

This allows you to limit the amount of vertices that can be used in each generated mesh collider.

Note: Using a high value will make this component very laggy, and using a low value will take the component very long to update the mesh collider.