

Manual

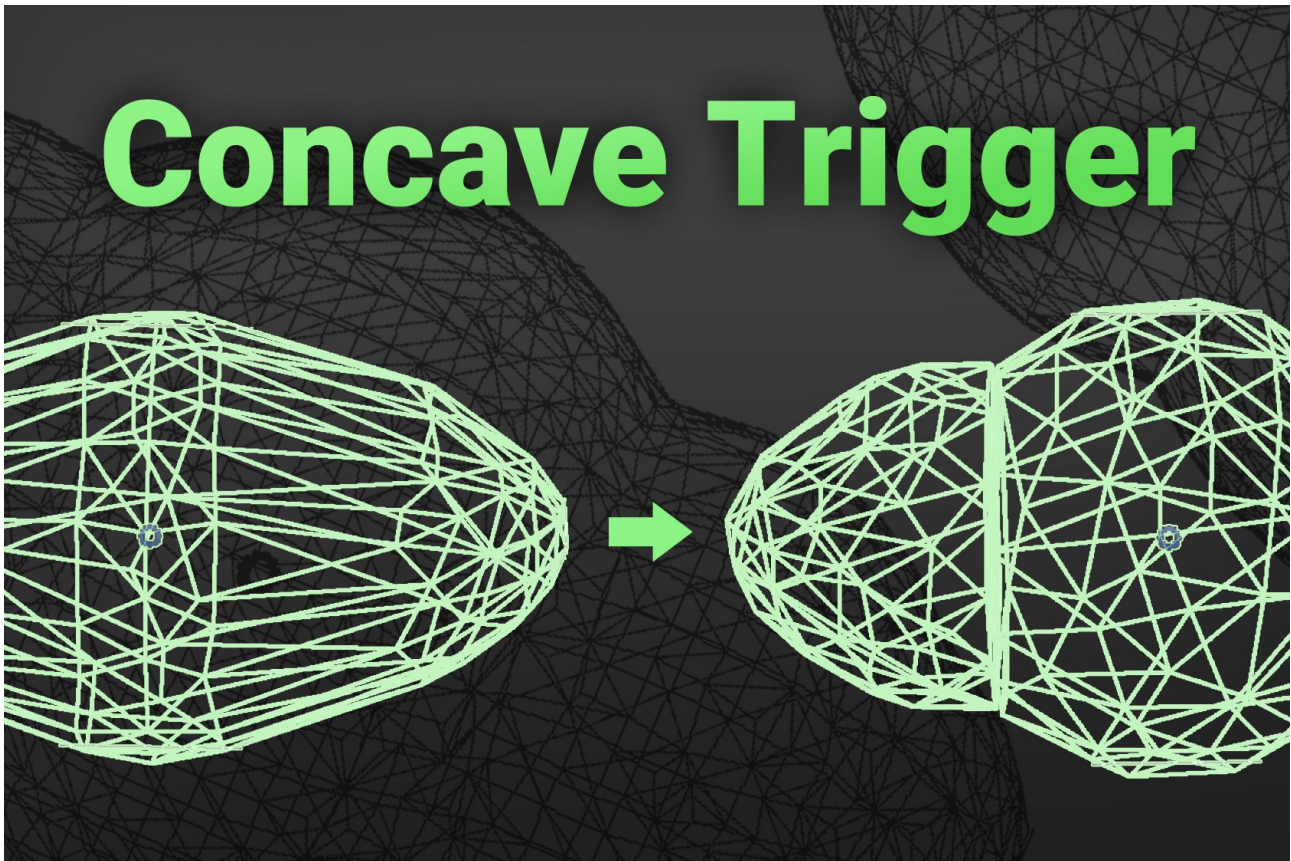


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Requirements & Setup

Requirements

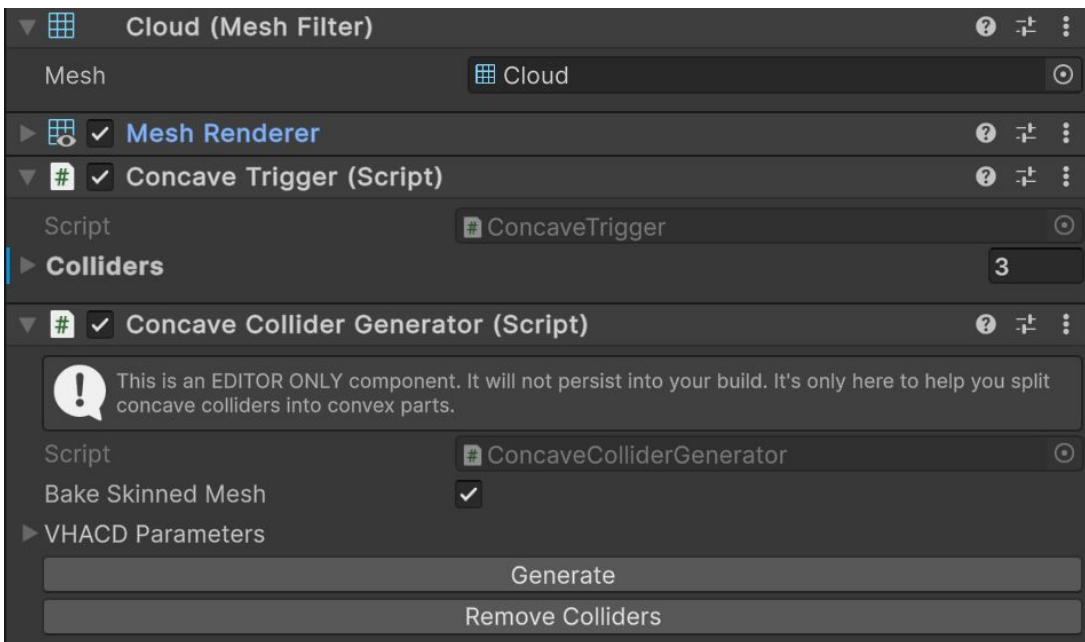
Unity 2021.3 or higher is required since that is the min version Unity allows for new assets in the store. However it may work just fine in older versions of Unity with minor changes.

Introduction

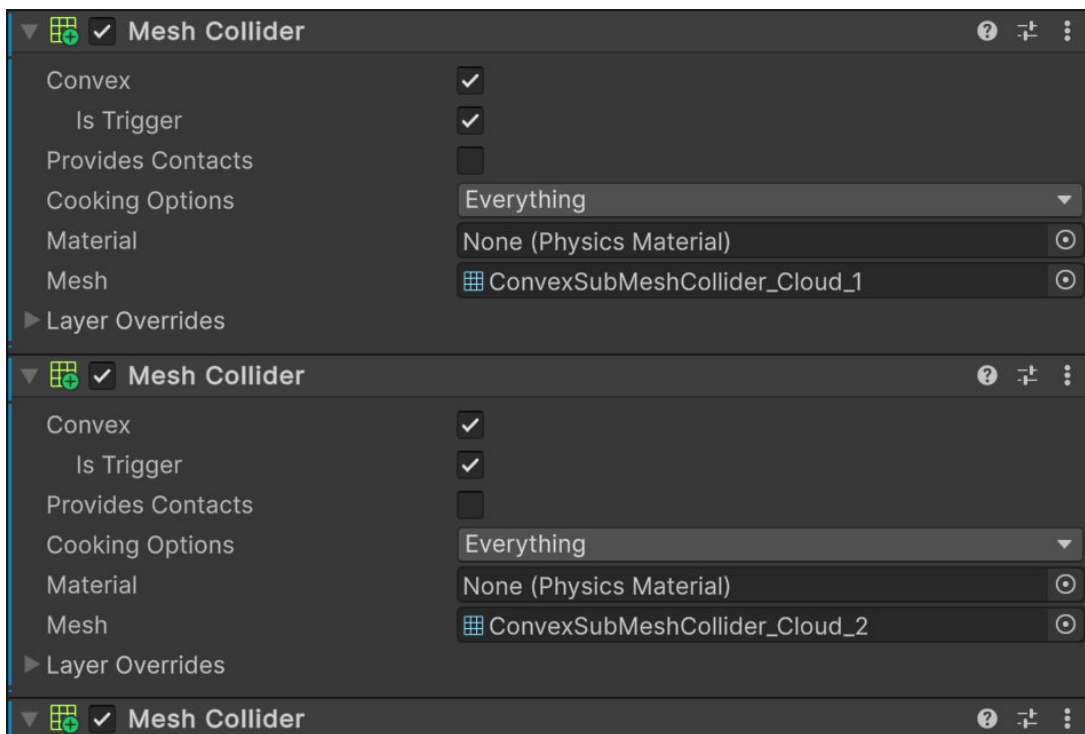
This asset does on simple task. It takes a mesh from a MeshFilter or SkinnedMeshRenderer and divides it into convex parts. Then it generates a collider for each part.

Usage

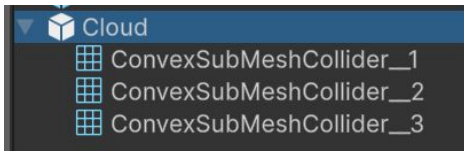
Simply add the „Concave Trigger“ component to your mesh and hit the „Generate“ button. Please be patient. Generating the colliders may take a while (the longer the more complex the mesh is).



Once the generation is completed you will find the convex sub colliders on the same object below the trigger:



If your object is part of a prefab asset then the meshes of the colliders will be added to that prefab as sub-assets like this:



Once the colliders have been generated you can use them as triggers. By default they are prepared as triggers already so usually no further setup is needed.

Hope you like this asset.

If you have any problem or find errors please don't hesitate to write to office@kamgam.com for support.