

Manual

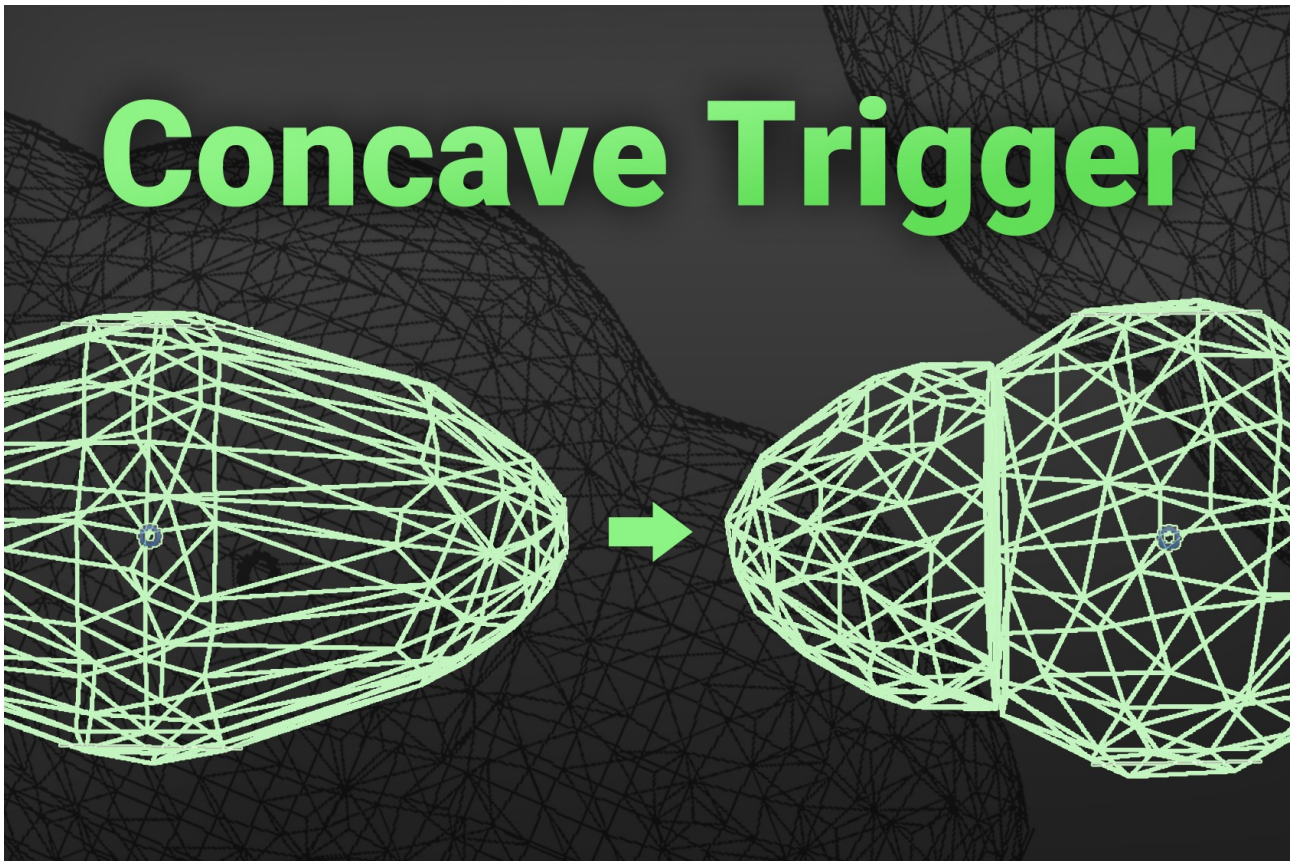


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Requirements & Setup

Requirements

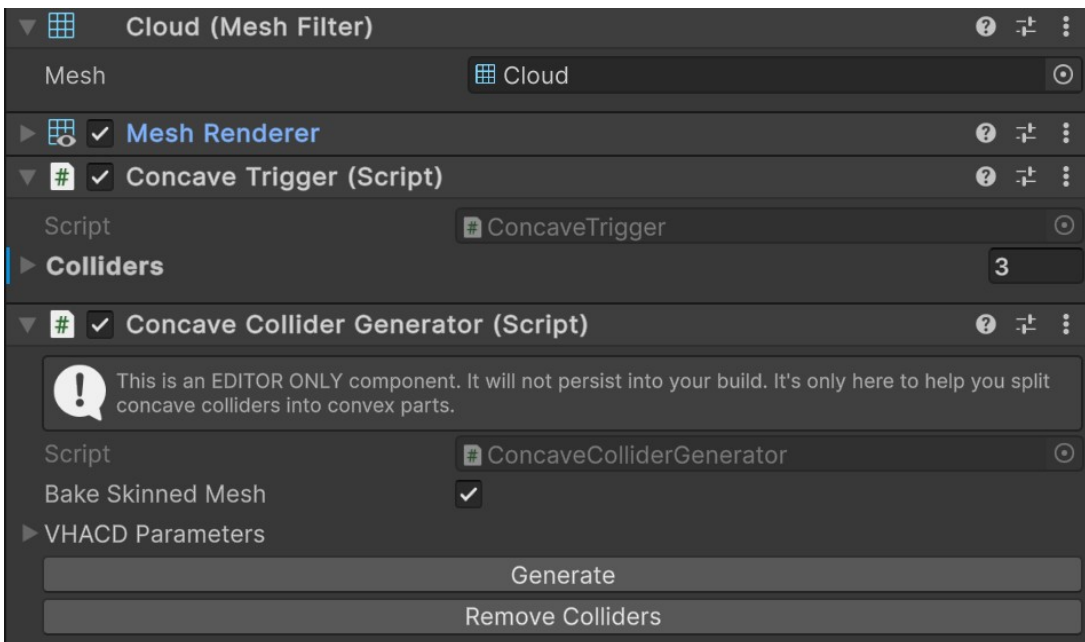
Unity 2021.3 or higher is required since that is the min version Unity allows for new assets in the store. However it may work just fine in older versions of Unity with minor changes.

Introduction

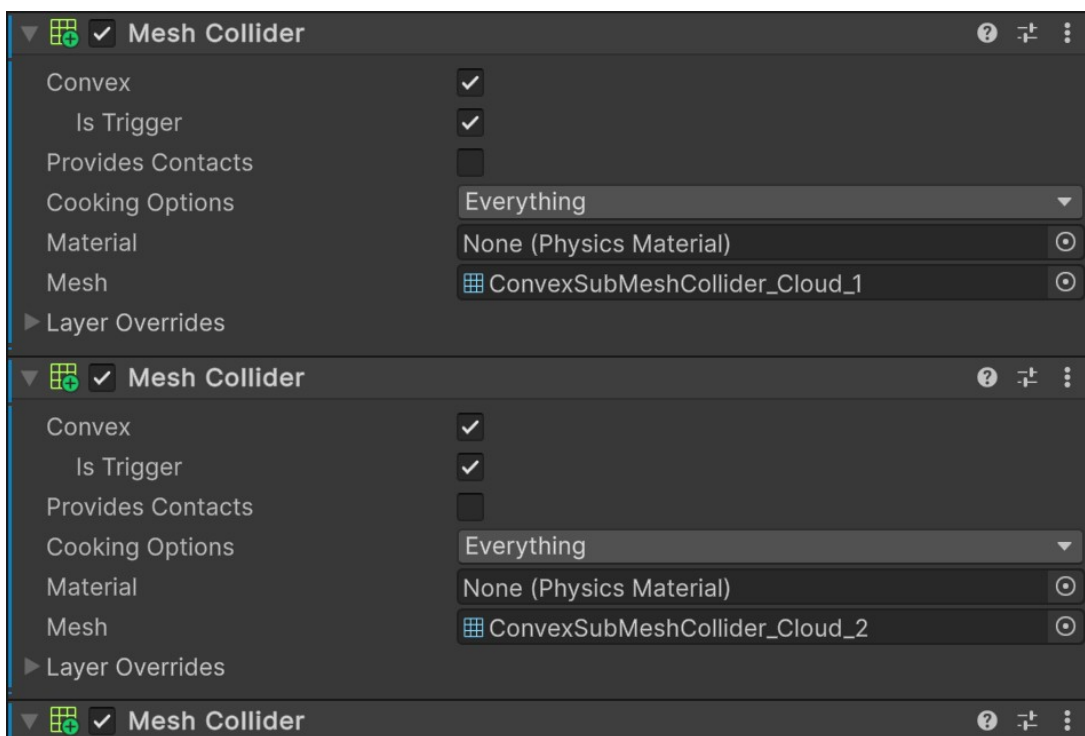
This asset does on simple task. It takes a mesh from a MeshFilter or SkinnedMeshRenderer and divides it into convex parts. Then it generates a collider for each part.

Usage

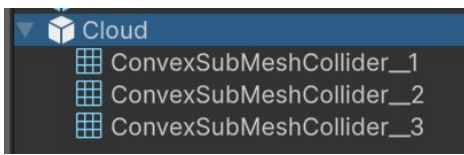
Simply add the „Concave Trigger“ component to your mesh and hit the „Generate“ button. Please be patient. Generating the colliders may take a while (the longer the more complex the mesh is).



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.

Frequently Asked Questions

I get a „DllNotFoundException: libvhacd assembly“ error?!?

If you are on a MAC with an Apple Silicon processor then please upgrade the asset to the newest version. In some older versions there was an error relating to the VHACD library.

However, since most of you will have the fixed version already there is another possible cause for this problem. The asset uses a library called VHACD which is also used by some other popular collider assets („Technie Collider Creator“ for example).

This asset tries to load the VHACD library to do its task but since other assets might also use the same library name it can sometimes end up loading that other library. Sadly not all other assets do support Apple M1, 2, ... chipsets yet and thus loading those libs does cause this error.

Your best option to resolve this is simply disabling the other VHACD libraries while using the collider generator. This will ensure the correct libs are loaded. Once you are done you can re-enable them.

I will try to address this in future updates but as of now this is the best workaround I can offer. My apologies for the inconvenience.