

# Auto Polygon Collider

This component uses Unity's built-in PolygonCollider2D generation system. This can be faster than D2D's Polygon collider in certain circumstances, but it's very inaccurate, especially on smaller sprites.

## Hide

Allows you to hide or show the generated PolygonCollider2D.

## Is Trigger

Allows you to set the **Is Trigger** property of the generated PolygonCollider2D.

## Material

Allows you to set the **Is Material** property of the generated PolygonCollider2D.