

# Polygon Colliders

This component will generate accurate polygon colliders around the solid parts of your texture.

## Hide

Allows you to hide or show the generated PolygonCollider2Ds.

## Is Trigger

Allows you to set the **Is Trigger** property of the generated PolygonCollider2Ds.

## Material

Allows you to set the **Material** property of the generated PolygonCollider2Ds.

## Cell Size

This allows you to set how large each cell will be in pixels. For example: if your Alpha tex is 512x512 pixels, and your explosions are only 64x64 pixels, then you should set this value to 64 for optimum performance.

NOTE: Setting this to a low value will increase memory usage, so try not to set it too low.

## Tolerance

This allows you to set how simplified/optimized the colliders will be. If you need very accurate collisions then you should set this to ~0.1.

NOTE: You should set this value to more than 0.0.