

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 **Material** property of the generated PolygonCollider2D.