Edge Colliders

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

Hide

Allows you to hide or show the generated EdgeCollider2Ds.

Is Trigger

Allows you to set the **Is Trigger** property of the generated EdgeCollider2Ds.

Material

Allows you to set the Is **Material** property of the generated EdgeCollider2Ds.

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.