# COLLIDER SYSTEM PRO

The collider system included in Vegetation Studio Pro will help you create colliders for your trees and rocks. Since there can be huge amounts of trees and rocks the collider system will create colliders when close to the camera.

The colliders are configured on each vegetation item on the Edit biomes tab of the Vegetation System Pro component.

Colliders are re-used from an internal pool.

Multiple cameras are supported and if cameras overlap only one collider is created for the same tree/rock.

SETTINGS
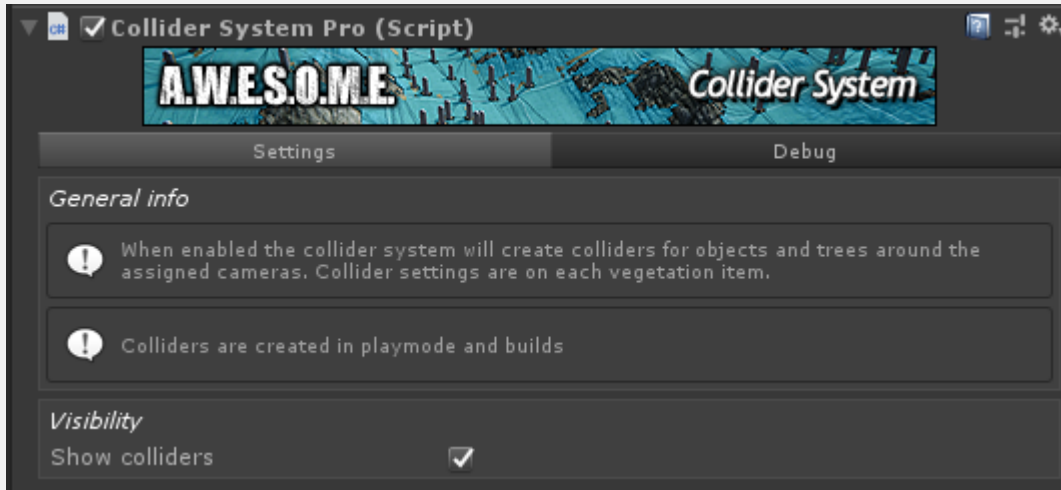
Check show colliders to see the generated collider object in the hierarchy.

DEBUG

The debug setting shows how many instances are evaluated every frame. When within range the colliders are created.