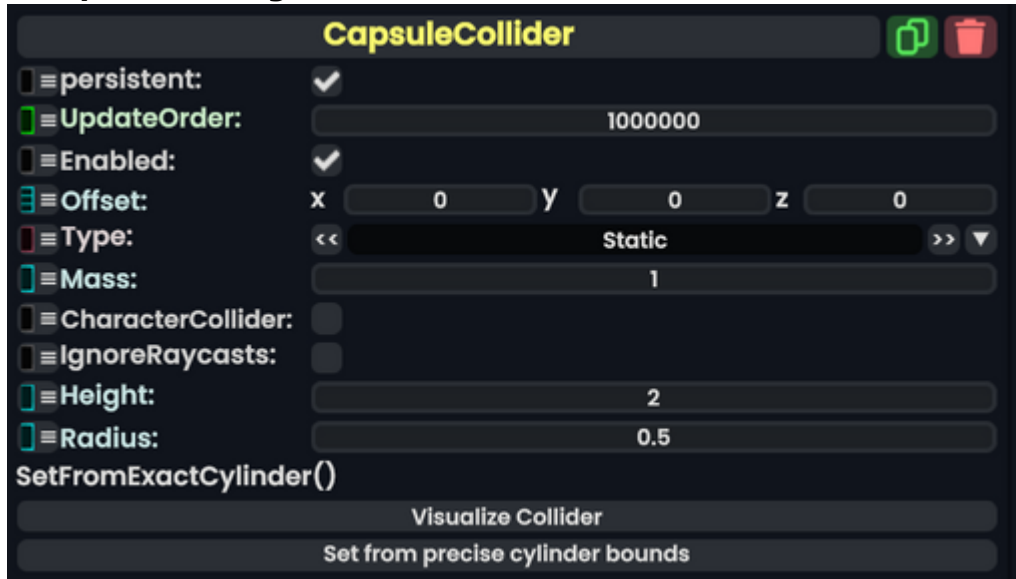


Component:CapsuleCollider

Component image



Capsule Collider component as seen in the [Scene Inspector](#)

The CapsuleCollider component creates a simple capsule collision shape from the defined height and radius.

The CapsuleCollider is used in [Locomotion Modules](#) to represent the player's width and height.

Fields

Name	Type	Description
persistent	Bool	Determines whether or not this item will be saved to the server.
UpdateOrder	Int	Controls the order in which this component is updated.
Enabled	Bool	Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
Offset	Float3	The offset of the collider shape's position from the slot's position.
Type	ColliderType	The type of collider. See the enum page for details.
Mass	Float	How heavy this collider is in total. according to ProbablePrime this is in 1 KG per cubic meter.
CharacterCollider	Bool	Whether an avatar should be prevented from moving into the collider's volume.
IgnoreRaycasts	Bool	Whether an avatar's laser should be prevented from hitting the collider's volume. Also this applies to raycasting nodes or components.

Height	Float	The height of the capsule. Does not include the added height from the rounded ends
Radius	Float	the radius of the body of the capsule and it's rounded ends.

Sync Delegates

Triggers

Method Name	Method type and Arguments.	Is the method hidden?	Description
SetFromExactCylinder:	ButtonEventHandler ButtonEventHandler ✓		Gathers all objects and slots under this component's slot, creates a Bounding box that encapsulates all the points and Bounding boxes, and uses the Bounding box to set this component's values. Does all calculations in local space. Ignores floating point error.

SetFromExactCylinder:[Action](#)

[Action](#)

X

Gathers all objects and slots under this component's slot, creates a Bounding box that encapsulates all the points and Bounding boxes, and uses the Bounding box to set this component's values. Does all calculations in local space. Ignores floating point error.

Usage

Examples

See Also

- [Collider](#)