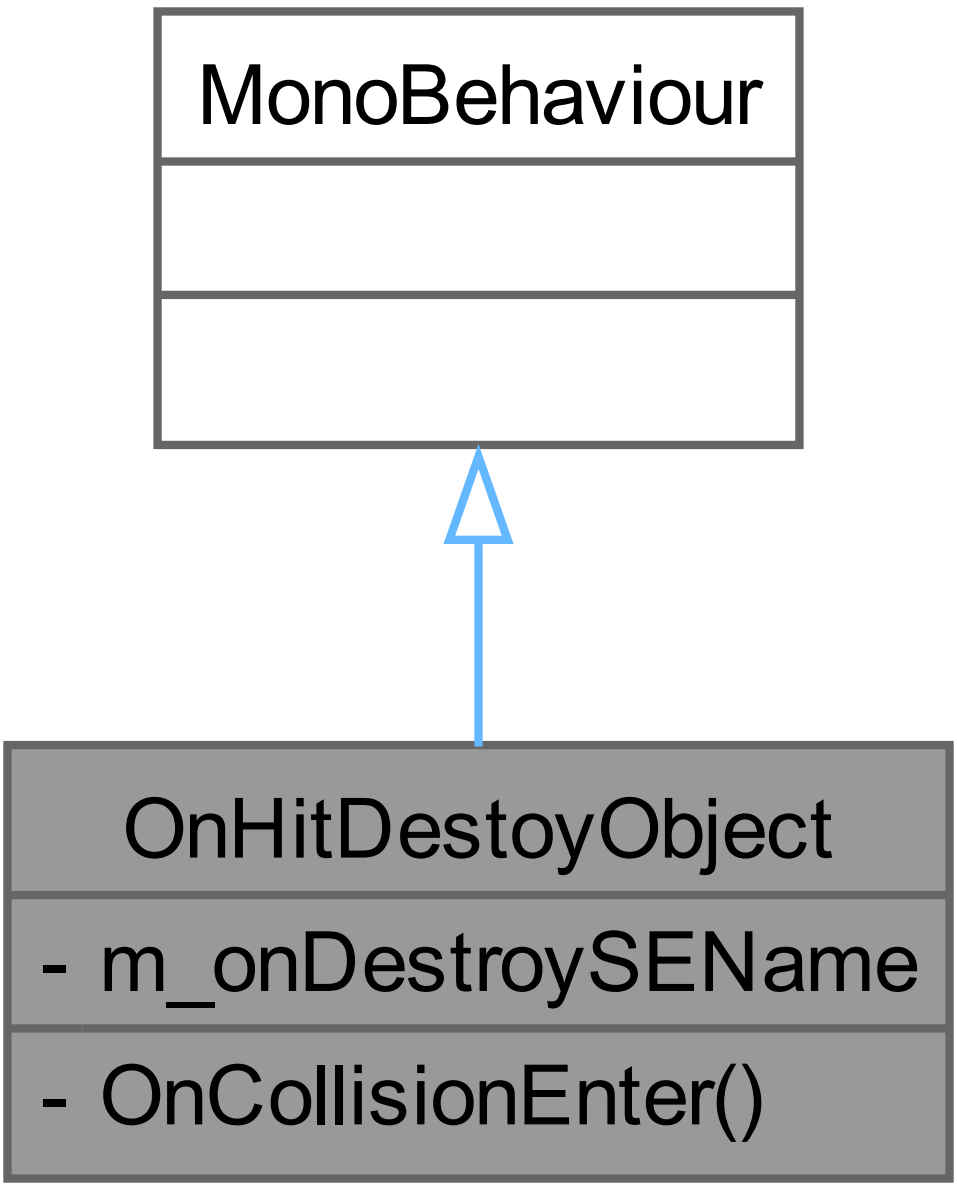
MonoBehaviour
OnHitDestoyObject
- m_onDestroySEName
- OnCollisionEnter()