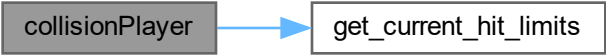


collisionPlayer



```
graph LR; A[collisionPlayer] --> B[get_current_hit_limits]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is filled with a dark gray color and contains the text 'collisionPlayer'. The right box is white with a dark gray border and contains the text 'get_current_hit_limits'. A solid blue arrow points from the right side of the left box to the left side of the right box, indicating a directional relationship or a call from the class to the method.

get_current_hit_limits