

collisionCallback



```
graph LR; A[collisionCallback] --> B[BGE::Game::Instance]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'collisionCallback'. The right box is white and contains the text 'BGE::Game::Instance'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

BGE::Game::Instance