

Count of obj1 is gerater than count of Obj2

		Obj1	Obj2	OnTrigger*2D
Collider	Both	Collider2D	Collider2D	
	At least One Any	<b>Trigger</b>	<i>Not a trigger</i>	
Rigidbody	At Least One Any	-	RigidBody 2d	
	At least One Kinematic	None or Kinematic	<b>Kinematic</b>	
Allowed Ops		OnTrigger*2D	OnTrigger*2D	

		Obj1	Obj2	OnCollision*2D
Collider	Both	Colloder2D	Colloder2D	
	Both	<i>Not a trigger</i>	<i>Not a trigger</i>	
Rigidbody	Both	RigidBody 2d	RigidBody 2d	
	At least One Dynamic	<b>Dynamic</b>	<b>Any</b>	
Allowed Ops		OnCollision*2D	OnCollision*2D	

Moving Trigger + Rigidbody is SLOW!

Moving (IsTrigger + Rigidbody) is SLOW!  
Objects can be manipulated at will

Supposedly Move Position is faster than translate?

At least one must be Dynamic.

Use `Rigidbody2D.MovePosition` to move obj.