


BeerEngine::Component
::ACollider::triggerExit



```
graph LR; A[BeerEngine::Component::ACollider::triggerExit] --> B[BeerEngine::GameObject::GetComponent];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BeerEngine::Component' on the first line and '::ACollider::triggerExit' on the second line. The right box is white with a black border and contains the text 'BeerEngine::GameObject' on the first line and '::GetComponent' on the second line. A blue arrow points from the right side of the left box to the left side of the right box.

BeerEngine::GameObject
::GetComponent