Notes on Event callbacks (& related topics) in Unity
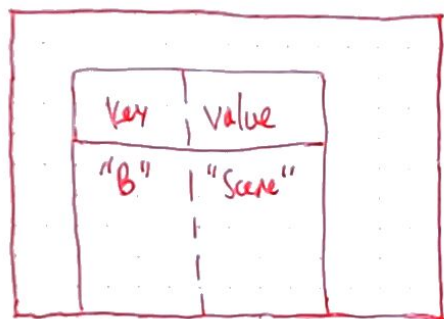
- I am trying to use OnCollisionEnter() for 3D Scene-switching in Unity.

- My issue: I can't serialize that method in the Unity inspector like I can with OnClick() for UI buttons.

- OnCollision() methods are apart of the Physics engine and are Monobehaviour methods that are not intended for standard serialization.

- <u>Event Functions</u>: a set of predefined callbacks that all Monobehaviour script components may recieve. They are triggered by various events from the Unity Editor & different engines.
   - In our case, that would be a physics event.
   - The physics system reports collisions against an object by <u>calling event functions</u> on that object's <u>script components.</u>

- Collider events require configuration via C# script. You cannot configure them using only the user interface.

Comic illustration of how I think this could work
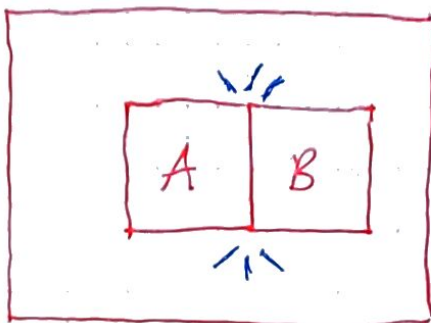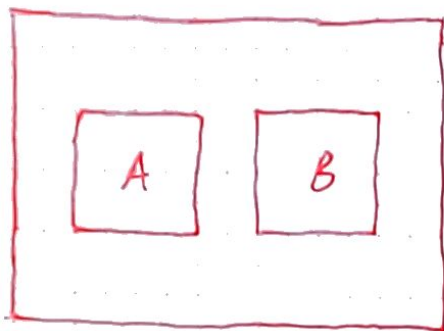
There's object A and object B. Object A is the Player.
Object A collides with object B to switch to a different scene.

The collision dictionary contains object B, and is therefore passed into the C# onCollision () method.

In short, the onCollisionEnter() method works the same, it's just not made visible in the editor. The only thing made visible that can be edited is the dictionary itself.