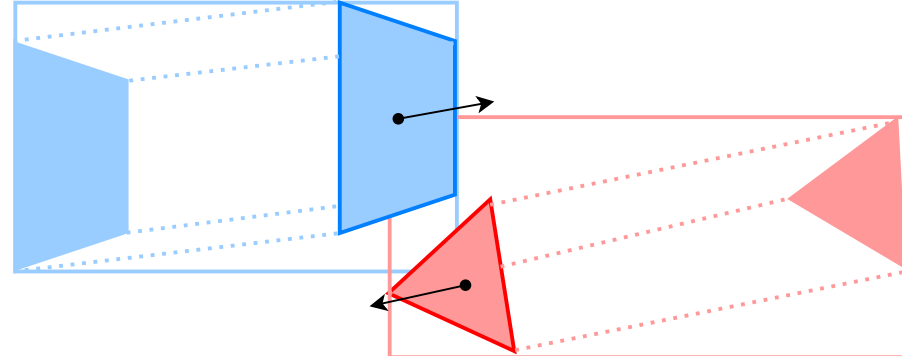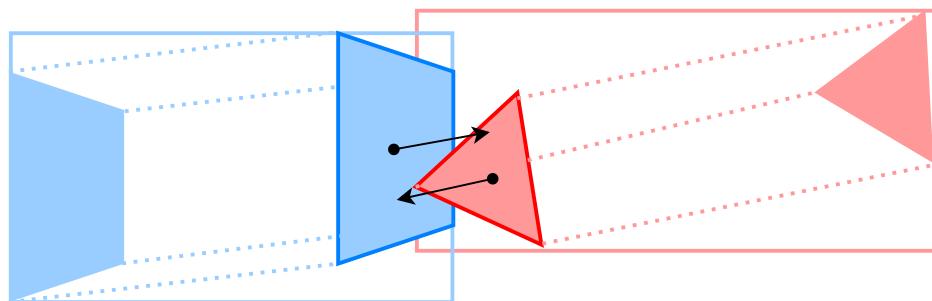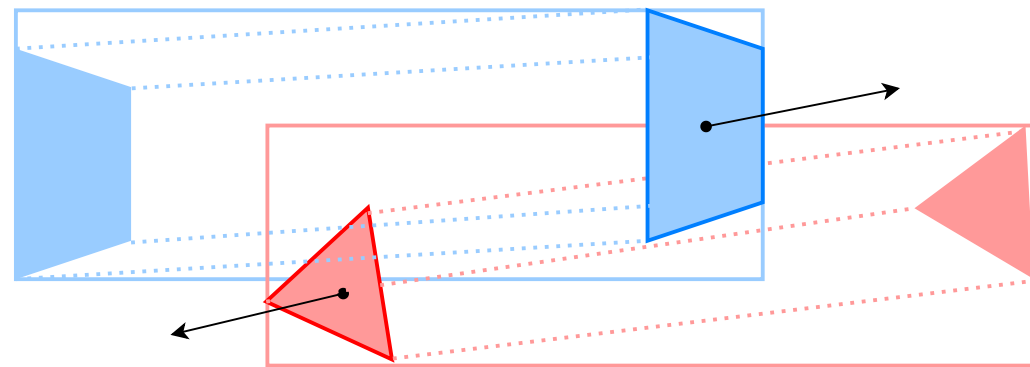Do not check for collision

Check for collision (not colliding)

Check for collision (colliding)

Substep and check for collision