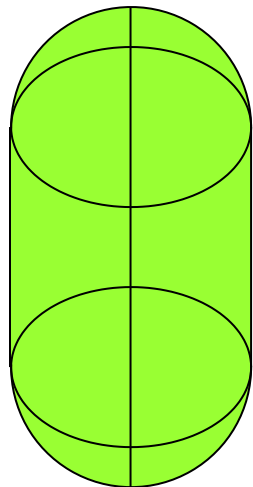
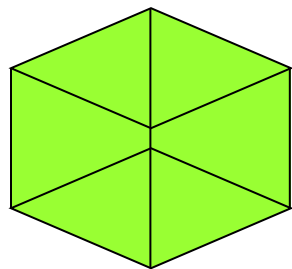


TargetingCollider



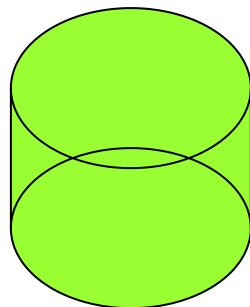
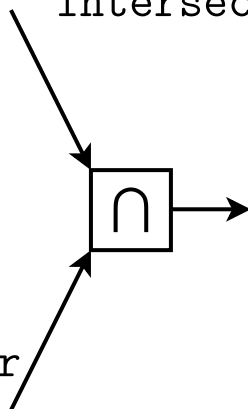
Capsule

TargetingCollider



Box

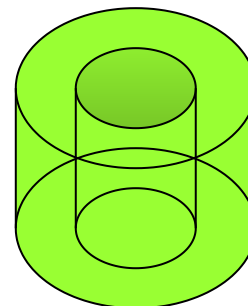
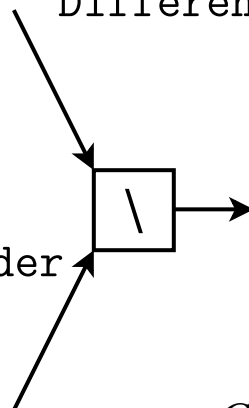
IntersectionTargetingComponent



*Cylinder*

DifferenceTargetingComponent

TargetingCollider



*Cylinder with a hole*

Targeting