

# P3dOnCollision

---

This can be added to any Rigidbody to listen for and send off hit events, so you can paint things at the hit point.

## threshold

---

The relative speed required for a paint to occur.

## layerMask

---

The GameObject layers we want to hit.

## onlyUseFirstContact

---

If there are multiple contact points, skip them?

## delay

---

The time in seconds between each collision if you want to limit it.

1. [P3dOnCollision](#)
1. [threshold](#)

2. [layerMask](#)

3. [onlyUseFirstContact](#)

4. [delay](#)