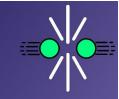
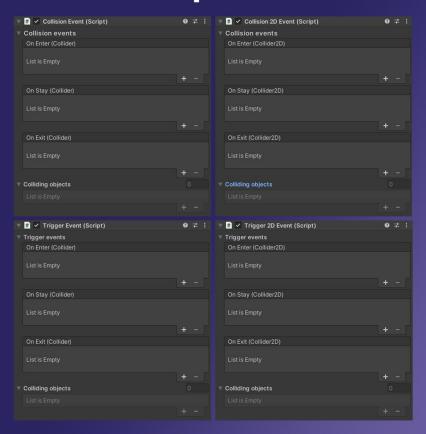




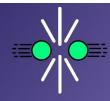
Attach the desired component





Bind methods though the provided UnityEvents

Filter collisions and triggers by tag



	# Collision Event (S	cript)	0	
	Use tag filter			
	On Enter (Collider)			
	List is Empty			
			+	
	On Stay (Collider)			
	List is Empty			
			+	
	On Exit (Collider)			
	List is Empty			
	Colliding objects		+	