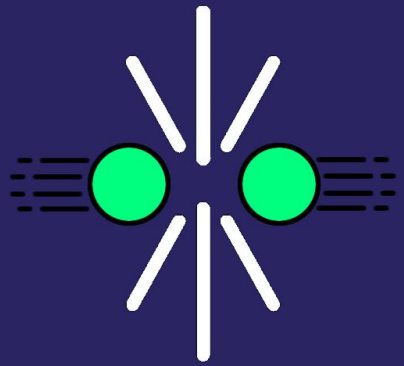
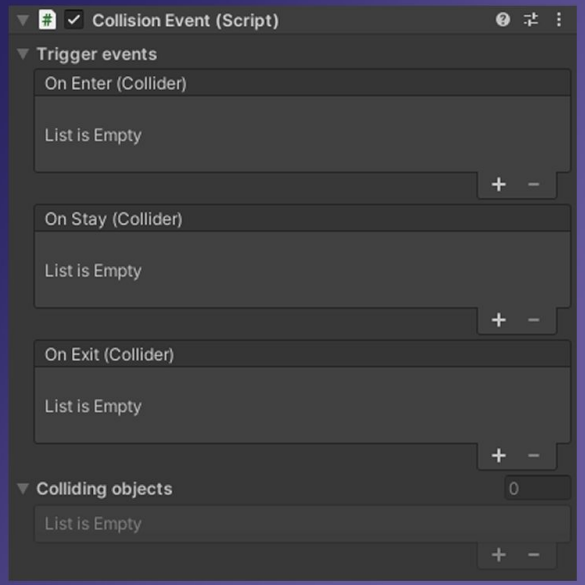
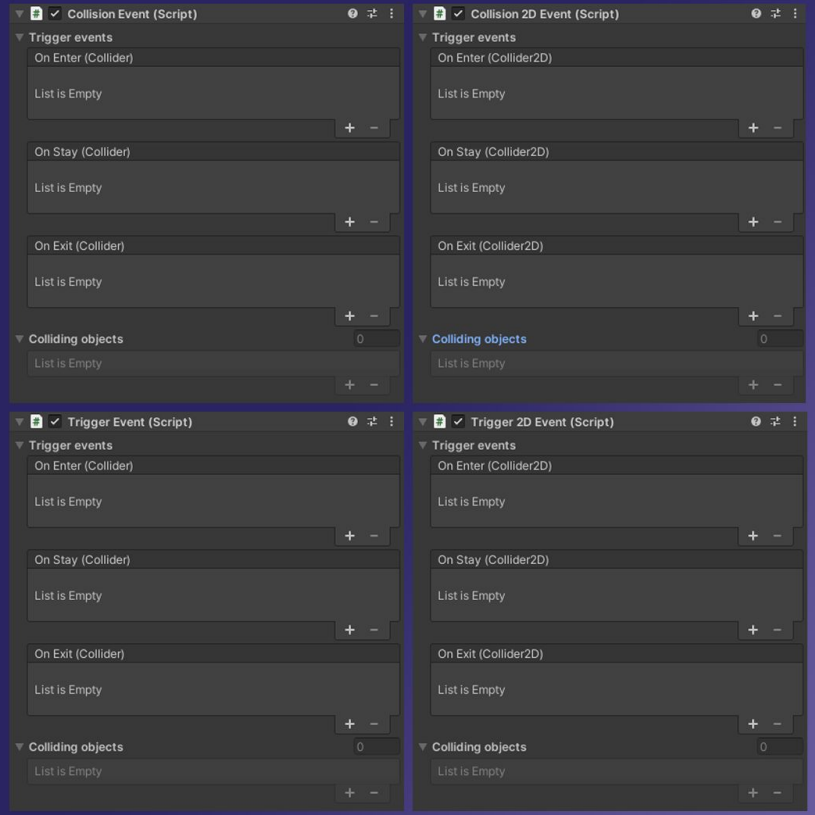


Collision Events



Attach the desired component



Bind methods though the provided UnityEvents