

CollisionEvents

Provides UnityEvent fields bound to triggers and collisions Unity messages methods.

How to use

- Add the **desired** component to a **GameObject**.
- Bind methods through the provided **UnityEvents** fields.
- Checks the currently colliding colliders through a list into the inspector.

CollisionEvent

- OnCollisionEnter
- OnCollisionStay
- OnCollisionExit

Collision2DEvent

- OnCollisionEnter2D
- OnCollisionStay2D
- OnCollisionExit2D

TriggerEvent

- OnTriggerEnter
- OnTriggerStay
- OnTriggerExit

Trigger2DEvent

- TriggerEnter2D
- TriggerStay2D
- TriggerExit2D

