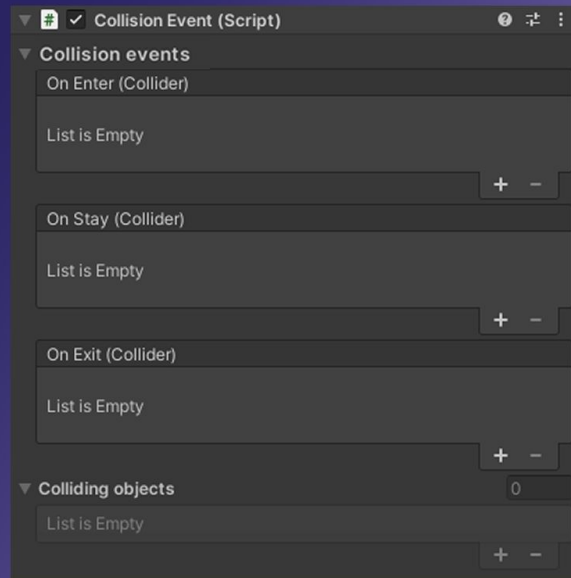
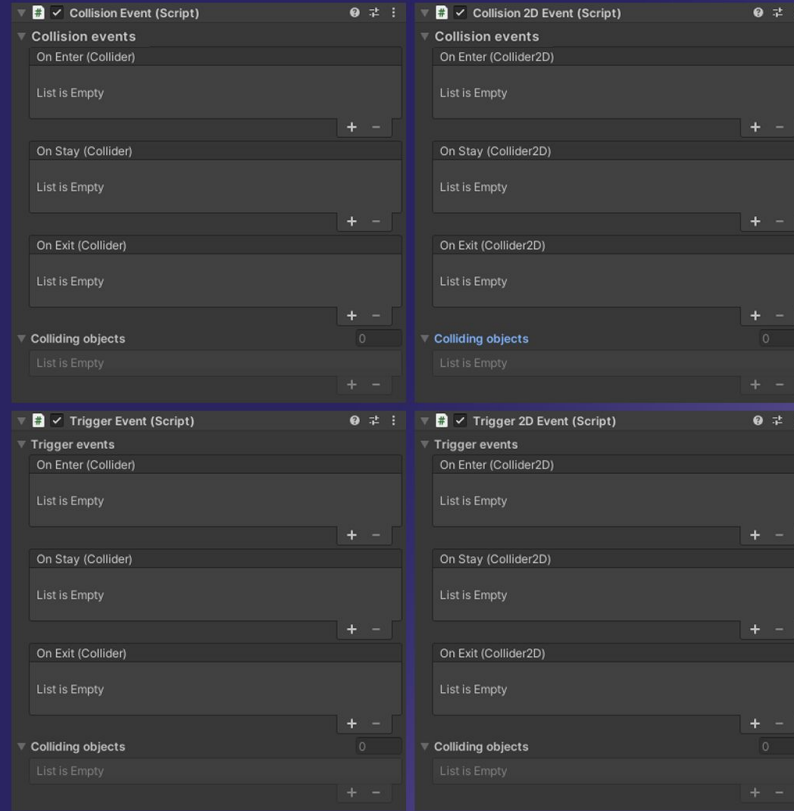
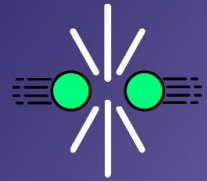


Collision Events



Attach the desired component



Bind methods through the provided UnityEvents

Filter collisions and triggers by tag

