



**StartEvent** 



**ActivationEvents** 



**UpdateEvents** 



**VisibleEvents** 



**KeyOrButtonEvents** 



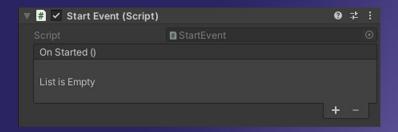
**TimerEvents** 



**CollisionEvents** 











	# Activation Events (So	0	幸		
		■ ActivationEvents			
	On Activated ()				
	List is Empty				
			+		
	On Deactivated ()				
	List is Empty				
			+		
	On Change (Boolean)				
	List is Empty				
			+		





# 🗸 Update Events (Scrip	0	#		
	■ UpdateEvents			
On Update (Single)				
List is Empty				
		+		
On Fixed Update (Single)				
List is Empty				
		+		
On Late Update (Single)				
List is Empty				
		+		

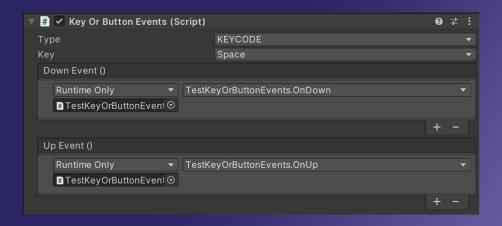




# Visible Events (Scri	pt)	0	#	
	■ VisibleEvents			
On Became Visible ()				
List is Empty				
		+		
On Became Invisible ()				
List is Empty				
		+		
On Change (Boolean)				
List is Empty				
		+		











🔻 # 🗸 Timer Events (Script)		0	캁	
Duration				
Count				
Auto Start	✓			
Started: False IsCompleted	: False			
Count: 0/1 Progress: 0,00%				
	Progress			
On Progress (Single)				
List is Empty				
		+		
On Time (Int32)				
List is Empty				
		+		
On Complete (Int32)				
List is Empty				
		+		





# Collision Event (Sci	ript)	0 :		∀ #	Collision 2D Even	t (Script)	0	
Use tag filter					tag filter			
On Enter (Collider)					Enter (Collider2D)			
On Stay (Collider)					Stay (Collider2D)			
On Exit (Collider)					Exit (Collider2D)			
Colliding objects				► Colli	iding objects			

