



## More Events



**StartEvent**



**ActivationEvents**



**UpdateEvents**



**VisibleEvents**



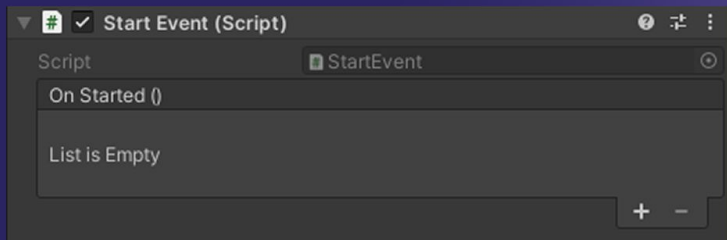
**KeyOrButtonEvents**

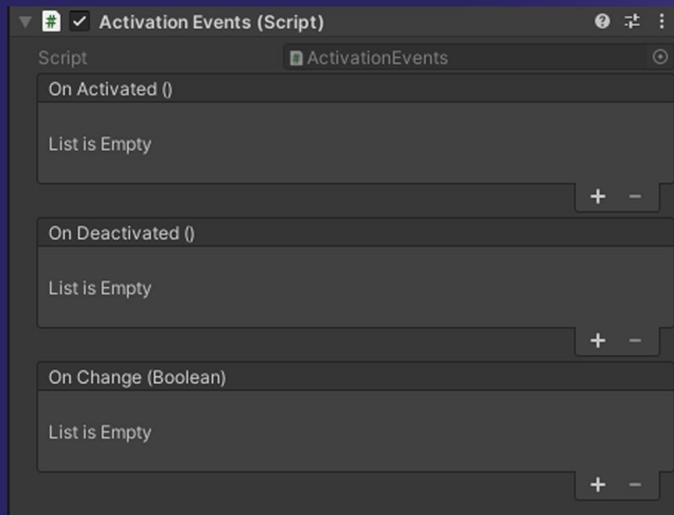


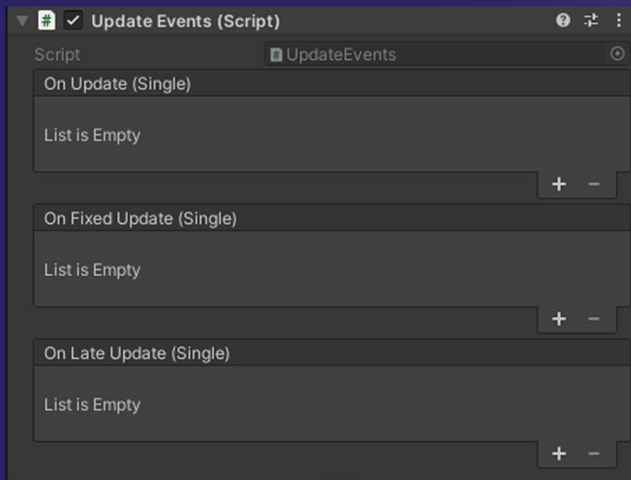
**TimerEvents**

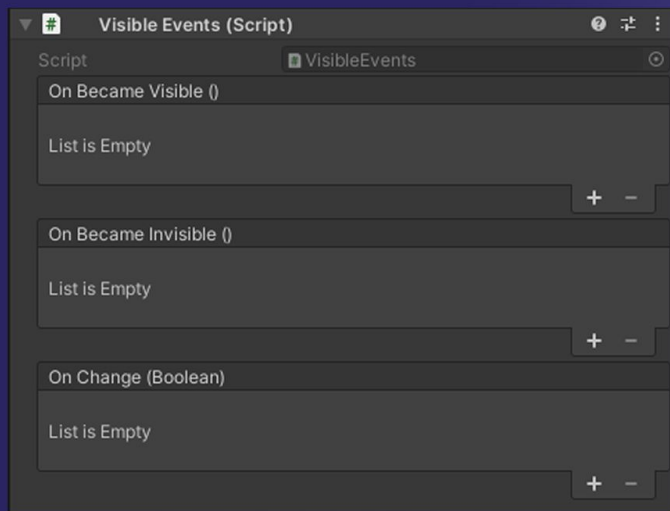


**CollisionEvents**



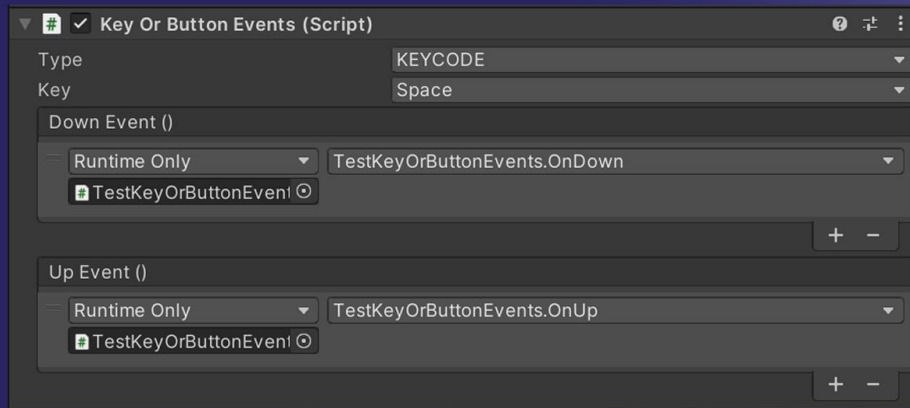














# KeyOrButtonEvents





   **Timer Events (Script)**   

Duration

1

Count

1

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



# CollisionEvents



**Collision Event (Script)**

Use tag filter ☐

Tag filter Untagged

On Enter (Collider)

List is Empty

On Stay (Collider)

List is Empty

On Exit (Collider)

List is Empty

Colliding objects 0

**Collision 2D Event (Script)**

Use tag filter ☐

Tag filter Untagged

On Enter (Collider2D)

List is Empty

On Stay (Collider2D)

List is Empty

On Exit (Collider2D)

List is Empty

Colliding objects 0

**Trigger Event (Script)**

Use tag filter ☐

Tag filter Untagged

On Enter (Collider)

List is Empty

On Stay (Collider)

List is Empty

On Exit (Collider)

List is Empty

Overlapping objects 0

**Trigger 2D Event (Script)**

Use tag filter ☐

Tag filter Untagged

On Enter (Collider2D)

List is Empty

On Stay (Collider2D)

List is Empty

On Exit (Collider2D)

List is Empty

Overlapping objects 0