

CheckCollision::CircleVSCircle



```
graph LR; A[CheckCollision::CircleVSCircle] --> B[CircleColliderComponent::GetComponentType]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CheckCollision::CircleVSCircle'. The right box is white and contains the text 'CircleColliderComponent::GetComponentType'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

CircleColliderComponent
::GetComponentType