

Pyro / CollisionMonitor2D

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/Collisions 2D/CollisionMonitor2D.cs**

Class CollisionMonitor2D

Description

Determines what objects or group of objects can detect collisions with eachother.

Public fields	Description
<code>string group1 = "Player"</code>	Group 1.
<code>string group2 = "Enemy"</code>	Group 2.