

Reference

```
public class ObjectHit : MonoBehaviour
```

```
{
```

0 references

```
private void OnCollisionEnter(Collision other)
```

```
{
```

```
    if(other.gameObject.tag == "Player")
```

When object is hit
by the player only

```
    {
```

```
        GetComponent<MeshRenderer>().material.color = Color.red;
```

```
        gameObject.tag = "Hit";
```

```
    }
```

Syntax for accessing tags

```
}
```

```
}
```