Triggers

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OnTriggerEnter(), OnTriggerStay(), OnTriggerExit()

We can create a GameObject whose main objective is to contain a **Collider**, marked as **isTrigger**, and even without mesh or renderer, so our character (or other GameObjects) can go inside it (without reaction from the physics engine, with no opposition). So, we want to detect the collision but without any physics reaction, only because we want to do some specific actions:

- New enemies appear

- Opening an automatic door

- Detecting you have entered into a specific area

- Etc.

These 'triggers' (colliders with the **isTrigger** option on) trigger on the other object (the one going inside) events of the type **OnTrigger**.

They are perfect as 'activators' for specific actions or for elements we want to collect (stars, coins etc).