

# User Guide

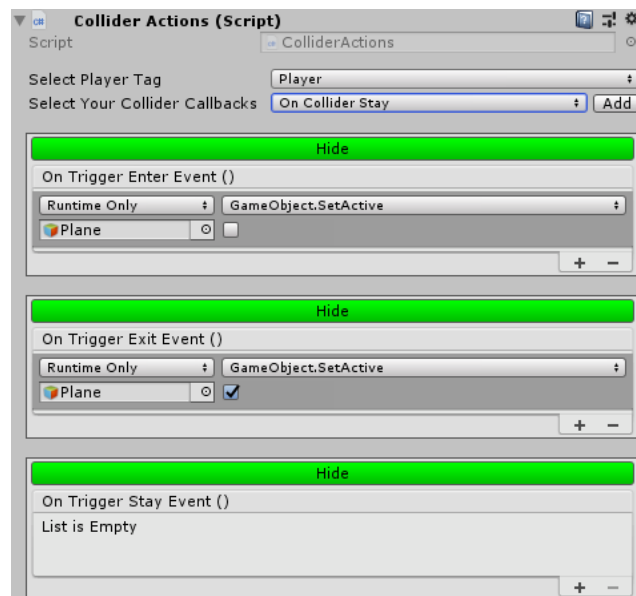
Publisher: Vörös Gergely

Use this Asset for FREE. You can test with DebuggerObj and SceneChange scripts. Take a look at SampleScenes.

## Collider Actions

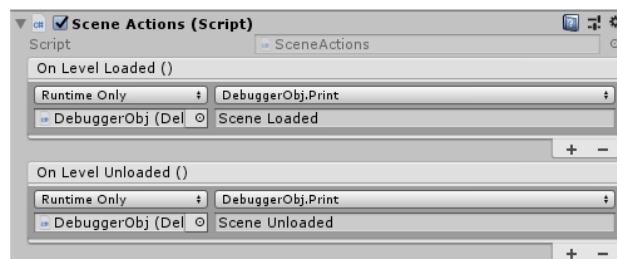
Easy to use Actions Invoked when selected events happened. First select Objects Tag which is going to cross the Collider. If your player has "Player" tag then select it here too. Then you can add those events you need to be Invoked. Working with 3D and 2D enviroment.

Required Components: Rigidbody (2D) and Collider (2D).



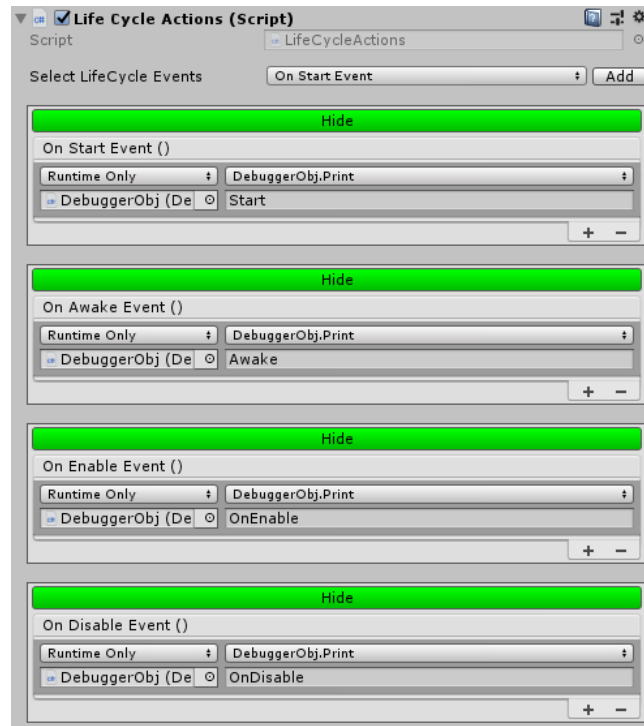
## Scene Actions

These events are Invoked when Level is Loaded and Unloaded. Works great when you are using Additively Loaded Scenes.



## Life Cycle Actions

Select your Events you want to Invoke. You can Test them with DebuggerObj's Print function.



## Custom Actions

Invoked from other script. You can set up Delay Time.

