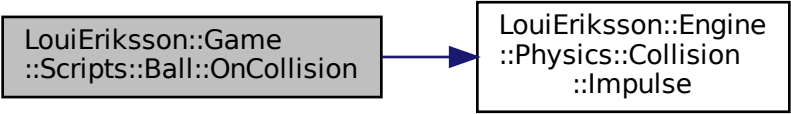


LouiEriksson::Game
::Scripts::Ball::OnCollision



```
graph LR; A[LouiEriksson::Game  
::Scripts::Ball::OnCollision] --> B[LouiEriksson::Engine  
::Physics::Collision  
::Impulse]
```

A diagram showing a call from a game script to a physics engine function. On the left, a gray box contains the text 'LouiEriksson::Game' and '::Scripts::Ball::OnCollision'. A blue arrow points from this box to a white box on the right. The white box contains the text 'LouiEriksson::Engine', '::Physics::Collision', and '::Impulse'.

LouiEriksson::Engine
::Physics::Collision
::Impulse