Unit 3: Physics

Lesson 2: Triggers

Activity 3 (⏱ 10' minutes): Gap text

Fill the gaps with the words you've heard in the video.

In order to make a collider into a trigger, "IsTrigger" checkbox must be checked on the component settings in the inspector. When a collider is a trigger, things will no longer bump into it. Instead, they will pass through it and this can be detected via code. Similar to normal colliders, events are called when other colliders are overlapping with the trigger collider.

To check these events we attach a script to the trigger, which is registering events similar to Colliders: *OnTriggerEnter*, *OnTriggerStay* and *OnTriggerExit*.

In the same way as standard collisions, one of the two objects must have a Rigidbody. It is standard practice to make sure that trigger colliders are static objects, meaning they will not be moved by the physics engine. Usually you will make a static trigger and then pass a Rigidbody through it.

The intention with the trigger collider, also known as the trigger zone, is that you can call code without the objects in your game physically colliding.