

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" _____ must be checked on the component settings in the inspector. When a collider is a trigger, things will no longer _____ into it. Instead, they will pass _____ it and this can be detected via code. Similar to normal colliders, events are called when other colliders are _____ 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 _____. It is standard practice to make sure that trigger colliders are _____ 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 _____, is that you can call code without the objects in your game physically colliding.