Let's get Invisible Collision working with CV2 as a small parity feature!

Goals:

1. V2 collision does the same stuff V1 collision did
2. This is a small, short project
3. Expand role-based collisions to the multi-role implementation used elsewhere
4. Don't complicate future implementation of OM collision
5. Incorporate highest value requests from the creative team

What it looks like:

Very similar to V1! The creator draws out a holographic volume where they want their invisible collider to be. There's some visual treatment we could do here to bring it more in line with other V2 components.
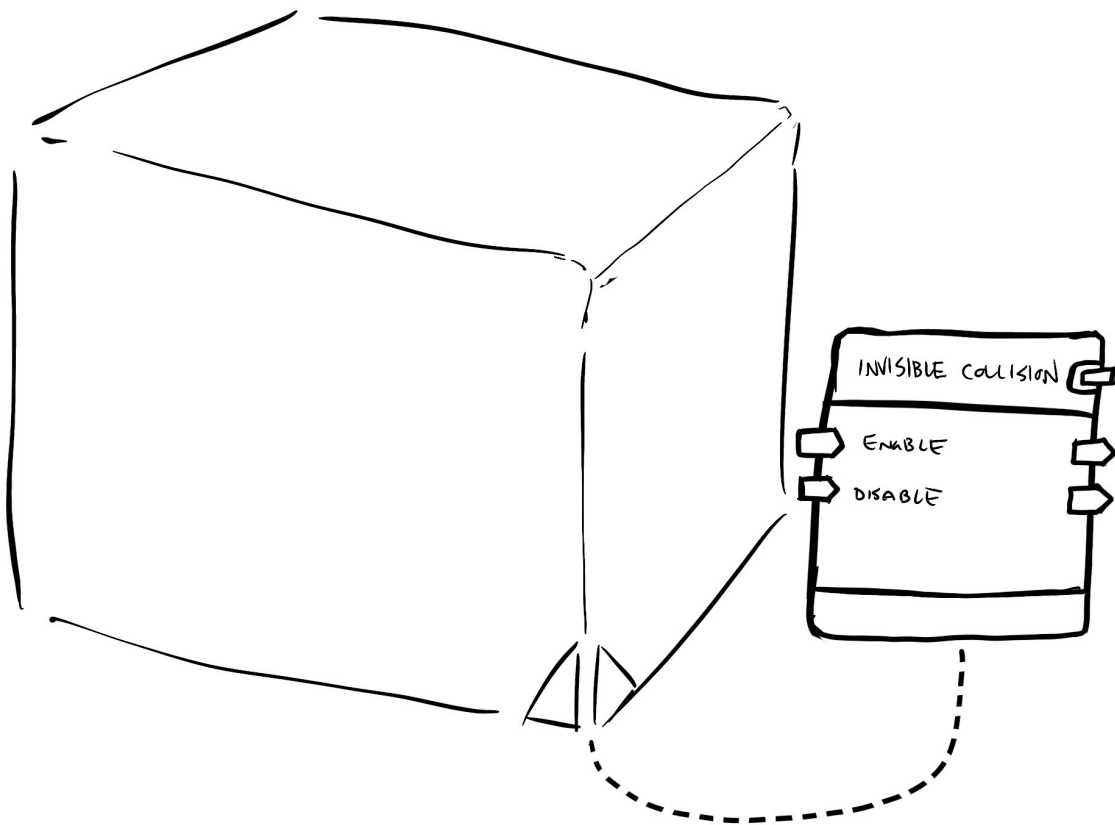
The volume's object board has two Execution ports (with pass throughs) - one for Enable and one for Disable.

Self

IN
ENABLE
DISABLE
+

INVISIBLE COLLISION ENABLE

INVISIBLE COLLISION DISABLE

OUT
ENABLE
DISABLE
+
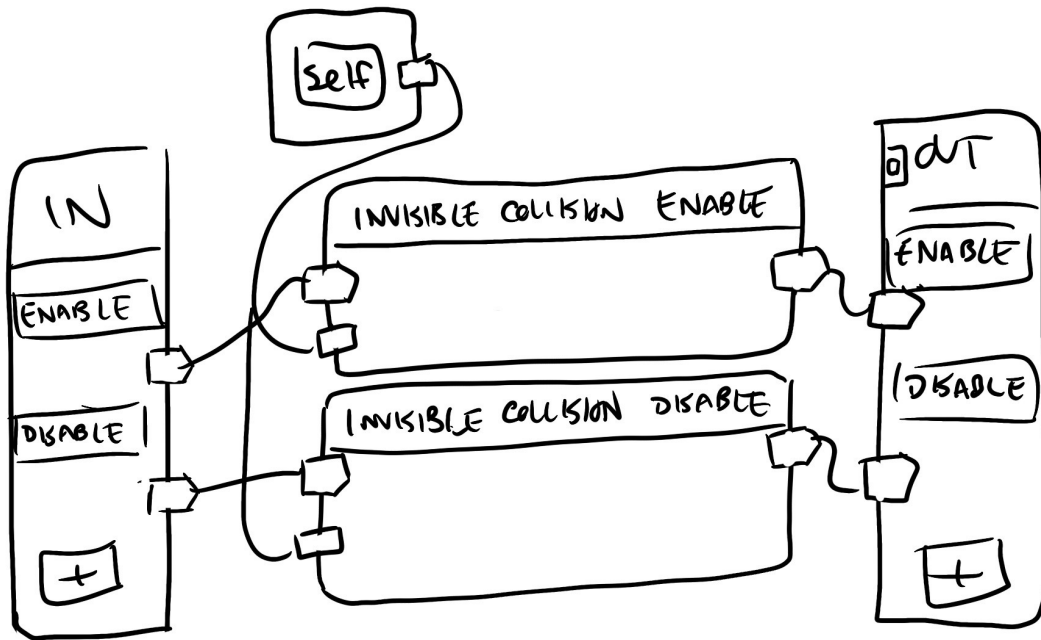
Config menu:

Collides with Players: On/Off toggle (as in V1)
- This setting means that players will collide with this collider, depending on role settings below.
- It's set to True by default.

Collides with Objects: On/Off toggle (as in V1)
- This setting means that objects will collide with this collider, depending on tag settings below. (new)
- If an object is being held by a player, it never collides with a collider.
- It's set to True by default.

Collides with Projectiles: On/Off toggle (new)
- This setting means that projectiles will collide with this collider.
- It's set to True by default.

Blocks Interactions (as in V1)
- This setting allows you to target interactable object through invisible collision.
- It's set to true by default.

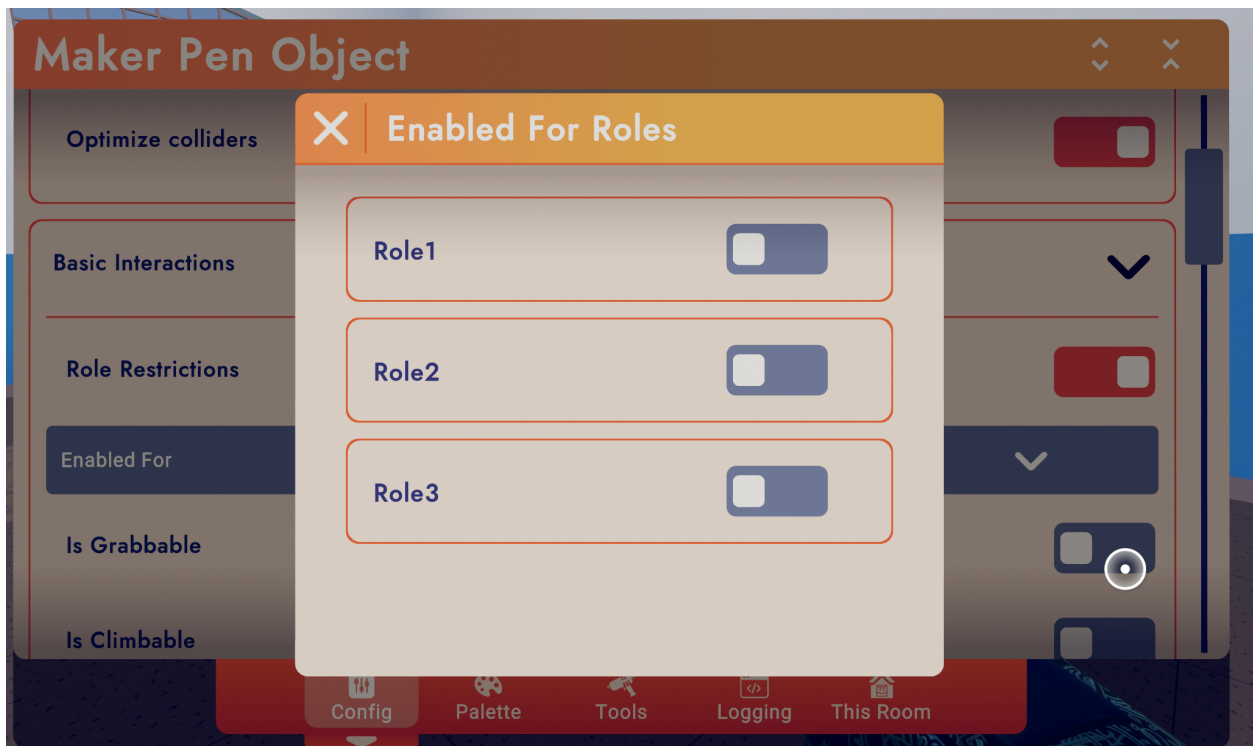**Role Filter Mode**: (modified from V1)

- This setting either whitelists or blacklists players with certain roles, while the collider is enabled.
- It's off by default.

- Settings:
    - Filter Players By Roll (On/Off toggle)

When this setting is filtered on, it exposes two dropdowns:

Enabled For ⌄	Everyone ⌄
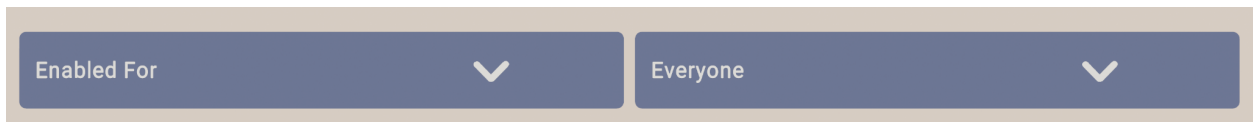
- Enabled For/Disabled For

And

- Everyone/Roles, which opens a modal that exposes all available roles.

(This UX is pulling directly from the Role Restrictions that exist today on all objects! We'll probably want to rename some stuff, but let's start by copying what's there.)
(Also this modal lists the name of extant roles. I was just lazy with naming when I took this screenshot.)

Tag Filter Mode: (new, but based on role filtering above)

- This setting either whitelists or blacklists objects with certain tags while the collider is active
- It's off by default.

- Settings:
  - Filter Objects By Tag

When this setting is filtered on, it exposes two dropdowns:

Enabled For ⌄	Everyone ⌄
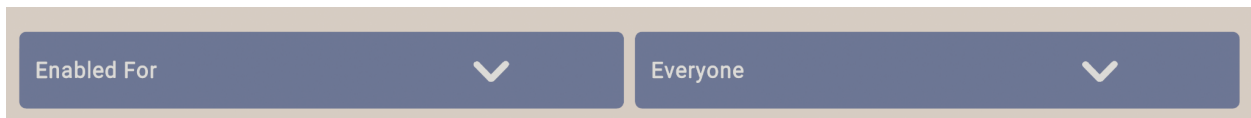
- Enabled For/Disabled For

and

- Tags, which exposes a modal that lets players add to or delete entries in a list of tags:

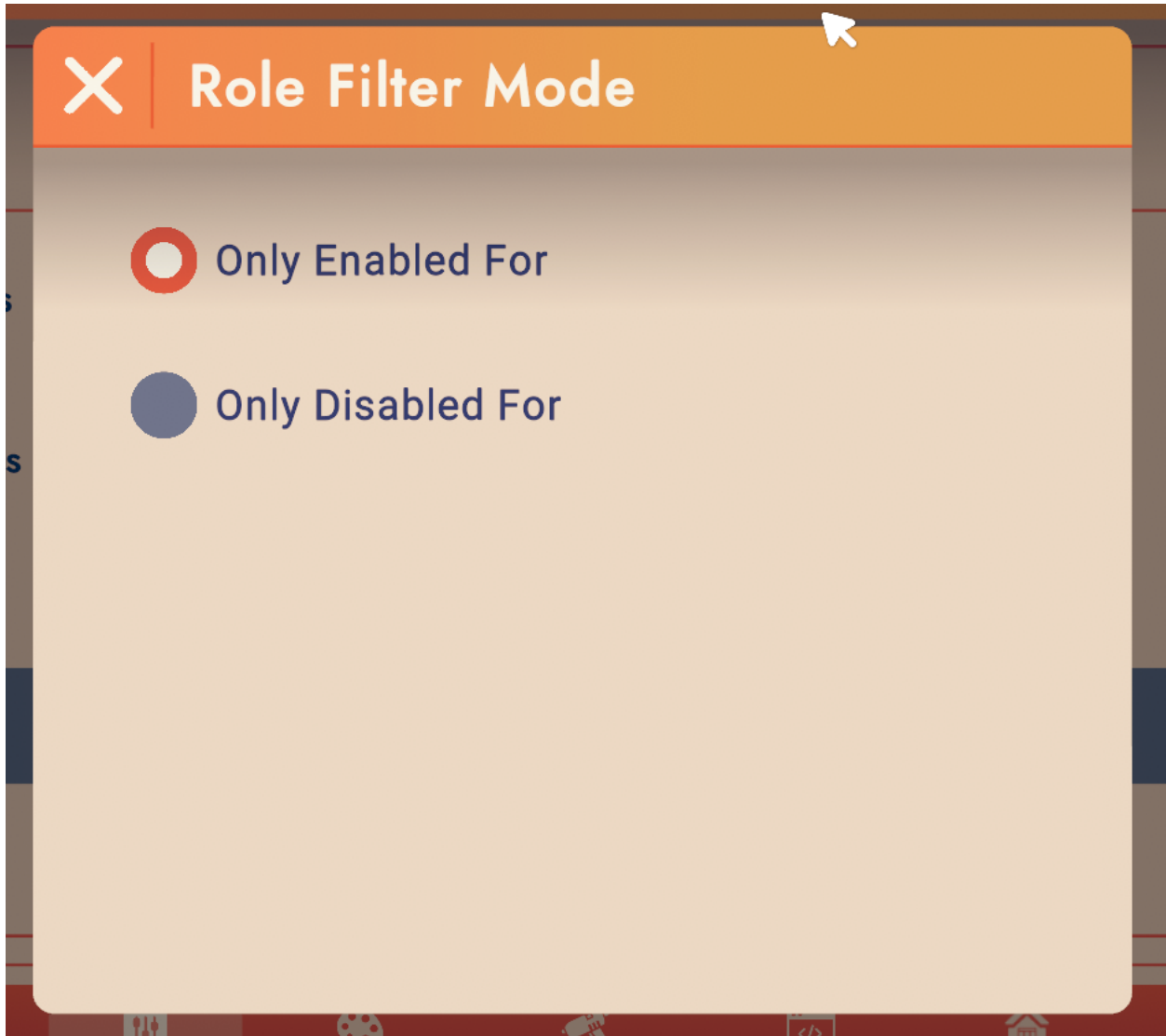Same consideration here - the second dropdown might be better as a button.

—----------- Research from V1 —----------------

Enable/disable via circuit

Role Filter Mode

○ Only Enabled For

○ Only Disabled For

IC role filtering overrides interaction roles