Retrieve BodyPart names from Collision Event

```
orxSTATUS orxFASTCALL PhysicsEventHandler(const orxEVENT *_pstEvent)
{
    if (_pstEvent->eType == orxEVENT_TYPE_PHYSICS) {
        orxPHYSICS_EVENT_PAYLOAD* payload =
(orxPHYSICS_EVENT_PAYLOAD*)event->pstPayload;
        orxLOG("Recipient %s | Sender: %s", payload->zRecipientPartName,
payload->zSenderPartName);
    }
}
```

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/physics/bodypart_name_from_collision_event?rev=1518583666

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