Collisions with ScrollObjects

Collisions can be tested in ScrollObjects using the OnCollide function. The incoming _poCollider is the ScrollObject that is colliding with this ScrollObject.

Also, the individual parts of both ScrollObjects that are colliding are available in the function.

```
void Enemy::OnCollide(ScrollObject *_poCollider,
    orxBODY_PART *_pstPart,
    orxBODY_PART *_pstColliderPart,
    const orxVECTOR &_rvPosition,
    const orxVECTOR &_rvNormal)
{
       if (_poCollider == orxNULL) {
           return orxTRUE;
       }

       const orxSTRING colliderName = _poCollider->GetName();
       if (orxString_SearchString(colliderName, "Ship") != orxNULL) {
           const orxSTRING shipPartName =
       orxBody_GetPartName(_pstColliderPart);
           const orxSTRING enemyPartName = orxBody_GetPartName(_pstPart);
       }
    }
}
```

From:

https://orx-project.org/wiki/ - Orx Learning

Permanent link:

https://orx-project.org/wiki/en/examples/orx_scroll/collisions_with_scrollobjects?rev=1730898016

Last update: 2025/09/30 17:26 (4 weeks ago)

