

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

Permanent link:

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

Last update: **2025/09/30 17:26 (9 months ago)**

