

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

```
orxB00L 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->GetModelName();
    if (orxString_SearchString(colliderName, "Ship") != orxNULL) {
        const orxSTRING shipPartName =
orxBody_GetPartName(_pstColliderPart);
        const orxSTRING enemyPartName = orxBody_GetPartName(_pstPart);
    }

    return orxTRUE;
}
```

From:

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

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