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

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