Retrieve Objects from Collision Event

```
orxSTATUS orxFASTCALL PhysicsEventHandler(const orxEVENT *_pstEvent)
{
    if (_pstEvent->eType == orxEVENT_TYPE_PHYSICS) {
        orxPHYSICS_EVENT_PAYLOAD* payload =
(orxPHYSICS_EVENT_PAYLOAD*)event->pstPayload;

        if(_pstEvent->eID == orxPHYSICS_EVENT_CONTACT_ADD) {
        orxOBJECT *pstRecipientObject, *pstSenderObject;

            /* Gets colliding objects */
            pstRecipientObject = orxOBJECT(_pstEvent->hRecipient);
            pstSenderObject = orxOBJECT(_pstEvent->hSender);
        }
    }
}
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/physics/objects_from_collision_event

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