

Interface `GameObject.CollHandler`

Enclosing class:

[GameObject](#)

```
protected static interface GameObject.CollHandler
```

Child classes will implement this interface, overriding the various methods to be called on collision with various kinds of `GameObjects`. Handlers are then linked to the object using `addCollHandler`. This allows the compiler to pick which handler to call since it is overloaded for every type of `GameObject`

Method Summary

Methods

Modifier and Type	Method and Description
void	to(Junk a) What to do on collision with a <code>Junk</code> instance
void	to(RecycleBin a) What to do on collision with a <code>RecycleBin</code> instance
void	to(Sysfile a) What to do on collision with a <code>Sysfile</code> instance

Method Detail

to

```
void to(RecycleBin a)
```

What to do on collision with a `RecycleBin` instance

Parameters:

a - The `RecycleBin` collided into

to

```
void to(Junk a)
```

What to do on collision with a `Junk` instance

Parameters:

a - The Junk collided into

to

```
void to(Sysfile a)
```

What to do on collision with a Sysfile instance

Parameters:

a - The Sysfile collided into

[Package](#) [Class](#) [Use](#) [Tree](#) [Deprecated](#) [Index](#) [Help](#)

[Prev Class](#) **[Next Class](#)** [Frames](#) [No Frames](#) [All Classes](#)

Summary: [Nested](#) | [Field](#) | [Constr](#) | [Method](#) Detail: [Field](#) | [Constr](#) | [Method](#)
