|  |
| --- |
| const Engine = Matter.Engine; |
|  | const World= Matter.World; |
|  | const Bodies = Matter.Bodies; |
|  |  |
|  | var engine, world; |
|  | var box1; |
|  |  |
|  | function setup(){ |
|  | var canvas = createCanvas(400,400); |
|  | engine = Engine.create(); |
|  | world = engine.world; |
|  |  |
|  | box1 = new Box(200,300,50,50); |
|  | box2 = new Box(240,100,50,100); |
|  | ground = new Ground(200,height,400,20) |
|  | } |
|  |  |
|  | function draw(){ |
|  | background(0); |
|  | Engine.update(engine); |
|  | console.log(box2.body.position.x); |
|  | console.log(box2.body.position.y); |
|  | console.log(box2.body.angle); |
|  | box1.display(); |
|  | box2.display(); |
|  | ground.display(); |
|  | } |