

ICOLLISIONPOLY INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/object-interfaces/icollisionpoly>

The `ICollisionPoly` interface represents the collision polygon for an `IAnimationFrame`. It is represented as a list of numbers representing points connected in a loop. As with image points, the collision polygon points are specified in texture co-ordinates, i.e. from 0 to 1.

Methods

Reset()

Reset the collision polygon to the default, which matches the bounding box of the object.

IsDefault()

Return a boolean indicating if the collision polygon is set to the default, matching the bounding box of the object.

GetPoints()

Return an array of numbers representing the points in the collision polygon. The array elements are alternating X and Y components for the points, so its size is always even. The collision polygon is guaranteed to have at least three points.

SetPoints(arr)

Set the collision polygon points by passing an array of numbers. The array elements must be alternating X and Y components for the points, so its size must be even. There must be at least three points in a collision polygon, therefore the passed array must have at least 6 elements.