|  |
| --- |
| var fixedRect, movingRect; |
|  |  |
|  | function setup() { |
|  | createCanvas(1200,800); |
|  | fixedRect = createSprite(400, 100, 50, 80); |
|  | fixedRect.shapeColor = "green"; |
|  | fixedRect.debug = true; |
|  | movingRect = createSprite(400, 800,80,30); |
|  | movingRect.shapeColor = "green"; |
|  | movingRect.debug = true; |
|  |  |
|  | movingRect.velocityY = -5; |
|  | fixedRect.velocityY = +5; |
|  | } |
|  |  |
|  | function draw() { |
|  | background(0,0,0); |
|  |  |
|  | if (movingRect.x - fixedRect.x < fixedRect.width/2 + movingRect.width/2 |
|  | && fixedRect.x - movingRect.x < fixedRect.width/2 + movingRect.width/2) { |
|  | movingRect.velocityX = movingRect.velocityX \* (-1); |
|  | fixedRect.velocityX = fixedRect.velocityX \* (-1); |
|  | } |
|  | if (movingRect.y - fixedRect.y < fixedRect.height/2 + movingRect.height/2 |
|  | && fixedRect.y - movingRect.y < fixedRect.height/2 + movingRect.height/2){ |
|  | movingRect.velocityY = movingRect.velocityY \* (-1); |
|  | fixedRect.velocityY = fixedRect.velocityY \* (-1); |
|  | } |
|  | drawSprites(); |
|  | } |