|  |
| --- |
| var fixedRect, movingRect; |
|  |  |
|  | function setup() { |
|  | createCanvas(1200,800); |
|  | fixedRect = createSprite(600, 400, 50, 80); |
|  | fixedRect.shapeColor = "green"; |
|  | fixedRect.debug = true; |
|  | movingRect = createSprite(400,200,80,30); |
|  | movingRect.shapeColor = "green"; |
|  | movingRect.debug = true; |
|  | } |
|  |  |
|  | function draw() { |
|  | background(0,0,0); |
|  | movingRect.x = World.mouseX; |
|  | movingRect.y = World.mouseY; |
|  |  |
|  | if (movingRect.x - fixedRect.x < fixedRect.width/2 + movingRect.width/2 |
|  | && fixedRect.x - movingRect.x < fixedRect.width/2 + movingRect.width/2 |
|  | && movingRect.y - fixedRect.y < fixedRect.height/2 + movingRect.height/2 |
|  | && fixedRect.y - movingRect.y < fixedRect.height/2 + movingRect.height/2) { |
|  | movingRect.shapeColor = "red"; |
|  | fixedRect.shapeColor = "red"; |
|  | } |
|  | else { |
|  | movingRect.shapeColor = "green"; |
|  | fixedRect.shapeColor = "green"; |
|  | } |
|  | drawSprites(); |
|  | } |