|  |
| --- |
| 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); |
|  |  |
|  | bounceOff(movingRect,fixedRect); |
|  | drawSprites(); |
|  | } |
|  |  |
|  | function bounceOff(object1,object2){ |
|  | if (object1.x - object2.x < object2.width/2 + object1.width/2 |
|  | && object2.x - object1.x < object2.width/2 + object1.width/2) { |
|  | object1.velocityX = object1.velocityX \* (-1); |
|  | object2.velocityX = object2.velocityX \* (-1); |
|  | } |
|  | if (object1.y - object2.y < object2.height/2 + object1.height/2 |
|  | && object2.y - object2.y < object2.height/2 + object1.height/2) { |
|  | object1.velocityY = object1.velocityY \* (-1); |
|  | object2.velocityY = object2.velocityY \* (-1); |
|  | } |
|  | } |