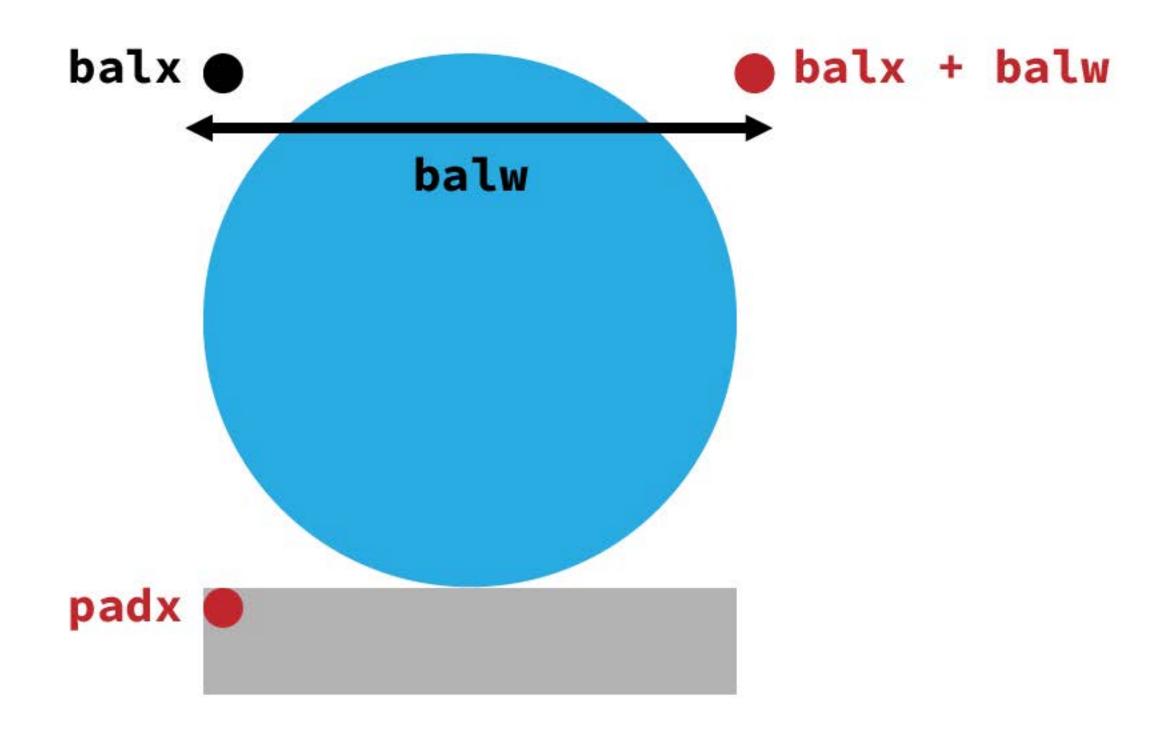
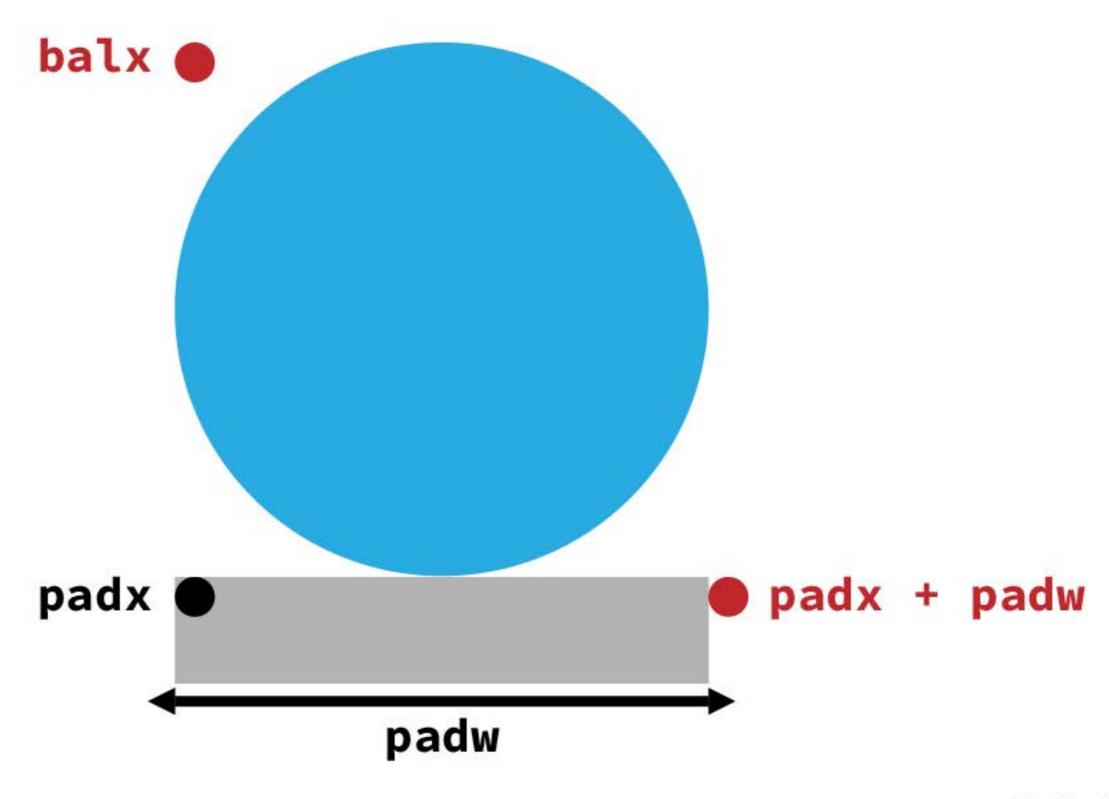
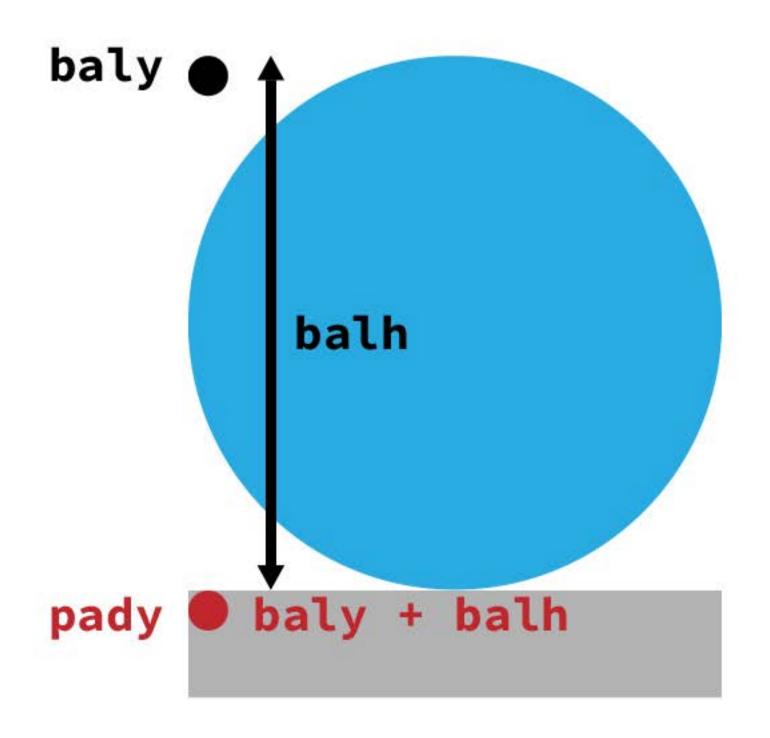
balx + balw >= padx



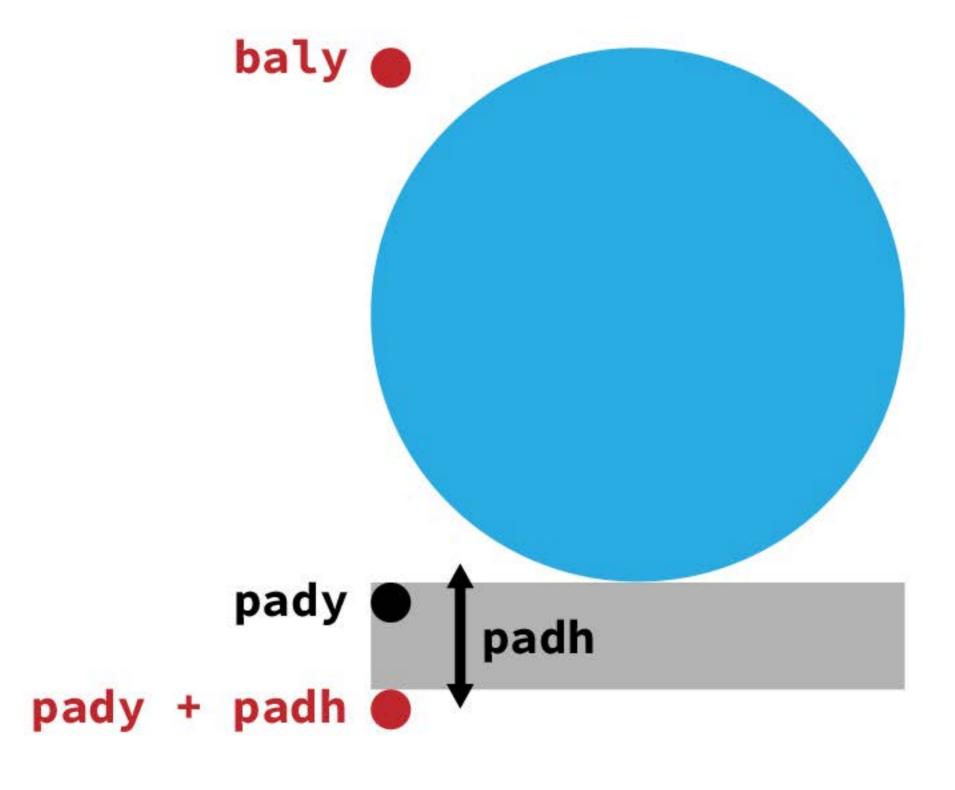
balx <= padx + padw



baly + balh >= pady



baly <= pady + padh



if balx + balw >= padx
and balx <= padx + padw
and baly + balh >= pady
and baly <= pady + padh
then there's collision!</pre>

