/// @description Collision code

// standard collision handling

// Horizontal collisions

if(place\_meeting(x+hspd, y, obj\_wall)) {

while(!place\_meeting(x+sign(hspd), y, obj\_wall)) {

x += sign(hspd);

}

hspd = 0;

}

x += hspd;

// Vertical collisions

if(place\_meeting(x, y+vspd, collide\_obj)) {

while(!place\_meeting(x, y+sign(vspd), collide\_obj)) {

y += sign(vspd);

}

vspd = 0;

}

y += vspd;

show\_debug\_message("This is a test");