

# Collision Commands

Functions to test collisions between graphical moveable objects, bobs and sprites

## **Bob Col INDEX, INDEX2**

Test if two bobs are in collision

*Parameters:*

INDEX: Index of the bob to test

INDEX2: Index of the bob to test the collision with

*Value returned:*

boolean: True if the two bobs are colliding, False if not

## **Bob Col To INDEX, START, END**

Test if one bob is colliding with a set of bobs

*Parameters:*

INDEX: Index of the bob to test

START: Index of the first bob to test with

END: Index of the last bob to test with

*Value returned:*

boolean: True if the first bob is colliding with one of the other bobs, False if not

## **BobSprite Col INDEX, INDEX2**

Test if a bob is colliding with a sprite

*Parameters:*

INDEX: Index of the bob to test

INDEX2: Index of the sprite to test the collision with

*Value returned:*

boolean: True if the bob and sprite are colliding, False if not

## **BobSprite Col To INDEX, START, END**

Test if one bob is colliding with a set of sprites

*Parameters:*

INDEX: Index of the bob to test

START: Index of the first sprite to test with

END: Index of the last sprite to test with

*Value returned:*

boolean: True if bob is colliding with one of the sprites, False if not

## **Sprite Col INDEX, INDEX2**

Test if two sprites are in collision

*Parameters:*

INDEX: Index of the sprite to test

INDEX2: Index of the sprite to test the collision with

*Value returned:*

boolean: True if the two sprites are colliding, False if not

## **Sprite Col To INDEX, START, END**

Test if one sprite is colliding with a set of sprites

*Parameters:*

INDEX: Index of the sprite to test

START: Index of the first sprite to test with

END: Index of the last sprite to test with

*Value returned:*

boolean: True if the first sprite is colliding with one of the other sprites, False if not

### **SpriteBob Col INDEX, INDEX2**

Test if a bob is colliding with a sprite

*Parameters:*

INDEX: Index of the bob to test

INDEX2: Index of the sprite to test the collision with

*Value returned:*

boolean: True if the sprite and bob are colliding, False if not

### **SpriteBob Col To INDEX, START, END**

Test if one sprite is colliding with a set of bobs

*Parameters:*

INDEX: Index of the sprite to test

START: Index of the first bob to test with

END: Index of the last bob to test with

*Value returned:*

boolean: True if the sprite is colliding with one of the bobs, False if not

### **Col INDEX**

Test the status of an object after collision detection

*Parameters:*

INDEX: Index of the object (sprite or bob) to test. Note that this function has been extended in AOZ, if you use -1 for this parameter, it will return the INDEX of the object in collision, to avoid having to perform a loop

*Value returned:*

boolean: True if the object is colliding with one of the other objects, False if not