

EuSDL_Collide

Collision detection routines for Mark Akita's Euphoria SDL implementation.

This library was adapted from Amir Taaki & Rob Loach's SDL_collide which was written in C. I just rewrote the library into Euphoria as it seemed easier. This library would not have been completed without the help of Mark Akita as he fixed my massively botched attempt at writing one of the key internal functions. The code is well commented and released (as the original C code) under the LGPL. This library is for 2D collisions only (obviously).

This library is very simple to use. It contains three different collision detection methods:

Pixel Perfect Detection

Bounding Box Detection

Bounding Circle Detection

The code is well commented and should be self explanatory.

If you have any questions or find any bugs drop me a line at ssallen@gmail.com.

Thanks to:

Amir Taaki & Rob Loach (The original 'C' library authors)

Mark Akita