

Flash ActionScript - hitTest

Question of the Day:

- What is **MovieClip.hitTest()** used for?
- How can we use **hitTest()** in our projects?

Objectives:

- Answer Question of the Day.
- hitTest() demo.

Demo Instructions:

- Create a new Flash file, save as “**Ball Hits Ground**”
- Create a movie clip on the stage, give it an instance name of “**ball**”
- Create a second movie clip that extends across the bottom of the stage, give it an instance name of “**ground**”
- Rename Layer1 to “**Graphics**”
- Create a new layer and name it “**Actions**”

Answer to Question of the Day:

What is **MovieClip.hitTest()** used for?

→ **hitTest()** is used to determine if the boundary boxes of 2 movie clips intersect at any point.

How can we use hitTest() in our projects?

→ hitTest() can be used to determine when 2 instances collide. We can then write code that tells Flash what to do after the instances collide. The following example uses **hitTest()** to determine if the movie clip **ball** collides with the movie clip **ground**. For our example today (**Ball Hits Ground**):

```
xmove = 5
ymove = 5
ball.onEnterFrame = function() {
    // move the ball
    ball._x += xmove
    ball._y += ymove
    // see if the ball hits the ground
    if (ball.hitTest(ground)) {
        ball._alpha = "30"
        ball._width = 400
        ball._height = 5
        xmove = 2
        ymove = -2
    }
    // end HitTest ground
}
// end onEnterFrame function
```