

# Nitro.PDF.Professional.v7.4.1.8.x64.Incl.Keygen-BRD Crack ((INSTALL))

Question about collision detection in pygame Hello there, I'm working on a game and I'm doing collision detection between 2 rectangles. I'm using pygame and the code is as following: if (y1 > 0): if (x1 > width): #Could be that the collision is happening too often #as I'm moving around #Hence why I made the (y1 > 0) clauses #I thought of testing the collision coordinates using the same test, #but I didn't think that it would work. #So I tried the following: #if ((x1 > 0) and (x2 > width) and (y1 > height) and (y2 > 0)): # #This doesn't work either, right? if (y1 > height): if (x1 > 0) or (x2 > width): #Could be that the collision is happening too often #as I'm moving around





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