Information about object: rock

Sprite: srock
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Collision Event with object ball:
play sound explosion; looping: false
COMMENT: The rock is destroyed by the ball.
create instance of object ohello at position (0,0)
create particle system at drawing depth 10
create particle type 0 to have shape snow or sprite <undefined>, size between 0.05 and 0.2, and increasing with 0
set the color for particle type 0 to be mixed with colors 16777215 and 16777215 and set the alpha ranging from 0.1 to 1
set the life time for particle type 0 to lie between 10 and 50
set the speed for particle type 0 to lie between 1 and 3, the direction between 0 and 360, and the friction to 0
set the gravity for particle type 0 to 0.5 in direction 270
create emitter 0 with shape ellipse of area rock.x-10 - rock.x+10 by rock.y-10 - rock.y+10
burst 50 particles of type 0 from emitter 0
destroy the instance