

# If Collision

An **If Collision** code block allows anything that comes to mind happen if **Only** if the object the **If Collision** is in a object and if that object collides with anything.

Thanks to the labels with the **Collision** command you can generate different sounds of textures when walking over them with the [sound](#) command.



## MORE INFORMATION

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- [Else If](#)
- [Else](#)
- [If Button Pressed](#)
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- [If Key Pressed](#)
- [If Mouse](#)
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