

# Forum:[Hack Forums](#)

Thread: [Any idea why this keeps going out of bounds LOVE2D](#)

**Toph Beifong** - March 27, 2014, 4:12 am

Basically i have an image which is repeated 5 times and i am trying to make it so they cant go out of the window but no matter what i try i just cant get it to work.

Any help:

This is my full code, originally it was going to be a Snake game but the smooth change in direction absolutly baffled me. So at the min it is just 5 bxs inline that more up,down, left, right.

PHP Code

```
<?php
function love.load()
    love.graphics.setBackgroundColor(000,000,000)
    segmentImage = love.graphics.newImage('images/segment.png')
    startingPositionX = 200
    startingPositionY = 200
    bodyLength = 5;
    count = 0

    width = love.window.getWidth()
    height = love.window.getHeight()

    --load body segments image positions into table, call them later
    segmentControl = {}
    while count <= bodyLength do
        startingPositionX = startingPositionX - 20
        table.insert(segmentControl, {x=startingPositionX, y=startingPositionY})
        count = count + 1
    end
end
```

--MOVEMENT FUNCTIONS

```
function rightMove()
    for seg = 1, bodyLength do
        currentSegmentPosition_X = segmentControl[seg].x

        if currentSegmentPosition_X <= 784 then
            segmentControl[seg].x = currentSegmentPosition_X + 15
        end
    end
end
```

```
function downMove()
```

```

for seg = 1, bodyLength do
    currentSegmentPosition_Y = segmentControl[seg].y
    if currentSegmentPosition_Y <= 550 then
        segmentControl[seg].y = currentSegmentPosition_Y + 15
    end
end
end
end

```

```

function upMove()
    for seg = 1, bodyLength do
        currentSegmentPosition_Y = segmentControl[seg].y
        if currentSegmentPosition_Y >= 15 then
            segmentControl[seg].y = currentSegmentPosition_Y - 15
        end
    end
end
end

```

```

function leftMove()
    for seg = 1, bodyLength do
        currentSegmentPosition_X = segmentControl[seg].x
        if currentSegmentPosition_X >= 200 then
            segmentControl[seg].x = currentSegmentPosition_X - 15
        end
    end
end
end

```

--END OF MOVEMENT

```

function love.draw()

    if love.keyboard.isDown("right") then
        rightMove()
    end

    if love.keyboard.isDown("down") then
        downMove()
    end

    if love.keyboard.isDown("up") then
        upMove()
    end

    if love.keyboard.isDown("left") then
        leftMove()
    end

    for i = 1, bodyLength do
        love.graphics.draw(segmentImage, segmentControl[i].x, segmentControl[i].y)
    end
end

```

```
if bodyLength == 0 then
  love.graphics.setBackgroundColor(255, 0, 0)
end
end
```

**Aelustelin** - March 27, 2014, 5:00 am

What is broken? Just that its not bounded by the window or?

Just make it so it checks x and y against 0 and scrw or scrh (when applicable) every time a move happens. Then if it finds the move went out of bounds end the game.

**.eXe** - March 27, 2014, 5:09 am

The way I do it in Corona is create 4 invisible objects (or images) that are on the outside walls, then have a function then when it comes in contact with the snake, it reverses the velocity to turn it around or kills it and ends the game.

Could you not do something like that?

**Toph Beifong** - March 27, 2014, 6:24 am

(Mar 27, 2014 05:09 AM)Evil.eXe Wrote: [\[CITE\]](#) The way I do it in Corona is create 4 invisible objects (or images) that are on the outside walls, then have a function then when it comes in contact with the snake, it reverses the velocity to turn it around or kills it and ends the game.

Could you not do something like that?

Yer hadn't thought about using a system like that, so far i'd just been using a set width and is the end of the snake touched it it would stop

**.eXe** - March 27, 2014, 6:33 am

(Mar 27, 2014 06:24 AM)Mr. P-teo Wrote: [\[CITE\]](#) Yer hadn't thought about using a system like that, so far i'd just been using a set width and is the end of the snake touched it it would stop  
Give it go! Let me know if it works.