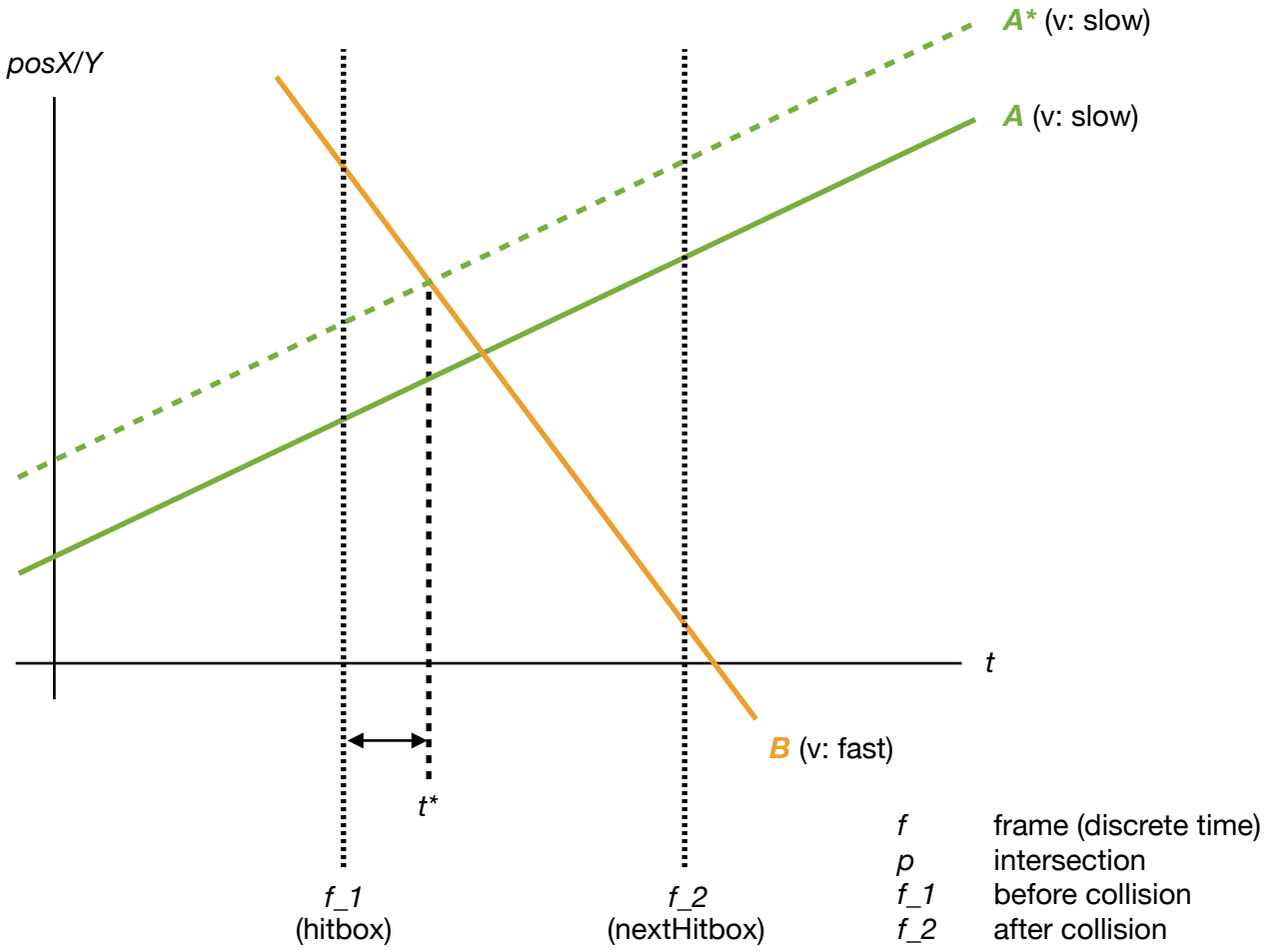
Compensating penetration by linear interpolation



Procedure

1. From ***ObjA*** and ***ObjB***, create linear function ***A**** and ***B*** s.t. *f_1* <= *t* <= *f_2*
2. Find intersection of ***A**** and ***B***, store it to *p(m, n)*
3. ***ObjA.pos*** ← *p.n* - ***ObjA.size***, ***ObjB.pos*** ← *p.n*

Creating linear function from the object

1. ***A*** := *at* + *b*. From ***ObjA***,
2. ***ObjA***[*t*] : position of ***ObjA*** at the *t* time
3. tick : time length of each frame
4. a := (***ObjA***[*f_2*]***.pos*** - ***ObjA***[*f_1*]***.pos***) / tick
5. b := ***ObjA***[*f_1*]***.pos*** (+ ***ObjA.size*** if starred)
6. return ***A***(*t*)

Finding intersection $p(m, n)$

1. Assuming two inputs of ($y = ax + c$) and ($y = bx + d$)
2. $m = (d - c)/(a - b)$, $n = (ad - bc)/(a - b)$
3. return $p(m, n)$