

Enum Class ObjetoColidivel.CollisionLayer

```
java.lang.Object
  java.lang.Enum<ObjetoColidivel.CollisionLayer>
    ObjetoColidivel.CollisionLayer
```

All Implemented Interfaces:

Serializable, Comparable<ObjetoColidivel.CollisionLayer>, Constable

Enclosing class:

ObjetoColidivel

```
public static enum ObjetoColidivel.CollisionLayer
extends Enum<ObjetoColidivel.CollisionLayer>
```

Representa os diferentes tipos de objetos colidíveis

Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E> extends Enum<E>>>

Enum Constant Summary

Enum Constants	
Enum Constant	Description
DOOR	Porta
ENEMY	Inimigos e bosses
LINE_OF_SIGHT	Campo de visão
PLAYER	Jogador
PROJECTILE	Projéteis e outros ataques inimigos
WALL	Paredes

Constructor Summary

Constructors		
Modifier	Constructor	Description
private	CollisionLayer()	

Method Summary

All Methods	Static Methods	Concrete Methods
Modifier and Type		Description
static ObjetoColidivel.CollisionLayer	valueOf (String name)	Returns the enum constant of this class with the specified name.
static ObjetoColidivel.CollisionLayer[]	values ()	Returns an array containing the constants of this enum class, in the order they are declared.
Methods inherited from class java.lang.Enum		
clone, compareTo, describeConstable, equals, finalize, getDeclaringClass, hashCode, name, ordinal, toString, valueOf		
Methods inherited from class java.lang.Object		
getClass, notify, notifyAll, wait, wait, wait		

Enum Constant Details

PLAYER
<pre>public static final ObjetoColidivel.CollisionLayer PLAYER</pre> <p>Jogador</p>
ENEMY
<pre>public static final ObjetoColidivel.CollisionLayer ENEMY</pre> <p>Inimigos e bosses</p>
PROJECTILE
<pre>public static final ObjetoColidivel.CollisionLayer PROJECTILE</pre> <p>Projéteis e outros ataques inimigos</p>
WALL
<pre>public static final ObjetoColidivel.CollisionLayer WALL</pre> <p>Paredes</p>
DOOR
<pre>public static final ObjetoColidivel.CollisionLayer DOOR</pre> <p>Porta</p>

LINE_OF_SIGHT

```
public static final ObjetoColidivel.CollisionLayer LINE_OF_SIGHT
```

Campo de visão

Constructor Details

CollisionLayer

```
private CollisionLayer()
```

Method Details

values

```
public static ObjetoColidivel.CollisionLayer[] values()
```

Returns an array containing the constants of this enum class, in the order they are declared.

Returns:

an array containing the constants of this enum class, in the order they are declared

valueOf

```
public static ObjetoColidivel.CollisionLayer valueOf(String↗ name)
```

Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)

Parameters:

name - the name of the enum constant to be returned.

Returns:

the enum constant with the specified name

Throws:

[IllegalArgumentException](#)[↗] - if this enum class has no constant with the specified name

[NullPointerException](#)[↗] - if the argument is null