LIBGDX WORKSHOP – CHEAT SHEET

Classes	Constructors	Other methods	Notes
Array	Array<int> a = new Array<int>();	Int b; a.add(b);	
Texture	Texture texture = new Texture("path/to/texture/texture.png");		
TextureRegion	TextureRegion region = new TextureRegion(texture);	boolean flipX=true, flipY=false; flip(flipX, flipY);	
Animation	float frameDuration = 0.05f; Animation animation = new Animation(frameDuration, new TextureRegion(texture1), new TextureRegion(texture2));	setPlayMode(PlayMode.REVERSED);	Puede recibir tantos keyFrames en forma de TextureRegion como sea necesario.

Vector2	Vector2 v = new Vector2(5f,5f);	v.set(x,y);
		v.add(v2);
		float f;
		v.scl(f); // * escalar
			Representa un par de floats, útil por ejemplo para coordenadas.

Polygon	float[] vertices = new float[8];
	vertices[0] = 1f;
	…
	Polygon p = new Polygon(vertices);
			Representa un polígono 2D construido a partir de sus vértices (el orden importa!!)

SpriteBatch	SpriteBatch batch = new SpriteBatch();	batch.setProjectionMatrix.(camera.combined);
		batch.begin();
		batch.draw(texture, xPos, yPos, width, height);
		batch.end();	

Music	Music m = Gdx.audio.newMusic(Gdx.files.internal("music.mp3"));	m.setLooping(true);
		m.play();
		m.setVolume(0.25f);
		m.stop();	

Sound	Sound s = Gdx.audio.newSound(Gdx.files.internal("sound.wav"));		
BitmapFont	BitmapFont f = new BitmapFont(Gdx.Files.internal("arial.fnt"));	setColor(Color.RED);	

Inline conditional assignment

vaule will be 10 if isEven returns true and 5 if isEven returns false.

```
boolean isEven = isEven(number);
int value = isEven ? 10 : 5;
```

Do not forget to dispose() in the following classes…

Texture, SpriteBatch, BitmapFont, Music, Sound