Object.h and .cpp

[Main page](file:///C:\Users\CinKM4D\source\repos\BPUS\Documentation\Main.docx)

# Description

It’s the general layout of an object, and therefore the class is designed to be inherited from.

# Includes

* Image.h
* platform\_common.cpp

# Variables



*position* is the general position of the object in units.

*pivot* is the pivot of the object relative to its position.

*rotation* is the rotation of the object in degrees. An increase turns the image counter clockwise.

*size* is the size of the image in units.

*image* is a pointer to the sprite image.

*z* is the z layer, or in other words over which objects it should be drawn on. A lower value means higher priority.

# Functions



These five constructors do the same thing: create an object. These are also uses when inherited.

*pos* sets the position

*img* sets the image

*s* sets the scale

*r* sets the rotation



These check whether the pointers of two objects are equal or not. That means if two different objects have the same values, but different pointers, then they are **not** equal.



These are only used when inherited, they are empty at the beginning. So when no override happens, these will get called but won’t do anything.

init() gets called when the object is added to [Obj\_M](Object_Manager.docx)

update() gets called every frame.

*input* is indirectly used with input.

*dt* stand for delta time and is the duration of the last frame.



It sets the pivot in the middle of the image.



It stands for get pivot absolute and returns the pivot as a position.