RenderableObject

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The RenderableObject stores information needed to draw an animated object with the only exception being the source Bitmap.   
  
**Stored information:**

* Wither the animation is playing forwards or backwards
* How many frames per animation are on the sprit sheep
* The current frame in the currently playing animation
* The current animation being played
* How long it’s been since the last time the animated frame was changed
* How many time per second the frame is to be changed
* The center of the object being draw. (Can be used for game related purposes as well as graphical)
* The dimensions of the object as it is to be drawn on the screen
* The dimensions of the object as it comes from the source image

**Public Interface:**

RenderableObject(Point frameDom,Point displaySize, Point drawAt, int frames,int framesPerSecond)

This is the classes’ constructor. It takes the dimensions of the frame from the source, the size the image is to be drawn on the screen, the center of where the image is to be drawn, how many frames on the on sprite sheet, and how fast the animation is to go.

updateFrame(float deltaTime)

This method updates the time since the last time the frame was changed. If enough time has passed it updated the frame and resets the time counter.

setPlay (int animationDirection)

This method allows the user to set the direction the animation I to play.

< Use RenderableObject.FORWARD and RenderableObject.BACKWARD for desired directions.>

setFrame(int frame)

Use this method to set the animation to a specified frame.

<WARNING: this method doesn’t have error checking so it is possible to set the frame so that the source location is off the source Bitmap. This will cause the application to false.>

setAnimation(int animation)

Use this method to change the animation being played.

<WARNING: this method doesn’t have error checking so it is possible to set the animation so that the source location is off the source Bitmap. This will cause the application to false.>

Rect getScr()

This method is used to get the location on the source image that is to be drawn.

<It is used by Renderer to accomplish this task>

Rect getDst()

This method is used to get the location on the source image that is to be drawn.

<It is used by Renderer to accomplish this task>

Point getCenter()

This method is used to get the center of the object to be drawn.

<The information can be used for things like collision detection.>

moveTo(Point center)

This method is used to move the object on the screen to a new location.

setDestination (int left, int top, int right ,int bottom)

setDestination (Point top, Point bottom)

setDestination (Rect display)

These three methods also move the object on the screen to a new location but do so by defining the outline of the object.

<They are useful if you want to resize the object but is more work to use>

move(Point amount)

Move the object by an amount of pixels.

**Less than public Interface:**

updateFrame()

This method is used to update the source location and reset the time since the last time the frame was updated.

<This method is used by>

**Update log:**

File was created 11/07/2013

Added the function move 11/10/2013