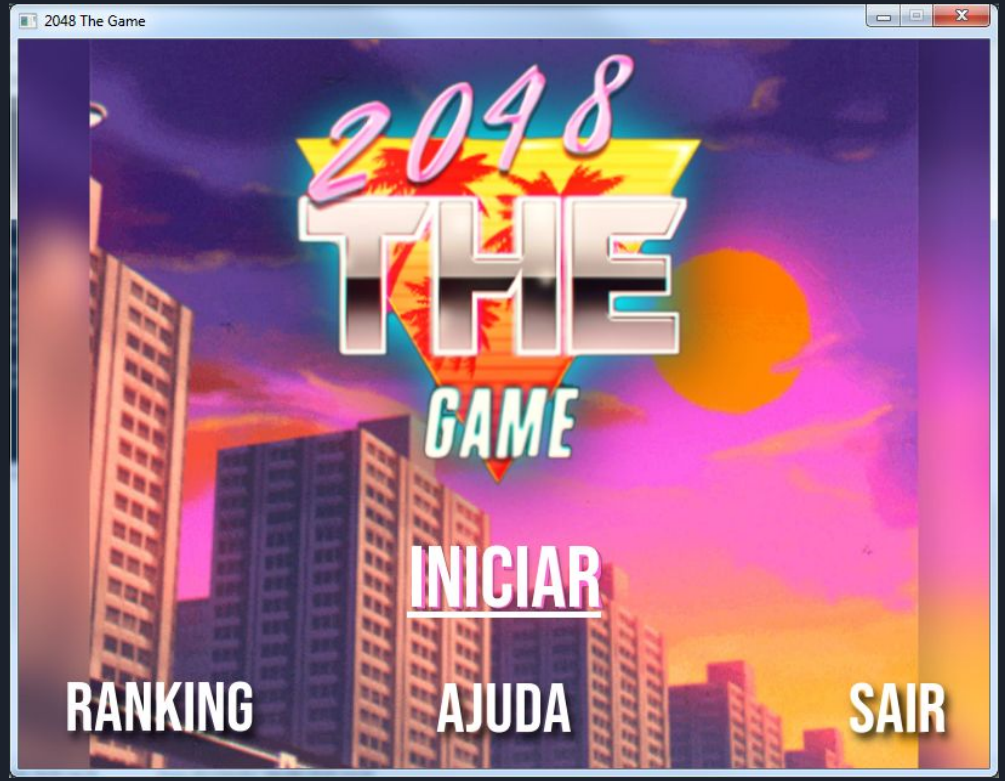
Minicurso Allegro 5

Aula 3

Animações

Lab1 2020

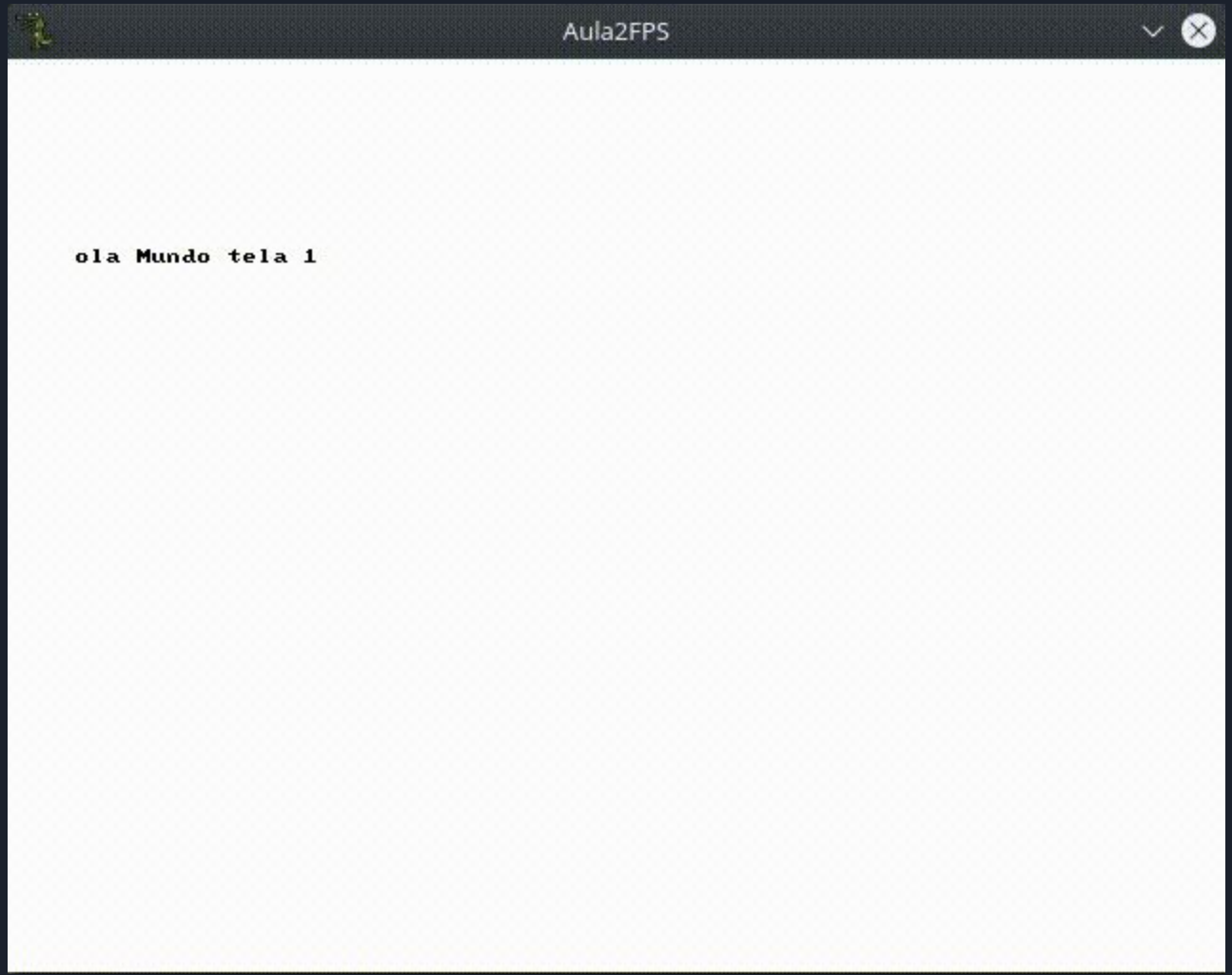


Animações Básicas

```
while (true) {
    ...
    al_draw_text(font, al_map_rgb(0,0,0), 100, 100, ALLEGRO_ALIGN_CENTER, "ola Mundo!");
    ...
```

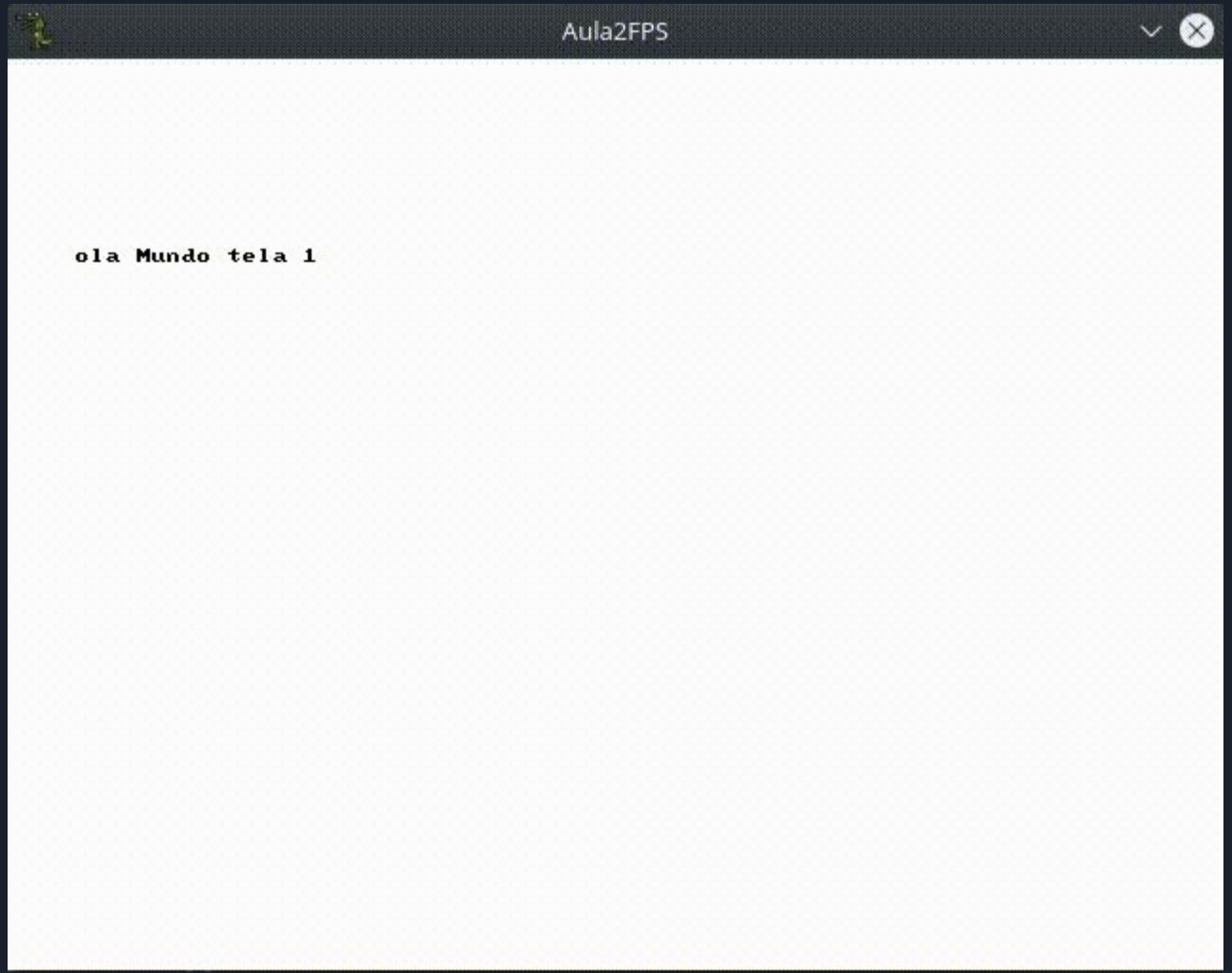
Animações Básicas

```
int x = 100;

while (true) {

    ...

    al_draw_text(font, al_map_rgb(0,0,0), x++, 100, ALLEGRO_ALIGN_CENTER, "ola Mundo!");

    ...
```


Aula2FPS
ola Mundo tela 1

Animações Básicas

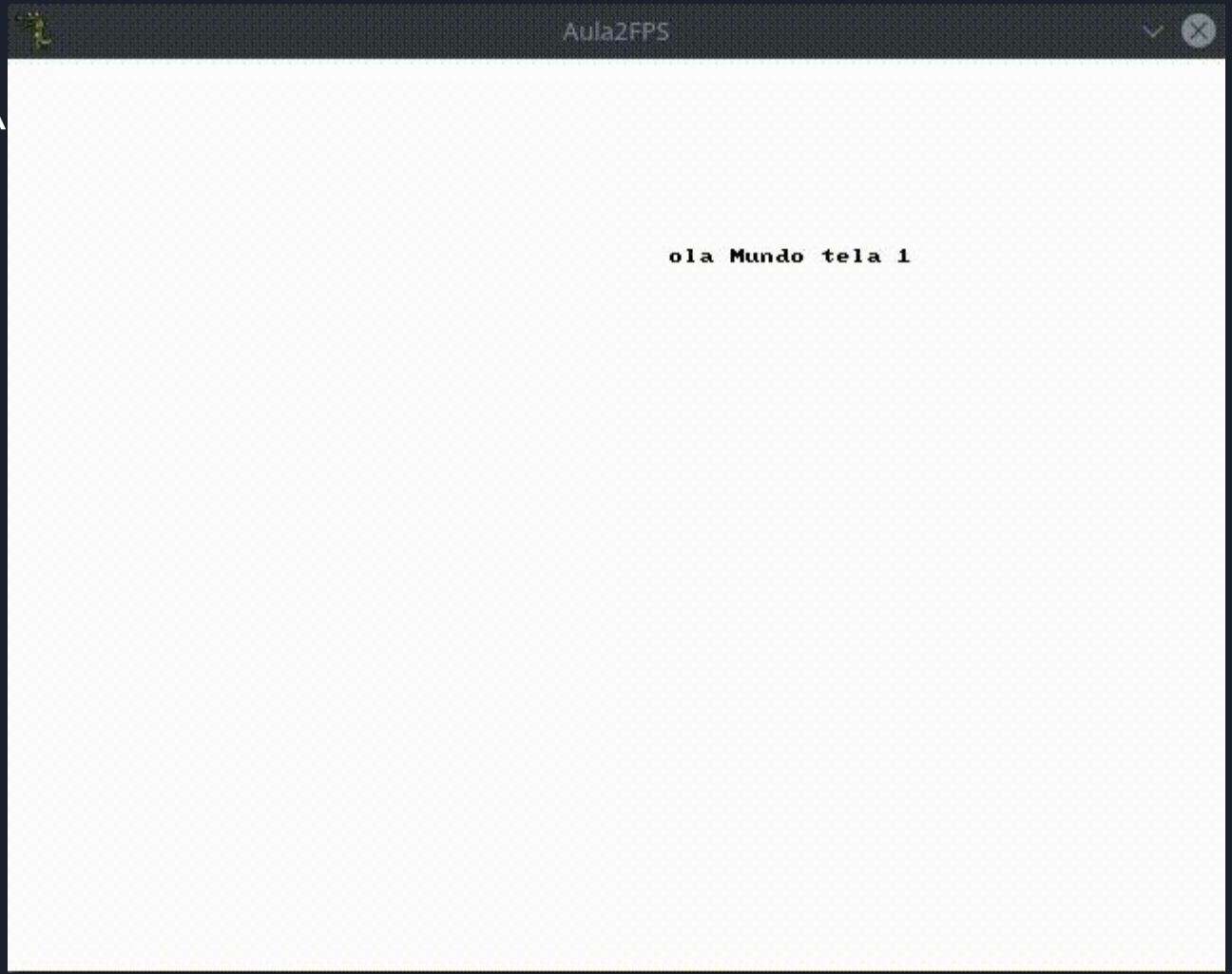
```
int x = 100, y = 100;

while (true) {

    ...

    al_draw_text(font, al_map_rgb(0,0,0), x++, y++, ALLEGRO_ALIGN_CENTER, "ola Mundo!");

    ...
```


Aula2FPS
ola Mundo tela 1

Animações Básicas

```
int x = 100;

while (true) {

    ...

    al_draw_text(font, al_map_rgb(0,0,0), x++, 100, ALLEGRO_ALIGN_CENTER, "ola Mundo!");

    if (x > TAMANHO_TELA) {
        x = 0;
    }

    ...
```

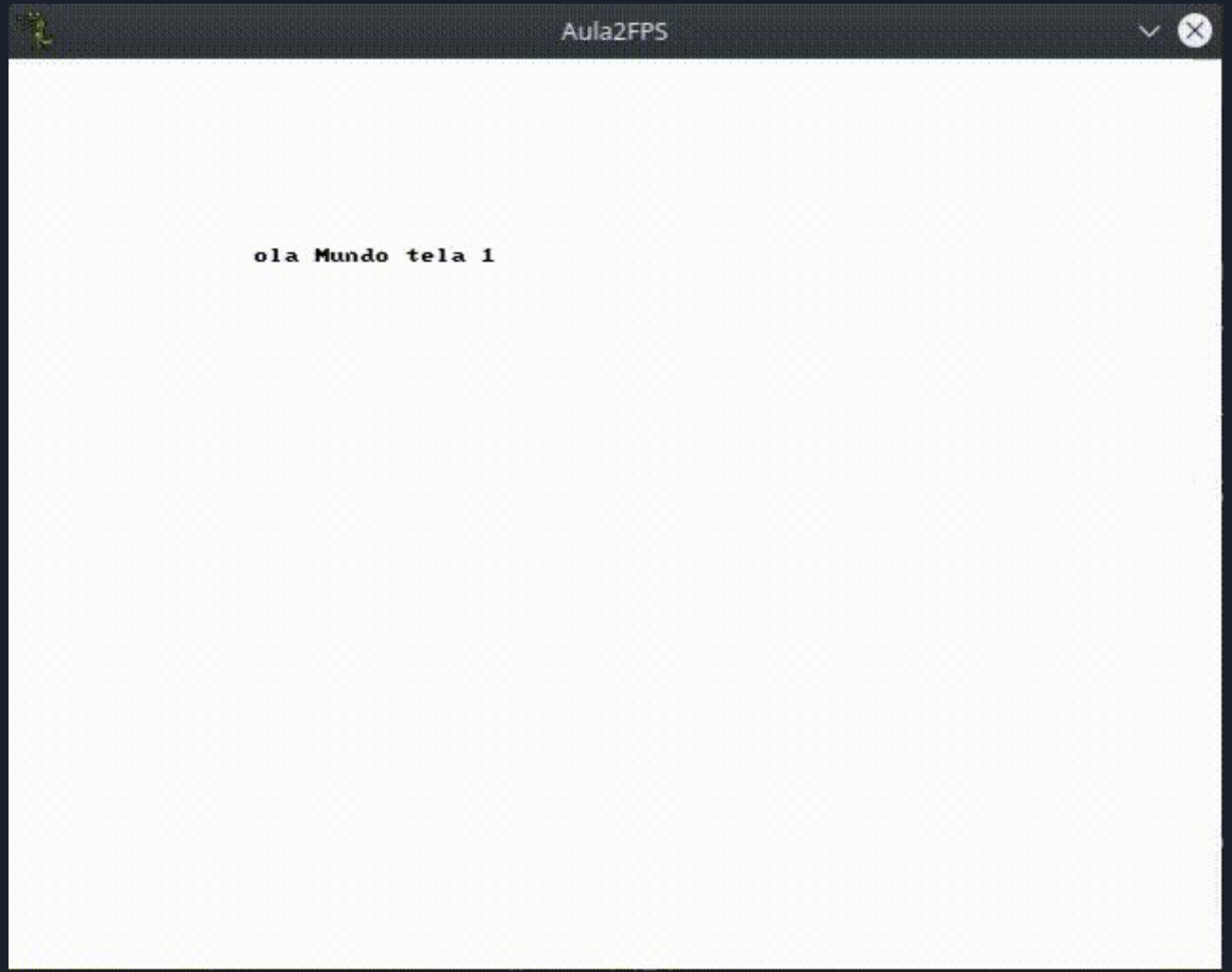
A



Animações Básicas

Tem algo faltando...

```
int x = 100;

while (true) {

    ...

    al_draw_text(font, al_map_rgb(0,0,0), x++, 100, ALLEGRO_ALIGN_LEFT, "ola Mundo!");

    if (x > TAMANHO_TELA) {
        x = -140;
    }

    ...
```


Aula2FPS
ola Mundo tela 1

Desenho de Primitivas

- High level drawing routines
  - Pixel-precise output
  - al_draw_line
  - al_draw_triangle
  - al_draw_filled_triangle
  - al_draw_rectangle
  - al_draw_filled_rectangle
  - al_draw_rounded_rectangle
  - al_draw_filled_rounded_rectangle
  - al_calculate_arc
  - al_draw_pieslice
  - al_draw_filled_pieslice
  - al_draw_ellipse
  - al_draw_filled_ellipse

Desenho de Triângulos

al_draw_filled_triangle

```
void al_draw_filled_triangle(float x1, float y1, float x2, float y2,
   float x3, float y3, ALLEGRO_COLOR color)
```

Source Code

Draws a filled triangle.

Parameters:

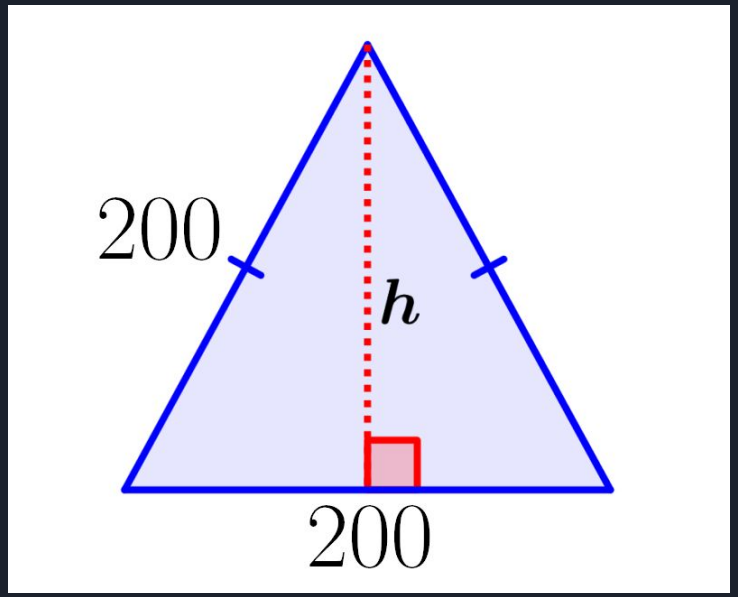
- x1, y1, x2, y2, x3, y3 - Three points of the triangle
- color - Color of the triangle

See also: al_draw_triangle

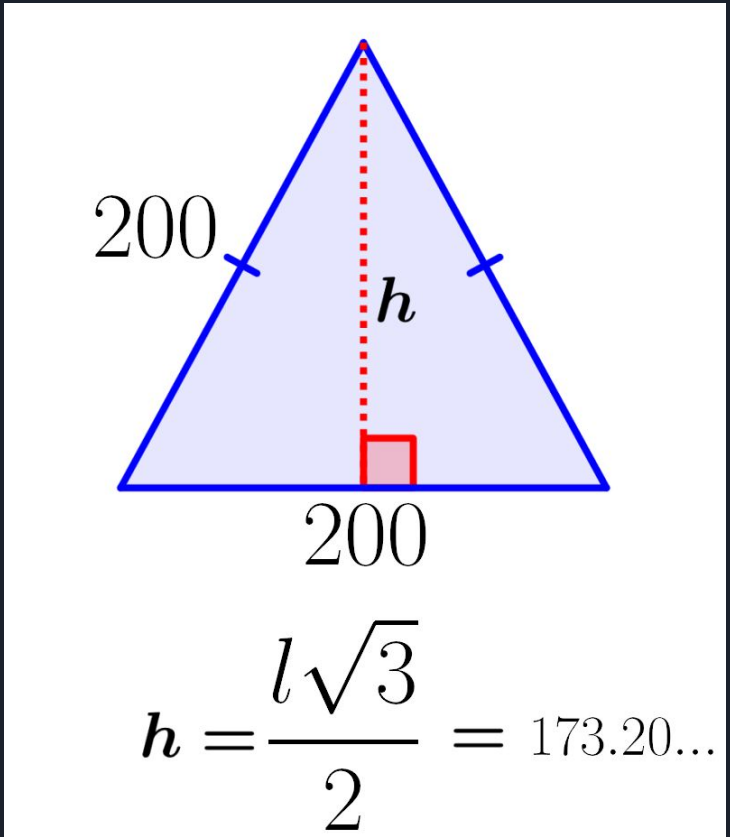
Examples:

- ex_prim.c

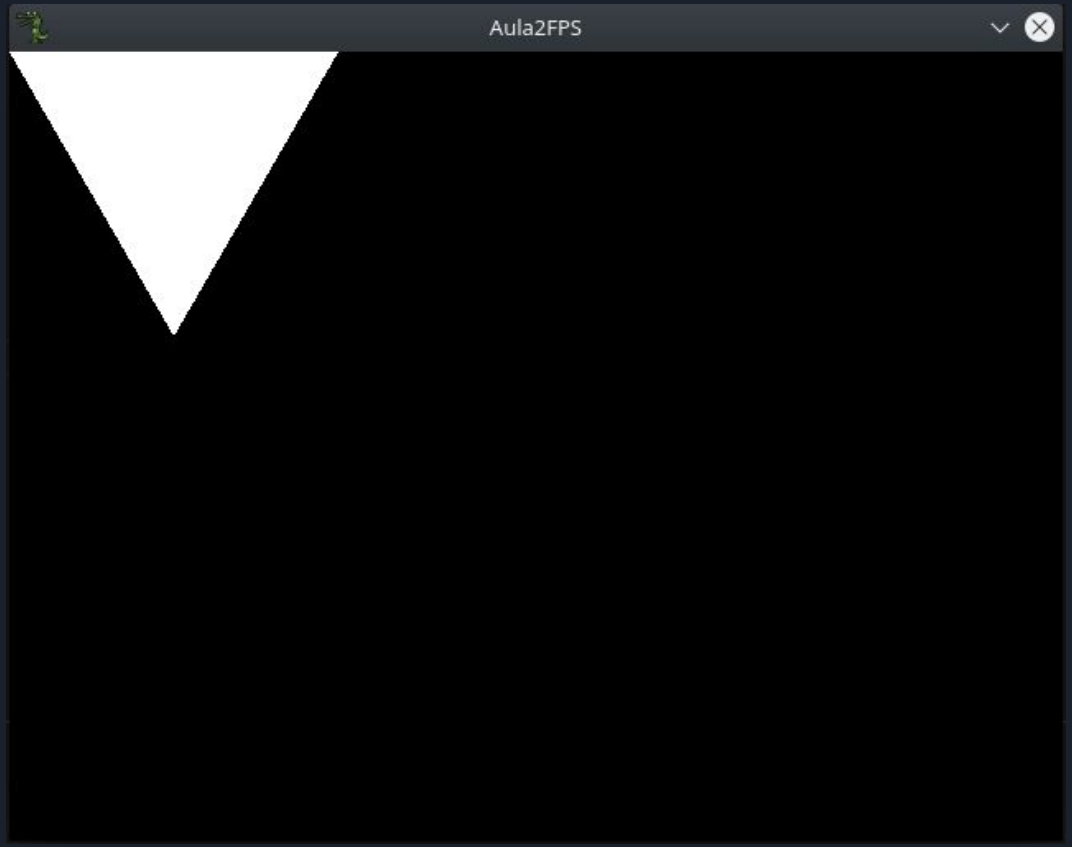
Desenho de Primitivas



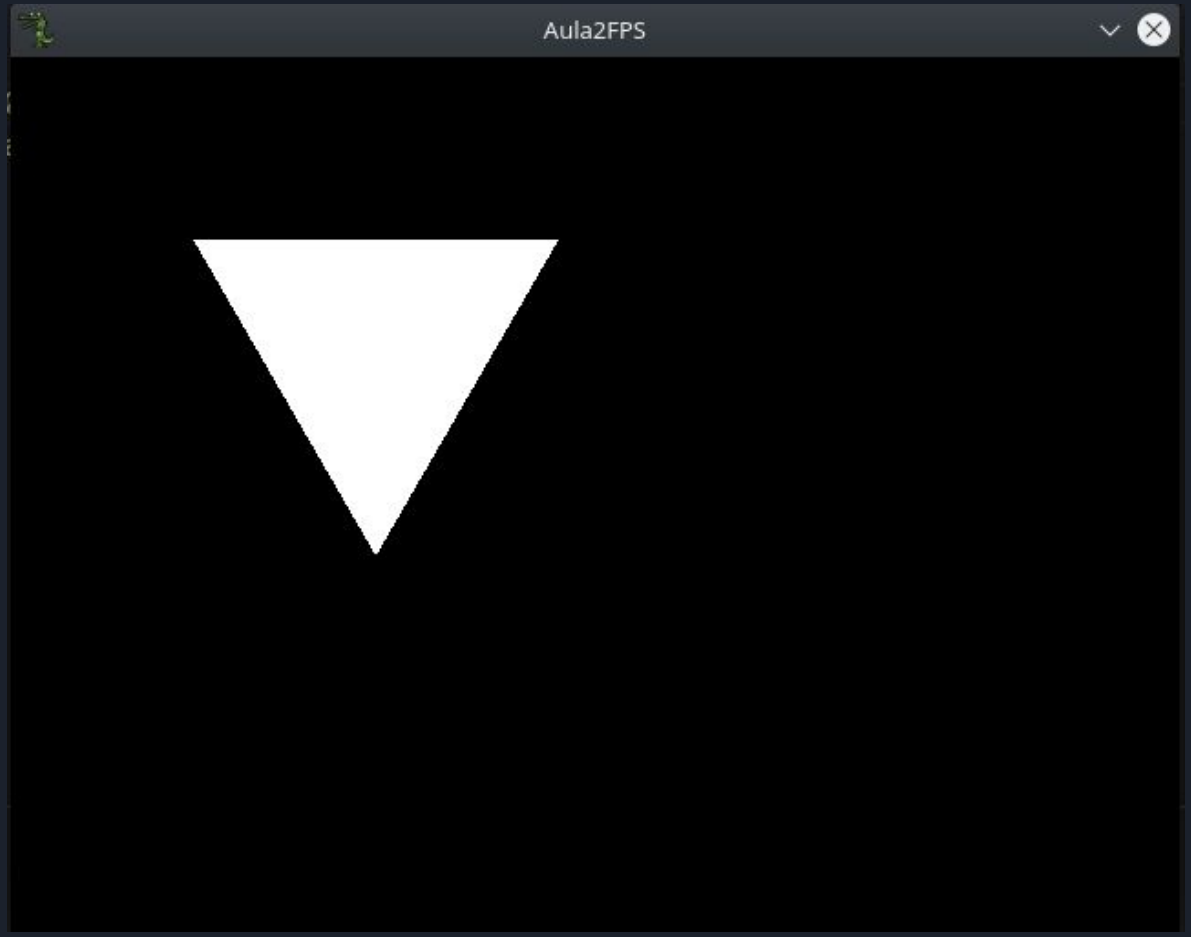
Desenho de Primitivas



```
while (true) {
    ...
    al_draw_filled_triangle(0, 0, 100, 173.2, 200, 0, al_map_rgb(255,255,255));
    ...
```


Aula2FPS

```
while (true) {
    ...
    al_draw_filled_triangle(0+100, 0+100, 100+100, 173.2+100, 200+100, 0+100, al_map_rgb(255,255,255));
    ...
```


Aula2FPS

Input de mouse

Código no Aula3Primitivas.c

Desafio

1. Fazer o triângulo seguir o mouse

Desafio

2. Centralizar o mouse no triângulo