Property Manual

# TileMapObject

Consists of Layers in tiled  
Layers get converted into LayerRenderComponents

## LayerRenderComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| zIndex | Optional, zIndex for rendering | 0 |
| layerId | Optional, ID to find Layer | NULL\_LAYER |

## NodeGraphRenderComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| zIndex | Optional, zIndex for rendering | 9 |
| cols | Optional, cols of nodeGrid | Number of tiles in height |
| rows | Optional, rows of nodeGrid | Number of tiles in width |

# GameObject

Properties: are not used at the moment

# CameraComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| BoundObject | Optional, object the camera is bound to | m\_gameObject |
| Zoom | Optional, zoom of camera | 1 |
| posX | Optional, x position on the screen (only used when no boundObject is given) | 0 |
| posY | Optional, y position on the screen (only used when no boundObject is given) | 0 |

# SteeringComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| PlayerIndex | Playerindex for input | 0 |
| StartRow | Optional, startposition of unit -> row on nodeGrid | 0 |
| StartCol | Optional, startposition of unit -> col on nodeGrid | 0 |

## AIControllerComponent

No Properties

## HumanControllerComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| Action\* (\* = Index) | Creates InputComponent for every Action | 0 |

### AiInputComponent

No Properties

### HumanInputComponent

No Properties

# DebugGeometryRenderComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| width | Determines shapeSize | - |
| height | shapeSize | - |

# ShapeRenderComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| zIndex | Optional, zIndex for rendering | 0 |

# SpriteRenderComponent

|  |  |  |
| --- | --- | --- |
| Name | Description | Default value |
| zIndex | Optional, zIndex for rendering | 0 |
| Texture | Texture to load sprite from | assetPath |
| loadFromSet | Optional, Load sprite from tileset? | False |
| posX | Optional, position on tileset | 0 |
| posY | Optional, position on tileset | 0 |
| sizeX | Size of textureArea to be loaded | 0 |
| sizeY | Size of textureArea to be loaded | 0 |
| tileSize | Size of the tiles -> important for position | 1 |

# GUIButtonComponent

# GUIRenderComponent

# CollisionComponent

# RigidBodyComponent

# DeathZoneComponent

# PointCounterComponent