

Package `me.miles.matthew.spaceflight.UI`

## Class Info

`java.lang.Object`  
`me.miles.matthew.spaceflight.UI.Info`

`public class Info`  
`extends java.lang.Object`

### Constructor Summary

Constructors	
Constructor	Description
<code>Info()</code>	Adds information overlays on the screen

### Method Summary

All Methods		Instance Methods	Concrete Methods
Modifier and Type	Method	Description	
<code>void</code>	<code>checkHover(int mouseX, int mouseY)</code>	Checks if the mouse is hovering over the quetion mark icon	
<code>void</code>	<code>draw(java.awt.Graphics2D g2, int windowWidth, int windowHeight, double zoom)</code>	Draw information overlays	

Methods inherited from class <code>java.lang.Object</code>
<code>equals</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code>

### Constructor Details

Info
<code>public Info()</code>
Adds information overlays on the screen

## Method Details

### draw

```
public void draw(java.awt.Graphics2D g2,  
                int windowWidth,  
                int windowHeight,  
                double zoom)
```

Draw information overlays

**Parameters:**

g2 - the graphics2d object, representing the screen

windowWidth - the width of the window in which informaion is being shown

windowHeight - the height of the window in which information is being shown

zoom - the zoom, used to calculate the scale indicator

### checkHover

```
public void checkHover(int mouseX,  
                      int mouseY)
```

Checks if the mouse is hovering over the question mark icon

**Parameters:**

mouseX - The x-coordinate of the mouse within the window

mouseY - The y-coordinate of the mouse within the window