

Sprite.cs

The sprite class is the base class for all objects that require graphics. This was done so doing all the basic operations such as loading a texture and defining positions didn't have to be written for all other classes.

Class Fields

Name	Type	Explanation
position	Vector2	The position of the sprite
texture	Texture2D	The texture of the sprite
filename	string	The filename of the sprite
size	Rectangle	The size of the sprite
scale	float	The scale of the sprite

Class constructors

```
public Sprite()
{
    position = Vector2.Zero;
    scale = 1.0f;
}

public Sprite(Vector2 pos, GraphicsDevice gDevice)
{
    position = pos;
    scale = gDevice.Viewport.Width / 1024;
}
```

public Sprite

public Sprite()

Input Arguments

None

Description

This constructor generates a sprite at position (0,0) and with scale 1.

public Sprite

```
public Sprite(Vector2 pos, GraphicsDevice gDevice)
```

Input Arguments

- pos: The position of the sprite
- gDevice: The current graphics device.

Description

Using the parameters of gDevice, the scale is calculated based on the relative difference to 1024x768.

Methods

```
public void LoadContent(string file, ContentManager cManager)
public void Update()
public void Draw(SpriteBatch spriteBatch)
```

LoadContent

```
public void LoadContent(string file, ContentManager cManager)
```

Input Arguments

- file: The filename.
- cManager: The current content manager.

Description

This method loads the image into the texture and saves the filename in the class.

Update

```
public void Update()
```

Input Arguments

None.

Description

This is empty and should be overwritten in inherited classes.

Draw

```
public void Draw(SpriteBatch spriteBatch)
```

Input Arguments

- spriteBatch: The sprite batch.

Description

This basic method draws the sprite at **position** with its current **scale**.
The sprite will be drawn in the very background as the layer depth is 0.999f.