

Atividade Framework 02

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Objetivo
Comentar os recursos disponíveis no LibGDX que foram abordados na primeira parte do jogo de exemplo “Gota”. Para isso, procurar no Google ou no Duckduckgo os métodos que foram usados.
Código
<div><div>setToOrtho</div><pre>public void setToOrtho(boolean yDown, float viewportWidth, float viewportHeight)</pre><p>Sets this camera to an orthographic projection, centered at (viewportWidth/2, viewportHeight/2), with the y-axis pointing up or down.</p><p>Parameters:</p><p>yDown - whether y should be pointing down.</p><p>viewportWidth -</p><p>viewportHeight -</p></div> <div><div>x</div><pre>public float x</pre><div>y</div><pre>public float y</pre><div>width</div><pre>public float width</pre><div>height</div><pre>public float height</pre></div> <div><div>glClear</div><pre>void glClear(int mask)</pre><div>glClearColor</div><pre>void glClearColor(float red, float green, float blue, float alpha)</pre></div> <div><div>setProjectionMatrix</div><pre>public void setProjectionMatrix(Matrix4 projection)</pre><p>Description copied from interface: Batch</p><p>Sets the projection matrix to be used by this Batch. If this is called inside a Batch.begin()/Batch.end() block, the current batch is flushed to the gpu.</p><p>Specified by:</p><p>setProjectionMatrix in interface Batch</p></div>

begin

```
public void begin()
```

Description copied from interface: Batch

Sets up the Batch for drawing. This will disable depth buffer writing. It enables blending and texturing. If you have more texture units enabled than the first one you have to disable them before calling this. Uses a screen coordinate system by default where everything is given in pixels. You can specify your own projection and modelview matrices via `Batch.setProjectionMatrix(Matrix4)` and `Batch.setTransformMatrix(Matrix4)`.

Specified by:

begin in interface Batch

end

```
public void end()
```

Description copied from interface: Batch

Finishes off rendering. Enables depth writes, disables blending and texturing. Must always be called after a call to `Batch.begin()`

Specified by:

end in interface Batch

draw

```
public void draw(Texture texture,  
                float x,  
                float y)
```

Description copied from interface: Batch

Draws a rectangle with the bottom left corner at x,y having the width and height of the texture.

Specified by:

draw in interface Batch

x - the x-coordinate in screen space

y - the y-coordinate in screen space

Conclusão

O conceito do LibGDX, a aplicação de tecnicas de camera Ortografica[*setToOrtho()*], além da definição do retangulo como o x, y, largura e altura(*x, y, width, height*), junto da cor(*glClear and glClearColor*), junto de um conjunto para a aplicação do jogo(*projectionMatrix, begin, draw and end*).