|  |
| --- |
| class SlingShot{ |
|  | constructor(bodyA, pointB){ |
|  | var options = { |
|  | bodyA: bodyA, |
|  | pointB: pointB, |
|  | stiffness: 0.04, |
|  | length: 10 |
|  | } |
|  | this.sling1 = loadImage('sprites/sling1.png'); |
|  | this.sling2 = loadImage('sprites/sling2.png'); |
|  | this.sling3 = loadImage('sprites/sling3.png'); |
|  | this.pointB = pointB |
|  | this.sling = Constraint.create(options); |
|  | World.add(world, this.sling); |
|  | } |
|  | attach(body){ |
|  | this.sling.bodyA = body; |
|  | } |
|  |  |
|  | fly(){ |
|  | this.sling.bodyA = null; |
|  | } |
|  |  |
|  | display(){ |
|  | image(this.sling1,200,20); |
|  | image(this.sling2,170,20); |
|  | if(this.sling.bodyA){ |
|  | var pointA = this.sling.bodyA.position; |
|  | var pointB = this.pointB; |
|  | push(); |
|  |  |
|  | stroke(48,22,8); |
|  | if(pointA.x < 220) { |
|  | strokeWeight(7); |
|  | line(pointA.x - 20, pointA.y, pointB.x -10, pointB.y); |
|  | line(pointA.x - 20, pointA.y, pointB.x + 30, pointB.y - 3); |
|  | image(this.sling3,pointA.x -30, pointA.y -10,15,30); |
|  | } |
|  | else{ |
|  | strokeWeight(3); |
|  | line(pointA.x + 25, pointA.y, pointB.x -10, pointB.y); |
|  | line(pointA.x + 25, pointA.y, pointB.x + 30, pointB.y - 3); |
|  | image(this.sling3,pointA.x + 25, pointA.y -10,15,30); |
|  | } |
|  |  |
|  |  |
|  | pop(); |
|  | } |
|  | } |
|  |  |
|  | } |

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