## Notes for Helicopter

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Adding egitignore file	the
Creating STML in Visual Hudio. Don't forget to	•
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Adding git ignore file  Greating STML in Visual Studio. (Don't forget to  turn x86)  Adding to ACSETS / MAGES folders an importance of Melicopters. It should change function in  my window draw void bame: setup S	In £
m window draw void bame: setup	suita)
: fllm heloTexture loadFromtile	3
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	34) Add
	where
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add animate Helo U;	
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Add from to former and lattely () -	E.
Agd function bame: animateHelo () —  Creating frames and animate in	1000
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Adding to the Gorne: preocess Events U  if (sf:: Event: Mouse Button Preessed == new E)	2
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proceess Mouse (new Event);	bee
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will call the function Gome: process Mouse (sf: &	at to
Will com the function books. The ones mouse 15 f.	the Table
that will relact when to the clicking was o	ind
that will react when to the clicking was o will make helicopter to move to the monse.	
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We should add , Set Position (m. location); that will get the helicopter's position on the m-location += m\_velocity; m\_helicopter. setPosition (m\_location); class Direction where I should write direction of movement for helicopter. Add in the void barne: process Mouse (sf: Event tent tent function that will help helicopter stop in the epoce where was klicked by wouse.

displacment x = static\_cost floats (t-event mouse Buttom). m-location. x; Isame fore y breating void bare: setuptidiol whe will be the address of sound file tagy + # include < SAML/Judio hpp> - in Gamo.h