Взяти до уваги метод IsCornerBusy(Point corner) в Map класі.

public Body BuildMachineBody(string name, string imagePath)

{

Body body = new Body(name);

body.LocalAngle = 0;

body.LocalCenter = new Vector(0, 0);

body.LocalZIndex = 1;

body.CollisionShape = CollisionShape.None ;

body.Size = new Vector(map.TileSize / 2.82, map.TileSize / 2.82);

body.Viewer = new Viewer(new Sprite(imagePath, (int)(map.TileSize / 1.41), (int)(map.TileSize/1.41)));

//map.AddObject(body);

return body;

}

public Catarpillar BuildMachineCatarpillar(string name, string imagePath)

{

Catarpillar catarpillar = new Catarpillar(name);

Int32 duration = 100;

List<BitmapImage> images = TmxBuildDirrector.GetImagesFromCropedImage(imagePath, map.TileSize, map.TileSize, map.TileSize \* 2, map.TileSize \* 2);

List<Frame> frames = new List<Frame>();

Frame frame1 = new Frame(new Sprite(images[0], (int)(map.TileSize / 1.41), (int)(map.TileSize / 1.41)), duration);

Frame frame2 = new Frame(new Sprite(images[1], (int)(map.TileSize / 1.41), (int)(map.TileSize / 1.41)), duration);

Frame frame3 = new Frame(new Sprite(images[2], (int)(map.TileSize / 1.41), (int)(map.TileSize / 1.41)), duration);

Frame frame4 = new Frame(new Sprite(images[3], (int)(map.TileSize / 1.41), (int)(map.TileSize / 1.41)), duration);

catarpillar.LocalAngle = 0;

catarpillar.LocalCenter = new Vector(0, 0);

catarpillar.LocalZIndex = 1;

catarpillar.CollisionShape = CollisionShape.Rectangle ;