PAMKA

```
(   [ int    m_gumbaFrame { -1 };
    [ const int  GUMBA_FRAMES = 20;
    [ float   m_gumbaFrameCounter = 0.0f;
    [ float   m_gumbaFrameIncrement = 0,3f;

void  Game::
    moveTarget ()
                SPEED
    m_gumbaSprite.setScale (-1.0f, 1.0f)
    m_gumbaSprite.setOrigin (52.0f, 0.0f)


              = SPEED
       "— "—                    (1.0f, 1.0f)
                                (0.0f, 0.0f)


              Линия
    setAimLine ()
    float    angelD
    float    angelR
    sf Vector2f line;
                        ?  +  =  *  %
    line = m_mouseEnd - m_canonEnd
    angelR = std:: atan2f (line.y, line.x);
    angelD = angelR  *  180.0f    / 3.14f;
    m_canon.setRotation (angelD + 90.0f)
        sf:: Vertex point;
        point.color = sf:: Color:.Black;
        m_aimLine.clear();
        point.position = m_mouseEnd.
        m_aimLine.append (point);
        point.position = m_canonEnd;
        m_aimLine.append (point);
```