Package dev.robocode.tankroyale.botapi

Class InitialPosition

java.lang.Object
    dev.robocode.tankroyale.botapi.InitialPosition

```
public final class InitialPosition
extends java.lang.Object
```

Initial starting position containing a start coordinate (x,y) and the shared direction of the body, gun, and radar.

The initial position is only used when debugging to request the server to let a bot start at a specific position. Note that initial starting positions must be enabled at the server-side; otherwise the initial starting position is ignored.

Constructor Summary

Constructors

Constructor	Description
InitialPosition(java.lang.Double x, java.lang.Double y, java.lang.Double direction)	Initializes a new instance of the InitialPosition class.

Method Summary

All Methods   Static Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
boolean	**equals**(java.lang.Object o)	
static **InitialPosition**	**fromString** (java.lang.String initialPosition)	Creates a new instance of the InitialPosition class from a string.
java.lang.Double	**getDirection**()	Returns the shared direction of the body, gun, and radar;

		coordinate;
int	**hashCode**()	
java.lang.String	**toString**()	

Methods inherited from class java.lang.Object

clone, finalize, getClass, notify, notifyAll, wait, wait, wait

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Constructor Detail

InitialPosition

```
public InitialPosition(java.lang.Double x,
                       java.lang.Double y,
                       java.lang.Double direction)
```

Initializes a new instance of the InitialPosition class.

Parameters:

x - is the x coordinate, where `null` means it is random.

y - is the y coordinate, where `null` means it is random.

`direction` - is the shared direction of the body, gun, and radar, where `null` means it is random.

Method Detail

equals

```
public boolean equals(java.lang.Object o)
```

Overrides:

equals in class java.lang.Object

Overrides:

hashCode in class `java.lang.Object`

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getX

`public java.lang.Double getX()`

Returns the x coordinate;

Returns:

The x coordinate or `null` if no x coordinate is specified and a random value must be used.

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getY

`public java.lang.Double getY()`

Returns the y coordinate;

Returns:

The y coordinate or `null` if no y coordinate is specified and a random value must be used.

---

getDirection

`public java.lang.Double getDirection()`

Returns the shared direction of the body, gun, and radar;

Returns:

The direction or `null` if no direction is specified and a random value must be used.

---

toString

`public java.lang.String toString()`

Overrides:

```
public static InitialPosition fromString(java.lang.String initialPosition)
```

Creates a new instance of the InitialPosition class from a string.

Parameters:

initialPosition - is comma and/or white-space separated string.

Returns:

An InitialPosition instance.