//--------------------------------------Objects for Cinematic---------------------------------------

LPDIRECT3DTEXTURE9 texCastleCinematic = textures->Get(ID\_TEX\_CASTLE\_CINEMATIC);

sprites->Add(1001, 0, 0, 144, 112, texCastleCinematic);

sprites->Add(1002, 144, 0, 288, 112, texCastleCinematic);

sprites->Add(1003, 288, 0, 432, 112, texCastleCinematic);

sprites->Add(1004, 432, 0, 576, 112, texCastleCinematic);

sprites->Add(1005, 0, 112, 144, 224, texCastleCinematic);

sprites->Add(1006, 144, 112, 288, 224, texCastleCinematic);

sprites->Add(1007, 288, 112, 432, 224, texCastleCinematic);

sprites->Add(1008, 432, 112, 576, 224, texCastleCinematic);

sprites->Add(1009, 0, 224, 144, 336, texCastleCinematic);

sprites->Add(1010, 144, 224, 288, 336, texCastleCinematic);

sprites->Add(1011, 288, 224, 432, 336, texCastleCinematic);

sprites->Add(1012, 432, 224, 576, 336, texCastleCinematic);

sprites->Add(1013, 0, 336, 144, 448, texCastleCinematic);

sprites->Add(1014, 144, 336, 288, 448, texCastleCinematic);

sprites->Add(1015, 288, 336, 432, 448, texCastleCinematic);

sprites->Add(1016, 432, 336, 576, 448, texCastleCinematic);

LPDIRECT3DTEXTURE9 texObjectsCinematic = textures->Get(ID\_TEX\_OBJECT\_CINEMATIC);

sprites->Add(2001, 0, 0, 64, 30, texObjectsCinematic); //cloud

sprites->Add(2002, 72, 10, 88, 20, texObjectsCinematic); //blue bat 1

sprites->Add(2003, 104, 8, 120, 22, texObjectsCinematic); //blue bat 1

sprites->Add(2004, 5, 70, 227, 87, texObjectsCinematic); //start button

sprites->Add(2005, 5, 95, 6, 96, texObjectsCinematic); //start button2

//-----------------------------------------------Simon Normal-------------------------------------------------

//right

LPDIRECT3DTEXTURE9 texSimon = textures->Get(ID\_TEX\_SIMON\_RIGHT);

//walk-right

sprites->Add(10001, 17, 4, 49, 64, texSimon); // idle right

sprites->Add(10002, 87, 2, 111, 64, texSimon);

sprites->Add(10003, 145, 4, 175, 64, texSimon);

sprites->Add(10004, 215, 2, 239, 64, texSimon);

//jump-or-crouch-(was hit)-(die)-(attack crouch)-right

sprites->Add(10005, 273, 18, 305, 64, texSimon);

//climb-down-right

sprites->Add(10006, 337, 2, 369, 64, texSimon); // idle on stair climb down right

sprites->Add(10007, 23, 66, 47, 128, texSimon);

//climb-up-right

sprites->Add(10008, 81, 66, 111, 128, texSimon); // idle on stair climb up right

sprites->Add(10009, 151, 66, 175, 128, texSimon);

//was-hit-right

sprites->Add(10010, 209, 70, 241, 128, texSimon);

//die-right

sprites->Add(10011, 257, 98, 321, 128, texSimon);

//attack-stand-right

sprites->Add(10012, 321, 68, 369, 128, texSimon);

sprites->Add(10013, 17, 132, 49, 192, texSimon);

sprites->Add(10014, 81, 132, 125, 192, texSimon);

//attack-crouch-right

sprites->Add(10015, 129, 146, 177, 192, texSimon);

sprites->Add(10016, 209, 146, 241, 192, texSimon);

sprites->Add(10017, 273, 146, 317, 192, texSimon);

//attack-climp-down-right

sprites->Add(10018, 321, 130, 369, 192, texSimon);

sprites->Add(10019, 17, 194, 49, 256, texSimon);

sprites->Add(10020, 81, 194, 125, 256, texSimon);

//attack-climp-up-right

sprites->Add(10021, 129, 194, 177, 256, texSimon);

sprites->Add(10022, 209, 194, 241, 256, texSimon);

sprites->Add(10023, 273, 194, 316, 256, texSimon);

//poison-right

sprites->Add(10024, 337, 196, 369, 256, texSimon);

//take-weapon-right

sprites->Add(10025, 17, 260, 49, 320, texSimon);

sprites->Add(10026, 81, 260, 113, 320, texSimon);

sprites->Add(10027, 145, 260, 177, 320, texSimon);

//idle-front

sprites->Add(10028, 271, 256, 308, 320, texSimon);

//left

texSimon = textures->Get(ID\_TEX\_SIMON\_LEFT);

//walk-left

sprites->Add(20001, 17, 4, 49, 64, texSimon); // idle left

sprites->Add(20002, 83, 2, 107, 64, texSimon);

sprites->Add(20003, 147, 4, 177, 64, texSimon);

sprites->Add(20004, 211, 2, 235, 64, texSimon);

//jump-or-crouch-left

sprites->Add(20005, 273, 18, 305, 64, texSimon);

//climp-down-left

sprites->Add(20006, 337, 2, 369, 64, texSimon); // idle on stair climb down left

sprites->Add(20007, 19, 66, 43, 128, texSimon);

//climp-up-left

sprites->Add(20008, 81, 66, 111, 128, texSimon); // idle on stair climb up left

sprites->Add(20009, 147, 66, 171, 128, texSimon);

//was-hit-left

sprites->Add(20010, 209, 70, 241, 128, texSimon);

//die-left

sprites->Add(20011, 257, 98, 321, 128, texSimon);

//attack-stand-left

sprites->Add(20012, 337, 68, 384, 128, texSimon);

sprites->Add(20013, 17, 132, 49, 192, texSimon);

sprites->Add(20014, 69, 132, 113, 192, texSimon);

//attack-crouch-left

sprites->Add(20015, 145, 146, 193, 192, texSimon);

sprites->Add(20016, 209, 146, 241, 192, texSimon);

sprites->Add(20017, 261, 146, 305, 192, texSimon);

//attack-climp-down-left

sprites->Add(20018, 337, 130, 384, 192, texSimon);

sprites->Add(20019, 17, 194, 49, 256, texSimon);

sprites->Add(20020, 69, 194, 113, 256, texSimon);

//attack-climp-up-left

sprites->Add(20021, 145, 194, 193, 256, texSimon);

sprites->Add(20022, 209, 194, 241, 256, texSimon);

sprites->Add(20023, 261, 194, 305, 256, texSimon);

//poison-left

sprites->Add(20024, 337, 196, 369, 256, texSimon);

sprites->Add(20025, 17, 260, 49, 320, texSimon);

sprites->Add(20026, 81, 260, 113, 320, texSimon);

sprites->Add(20027, 145, 260, 177, 320, texSimon);

//idle-behide

sprites->Add(20028, 209, 256, 242, 320, texSimon);

//-----------------------------------------------Simon Potion-------------------------------------------------

//right

texSimon = textures->Get(ID\_TEX\_SIMON\_POTION\_RIGHT);

//walk-right

sprites->Add(610001, 17, 4, 49, 64, texSimon); // idle right

sprites->Add(610002, 87, 2, 111, 64, texSimon);

sprites->Add(610003, 145, 4, 175, 64, texSimon);

sprites->Add(610004, 215, 2, 239, 64, texSimon);

//jump-or-crouch-(was hit)-(die)-(attack crouch)-right

sprites->Add(610005, 273, 18, 305, 64, texSimon);

//climb-down-right

sprites->Add(610006, 337, 2, 369, 64, texSimon); // idle on stair climb down right

sprites->Add(610007, 23, 66, 47, 128, texSimon);

//climb-up-right

sprites->Add(610008, 81, 66, 111, 128, texSimon); // idle on stair climb up right

sprites->Add(610009, 151, 66, 175, 128, texSimon);

//was-hit-right

sprites->Add(610010, 209, 70, 241, 128, texSimon);

//die-right

sprites->Add(610011, 257, 98, 321, 128, texSimon);

//attack-stand-right

sprites->Add(610012, 321, 68, 369, 128, texSimon);

sprites->Add(610013, 17, 132, 49, 192, texSimon);

sprites->Add(610014, 81, 132, 125, 192, texSimon);

//attack-crouch-right

sprites->Add(610015, 129, 146, 177, 192, texSimon);

sprites->Add(610016, 209, 146, 241, 192, texSimon);

sprites->Add(610017, 273, 146, 317, 192, texSimon);

//attack-climp-down-right

sprites->Add(610018, 321, 130, 369, 192, texSimon);

sprites->Add(610019, 17, 194, 49, 256, texSimon);

sprites->Add(610020, 81, 194, 125, 256, texSimon);

//attack-climp-up-right

sprites->Add(610021, 129, 194, 177, 256, texSimon);

sprites->Add(610022, 209, 194, 241, 256, texSimon);

sprites->Add(610023, 273, 194, 316, 256, texSimon);

//poison-right

sprites->Add(610024, 337, 196, 369, 256, texSimon);

//take-weapon-right

sprites->Add(610025, 17, 260, 49, 320, texSimon);

sprites->Add(610026, 81, 260, 113, 320, texSimon);

sprites->Add(610027, 145, 260, 177, 320, texSimon);

//left

texSimon = textures->Get(ID\_TEX\_SIMON\_POTION\_LEFT);

//walk-left

sprites->Add(620001, 17, 4, 49, 64, texSimon); // idle left

sprites->Add(620002, 83, 2, 107, 64, texSimon);

sprites->Add(620003, 147, 4, 177, 64, texSimon);

sprites->Add(620004, 211, 2, 235, 64, texSimon);

//jump-or-crouch-left

sprites->Add(620005, 273, 18, 305, 64, texSimon);

//climp-down-left

sprites->Add(620006, 337, 2, 369, 64, texSimon); // idle on stair climb down left

sprites->Add(620007, 19, 66, 43, 128, texSimon);

//climp-up-left

sprites->Add(620008, 81, 66, 111, 128, texSimon); // idle on stair climb up left

sprites->Add(620009, 147, 66, 171, 128, texSimon);

//was-hit-left

sprites->Add(620010, 209, 70, 241, 128, texSimon);

//die-left

sprites->Add(620011, 257, 98, 321, 128, texSimon);

//attack-stand-left

sprites->Add(620012, 337, 68, 384, 128, texSimon);

sprites->Add(620013, 17, 132, 49, 192, texSimon);

sprites->Add(620014, 69, 132, 113, 192, texSimon);

//attack-crouch-left

sprites->Add(620015, 145, 146, 193, 192, texSimon);

sprites->Add(620016, 209, 146, 241, 192, texSimon);

sprites->Add(620017, 261, 146, 305, 192, texSimon);

//attack-climp-down-left

sprites->Add(620018, 337, 130, 384, 192, texSimon);

sprites->Add(620019, 17, 194, 49, 256, texSimon);

sprites->Add(620020, 69, 194, 113, 256, texSimon);

//attack-climp-up-left

sprites->Add(620021, 145, 194, 193, 256, texSimon);

sprites->Add(620022, 209, 194, 241, 256, texSimon);

sprites->Add(620023, 261, 194, 305, 256, texSimon);

//poison-left

sprites->Add(620024, 337, 196, 369, 256, texSimon);

sprites->Add(620025, 17, 260, 49, 320, texSimon);

sprites->Add(620026, 81, 260, 113, 320, texSimon);

sprites->Add(620027, 145, 260, 177, 320, texSimon);

//idle-behide

sprites->Add(620028, 209, 256, 242, 320, texSimon);

//----------------------------------------------Door-----------------------------------------------

LPDIRECT3DTEXTURE9 texDoor = textures->Get(ID\_TEX\_DOOR);

sprites->Add(30001, 0, 0, 16, 96, texDoor);

sprites->Add(30002, 50, 0, 96, 96, texDoor);

sprites->Add(30003, 98, 0, 144, 96, texDoor);

//-----------------------------------------------Weapon--------------------------------------------

//right

LPDIRECT3DTEXTURE9 texWeapon = textures->Get(ID\_TEX\_WEAPON\_RIGHT);

//weapon 1

sprites->Add(40001, 81, 16, 97, 64, texWeapon);

sprites->Add(40002, 337, 10, 369, 48, texWeapon);

sprites->Add(40003, 667, 14, 713, 30, texWeapon);

//weapon 2

sprites->Add(40004, 81, 80, 97, 128, texWeapon);

sprites->Add(40005, 337, 74, 369, 112, texWeapon);

sprites->Add(40006, 667, 82, 713, 94, texWeapon);

//weaapon3

sprites->Add(40007, 81, 144, 97, 192, texWeapon);

sprites->Add(40008, 337, 144, 353, 192, texWeapon);

sprites->Add(40009, 593, 144, 609, 192, texWeapon);

sprites->Add(40010, 81, 208, 97, 256, texWeapon);

sprites->Add(40011, 337, 202, 369, 240, texWeapon);

sprites->Add(40012, 593, 202, 625, 240, texWeapon);

sprites->Add(40013, 81, 266, 113, 304, texWeapon);

sprites->Add(40014, 337, 266, 369, 304, texWeapon);

sprites->Add(40015, 667, 274, 745, 286, texWeapon);

sprites->Add(40016, 155, 338, 233, 350, texWeapon);

sprites->Add(40017, 411, 338, 489, 350, texWeapon);

sprites->Add(40018, 667, 338, 745, 350, texWeapon);

//left

texWeapon = textures->Get(ID\_TEX\_WEAPON\_LEFT);

//weapon1

sprites->Add(41001, 161, 16, 177, 64, texWeapon);

sprites->Add(41002, 401, 10, 433, 48, texWeapon);

sprites->Add(41003, 569, 14, 615, 30, texWeapon);

//weapon2-left

sprites->Add(41004, 161, 80, 177, 128, texWeapon);

sprites->Add(41005, 401, 74, 433, 112, texWeapon);

sprites->Add(41006, 569, 82, 615, 94, texWeapon);

//weaapon3-left

sprites->Add(41007, 161, 143, 177, 192, texWeapon);

sprites->Add(41008, 417, 144, 433, 193, texWeapon);

sprites->Add(41009, 673, 144, 689, 192, texWeapon);

sprites->Add(41010, 161, 208, 177, 256, texWeapon);

sprites->Add(41011, 401, 202, 433, 240, texWeapon);

sprites->Add(41012, 657, 202, 689, 240, texWeapon);

sprites->Add(41013, 145, 266, 177, 304, texWeapon);

sprites->Add(41014, 401, 266, 433, 304, texWeapon);

sprites->Add(41015, 537, 274, 615, 286, texWeapon);

sprites->Add(41016, 25, 338, 103, 350, texWeapon);

sprites->Add(41017, 281, 338, 359, 350, texWeapon);

sprites->Add(41018, 537, 338, 615, 350, texWeapon);

//---------------------------------------------Misc-----------------------------------------------

LPDIRECT3DTEXTURE9 texMisc = textures->Get(ID\_TEX\_MISC);

sprites->Add(50001, 33, 82, 33, 96, texMisc); //small-brick17-32

sprites->Add(50002, 145, 0, 177, 64, texMisc); //holyfire

sprites->Add(50003, 209, 0, 241, 64, texMisc); //holyfire

sprites->Add(50004, 89, 12, 105, 44, texMisc); //candle

sprites->Add(50005, 25, 12, 41, 44, texMisc); //candle

sprites->Add(50006, 273, 18, 305, 46, texMisc); //big-brick-0

sprites->Add(50007, 337, 18, 369, 48, texMisc); //big-brick-1

sprites->Add(50008, 17, 82, 49, 112, texMisc); //big-brick-2

sprites->Add(50009, 132, 63, 197, 128, texMisc); //water

//-------------------------------------------Effect-----------------------------------------------

LPDIRECT3DTEXTURE9 texEffect = textures->Get(ID\_TEX\_EFFECT);

sprites->Add(60001, 25, 22, 41, 42, texEffect);

sprites->Add(60002, 93, 14, 99, 40, texEffect);

sprites->Add(60003, 155, 16, 167, 40, texEffect);

sprites->Add(60004, 217, 10, 233, 40, texEffect);

sprites->Add(60005, 273, 16, 305, 42, texEffect);

sprites->Add(60006, 347, 24, 361, 40, texEffect);

sprites->Add(60007, 25, 82, 39, 110, texEffect);

//-----------------------------------------Bonus-object-------------------------------------------

LPDIRECT3DTEXTURE9 texBonusObject = textures->Get(ID\_TEX\_BONUS\_OBJECT);

sprites->Add(70001, 17, 22, 51, 40, texBonusObject);//dagger

sprites->Add(70002, 77, 13, 107, 42, texBonusObject);//axe

sprites->Add(70003, 145, 17, 175, 46, texBonusObject);//boomerang

sprites->Add(70004, 211, 14, 243, 46, texBonusObject);//holy water

sprites->Add(70005, 275, 16, 305, 48, texBonusObject);//stopwatch

sprites->Add(70006, 339, 12, 371, 46, texBonusObject);//cross

sprites->Add(70007, 20, 77, 47, 110, texBonusObject);//invi potion

sprites->Add(70008, 77, 78, 111, 112, texBonusObject);//whip

sprites->Add(70009, 153, 88, 169, 104, texBonusObject);

sprites->Add(70010, 213, 86, 237, 106, texBonusObject);//heart

sprites->Add(70011, 273, 82, 305, 108, texBonusObject);//pot roast

sprites->Add(70012, 339, 82, 367, 110, texBonusObject);//double shot

sprites->Add(70013, 19, 146, 47, 174, texBonusObject);

sprites->Add(70014, 83, 144, 111, 174, texBonusObject);//moneybag

sprites->Add(70015, 147, 144, 175, 174, texBonusObject);//moneybag

sprites->Add(70016, 211, 144, 239, 174, texBonusObject);//moneybag

sprites->Add(70017, 277, 146, 301, 174, texBonusObject);

sprites->Add(70018, 339, 144, 367, 176, texBonusObject);

sprites->Add(70019, 19, 206, 49, 238, texBonusObject);

sprites->Add(70020, 83, 206, 113, 238, texBonusObject);

sprites->Add(70021, 145, 212, 177, 236, texBonusObject);

sprites->Add(70022, 209, 212, 241, 236, texBonusObject);

//----------------------------------------Sub-weapon----------------------------------------------

//right

LPDIRECT3DTEXTURE9 texSubWeapon = textures->Get(ID\_TEX\_SUBWEAPON\_RIGHT);

sprites->Add(80001, 16, 22, 49, 40, texSubWeapon);

sprites->Add(80002, 87, 14, 117, 42, texSubWeapon);

sprites->Add(80003, 141, 14, 171, 42, texSubWeapon);

sprites->Add(80004, 205, 22, 235, 50, texSubWeapon);

sprites->Add(80005, 279, 22, 309, 50, texSubWeapon);

sprites->Add(80006, 339, 20, 367, 46, texSubWeapon);

sprites->Add(80007, 19, 82, 49, 110, texSubWeapon);

sprites->Add(80008, 81, 82, 111, 110, texSubWeapon);

sprites->Add(80009, 153, 88, 169, 104, texSubWeapon);

//left

texSubWeapon = textures->Get(ID\_TEX\_SUBWEAPON\_LEFT);

sprites->Add(81001, 15, 22, 51, 40, texSubWeapon);

sprites->Add(81002, 77, 14, 107, 42, texSubWeapon);

sprites->Add(81003, 151, 14, 181, 42, texSubWeapon);

sprites->Add(81004, 215, 22, 245, 50, texSubWeapon);

sprites->Add(81005, 269, 22, 299, 50, texSubWeapon);

sprites->Add(81006, 339, 20, 367, 46, texSubWeapon);

sprites->Add(81007, 17, 82, 47, 110, texSubWeapon);

sprites->Add(81008, 83, 82, 113, 110, texSubWeapon);

sprites->Add(81009, 153, 88, 169, 104, texSubWeapon);

//-----------------------------------------Creep--------------------------------------------------

//right

LPDIRECT3DTEXTURE9 texCreep = textures->Get(ID\_TEX\_CREEP\_RIGHT);

//ghoul

sprites->Add(90001, 19, 0, 51, 64, texCreep);

sprites->Add(90002, 83, 0, 115, 64, texCreep);

//panther

sprites->Add(90003, 137, 34, 185, 64, texCreep);

sprites->Add(90004, 195, 32, 255, 64, texCreep);

sprites->Add(90005, 257, 32, 321, 58, texCreep);

sprites->Add(90006, 325, 32, 381, 64, texCreep);

//bat red

sprites->Add(90007, 81, 84, 113, 112, texCreep);

sprites->Add(90008, 145, 86, 177, 106, texCreep);

sprites->Add(90009, 209, 80, 241, 112, texCreep);

sprites->Add(90010, 273, 86, 305, 106, texCreep);

//fishmen

sprites->Add(90011, 337, 68, 369, 128, texCreep);

sprites->Add(90012, 19, 128, 47, 192, texCreep);

sprites->Add(90013, 83, 128, 115, 192, texCreep);

sprites->Add(90014, 281, 282, 295, 294, texCreep);//fish bullet

//left

texCreep = textures->Get(ID\_TEX\_CREEP\_LEFT);

//ghoul

sprites->Add(91001, 19, 0, 47, 64, texCreep);

sprites->Add(91002, 79, 0, 111, 64, texCreep);

//panther

sprites->Add(91003, 137, 34, 185, 64, texCreep);

sprites->Add(91004, 195, 32, 255, 64, texCreep);

sprites->Add(91005, 257, 32, 321, 58, texCreep);

sprites->Add(91006, 325, 32, 381, 64, texCreep);

//bat red

sprites->Add(91007, 81, 84, 113, 112, texCreep);

sprites->Add(91008, 145, 86, 177, 106, texCreep);

sprites->Add(91009, 209, 80, 241, 112, texCreep);

sprites->Add(91010, 273, 86, 305, 106, texCreep);

//fishmen

sprites->Add(91011, 337, 68, 369, 128, texCreep);

sprites->Add(91012, 19, 128, 47, 192, texCreep);

sprites->Add(91013, 79, 128, 111, 192, texCreep);

sprites->Add(91014, 283, 282, 297, 294, texCreep);//fish bullet

//++++++++++++++++++++++++++++++++++++++++++++Boss Bat++++++++++++++++++++++++++++++++++++++++++

//Bossbat

LPDIRECT3DTEXTURE9 texBossBat = textures->Get(ID\_TEX\_VAMBAT);

sprites->Add(91101, 32, 4, 64, 36, texBossBat);

sprites->Add(91102, 96, 0, 192, 46, texBossBat);

sprites->Add(91103, 194, 0, 290, 46, texBossBat);