void LoadObjectStage2()

{

game->ObjectIDInStage = 0;

objects.clear();

int objectID = 0;

gameObjects->ClearAll();

game->ObjectIDInCamera.clear();

simon->nx = 1;

simon->SetPosition(3162,163.5);

simon->isUnderground = false;

simon->SetState(SIMON\_STATE\_IDLE);

//door

door->SetState(DOOR\_STATE\_IDLE);

door->SetPosition(4080, 128);

//border

for (int i = 0; i < 100; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

if (i < 46)

brick->SetPosition(3072, 0 + i\*16.0f);

else

brick->SetPosition(4080, 0 + (i - 46)\*16.0f);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

//ground-above

for (int i = 0; i < 63; i++)

{

brick = new CBrick();

brick->SetPosition(3072 + i\*16.0f, 420);

brick->AddAnimation(601);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 17; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3056 + i\*16.0f, 228);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 6; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3328 + i\*16.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 12; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3584 + i\*16.0f, 260);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 8; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3584 + i\*16.0f, 340);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 6; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3776 + i\*16.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 17; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3904 + i\*16.0f, 228);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

//ground-under

for (int i = 0; i < 4; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3264 + i\*16.0f, 644);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 4; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(4034 + i\*16.0f, 772);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 4; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(3968 + i\*16.0f, 836);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 58; i++)

{

if ((i >= 28 && i <= 31) || (i >= 36 && i <= 39))

continue;

brick = new CBrick();

brick->SetPosition(3072 + i\*16.0f, 708);

brick->AddAnimation(601);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 56; i++)

{

brickWater = new CBrickWater();

brickWater->SetPosition(3072 + i\*16.0f, 896);

brickWater->AddAnimation(601);

brickWater->ObjectID = objectID;

objects.push\_back(brickWater);

objectID++;

}

for (int i = 0; i < 14; i++)

{

waterUnderground = new CWaterUnderground();

waterUnderground->AddAnimation(605);

waterUnderground->SetPosition(3072 + i\*64.0f, 832);

waterUnderground->ObjectID = objectID;

objects.push\_back(waterUnderground);

objectID++;

}

//stair1

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3396, 291.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3533, 419.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair2

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3844, 291.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3996, 419.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair3

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3140, 419.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3264, 643.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair4

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3967, 707.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(3778, 419.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//check point to move between ground and underground

brickUnderground = new CBrickUnderground();

brickUnderground->AddAnimation(601);

brickUnderground->ny2 = 1;

brickUnderground->nx = 1;

brickUnderground->SetPosition(3200, 448);

brickUnderground->ObjectID = objectID;

objects.push\_back(brickUnderground);

objectID++;

brickUnderground = new CBrickUnderground();

brickUnderground->AddAnimation(601);

brickUnderground->ny2 = -1;

brickUnderground->nx = -1;

brickUnderground->SetPosition(3168, 528);

brickUnderground->ObjectID = objectID;

objects.push\_back(brickUnderground);

objectID++;

brickUnderground = new CBrickUnderground();

brickUnderground->AddAnimation(601);

brickUnderground->ny2 = -1;

brickUnderground->nx = -1;

brickUnderground->SetPosition(3804, 528);

brickUnderground->ObjectID = objectID;

objects.push\_back(brickUnderground);

objectID++;

brickUnderground = new CBrickUnderground();

brickUnderground->AddAnimation(601);

brickUnderground->ny2 = 1;

brickUnderground->nx = 1;

brickUnderground->SetPosition(3838, 448);

brickUnderground->ObjectID = objectID;

objects.push\_back(brickUnderground);

objectID++;

//brickDestroyable

potRoast = new CPotRoast();

potRoast->AddAnimation(1011);

brickDestroyable = new CBrickDestroyable();

brickDestroyable->AddAnimation(604);

brickDestroyable->SetPosition(3584, 352);

brickDestroyable->ActivateObject();

brickDestroyable->AddBonusItem(potRoast);

brickDestroyable->SetState(BRICK\_DESTROYABLE\_STATE\_ACTIVATE);

brickDestroyable->ObjectID = objectID;

objects.push\_back(brickDestroyable);

objectID++;

heart = new CHeart();

heart->AddAnimation(1001);

brickDestroyable = new CBrickDestroyable();

brickDestroyable->AddAnimation(603);

brickDestroyable->SetPosition(3584, 384);

brickDestroyable->ActivateObject();

brickDestroyable->AddBonusItem(heart);

brickDestroyable->SetState(BRICK\_DESTROYABLE\_STATE\_ACTIVATE);

brickDestroyable->ObjectID = objectID;

objects.push\_back(brickDestroyable);

objectID++;

for (int i = 0; i < 2; i++)

{

batRed = new CBatRed();

batRed->AddAnimation(327);

batRed->AddAnimation(328);

batRed->AddAnimation(902);

batRed->SetPosition(3500, 180 + i\*160.0f);

batRed->ActivateObject();

batRed->SetState(BAT\_RED\_FLY\_STATE\_FLY);

batRed->ObjectID = objectID;

objects.push\_back(batRed);

objectID++;

}

//candle

for (int i = 0; i < 8; i++)

{

candle = new CCandle();

candle->AddAnimation(903);

candle->AddAnimation(902);

if (i == 6)

{

cross = new CCross();

cross->AddAnimation(1005);

candle->AddBonusItem(cross);

candle->SetPosition(3120 + i\*128.0f, 96);

}

else if (i == 1 || i == 7)

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

candle->SetPosition(3120 + i\*128.0f, 160);

}

else if (i == 0 || i == 5 )

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

if (i == 0)

moneyBag->moneyBagValue = 400;

else

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

candle->SetPosition(3120 + i\*128.0f, 352);

}

else if (i == 2 || i == 4)

{

if (i == 2)

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

}

else

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

}

candle->SetPosition(3120 + i\*128.0f, 128);

}

else if (i == 3)

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

candle->SetPosition(3120 + i\*128.0f, 288);

}

candle->SetState(CANDLE\_STATE\_ACTIVATE);

candle->ActivateObject();

candle->ObjectID = objectID;

objects.push\_back(candle);

objectID++;

}

for (int i = 0; i < 8; i++)

{

candle = new CCandle();

candle->AddAnimation(903);

candle->AddAnimation(902);

if (i % 2 == 0)

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

}

else

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

if (i == 1 && i == 3)

moneyBag->moneyBagValue = 400;

else if (i == 5 && i == 7)

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

}

candle->SetPosition(3120 + i\*128.0f, 584);

candle->SetState(CANDLE\_STATE\_ACTIVATE);

candle->ActivateObject();

candle->ObjectID = objectID;

objects.push\_back(candle);

objectID++;

}

//fishmen

for (int i = 0; i < 7; i++)

{

fishBullet = new CFishBullet();

fishBullet->AddAnimation(335);

fishBullet->AddAnimation(336);

fishmen = new CFishmen();

fishmen->AddAnimation(329);

fishmen->AddAnimation(330);

fishmen->AddAnimation(331);

fishmen->AddAnimation(332);

fishmen->AddAnimation(333);

fishmen->AddAnimation(334);

fishmen->AddAnimation(902);

fishmen->ActivateObject();

if (i == 0 || i == 2 || i == 5 || i == 6)

fishmen->checKGroundCollision = true;

fishmen->SetPosition(3120 + i\*128.0f, 900);

/\*fishBullet->SetPosition(3120 + i\*128.0f, 900);\*/

fishmen->SetState(FISHMEN\_STATE\_IDLE);

fishmen->AddFishBullet(fishBullet);

fishmen->SetPoint(300);

fishBullet->ObjectID = objectID;

objects.push\_back(fishBullet);

objectID++;

fishmen->ObjectID = objectID;

objects.push\_back(fishmen);

objectID++;

}

checkPoint = new CCheckPoint();

checkPoint->AddAnimation(601);

checkPoint->SetPosition(4064, 200);

checkPoint->ObjectID = objectID;

objects.push\_back(checkPoint);

game->ObjectIDInStage = objectID;

for (int i = 0; i < objects.size(); i++)

{

gameObjects->Add(objects[i]->ObjectID, objects[i]);

}

tileMap->LoadGridView(&objects);

}