void LoadObjectStage3()

{

game->ObjectIDInStage = 0;

objects.clear();

int objectID = 0;

gameObjects->ClearAll();

game->ObjectIDInCamera.clear();

simon->nx = 1;

simon->SetPosition(4185, 163.5);

simon->isUnderground = false;

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

//border

for (int i = 0; i < 61; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

if (i < 31)

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

else

brick->SetPosition(5616, 0 + (i - 31)\*16.0f);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

door->doorOpened = false;

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

door->SetPosition(5616, 192);

fishBullet = new CFishBullet();

fishBullet->AddAnimation(335);

fishBullet->AddAnimation(336);

fishBullet->SetPosition(5400, 100);

fishBullet->ObjectID = objectID;

objects.push\_back(fishBullet);

objectID++;

crystalball = new CCrystalBall();

crystalball->AddAnimation(1014);

crystalball->SetPosition(CAMERA\_X\_RIGHT\_STAGE\_3 + SCREEN\_WIDTH / 2, SCREEN\_HEIGHT / 6);

crystalball->DeactivateObject();

crystalball->ObjectID = objectID;

objects.push\_back(crystalball);

objectID++;

bossBat->AddAnimation(337);

bossBat->AddAnimation(338);

bossBat->AddAnimation(902);

bossBat->SetState(BOSSBAT\_STATE\_IDLE);

bossBat->DeactivateObject();

bossBat->SetPosition(5400, 100);

bossBat->lifePoint = 16;

bossBat->AddFishBullet(fishBullet);

bossBat->ObjectID = objectID;

objects.push\_back(bossBat);

objectID++;

//ground

for (int i = 0; i < 97; i++)

{

brick = new CBrick();

brick->SetPosition(4096 + i\*16.0f, 420);

brick->AddAnimation(601);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

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

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(4096 + i\*16.0f, 228);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

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

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(5440 + i\*16.0f, 356);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 5; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(5552 + i\*16.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 22; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(4352 + i\*16.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

//stair1

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(4292, 227.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(4380, 291.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair2

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(4676, 291.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(4829, 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(5460, 355.95);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(5548, 291.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//object

for (int i = 0; i < 11; i++)

{

candle = new CCandle();

candle->AddAnimation(903);

candle->AddAnimation(902);

if (i == 0|| i == 5|| i == 8 || i == 10 || i == 11 )

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

candle->SetPosition(4160 + i\*128.0f, 288);

}

if (i == 1 || i == 3)

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

candle->SetPosition(4160 + i\*128.0f, 160);

}

if (i == 2)

{

invisibilityPotion = new CInvisibilityPotion();

invisibilityPotion->AddAnimation(1010);

candle->AddBonusItem(invisibilityPotion);

candle->SetPosition(4160 + i\*128.0f, 224);

}

if (i == 4 || i == 6 || i == 7 || i == 9)

{

if (i == 4)

{

throwingAxe = new CThrowingAxe();

throwingAxe->AddAnimation(1004);

candle->AddBonusItem(throwingAxe);

}

else if (i == 6)

{

stopWatch = new CStopWatch();

stopWatch->AddAnimation(1013);

candle->AddBonusItem(stopWatch);

}

else

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

}

candle->SetPosition(4160 + i\*128.0f, 352);

}

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

candle->ActivateObject();

candle->ObjectID = objectID;

objects.push\_back(candle);

objectID++;

}

doubleShot = new CDoubleShot();

doubleShot->AddAnimation(1012);

brickDestroyable = new CBrickDestroyable();

brickDestroyable->AddAnimation(602);

brickDestroyable->SetPosition(5472, 354);

brickDestroyable->ActivateObject();

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

brickDestroyable->AddBonusItem(doubleShot);

brickDestroyable->ObjectID = objectID;

objects.push\_back(brickDestroyable);

objectID++;

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(4600 + i \*40 , 222);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(4800 + i \* 40, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(4950 + i \* 40, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

/\*checkPoint = new CCheckPoint();

checkPoint->AddAnimation(601);

checkPoint->SetPosition(4000, 200);

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);

}