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00001: package hevs.fragil.patapon.drawables;
00002:
00003: import com.badlogic.gdx.graphics.Color;
00004:
00005: import ch.hevs.gdx2d.lib.GdxGraphics;
00006: import ch.hevs.gdx2d.lib.interfaces.DrawableObject;
00007: import hevs.fragil.patapon.mechanics.Param;
00008:
00009: /**
00010:  * Blinking frame that blinks every time {@code toogle()} is called.
00011:  */
00012: public class Frame implements DrawableObject{
00013:     static boolean display = true;
00014:     private int frames = 0;
00015:     public static boolean blinkEnable = false;
00016:     Color frameColor = new Color(Color.WHITE);
00017:
00018:     @Override
00019:     public void draw(GdxGraphics g) {
00020:         if(blinkEnable){
00021:             int width = g.getScreenWidth();
00022:             int height = g.getScreenHeight();
00023:             int thickness = 10;
00024:
00025:             //1:up, 2:right, 3:down, 4:left
00026:             float[] x = {width/2, width-thickness/2, width/2, thickness/2};
00027:             float[] y = {height-thickness/2, height/2, thickness/2, height/2};
00028:             float[] size = {width,height,width,height};
00029:
00030:             //linearly graduates to backColor
00031:             float stepsLeft = Param.FRAME_DEGRADE_STEPS - frames;
00032:             frameColor = frameColor.lerp(Param.BACKGROUND, 1/stepsLeft);
00033:
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00034:             //rotation in degrees = i*90
00035:             for(int i = 0; i < x.length; i++){
00036:                 g.drawFilledRectangle(x[i] + g.getCamera().position.x - Param.CAM_WIDTH/2, y[i], size[i], thickness, i*90, frameColor);
00037:             }
00038:             frames++;
00039:             if(frames == Param.FRAME_DEGRADE_STEPS){
00040:                 blinkEnable = false;
00041:                 frameColor.set(Color.WHITE);
00042:                 frames = 0;
00043:             }
00044:         }
00045:     }
00046: 
00047:     public void toggle() {
00048:         blinkEnable = !blinkEnable;
00049:     }
00050: }
```