

```
00001: package hevs.fragil.patapon.drawables;
00002:
00003: import ch.hevs.gdx2d.lib.GdxGraphics;
00004: import ch.hevs.gdx2d.lib.interfaces.DrawableObject;
00005:
00006: /**
00007:  * Must be implemented in every decor object to avoid useless drawing.
00008:  * When {@code isVisible()} returns {@code true}, must be drawn by the Scenery class.
00009:  */
00010: public interface VisibleObject extends DrawableObject{
00011:
00012:     public boolean isVisible(GdxGraphics g, float objectPos);
00013:
00014: }
```