```java
00001: package hevs.fragil.patapon.physics;
00002:
00003: import com.badlogic.gdx.graphics.Color;
00004: import com.badlogic.gdx.math.Vector2;
00005:
00006: import ch.hevs.gdx2d.components.physics.primitives.PhysicsStaticBox;
00007: import ch.hevs.gdx2d.lib.GdxGraphics;
00008: import ch.hevs.gdx2d.lib.interfaces.DrawableObject;
00009: import hevs.fragil.patapon.mechanics.Param;
00010:
00011: public class Floor extends PhysicsStaticBox implements DrawableObject{
00012:     float width;
00013:     Vector2 pos;
00014:
00015:     public Floor(float width) {
00016:         super("floor", new Vector2(width/2,Param.FLOOR_DEPTH/2), width, Param.FLOOR_DEPTH);
00017:         this.width = width;
00018:         pos = new Vector2(width/2,Param.FLOOR_DEPTH/2);
00019:     }
00020:
00021:     @Override
00022:     public void draw(GdxGraphics g) {
00023:         g.drawFilledRectangle(pos.x, pos.y, width, Param.FLOOR_DEPTH, 0f, Color.BLACK);
00024:     }
00025:
00026: }
```