

```
00001: package hevs.fragil.patapon.physics;
00002:
00003: import com.badlogic.gdx.graphics.g2d.Animation.PlayMode;
00004:
00005: import hevs.fragil.patapon.drawables.SpriteSheet;
00006:
00007: public class HexaTower extends Tower {
00008:
00009:     public HexaTower(int x, int h) {
00010:         super(x, h);
00011:         // TODO Auto-generated constructor stub
00012:     }
00013:
00014:     @Override
00015:     public void loadFiles() {
00016:         basis1 = new SpriteSheet("data/images/tower_hexa_basis.png", 1, 1, 1, false, PlayMode.NORMAL);
00017:         basis2 = new SpriteSheet("data/images/tower_hexa_basis2.png", 1, 1, 1, false, PlayMode.NORMAL);
00018:         head = new SpriteSheet("data/images/tower_hexa_head.png", 1, 1, 1, false, PlayMode.NORMAL);
00019:     }
00020:
00021: }
```