```java
00001: package hevs.fragil.patapon.drawables;
00002:
00003: import com.badlogic.gdx.graphics.g2d.Animation.PlayMode;
00004:
00005: import ch.hevs.gdx2d.lib.GdxGraphics;
00006: import ch.hevs.gdx2d.lib.interfaces.DrawableObject;
00007: import hevs.fragil.patapon.drawables.SpriteSheet;
00008:
00009: /**
00010:  * Cloud image with parallax effect proportional to {@code zRatio}
00011:  */
00012: public class Clouds implements DrawableObject {
00013:     private static SpriteSheet clouds;
00014:     private int x,z;
00015:
00016:     public Clouds(int x, int zRatio){
00017:         this.x = x;
00018:         this.z = zRatio;
00019:     }
00020:     @Override
00021:     public void draw(GdxGraphics g) {
00022:         clouds.drawFrame(0, (int)(x - g.getCamera().position.x / z), 400);
00023:     }
00024:     public static void loadFiles(){
00025:         clouds = new SpriteSheet("data/images/clouds.png", 1,1,1,false,PlayMode.NORMAL);
00026:     }
00027:
00028: }
```