```java
00001: package hevs.fragil.patapon.mechanics;
00002:
00003: import com.badlogic.gdx.graphics.Color;
00004: import com.badlogic.gdx.math.Vector2;
00005:
00006: import hevs.fragil.patapon.music.Drum;
00007:
00008:
00009: /**
00010:  * Game parameters class for easy modifying and access
00011:  * This class should contain all customizable parameters
00012:  */
00013: public abstract class Param {
00014:     //Units related variables
00015:     public static final int LIFE_BASE = 10;
00016:
00017:     //TODO These should be gotten from sprite width
00018:     public static final int UNIT_SPRITE_W = 224;
00019:     public static final int UNIT_SPRITE_H = 192;
00020:     public static final int UNIT_BODY_WIDTH = 62;
00021:     public static final int SECTION_KEEPOUT = 64;
00022:     public static final Vector2 UNIT_POS = new Vector2(100, 100);
00023:     //*******************************************************
00024:
00025:     //Default values of game window
00026:     public static final int CAM_HEIGHT = 900;
00027:     public static final int CAM_WIDTH = 1500;
00028:     public static final int CAM_RANGE = 1000;
00029:     public static final int CAM_OFFSET = 300;
00030:
00031:     //Default values of maps dimensions (!= game window)
00032:     public static final int MAP_HEIGHT = 3000;
00033:     public static final int MAP_WIDTH = 6000;
```

```java
00034:        public static final int FLOOR_DEPTH = 30;
00035:        public static final int FRAME_DEGRADE_STEPS = 10;
00036:
00037:        //Break the color in case of emergency #SoColorful
00038:        public static final Color Type1 = rgbToFloat(243, 146, 0);
00039:        public static final Color Type2 = rgbToFloat(227, 6, 19);
00040:        public static final Color Type3 = rgbToFloat(230, 0, 126);
00041:        public static final Color Type4 = rgbToFloat(0, 159, 227);
00042:        public static final Color Type5 = rgbToFloat(58, 170, 53);
00043:
00044:        //Timer periods
00045:        public static final float MUSIC_BAR = .5f;
00046:        public static final float ACTIONS_BAR = .01f;
00047:
00048:        //Shifting width
00049:        public static final int WALK_WIDTH = 200;
00050:        public static final int RETREAT_WIDTH = 100;
00051:
00052:        //Shifting time
00053:        public static final float WALK_TIME = 2f;
00054:        public static final float RETREAT_TIME = 2f;
00055:
00056:        //Shifting time bonus (value at max fever score)
00057:        public static final float WALK_TIME_BONUS = .5f;
00058:        public static final float RETREAT_TIME_BONUS = .1f;
00059:
00060:        //*****************************************************
00061:        //Units parameters
00062:        public static final float COOLDOWN_BASE = .5f;
00063:        public static final int ATTACK_BASE = 5;
00064:        public static final int RANGE_BASE = 0;
00065:        public static final int SIGHT = 800;
00066:        public static final int UNIT_POSITION_TOLERANCE = 10;
```

```java
00067:        // Ranges where units can move without restrictions
00068:        public static final int COMPANY_MARGIN = 100;
00069:        //TODO A QUOI SERT CETTE VARIABLE ?
00070:        public static final int SECTION_WIDTH = 100;
00071:
00072:        public static final int HEROES_GROUP = -1;
00073:        public static final int ENNEMIES_GROUP = -2;
00074:        public static final int PROJECTILE_GROUP = -3;
00075:
00076:        public static final float ATTACK_TIME = 2f;
00077:        public static final float CHARGE_TIME = 2f;
00078:        public static final float DEFEND_TIME = 2f;
00079:        //********************************************************
00080:
00081:        //Music tolerances
00082:        public static final float PASS = .1f;
00083:        public static final float GOOD = .06f;
00084:        public static final float EXCELLENT = .045f;
00085:        public static final float PERFECT = 0.03f;
00086:
00087:        public static final float NOTE_REMANENCE = 2;
00088:
00089:        //combo references
00090:        public static final Drum[]        WALK = {Drum.HE, Drum.HE, Drum.HE, Drum.S};
00091:        public static final Drum[]        ATTACK = {Drum.S, Drum.S, Drum.HE, Drum.S};
00092:        public static final Drum[]        DEFEND = {Drum.SO, Drum.SO, Drum.HE, Drum.S};
00093:        public static final Drum[]        MIRACLE = {Drum.YES, Drum.YES, Drum.YES, Drum.YES, Drum.YES};
00094:        public static final Drum[]        RETREAT = {Drum.S, Drum.HE, Drum.S, Drum.HE};
00095:        public static final Drum[]        CHARGE = {Drum.S, Drum.S, Drum.SO, Drum.SO};
00096:        public static final Drum[][]    COMBOS = {WALK,ATTACK,DEFEND,MIRACLE,RETREAT,CHARGE};
00097:
00098:        //pixels per second
00099:        public static final int UNIT_SPEED = 300;
```

```java
00100:
00101:     //Colors
00102:     public static Color BACKGROUND = rgbToFloat(222,184,135);
00103:
00104:     private static Color rgbToFloat(int r, int g, int b){
00105:         Color temp = new Color();
00106:         temp.r = (float)(r/255.0);
00107:         temp.g = (float)(g/255.0);
00108:         temp.b = (float)(b/255.0);
00109:         return temp;
00110:     }
00111: }
```