```java
00001: package hevs.fragil.patapon.units;
00002:
00003: import java.util.Vector;
00004:
00005: import ch.hevs.gdx2d.lib.GdxGraphics;
00006: import ch.hevs.gdx2d.lib.interfaces.DrawableObject;
00007: import hevs.fragil.patapon.mechanics.Param;
00008:
00009: public class Section implements DrawableObject {
00010:     public String name = "";
00011:     int globalLife;
00012:     int width;
00013:     public int globalPosition;
00014:
00015:     public Vector<Unit> units = new Vector<Unit>();
00016:     public Section(){
00017:         this(0,"noname");
00018:     }
00019:     public Section(String name){
00020:         this(0,name);
00021:     }
00022:     public Section(int pos){
00023:         this(pos, "noname");
00024:     }
00025:     public Section(int pos, String name){
00026:         this.globalPosition = pos;
00027:         this.name = name;
00028:     }
00029:     public int getWidth(){
00030:         return units.size()*Param.UNIT_BODY_WIDTH;
00031:     }
00032:     public void setPosition(int newPos, double totalTime){
00033:         int width = getWidth();
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00034:        double margin = newPos - width/2.0 + Param.UNIT_BODY_WIDTH/2.0;
00035:        if(margin > 0){
00036:            globalPosition = newPos;
00037:            double tempPos = margin;
00038:            for (Unit unit : units) {
00039:                unit.setPosition((int)tempPos, totalTime);
00040:                tempPos += Param.UNIT_BODY_WIDTH;
00041:            }
00042:        }
00043:    }
00044:    public String toString(){
00045:        String t = "  Start of Section \n";
00046:        t += "   This section contains : \n";
00047:        for (Unit unit : units) {
00048:            t += "     "+unit.toString()+"\n";
00049:        }
00050:        t += "  End of Section";
00051:        return t;
00052:    }
00053:    public void add(Unit u){
00054:        units.addElement(u);
00055:        width += Param.UNIT_BODY_WIDTH;
00056:    }
00057:    public void remove(Unit u){
00058:        units.remove(u);
00059:        width -= Param.UNIT_BODY_WIDTH;
00060:    }
00061:    @Override
00062:    public void draw(GdxGraphics g) {
00063:        for (Unit unit : units) {
00064:            unit.draw(g);
00065:        }
00066:    }
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00067: }
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