

```
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:
00008: /**
00009:  * Mountains image with parallax effect proportional to {@code zRatio}
00010:  */
00011: public class Mountains implements DrawableObject {
00012:     private static SpriteSheet mountains;
00013:     private int x,z;
00014:
00015:     public Mountains(int x, int zRatio){
00016:         this.x = x;
00017:         this.z = zRatio;
00018:     }
00019:     @Override
00020:     public void draw(GdxGraphics g) {
00021:         mountains.drawFrame(0, (int)(x - g.getCamera().position.x / z), -800);
00022:     }
00023:     /**
00024:      * Must be called in the onInit method of the level
00025:      */
00026:     public static void loadFiles(){
00027:         mountains = new SpriteSheet("data/images/mountains2.png", 1,1,1,false,PlayMode.NORMAL);
00028:     }
00029:
00030:
00031: }
```