

BubbleDragon

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## 1 Namespace Documentation

### 1.1 Package com.badlogic.gdx.game.framework.debug

#### Packages

- package **audio**
- package **controllers**
- package **hud**
- package **managers**
- package **screens**
- package **sprites**
- package **testingObjects**
- package **util**
- package **world**

#### Classes

- class **NameGame**
- class **SaveGamePlayerDataHolderClass**
- class **SaveGameWorldDataHolderClass**

### 1.2 Package com.badlogic.gdx.game.framework.debug.ai.steering

#### Packages

- package **steeringbehavior**

#### Classes

- class **SteeringEntityEnemy**

### 1.3 Package com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior

#### Packages

- package **boss**
- package **smallEnemy**

#### Classes

- class **FormationState**
- class **Steerable**

## 1.4 Package com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss

### Classes

- class **BaseStateBoss**
- class **FlockStateBoss**
- class **HomeStateBoss**
- class **PursueStateBoss**
- class **WanderStateBoss**

## 1.5 Package com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy

### Classes

- class **BaseStateEnemy**
- class **HomeStateEnemy**
- class **PursueStateEnemy**
- class **WanderStateSmallenemy**

## 1.6 Package com.mygdx.game.framework.debug.ai.utils

### Classes

- class **B2DSteeringUtils**
- class **EntityLocation**

## 1.7 Package com.mygdx.game.framework.debug.audio

### Classes

- class **AudioManager**
- interface **AudioObserver**
- interface **AudioSubject**

## 1.8 Package com.mygdx.game.framework.debug.controllers

### Classes

- class **Action**
- class **Button**
- class **ControllerJoyStickButtonStyle**
- class **CooldownTimer**
- class **NavigationDrawer**
- class **NavigationDrawerScreen**

## 1.9 Package com.badlogic.gdx.game.framework.debug.hud

### Classes

- class **PlayerHUD**

## 1.10 Package com.badlogic.gdx.game.framework.debug.managers

### Packages

- package **util**

### Classes

- class **GameManagerAI**
- class **GameManagerAITimer**
- class **GameManagerAssets**
- class **GameSteeringStateManagerBoss**
- class **GameSteeringStateManagerEnemy**
- class **RayCastManager**

## 1.11 Package com.badlogic.gdx.game.framework.debug.managers.util

### Classes

- class **CameraStyle**

## 1.12 Package com.badlogic.gdx.game.framework.debug.screens

### Packages

- package **parallax**
- package **transitions**

### Classes

- class **GameMapScreen**
- class **GameOverScreen**
- class **GameScreen**
- class **GameTime**
- class **LoadingScreen**
- class **LoadSaveGameScreen**
- class **MainMenuScreen**
- class **ParallaxGameScreen**
- class **PlayScreen**
- class **SplashScreen**

## 1.13 Package com.badlogic.gdx.game.framework.debug.screens.parallax

### Classes

- class **ParallaxBackground**
- class **ParallaxScreen**

## 1.14 Package com.badlogic.gdx.game.framework.debug.screens.transitions

### Classes

- class **PortalMapTransition**
- class **ScreenTransitionAction**
- class **ScreenTransitionActor**

## 1.15 Package com.badlogic.gdx.game.framework.debug.sprites

### Packages

- package **Enemies**
- package **GraphicsAnimations**
- package **items**
- package **powers**

### Classes

- class **BubblePlayer**

## 1.16 Package com.badlogic.gdx.game.framework.debug.sprites.Enemies

### Packages

- package **BossEnemy**
- package **MovingFallingEnemy**
- package **state**
- package **StationaryEnemies**

### Classes

- class **EnemyA**
- class **EnemyB**
- class **EnemyMimic**
- class **SmallEnemyDef**

## 1.17 Package com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy

### Classes

- class **BossEnemyDef**
- class **EnemyKnightDevil**
- class **SpringRobotBoss**

## 1.18 Package com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy

### Classes

- class **EnemyStalactite**
- class **MovingFallingEnemyDef**

## 1.19 Package com.badlogic.gdx.game.framework.debug.sprites.Enemies.state

### Classes

- enum **EnemyAState**

## 1.20 Package com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies

### Classes

- class **EnemyGraphicSensor**
- class **EnemyVineThorns**
- class **StationaryEnemyDef**
- class **StationaryEnemyWithAnimationDef**

## 1.21 Package com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations

### Classes

- class **AnimationItemDef**
- class **Grass**

## 1.22 Package com.badlogic.gdx.game.framework.debug.sprites.items

### Classes

- class **DragonEggGamelitem**
- class **ExtraLifeGamelitem**
- class **ItemPowerUp**
- class **KeyGamelitem**
- class **Portal**
- class **PortalMapTransitionHidden**
- class **SavePoint**
- class **SpawnPoint**
- class **TreasureChestGamelitem**

## 1.23 Package com.badlogic.gdx.game.framework.debug.sprites.powers

### Classes

- class **BalloneBullet**
- class **EnemyBullet**
- class **EnemyKnightPowerSword**
- class **EnemyKnightRangeAttack**
- class **FireBall**

## 1.24 Package com.badlogic.gdx.game.framework.debug.testingObjects

### Classes

- class **Item**
- class **ItemDef**
- class **Mushroom**

## 1.25 Package com.badlogic.gdx.game.framework.debug.util

### Classes

- class **DrawerPauseScreenUtils**
- class **FloatingText**
- class **FPSLogger**
- class **GameUtility**
- class **TextManager**

## 1.26 Package com.badlogic.gdx.game.framework.debug.world

### Packages

- package **gameAiObjects**
- package **gameLightObjcets**
- package **gameObjects**
- package **gameObstacles**
- package **gamePfxObject**
- package **objects**

### Classes

- class **B2WorldCreator**
- class **MapInfo**
- class **TravelSpawnPoint**
- class **WorldContactListener**

## 1.27 Package com.badlogic.gdx.game.framework.debug.world.gameAiObjects

### Classes

- class **AiObjectDef**
- class **GameAIObject**

## 1.28 Package com.badlogic.gdx.game.framework.debug.world.gameLightObjcets

### Classes

- class **GameLightObject**
- class **GameLightObjectDef**

## 1.29 Package com.badlogic.gdx.game.framework.debug.world.gameObjects

### Classes

- class **GameObjectDef**
- class **GameObjectSwitchDoor**
- class **GameObjectSwitchHidden**
- class **ItemObjectDef**

## 1.30 Package com.badlogic.gdx.game.framework.debug.world.gameObstacles

### Classes

- class **Obstacle**
- class **ObstacleDoor**

## 1.31 Package com.badlogic.gdx.game.framework.debug.world.gamePfxObject

### Classes

- class **GamePfxObject**
- class **PfxObjectDef**

## 1.32 Package com.badlogic.gdx.game.framework.debug.world.objects

### Classes

- class **InteractiveTileObject**

## 2 Class Documentation

### 2.1 com.badlogic.gdx.game.framework.debug.controllers.Action Class Reference

#### Public Member Functions

- void **execute** (String value)

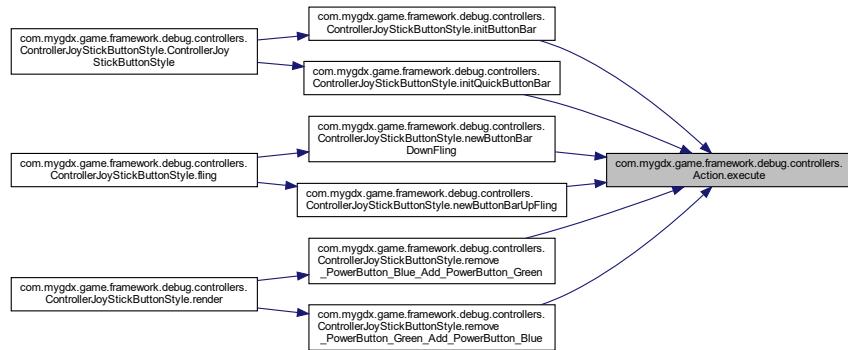
#### 2.1.1 Member Function Documentation

**2.1.1.1 execute()** void com.badlogic.gdx.game.framework.debug.controllers.Action.execute (String value )

## Parameters

<code>value</code>	to be printed on the screen when the action is triggered.
--------------------	---

Here is the caller graph for this function:

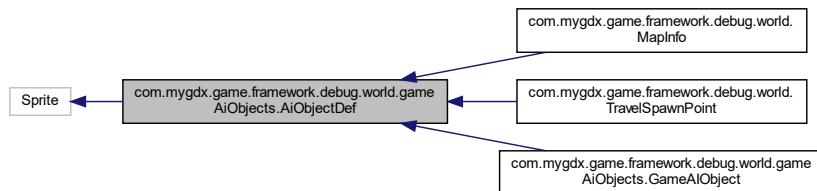


The documentation for this class was generated from the following file:

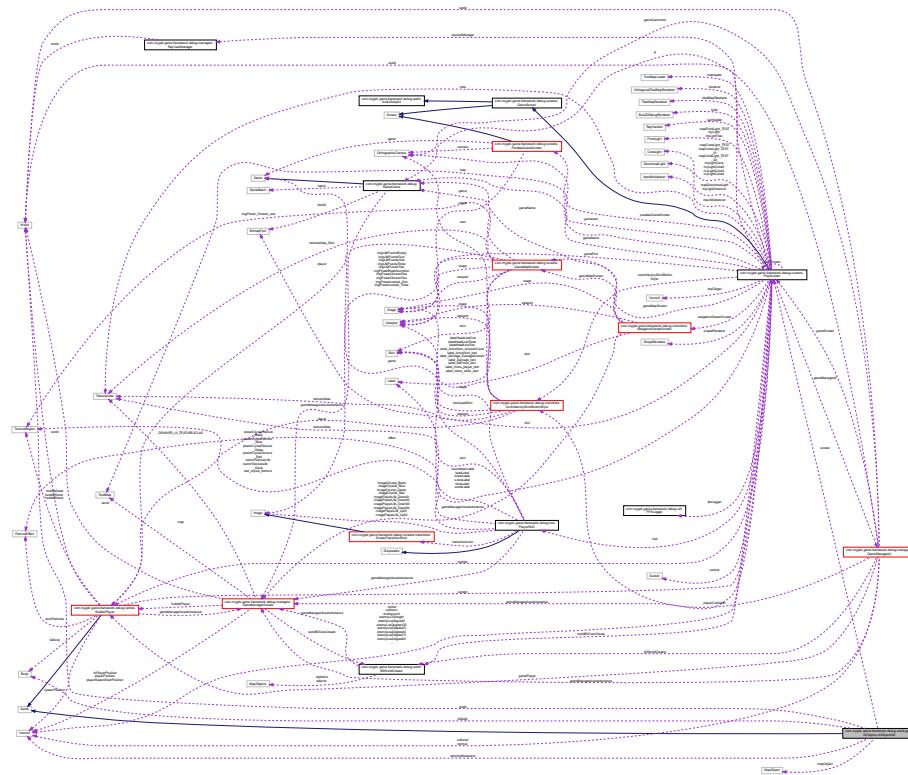
- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **Action.java**

## 2.2 com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef:



Collaboration diagram for com.mygdx.game.framework.debug.world.gameAiObjects.AiObjectDef:



## Public Member Functions

- **AiObjectDef ( PlayScreen screen, float x, float y, MapObject object)**
- abstract String **getObjectIdentity ()**
- abstract void **update (float dt)**
- abstract int **getObjectID ()**
- abstract void **getHitBossSpawn ()**
- abstract void **setPortalActivity (String value)**
- abstract String **getPortalActivity ()**

## Public Attributes

- Body **b2body**
- Vector2 **velocityMovement**
- MapObject **mapObject**

## Protected Member Functions

- abstract void **defineGameAIObject ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

## Private Attributes

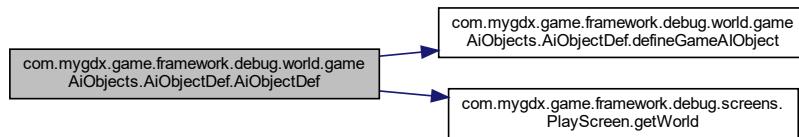
- String **objectIdentity**

### 2.2.1 Constructor & Destructor Documentation

**2.2.1.1 AiObjectDef()** com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.AiObjectDef (

```
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

Here is the call graph for this function:

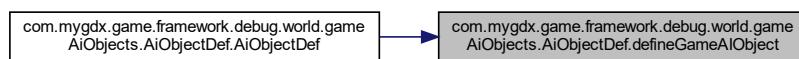


### 2.2.2 Member Function Documentation

**2.2.2.1 defineGameAIObject()** abstract void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.defineGameAIObject ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

Here is the caller graph for this function:



**2.2.2.2 getHitBossSpawn()** abstract void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.getHitBossSpawn ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

**2.2.2.3 getObjectID()** abstract int com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.getObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

**2.2.2.4 getObjectIdentity()** abstract String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.getObjectIdentity ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

**2.2.2.5 getPortalActivity()** abstract String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.getPortalActivity ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

**2.2.2.6 setPortalActivity()** abstract void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.setPortalActivity ( String value ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

**2.2.2.7 update()** abstract void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject** (p. ??), **com.badlogic.gdx.game.framework.debug.world.MapInfo** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint** (p. ??).

### 2.2.3 Member Data Documentation

**2.2.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.b2body

**2.2.3.2 mapObject** MapObject com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef. $\leftarrow$  mapObject

**2.2.3.3 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef. $\leftarrow$  objectIdentity [private]

**2.2.3.4 screen** PlayScreen com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef. $\leftarrow$  screen [protected]

**2.2.3.5 velocityMovement** Vector2 com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef. $\leftarrow$  velocityMovement

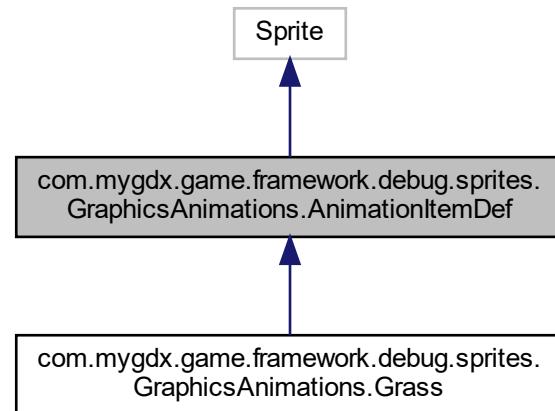
**2.2.3.6 world** World com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef.world [protected]

The documentation for this class was generated from the following file:

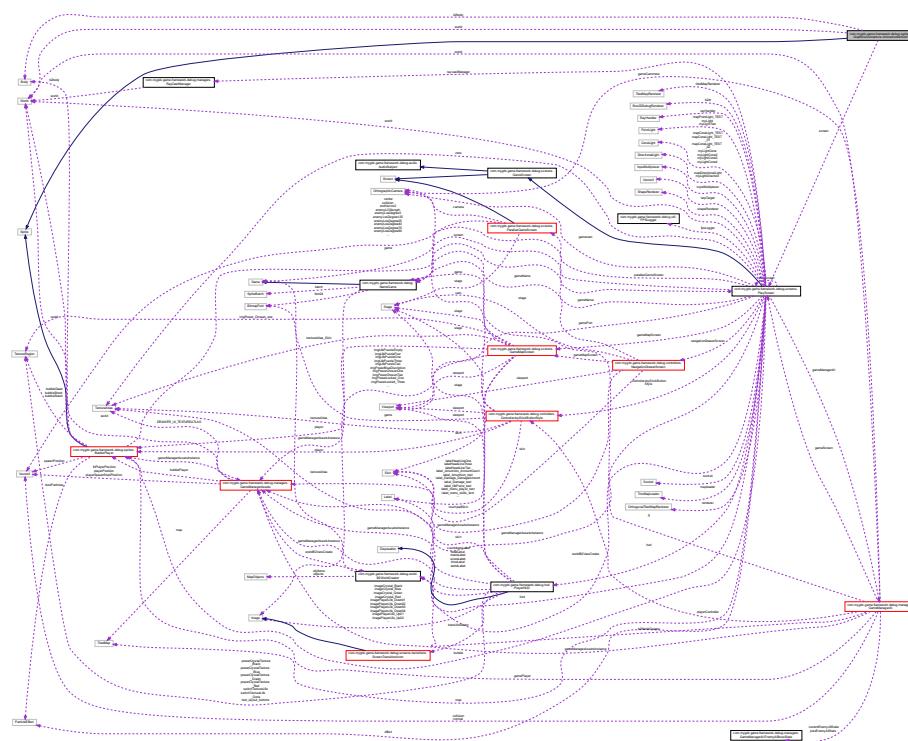
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameAiObjects/ **AiObjectDef.java**

## 2.3 com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef:



### Public Member Functions

- `AnimationItemDef ( PlayScreen screen, float x, float y)`
- abstract void `update (float dt)`

## Public Attributes

- Body **b2body**

## Protected Member Functions

- abstract void **defineItem ()**

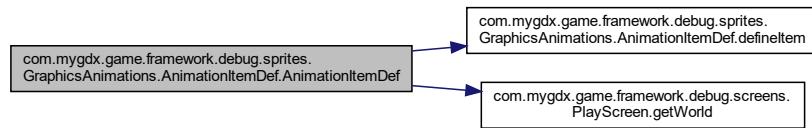
## Protected Attributes

- World **world**
- PlayScreen **screen**

### 2.3.1 Constructor & Destructor Documentation

**2.3.1.1 AnimationItemDef()** com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef.AnimationItemDef (   
 com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef.AnimationItemDef (   
 PlayScreen screen,   
 float x,   
 float y )

Here is the call graph for this function:



### 2.3.2 Member Function Documentation

**2.3.2.1 defineItem()** abstract void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef.defineItem ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass** (p. ??).

Here is the caller graph for this function:



```
2.3.2.2 update() abstract void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.<-
AnimationItemDef.update (
    float dt ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass** (p. ??).

### 2.3.3 Member Data Documentation

**2.3.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItem<-
Def.b2body

**2.3.3.2 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Animation<-
ItemDef.screen [protected]

**2.3.3.3 world** World com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItem<-
Def.world [protected]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/GraphicsAnimations/ AnimationItem<-
Def.java

## 2.4 com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand Enum Reference

### Public Attributes

- MUSIC\_LOAD
- MUSIC\_PLAY\_ONCE
- MUSIC\_PLAY\_LOOP
- MUSIC\_STOP
- MUSIC\_STOP\_ALL
- SOUND\_LOAD
- SOUND\_PLAY\_ONCE
- SOUND\_PLAY\_LOOP
- SOUND\_STOP

### 2.4.1 Member Data Documentation

**2.4.1.1 MUSIC\_LOAD** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.MUSIC\_↔  
LOAD

**2.4.1.2 MUSIC\_PLAY\_LOOP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.↔  
MUSIC\_PLAY\_LOOP

**2.4.1.3 MUSIC\_PLAY\_ONCE** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.↔  
MUSIC\_PLAY\_ONCE

**2.4.1.4 MUSIC\_STOP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.MUSIC\_↔  
STOP

**2.4.1.5 MUSIC\_STOP\_ALL** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.↔  
MUSIC\_STOP\_ALL

**2.4.1.6 SOUND\_LOAD** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.SOUND\_↔  
LOAD

**2.4.1.7 SOUND\_PLAY\_LOOP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.↔  
SOUND\_PLAY\_LOOP

**2.4.1.8 SOUND\_PLAY\_ONCE** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.↔  
SOUND\_PLAY\_ONCE

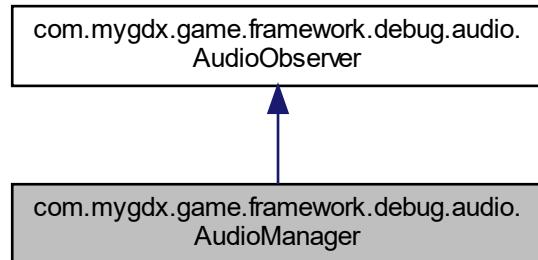
**2.4.1.9 SOUND\_STOP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioCommand.SOUND\_↔  
STOP

The documentation for this enum was generated from the following file:

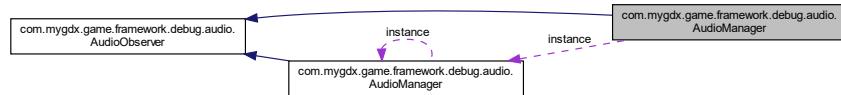
- BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ **AudioObserver.java**

## 2.5 com.badlogic.gdx.game.framework.debug.audio.AudioManager Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.audio.AudioManager:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.audio.AudioManager:



### Public Member Functions

- void **onNotify** ( **AudioCommand** command, **AudioTypeEvent** event)
- void **dispose** ()

### Static Public Member Functions

- static **AudioManager getInstance** ()

### Private Member Functions

- **AudioManager** ()
- Music **playMusic** (boolean isLooping, String fullFilePath)
- Sound **playSound** (boolean isLooping, String fullFilePath)

### Private Attributes

- Hashtable< String, Music > **queuedMusic**
- Hashtable< String, Sound > **queuedSounds**

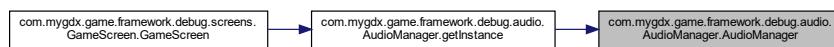
## Static Private Attributes

- static final String **TAG** = AudioManager.class.getSimpleName()
- static **AudioManager instance** = null

### 2.5.1 Constructor & Destructor Documentation

**2.5.1.1 AudioManager()** com.badlogic.gdx.game.framework.debug.audio.AudioManager AudioManager ( )  
[private]

Here is the caller graph for this function:



### 2.5.2 Member Function Documentation

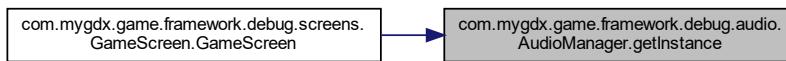
**2.5.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.audio.AudioManager.dispose ( )

**2.5.2.2 getInstance()** static **AudioManager** com.badlogic.gdx.game.framework.debug.audio.AudioManager.getInstance ( ) [static]

Here is the call graph for this function:



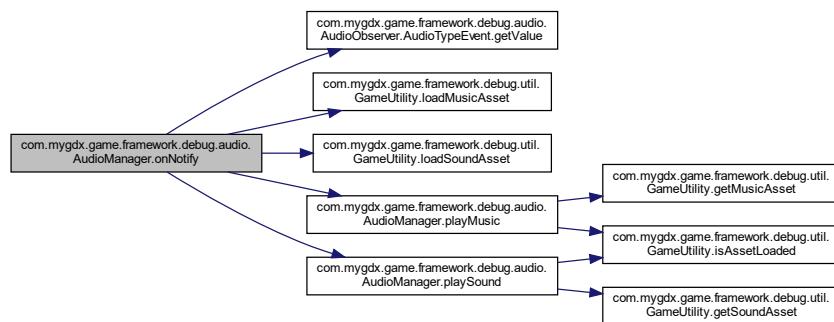
Here is the caller graph for this function:



**2.5.2.3 onNotify()** void com.badlogic.gdx.game.framework.debug.audio.AudioManager.onNotify ( **AudioCommand** command, **AudioTypeEvent** event )

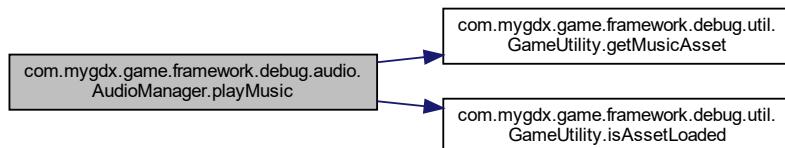
Implements **com.badlogic.gdx.game.framework.debug.audio.AudioObserver** (p. ??).

Here is the call graph for this function:

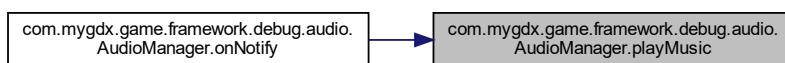


**2.5.2.4 playMusic()** Music com.badlogic.gdx.game.framework.debug.audio.AudioManager.playMusic ( boolean isLooping, String fullPath ) [private]

Here is the call graph for this function:

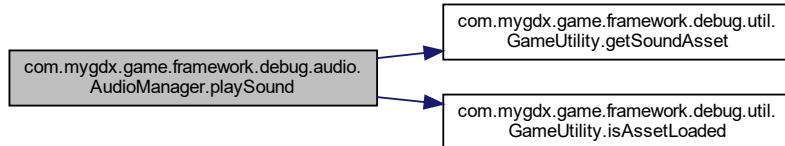


Here is the caller graph for this function:

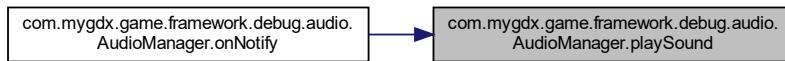


```
2.5.2.5 playSound() Sound com.badlogic.gdx.game.framework.debug.audio.AudioManager.playSound (
    boolean isLooping,
    String fullPath ) [private]
```

Here is the call graph for this function:



Here is the caller graph for this function:



### 2.5.3 Member Data Documentation

```
2.5.3.1 instance AudioManager com.badlogic.gdx.game.framework.debug.audio.AudioManager.instance =
null [static], [private]
```

```
2.5.3.2 queuedMusic Hashtable<String, Music> com.badlogic.gdx.game.framework.debug.audio.Audio←
Manager.queuedMusic [private]
```

```
2.5.3.3 queuedSounds Hashtable<String, Sound> com.badlogic.gdx.game.framework.debug.audio.Audio←
Manager.queuedSounds [private]
```

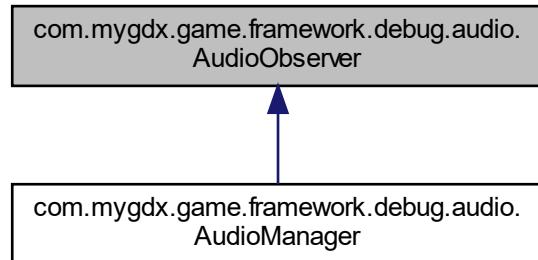
```
2.5.3.4 TAG final String com.badlogic.gdx.game.framework.debug.audio.AudioManager.TAG = Audio←
Manager.class.getSimpleName() [static], [private]
```

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ **AudioManager.java**

## 2.6 com.badlogic.gdx.game.framework.debug.audio.AudioObserver Interface Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.audio.AudioObserver:



### Classes

- enum **AudioCommand**
- enum **AudioTypeEvent**

### Public Member Functions

- void **onNotify ( AudioCommand command, AudioTypeEvent event )**

#### 2.6.1 Member Function Documentation

**2.6.1.1 onNotify()** void com.badlogic.gdx.game.framework.debug.audio.AudioObserver.onNotify (   
     **AudioCommand** *command*,  
     **AudioTypeEvent** *event* )

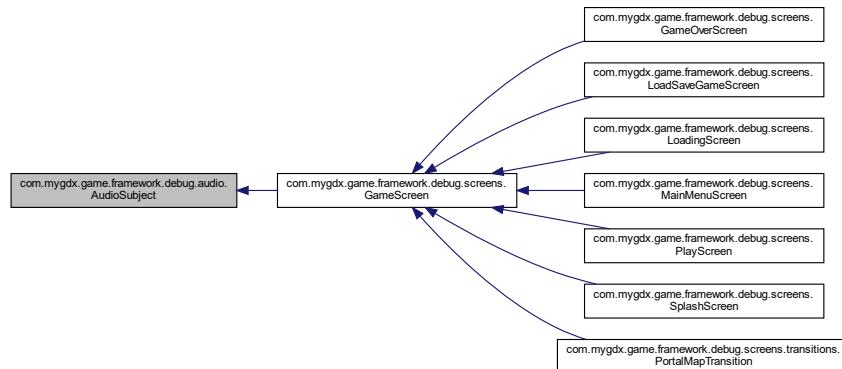
Implemented in **com.badlogic.gdx.game.framework.debug.audio.AudioManager** (p. ??).

The documentation for this interface was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ **AudioObserver.java**

## 2.7 com.badlogic.gdx.game.framework.debug.audio.AudioSubject Interface Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.audio.AudioSubject:



### Public Member Functions

- void **addObserver** ( **AudioObserver** audioObserver)
- void **removeObserver** ( **AudioObserver** audioObserver)
- void **removeAllObservers** ()
- void **notify** (final **AudioObserver**.**AudioCommand** command, **AudioObserver**.**AudioTypeEvent** event)

#### 2.7.1 Member Function Documentation

**2.7.1.1 addObserver()** void com.badlogic.gdx.game.framework.debug.audio.AudioSubject.addObserver ( **AudioObserver** audioObserver )

Implemented in **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.7.1.2 notify()** void com.badlogic.gdx.game.framework.debug.audio.AudioSubject.notify ( final **AudioObserver**.**AudioCommand** command, **AudioObserver**.**AudioTypeEvent** event )

Implemented in **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.7.1.3 removeAllObservers()** void com.badlogic.gdx.game.framework.debug.audio.AudioSubject.removeAllObservers ( )

Implemented in **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

```
2.7.1.4 removeObserver() void com.badlogic.gdx.game.framework.debug.audio.AudioSubject.removeObserver
(
    AudioObserver audioObserver )
```

Implemented in **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

The documentation for this interface was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ **AudioSubject.java**

## 2.8 com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent Enum Reference

### Public Member Functions

- AudioTypeEvent** (String audioFullPath)
- String **getValue** ()

### Public Attributes

- MUSIC\_TITLE** =("10112013.ogg")
- MUSIC\_TOWN** =("audio/Magic Town\_0.mp3")
- MUSIC\_TOPWORLD** =("audio/n3535n5n335n35nj.ogg")
- MUSIC\_CASTLEDOOM** =("audio/Dark chamber.mp3")
- MUSIC\_BATTLE** =("audio/Random Battle.mp3")
- MUSIC\_INTRO\_CUTSCENE** =("audio/Takeover\_5.mp3")
- MUSIC\_LEVEL\_UP\_FANFARE** =("audio/4 Open Surge score jingle - B.ogg")
- SOUND\_CREATURE\_PAIN** =("audio/27780\_SFX\_CreatureGruntInPain1.wav")
- SOUND\_PLAYER\_PAIN** =("audio/27678\_SFX\_ComicalSoundsTiredGrunt1.wav")
- SOUND\_PLAYER\_WAND\_ATTACK** =("audio/26230\_SFX\_ProductionElementReverseWhoosh19.wav")
- SOUND\_EATING** =("audio/17661\_SFX\_HumanEatingPotatoChips1.wav")
- SOUND\_DRINKING** =("audio/27677\_SFX\_ComicalSoundsSwallowLiquid1.wav")
- SOUND\_COIN\_RUSTLE** =("audio/00954\_SFX\_MoneyCoinsDumpedInHand\_final.wav")
- SOUND\_JUMP** =("audio/jump.wav")
- SOUND\_DROP** =("audio/drop.wav")
- NONE** =("")

### Private Attributes

- String **\_audioFullPath**

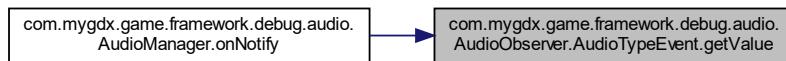
### 2.8.1 Constructor & Destructor Documentation

```
2.8.1.1 AudioTypeEvent() com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.←
AudioTypeEvent (
    String audioFullPath )
```

## 2.8.2 Member Function Documentation

**2.8.2.1 `getValue()`** String com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.getValue ( )

Here is the caller graph for this function:



## 2.8.3 Member Data Documentation

**2.8.3.1 `_audioFullPath`** String com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.\_audioFullPath [private]

**2.8.3.2 `MUSIC_BATTLE`** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_BATTLE =("audio/Random Battle.mp3")

**2.8.3.3 `MUSIC_CASTLEDOOM`** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_CASTLEDOOM =("audio/Dark chamber.mp3")

**2.8.3.4 `MUSIC_INTRO_CUTSCENE`** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_INTRO\_CUTSCENE =("audio/Takeover\_5.mp3")

**2.8.3.5 `MUSIC_LEVEL_UP_FANFARE`** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_LEVEL\_UP\_FANFARE =("audio/4 Open Surge score jingle - B.ogg")

**2.8.3.6 MUSIC\_TITLE** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_TITLE = ("10112013.ogg")

**2.8.3.7 MUSIC\_TOPWORLD** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_TOPWORLD = ("audio/n3535n5n335n35nj.ogg")

**2.8.3.8 MUSIC\_TOWN** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.MUSIC\_TOWN = ("audio/Magic Town\_0.mp3")

**2.8.3.9 NONE** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.NONE = ("")

**2.8.3.10 SOUND\_COIN\_RUSTLE** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_COIN\_RUSTLE = ("audio/00954\_SFX\_MoneyCoinsDumpedInHand\_final.wav")

**2.8.3.11 SOUND\_CREATURE\_PAIN** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_CREATURE\_PAIN = ("audio/27780\_SFX\_CreatureGruntInPain1.wav")

**2.8.3.12 SOUND\_DRINKING** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_DRINKING = ("audio/27677\_SFX\_ComicalSoundsSwallowLiquid1.wav")

**2.8.3.13 SOUND\_DROP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_DROP = ("audio/drop.wav")

**2.8.3.14 SOUND\_EATING** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_EATING = ("audio/17661\_SFX\_HumanEatingPotatoChips1.wav")

**2.8.3.15 SOUND\_JUMP** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_JUMP = ("audio/jump.wav")

**2.8.3.16 SOUND\_PLAYER\_PAIN** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_PLAYER\_PAIN = ("audio/27678\_SFX\_ComicalSoundsTiredGrunt1.wav")

**2.8.3.17 SOUND\_PLAYER\_WAND\_ATTACK** com.badlogic.gdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent.SOUND\_PLAYER\_WAND\_ATTACK = ("audio/26230\_SFX\_ProductionElementReverseWhoosh19.wav")

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ **AudioObserver.java**

## 2.9 com.badlogic.gdx.game.framework.debug.ai.utils.B2DSteeringUtils Class Reference

### Static Public Member Functions

- static float **vectorToAngle** (Vector2 vector)
- static Vector2 **angleToVector** (Vector2 outVector, float angle)

### Private Member Functions

- **B2DSteeringUtils ()**

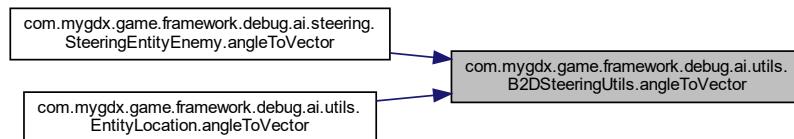
#### 2.9.1 Constructor & Destructor Documentation

**2.9.1.1 B2DSteeringUtils()** com.badlogic.gdx.game.framework.debug.ai.utils.B2DSteeringUtils.B2DSteeringUtils ( ) [private]

#### 2.9.2 Member Function Documentation

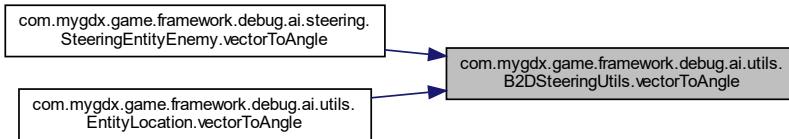
**2.9.2.1 angleToVector()** static Vector2 com.badlogic.gdx.game.framework.debug.ai.utils.B2DSteeringUtils.angleToVector (Vector2 outVector, float angle) [static]

Here is the caller graph for this function:



```
2.9.2.2 vectorToAngle() static float com.badlogic.gdx.game.framework.debug.ai.utils.B2DSteeringUtils.vectorToAngle (
    Vector2 vector) [static]
```

Here is the caller graph for this function:

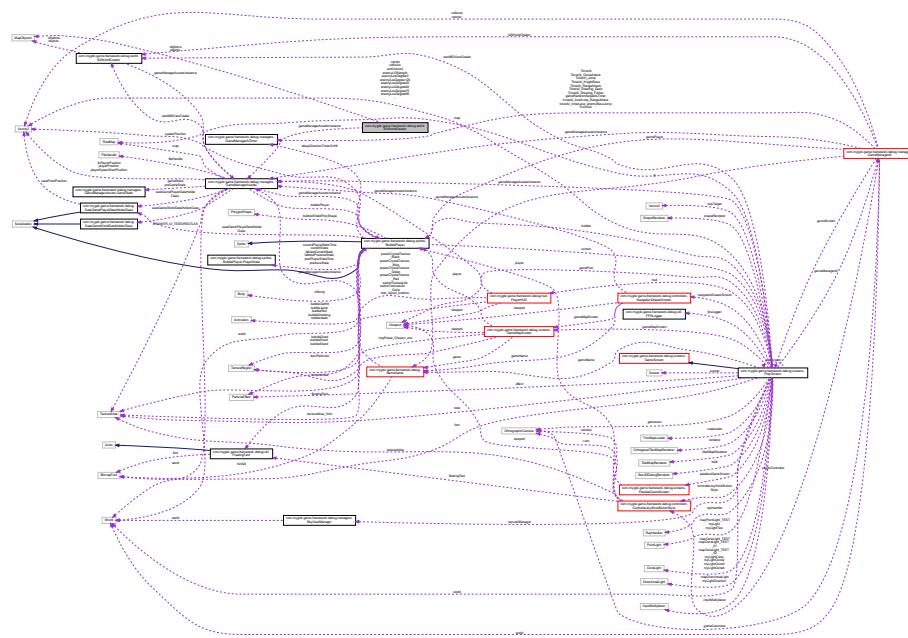


The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/utils/ **B2DSteeringUtils.java**

## 2.10 com.badlogic.gdx.game.framework.debug.world.B2WorldCreator Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.B2WorldCreator:



### Public Member Functions

- B2WorldCreator ( PlayScreen screen, GameManagerAssets instance)**
- Array< SmallEnemyDef > **getEnemies ()**
- Array< MovingFallingEnemyDef > **getEnemyMovingFalling ()**
- Array< BossEnemyDef > **getEnemiesBoss ()**

- Array< **Obstacle** > **getObstacles** ()
- Array< **ItemObjectDef** > **getItemGameObjects** ()
- Array< **AnimationItemDef** > **getGameObjectGraphicsAnimationItemBackGround** ()
- Array< **AnimationItemDef** > **getGameObjectGraphicsAnimationItemForGround** ()
- Array< **Obstacle** > **getActiveAbleObstacles** ()
- Array< **GameAIObject** > **getGameAISteeringObjects** ()
- Array< **GameAIObject** > **getGameAIBossSpawnObjects** ()
- Array< **GamePfxObject** > **getGamePfxObjects** ()
- Array< **GameLightObject** > **getGameLightObjects** ()
- Array< **MapInfo** > **getCurrentMapInfoObject** ()
- Array< **SavePoint** > **getSavePoints** ()
- Array< **TravelSpawnPoint** > **getGameTravelSpawnPointObjects** ()
- Array< **Portal** > **getPortals** ()
- Array< **PortalMapTransitionHidden** > **getPortalsHiddenMapTransition** ()
- Array< **GameObjectSwitchDoor** > **getGameObjectSwitches** ()
- Array< **EnemyGraphicSensor** > **getEnemyGraphicSensors** ()
- Array< **GameObjectSwitchHidden** > **getGameObjectSwitchesBossDead** ()
- Array< **GameObjectSwitchHidden** > **getGameObjectSwitchesHidden** ()

### Public Attributes

- Array< **Obstacle** > **obstacles**
- Array< **Obstacle** > **obstaclesWithNinePatch**
- Array< **Obstacle** > **activableObstacles**
- Array< **ObstacleDoor** > **obstacleDoors**

### Private Member Functions

- ChainShape **createPolyLine** (PolylineMapObject polyline)

### Private Attributes

- MapObjects **objects**
- MapObjects **objItems**
- Array< **EnemyA** > **enemyA**
- Array< **EnemyB** > **enemyB**
- Array< **EnemyGraphicSensor** > **enemyGraphicSensors**
- Array< **EnemyKnightDevil** > **enemyKnight**
- Array< **MapInfo** > **gameMapInfoObject**
- Array< **GameAIObject** > **gameAISteeringObjects**
- Array< **GameAIObject** > **gameAIBossSpawnObjects**
- Array< **GameAIObject** > **gameAIEnemyReversObjects**
- Array< **GameAIObject** > **gameAIPortalActivity**
- Array< **TravelSpawnPoint** > **gameTravelSpawnPointObjects**
- Array< **ExtraLifeGamelitem** > **extraLife**
- Array< **ItemPowerUp** > **playerPowerUp**
- Array< **ExtraLifeGamelitem** > **spawnPoolWhenEnemyIsDead**
- Array< **DragonEggGamelitem** > **extraDragonEgg**
- Array< **TreasureChestGamelitem** > **extraTreasureChest**
- Array< **Portal** > **portals**
- Array< **PortalMapTransitionHidden** > **portalsHiddenMapTransition**
- Array< **SavePoint** > **savePoints**

- Array< `GameObjectSwitchDoor` > `gameObjectSwitches`
- Array< `GameObjectSwitchHidden` > `gameObjectSwitchesBossDead`
- Array< `GameObjectSwitchHidden` > `gameObjectSwitchesHidden`
- Array< `AnimationItemDef` > `gameObjectGraphicsAnimationItemFront`
- Array< `AnimationItemDef` > `gameObjectGraphicsAnimationItemBack`
- Array< `GamePfxObject` > `gamePfxObjects`
- Array< `GameLightObject` > `gameLightObjects`
- Array< `EnemyStalactite` > `enemyStalactite`
- int `id` = 0
- String `shouldCreateBoss`
- String `shouldBeCreatedItem`
- `GameManagerAssets gameManagerAssetsInstance`

## 2.10.1 Constructor & Destructor Documentation

**2.10.1.1 B2WorldCreator()** `com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.B2WorldCreator (`  
`PlayScreen screen,`  
`GameManagerAssets instance )`

One for every Boss, A big boss World might have sever all that we get keys to ||| for doors and can open in eny order !!??

All ItemGameObjectDef extended from

Spesial Enemy Stalg

Enemy's

make the world.dat file and read it into class World

-get info from "GAME\_INFO\_MAP" - set Current World & Level

-Add world & level to Game World Object Save Class

-get Map spawn point

ands first entry to world

Add Item's to Save World Object Class

Add Door Switch's Status and Key to Save World Object Class

Switch id

Add All the door Switch's to the level

Debug read out World Save Class Object

Floor body

floor's

## GRAPIHCS\_ITEM\_LAYER

Wall's with Wall Jump

Wall's and Sealing No -Wall Jump

Ground PoloLine bodies/fixtures

Pfx Layer testing !!!

Light Layer testing !!!

-Check if we should create Object -if so/ create it

true = Been Used

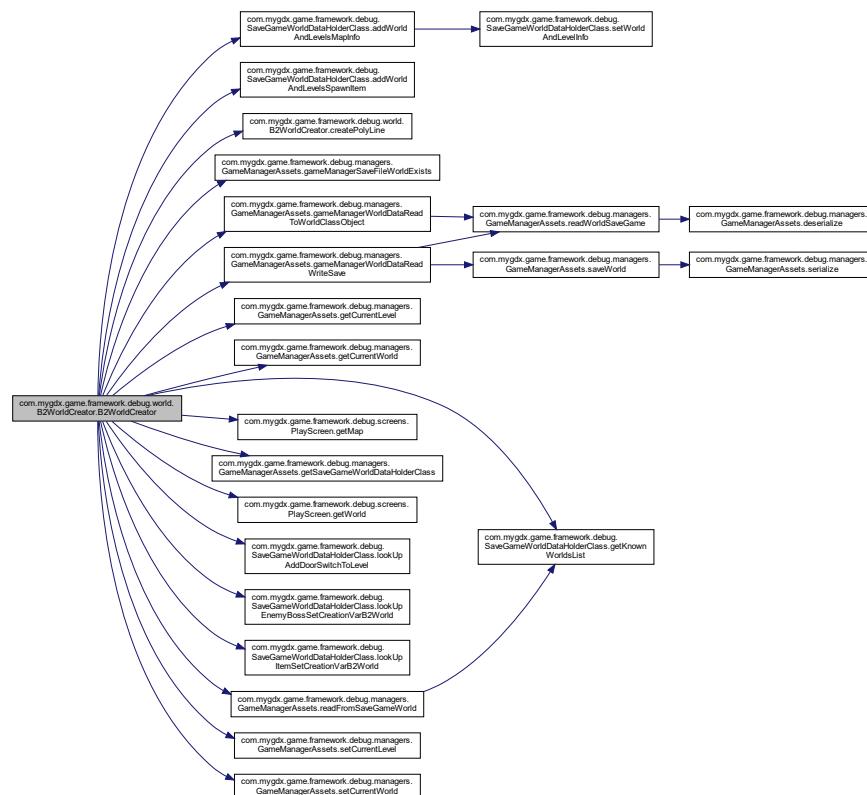
true = Been Used

IF WE CREATE AMO ON MAP FROM ON MAP CREATION START USE - Name AMO\_BLUE, AMO\_RED ETC.

true = Been Used

check if boss is defeated if not/ create it on boss level = true

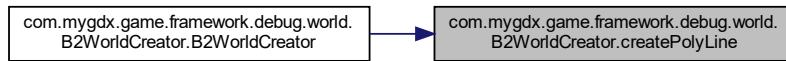
not dead, true = deadHere is the call graph for this function:



### 2.10.2 Member Function Documentation

```
2.10.2.1 createPolyLine() ChainShape com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.createPolyLine ( PolylineMapObject polyline ) [private]
```

Here is the caller graph for this function:



```
2.10.2.2 getActiveAbleObstacles() Array< Obstacle > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getActiveAbleObstacles ( )
```

```
2.10.2.3 getCurrentMapInfoObject() Array< MapInfo > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getCurrentMapInfoObject ( )
```

```
2.10.2.4 getEnemies() Array< SmallEnemyDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getEnemies ( )
```

GET Here is the caller graph for this function:



```
2.10.2.5 getEnemiesBoss() Array< BossEnemyDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getEnemiesBoss ( )
```

Here is the caller graph for this function:



---

**2.10.2.6 getEnemyGraphicSensors()** `Array< EnemyGraphicSensor > com.mygdx.game.framework.debug.world.B2WorldCreator.getEnemyGraphicSensors ( )`

PlayScreen to render

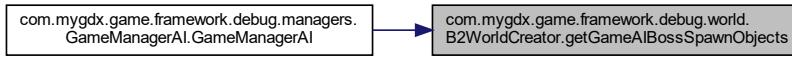
**2.10.2.7 getEnemyMovingFalling()** `Array< MovingFallingEnemyDef > com.mygdx.game.framework.debug.world.B2WorldCreator.getEnemyMovingFalling ( )`

Here is the caller graph for this function:



**2.10.2.8 getGameAIBossSpawnObjects()** `Array< GameAIObject > com.mygdx.game.framework.debug.world.B2WorldCreator.getGameAIBossSpawnObjects ( )`

GameManagerAI Here is the caller graph for this function:



**2.10.2.9 getGameAISteeringObjects()** `Array< GameAIObject > com.mygdx.game.framework.debug.world.B2WorldCreator.getGameAISteeringObjects ( )`

GameManagerAI Here is the caller graph for this function:



**2.10.2.10 getGameLightObjects()** `Array< GameLightObject > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameLightObjects ( )`

**2.10.2.11 getGameObjectGraphicsAnimationItemBackGround()** `Array< AnimationItemDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameObjectGraphicsAnimationItemBackGround ( )`

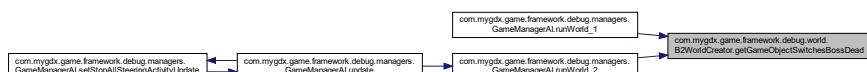
**2.10.2.12 getGameObjectGraphicsAnimationItemForGround()** `Array< AnimationItemDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameObjectGraphicsAnimationItemForGround ( )`

**2.10.2.13 getGameObjectSwitches()** `Array< GameObjectSwitchDoor > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameObjectSwitches ( )`

PlayScreen

**2.10.2.14 getGameObjectSwitchesBossDead()** `Array< GameObjectSwitchHidden > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameObjectSwitchesBossDead ( )`

update and activate with inn GameManagerAI boss is dead!! Only holds Worlds Boss's Switch's Here is the caller graph for this function:



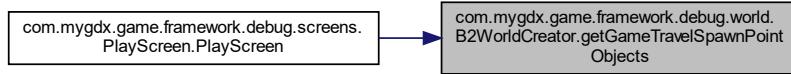
**2.10.2.15 getGameObjectSwitchesHidden()** `Array< GameObjectSwitchHidden > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGameObjectSwitchesHidden ( )`

PlayScreen

**2.10.2.16 getGamePfxObjects()** `Array< GamePfxObject > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getGamePfxObjects ( )`

**2.10.2.17 getGameTravelSpawnPointObjects()** `Array< TravelSpawnPoint > com.mygdx.game.framework.debug.world.B2WorldCreator.getGameTravelSpawnPointObjects ( )`

Here is the caller graph for this function:



**2.10.2.18 getItemGameObjects()** `Array< ItemObjectDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getItemGameObjects ( )`

Here is the caller graph for this function:



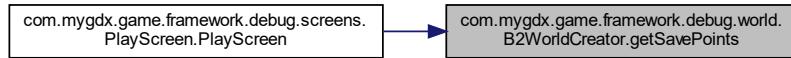
**2.10.2.19 getObstacles()** `Array< Obstacle > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getObstacles ( )`

**2.10.2.20 getPortals()** `Array< Portal > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getPortals ( )`

**2.10.2.21 getPortalsHiddenMapTransition()** `Array< PortalMapTransitionHidden > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getPortalsHiddenMapTransition ( )`

```
2.10.2.22 getSavePoints() Array< SavePoint > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.getSavePoints ( )
```

Here is the caller graph for this function:



### 2.10.3 Member Data Documentation

```
2.10.3.1 activableObstacles Array< Obstacle > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.activableObstacles
```

```
2.10.3.2 enemyA Array< EnemyA > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.enemyA [private]
```

```
2.10.3.3 enemyB Array< EnemyB > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.enemyB [private]
```

```
2.10.3.4 enemyGraphicSensors Array< EnemyGraphicSensor > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.enemyGraphicSensors [private]
```

```
2.10.3.5 enemyKnight Array< EnemyKnightDevil > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.enemyKnight [private]
```

```
2.10.3.6 enemyStalactite Array< EnemyStalactite > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.enemyStalactite [private]
```

**2.10.3.7 extraDragonEgg** Array< **DragonEggGameItem**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.extraDragonEgg [private]

**2.10.3.8 extraLife** Array< **ExtraLifeGameItem**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.extraLife [private]

**2.10.3.9 extraTreasureChest** Array< **TreasureChestGameItem**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.extraTreasureChest [private]

**2.10.3.10 gameAIBossSpawnObjects** Array< **GameAIOBJECT**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameAIBossSpawnObjects [private]

**2.10.3.11 gameAIEnemyReversObjects** Array< **GameAIOBJECT**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameAIEnemyReversObjects [private]

**2.10.3.12 gameAIPortalActivity** Array< **GameAIOBJECT**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameAIPortalActivity [private]

**2.10.3.13 gameAISteeringObjects** Array< **GameAIOBJECT**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameAISteeringObjects [private]

**2.10.3.14 gameLightObjects** Array< **GameLightObject**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameLightObjects [private]

**2.10.3.15 gameManagerAssetsInstance** **GameManagerAssets** com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameManagerAssetsInstance [private]

**2.10.3.16 gameMapInfoObject** Array< **MapInfo**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameMapInfoObject [private]

**2.10.3.17 gameObjectGraphicsAnimationItemBack** Array< AnimationItemDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameObjectGraphicsAnimationItemBack [private]

**2.10.3.18 gameObjectGraphicsAnimationItemFront** Array< AnimationItemDef > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameObjectGraphicsAnimationItemFront [private]

**2.10.3.19 gameObjectSwitches** Array< GameObjectSwitchDoor > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameObjectSwitches [private]

**2.10.3.20 gameObjectSwitchesBossDead** Array< GameObjectSwitchHidden > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameObjectSwitchesBossDead [private]

**2.10.3.21 gameObjectSwitchesHidden** Array< GameObjectSwitchHidden > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameObjectSwitchesHidden [private]

**2.10.3.22 gamePfxObjects** Array< GamePfxObject > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gamePfxObjects [private]

**2.10.3.23 gameTravelSpawnPointObjects** Array< TravelSpawnPoint > com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.gameTravelSpawnPointObjects [private]

**2.10.3.24 id** int com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.id = 0 [private]

**2.10.3.25 objects** MapObjects com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.objects [private]

**2.10.3.26 objItems** MapObjects com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.objItems [private]

**2.10.3.27 obstacleDoors** Array< **ObstacleDoor**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.obstacleDoors

**2.10.3.28 obstacles** Array< **Obstacle**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.obstacles

**2.10.3.29 obstaclesWithNinePatch** Array< **Obstacle**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.obstaclesWithNinePatch

**2.10.3.30 playerPowerUp** Array< **ItemPowerUp**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.playerPowerUp [private]

All ItemGameObjectDef extended from

**2.10.3.31 portals** Array< **Portal**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.portals [private]

**2.10.3.32 portalsHiddenMapTransition** Array< **PortalMapTransitionHidden**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.portalsHiddenMapTransition [private]

**2.10.3.33 savePoints** Array< **SavePoint**> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.savePoints [private]

**2.10.3.34 shouldBeCreatedItem** String com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.shouldBeCreatedItem [private]

**2.10.3.35 shouldCreateBoss** String com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.shouldCreateBoss [private]

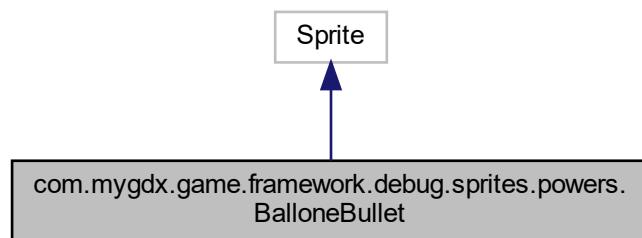
**2.10.3.36 spawnPoolWhenEnemyIsDead** Array< `ExtraLifeGameItem`> com.badlogic.gdx.game.framework.debug.world.B2WorldCreator.spawnPoolWhenEnemyIsDead [private]

The documentation for this class was generated from the following file:

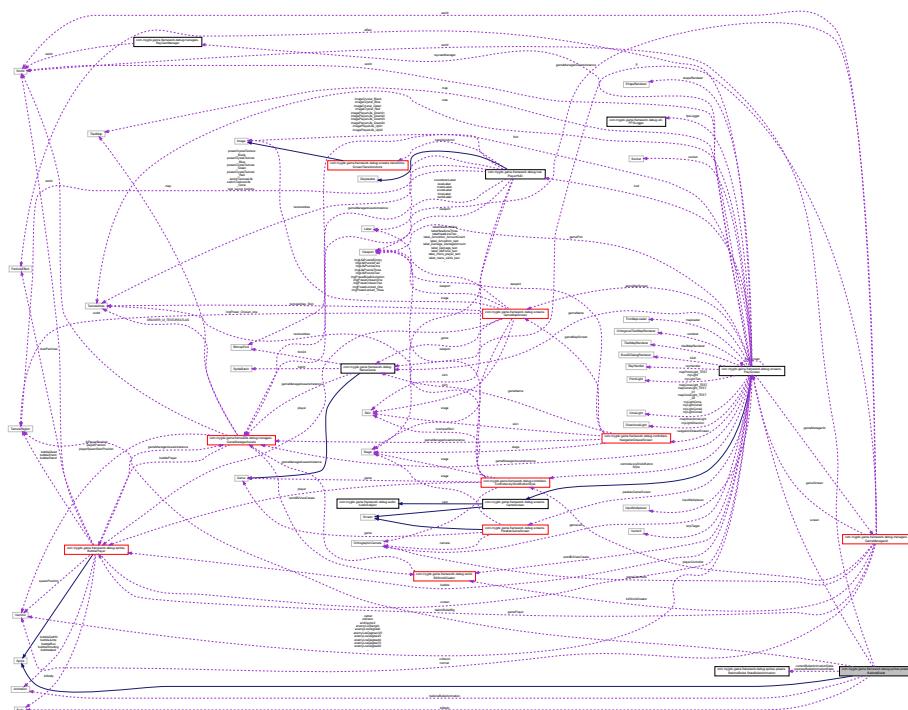
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/ **B2WorldCreator.java**

## 2.11 com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet:



## Classes

- enum **StateBulletAnimation**

## Public Member Functions

- **BalloneBullet** (World w, float x, float y, int powerBalloon, boolean **fireRight**)
- void **init** (int powerToBeDrawn)
- void **hitOnHead** ( **BubblePlayer** player)
- void **endhitOnHead** ( **BubblePlayer** userData)
- boolean **getPlayerOnBallon** ()
- void **update** (float dt)
- void **setToDestroy** ()
- boolean **getBalloneFireDirection** ()
- boolean **isDestroyed** ()
- boolean **getHitwithBullet** ()
- void **hitWithBullet** ( **EnemyA** userData)
- boolean **getPlayerHitBalloonWithHead** ()
- void **headWithBullet** ( **BubblePlayer** userData)
- void **setBalloneBulletDamageColor** (String value)
- String **getBalloneBulletDamageColor** ()

## Public Attributes

- **StateBulletAnimation** **currentBulletAnimationState**
- **StateBulletAnimation** **previousBulletAnimationState**

## Package Attributes

- **PlayScreen** **screen**
- World **world**
- Array< TextureRegion > **textureFrames**
- Animation **balloneBulletAnimation**
- float **stateTime**
- boolean **destroyed**
- boolean **setToDestroy**
- boolean **fireRight**
- boolean **isPlayerOnBallon**
- Body **b2body**
- boolean **bullet\_Hit\_enemy** = false
- boolean **player\_Hit\_balloon\_with\_head** = false

## Private Member Functions

- void **defineBallonBullet** ()

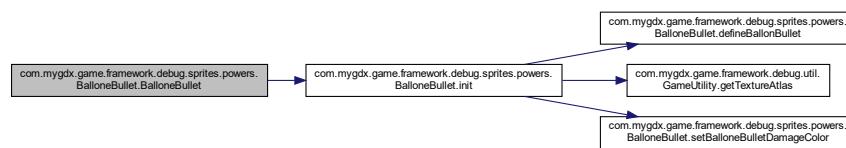
## Private Attributes

- TextureRegion **ballonBulletBig**
- String **coolorBalloonPower**
- float **xBounds**
- float **yBounds**

## 2.11.1 Constructor & Destructor Documentation

```
2.11.1.1 BalloneBullet() com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.BalloneBullet (World w, float x, float y, int powerBalloon, boolean fireRight )
```

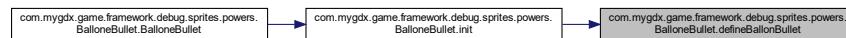
Here is the call graph for this function:



## 2.11.2 Member Function Documentation

```
2.11.2.1 defineBallonBullet() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.defineBallonBullet () [private]
```

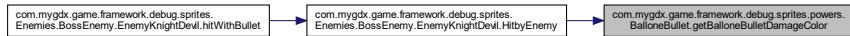
Here is the caller graph for this function:



```
2.11.2.2 endhitOnHead() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.endhitOnHead (BubblePlayer userData )
```

```
2.11.2.3 getBalloneBulletDamageColor() String com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.getBalloneBulletDamageColor ( )
```

Here is the caller graph for this function:



```
2.11.2.4 getBalloneFireDirection() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.getBalloneFireDirection ( )
```

```
2.11.2.5 getHitwithBullet() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.getHitwithBullet ( )
```

```
2.11.2.6 getPlayerHitBalloonWithHead() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.getPlayerHitBalloonWithHead ( )
```

```
2.11.2.7 getPlayerOnBallon() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.getPlayerOnBallon ( )
```

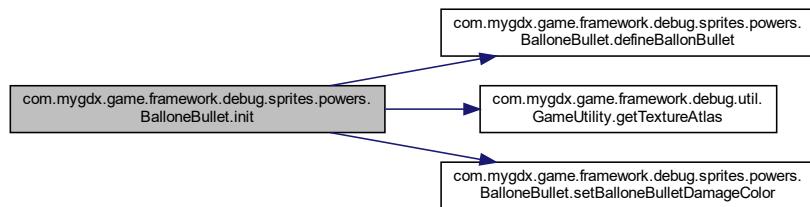
```
2.11.2.8 headWithBullet() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.headWithBullet ( BubblePlayer userData )
```

```
2.11.2.9 hitOnHead() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.hitOnHead ( BubblePlayer player )
```

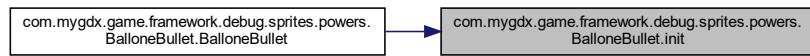
```
2.11.2.10 hitWithBullet() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.hitWithBullet ( EnemyA userData )
```

```
2.11.2.11 init() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.init ( int powerToBeDrawn )
```

Here is the call graph for this function:



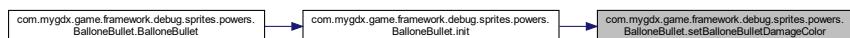
Here is the caller graph for this function:



```
2.11.2.12 isDestroyed() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.isDestroyed ( )
```

```
2.11.2.13 setBalloneBulletDamageColor() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.setBalloneBulletDamageColor ( String value )
```

Here is the caller graph for this function:



```
2.11.2.14 setToDestroy() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.setToDestroy ( )
```

```
2.11.2.15 update() void com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.update ( float dt )
```

### 2.11.3 Member Data Documentation

```
2.11.3.1 b2body Body com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.b2body [package]
```

```
2.11.3.2 ballonBulletBig TextureRegion com.badlogic.gdx.game.framework.debug.sprites.powers.Ballone← Bullet.ballonBulletBig [private]
```

```
2.11.3.3 balloneBulletAnimation Animation com.badlogic.gdx.game.framework.debug.sprites.powers.← BalloneBullet.balloneBulletAnimation [package]
```

```
2.11.3.4 bullet_Hit_enemy boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.← bullet_Hit_enemy = false [package]
```

```
2.11.3.5 coolorBalloonPower String com.badlogic.gdx.game.framework.debug.sprites.powers.Ballone← Bullet.coolorBalloonPower [private]
```

```
2.11.3.6 currentBulletAnimationState stateBulletAnimation com.badlogic.gdx.game.framework.debug.← sprites.powers.BalloneBullet.currentBulletAnimationState
```

```
2.11.3.7 destroyed boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.← destroyed [package]
```

```
2.11.3.8 fireRight boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.fire← Right [package]
```

**2.11.3.9 isPlayerOnBallon** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.  
isPlayerOnBallon [package]

**2.11.3.10 player\_Hit\_ballooon\_with\_head** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.  
BalloneBullet.player\_Hit\_ballooon\_with\_head = false [package]

**2.11.3.11 previousBulletAnimationState** StateBulletAnimation com.badlogic.gdx.game.framework.debug.  
sprites.powers.BalloneBullet.previousBulletAnimationState

**2.11.3.12 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.  
screen [package]

**2.11.3.13 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.  
setToDestroy [package]

**2.11.3.14 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.state  
Time [package]

**2.11.3.15 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.powers.  
BalloneBullet.textureFrames [package]

**2.11.3.16 world** World com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.world [package]

**2.11.3.17 xBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.xBounds  
[private]

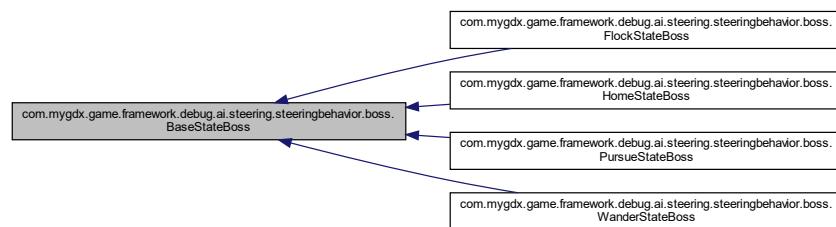
**2.11.3.18 yBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.yBounds  
[private]

The documentation for this class was generated from the following file:

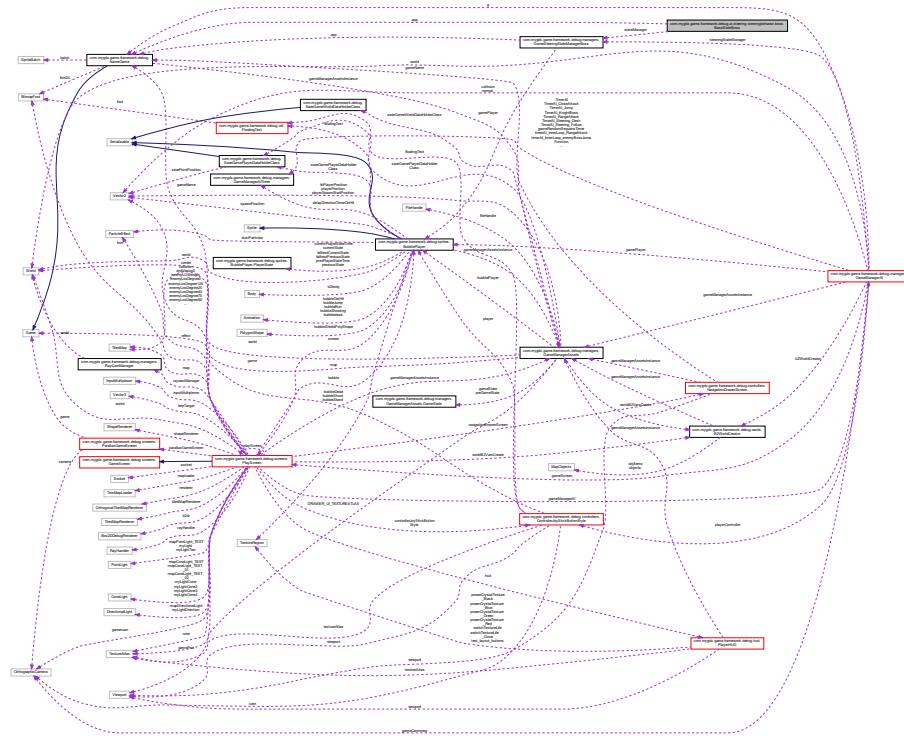
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **BalloneBullet.java**

## 2.12 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseState ↵ Boss Class Reference

## Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss:



## Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss:



## Public Member Functions

- abstract void **input** ()
- abstract void **update** (float dt)
- abstract void **render** ()
- abstract void **resize** (int w, int h)
- abstract void **dispose** ()

## Protected Member Functions

- **BaseStateBoss** (final **NameGame** app, final **GameSteeringStateManagerBoss** stateManager)

## Protected Attributes

- **NameGame** app
- **GameSteeringStateManagerBoss** stateManager

### 2.12.1 Constructor & Destructor Documentation

```
2.12.1.1 BaseStateBoss() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.←  
BaseStateBoss.BaseStateBoss (←  
    final NameGame app,  
    final GameSteeringStateManagerBoss stateManager ) [protected]
```

### 2.12.2 Member Function Documentation

```
2.12.2.1 dispose() abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.←  
boss.BaseStateBoss.dispose ( ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss** (p. ??), and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss** (p. ??).

```
2.12.2.2 input() abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.←  
boss.BaseStateBoss.input ( ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss** (p. ??), and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss** (p. ??).

**2.12.2.3 render()** abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior. $\leftarrow$   
boss.BaseStateBoss.render ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockState $\leftarrow$   
Boss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss**  
(p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss** (p. ??),  
and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss** (p. ??).

**2.12.2.4 resize()** abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior. $\leftarrow$   
boss.BaseStateBoss.resize (   
    int w,  
    int h ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockState $\leftarrow$   
Boss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss**  
(p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss** (p. ??),  
and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss** (p. ??).

**2.12.2.5 update()** abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior. $\leftarrow$   
boss.BaseStateBoss.update (   
    float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockState $\leftarrow$   
Boss** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss**  
(p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss** (p. ??),  
and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss** (p. ??).

## 2.12.3 Member Data Documentation

**2.12.3.1 app NameGame** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.Base $\leftarrow$   
StateBoss.app [protected]

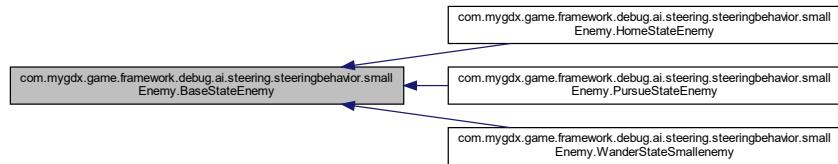
**2.12.3.2 stateManager GameSteeringStateManagerBoss** com.badlogic.gdx.game.framework.debug.ai.steering. $\leftarrow$   
steeringbehavior.boss.BaseStateBoss.stateManager [protected]

The documentation for this class was generated from the following file:

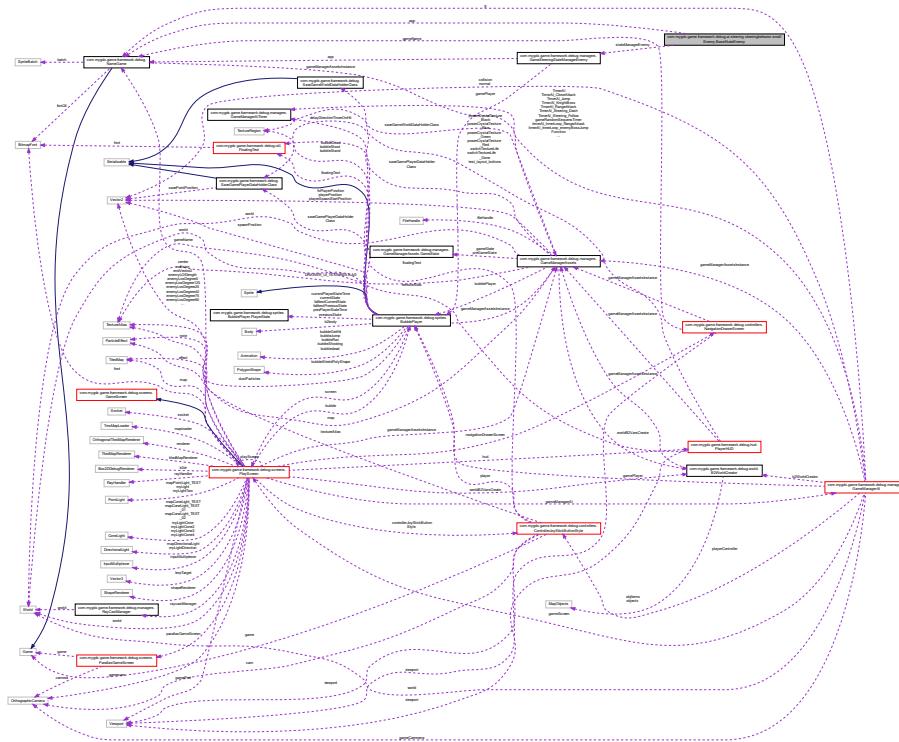
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/ **BaseState $\leftarrow$   
Boss.java**

## 2.13 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy. BaseStateEnemy Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy:



### Public Member Functions

- abstract void **input** ()
- abstract void **update** (float dt)
- abstract void **render** ()
- abstract void **resize** (int w, int h)
- abstract void **dispose** ()

## Protected Member Functions

- **BaseStateEnemy** (final **NameGame** app, final **GameSteeringStateManagerEnemy** stateManagerEnemy)

## Protected Attributes

- **NameGame** app
- **GameSteeringStateManagerEnemy** stateManagerEnemy

### 2.13.1 Constructor & Destructor Documentation

```
2.13.1.1 BaseStateEnemy() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.BaseStateEnemy (
    final NameGame app,
    final GameSteeringStateManagerEnemy stateManagerEnemy ) [protected]
```

### 2.13.2 Member Function Documentation

```
2.13.2.1 dispose() abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.dispose () [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy** (p. ??), and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy** (p. ??).

```
2.13.2.2 input() abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.input () [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy** (p. ??), and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy** (p. ??).

```
2.13.2.3 render() abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.render () [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy** (p. ??), **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy** (p. ??), and **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy** (p. ??).

**2.13.2.4 `resize()`** abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.resize (  
int w,  
int h) [abstract]

Reimplemented in `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy` (p. ??), `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy` (p. ??), and `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy` (p. ??).

**2.13.2.5 `update()`** abstract void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.update (  
float dt) [abstract]

Reimplemented in `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy` (p. ??), `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy` (p. ??), and `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy` (p. ??).

### 2.13.3 Member Data Documentation

**2.13.3.1 `app NameGame`** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.app [protected]

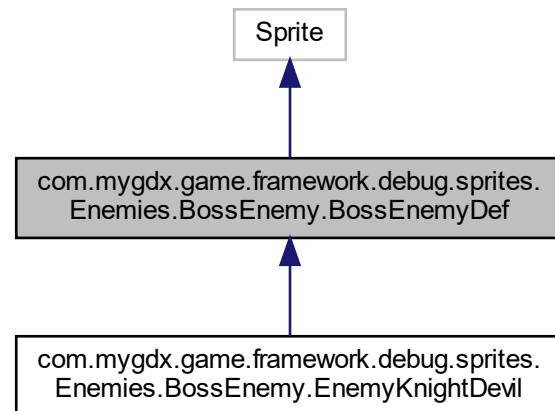
**2.13.3.2 `stateManagerEnemy GameSteeringStateManagerEnemy`** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy.stateManagerEnemy [protected]

The documentation for this class was generated from the following file:

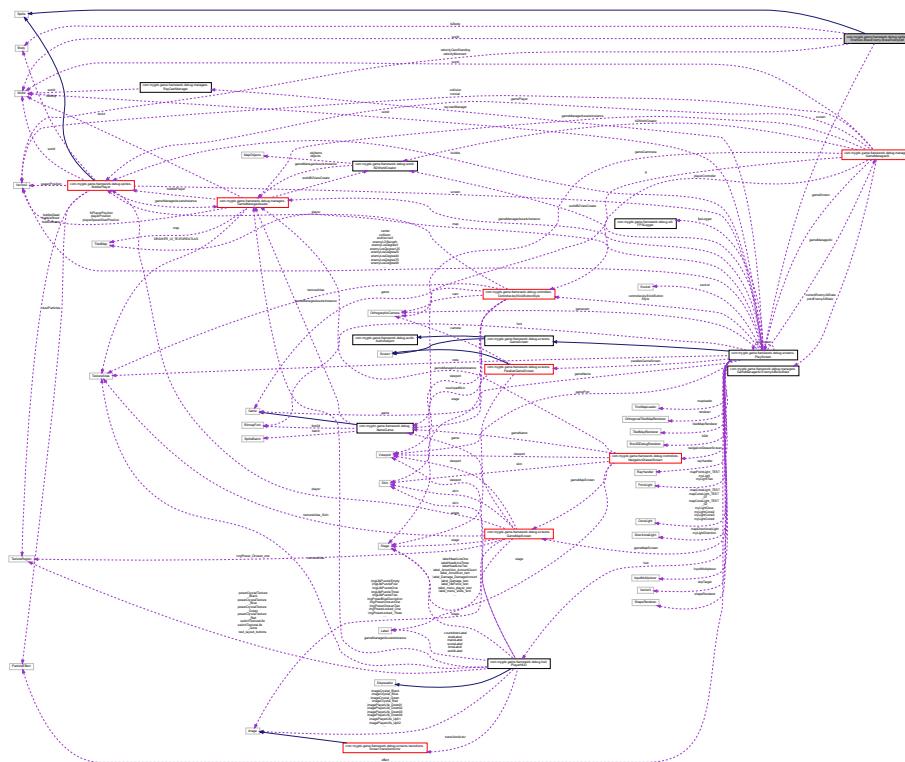
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/smallEnemy/BaseStateEnemy.java

## 2.14 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef:



## Public Member Functions

- **BossEnemyDef ( PlayScreen screen, float x, float y)**
- abstract void **update (float dt)**
- abstract void **hitWithBullet ( BalloneBullet bullet)**
- abstract void **hitByEnemy ( BossEnemyDef bossEnemyDef)**
- abstract void **closeAttack ( BossEnemyDef bossEnemyDef)**
- abstract void **rangeAttack ( BossEnemyDef bossEnemyDef)**
- abstract void **rangeAttackFrenzy ( BossEnemyDef bossEnemyDef, boolean right)**
- abstract void **frenzyAttack ( BossEnemyDef bossEnemyDef, float seed)**
- abstract void **seekerAttack ( BossEnemyDef bossEnemyDef)**
- abstract void **closeAttackEnd ( BossEnemyDef bossEnemyDef)**
- abstract int **getEnemyID ()**
- abstract boolean **getEnemyFaceDirection ()**
- void **reverseVelocity (boolean x, boolean y)**

## Public Attributes

- Body **b2body**
- Vector2 **velocityMovment**
- Vector2 **velocityCeroStanding**

## Protected Member Functions

- abstract void **defineEnemyBoss ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

## Private Attributes

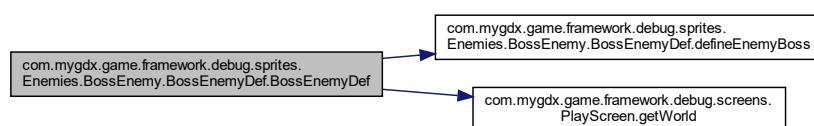
- float **stateTimer**

### 2.14.1 Constructor & Destructor Documentation

**2.14.1.1 BossEnemyDef()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef (

```
PlayScreen screen,
float x,
float y )
```

Here is the call graph for this function:



## 2.14.2 Member Function Documentation

**2.14.2.1 closeAttack()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef.closeAttack (  
    **BossEnemyDef** bossEnemyDef ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil](#) (p. ??).

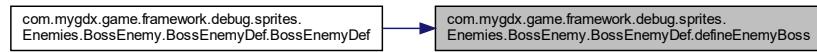
**2.14.2.2 closeAttackEnd()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef.closeAttackEnd (  
    **BossEnemyDef** bossEnemyDef ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil](#) (p. ??).

**2.14.2.3 defineEnemyBoss()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef.defineEnemyBoss ( ) [abstract], [protected]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil](#) (p. ??).

Here is the caller graph for this function:



**2.14.2.4 frenzyAttack()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef.frenzyAttack (  
    **BossEnemyDef** bossEnemyDef,  
    float seed ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil](#) (p. ??).

**2.14.2.5 getEnemyFaceDirection()** abstract boolean com.badlogic.gdx.game.framework.debug.sprites. $\leftarrow$  Enemies.BossEnemy.BossEnemyDef.getEnemyFaceDirection ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

**2.14.2.6 getEnemyID()** abstract int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$  BossEnemyDef.getEnemyID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

**2.14.2.7 hitByEnemy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss $\leftarrow$  Enemy.BossEnemyDef.hitByEnemy ( BossEnemyDef bossEnemyDef ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

**2.14.2.8 hitWithBullet()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss $\leftarrow$  Enemy.BossEnemyDef.hitWithBullet ( BalloneBullet bullet ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

**2.14.2.9 rangeAttack()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss $\leftarrow$  Enemy.BossEnemyDef.rangeAttack ( BossEnemyDef bossEnemyDef ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

**2.14.2.10 rangeAttackFrenzy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies. $\leftarrow$  BossEnemy.BossEnemyDef.rangeAttackFrenzy ( BossEnemyDef bossEnemyDef, boolean right ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

```
2.14.2.11 reverseVelocity() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Boss←
EnemyDef.reverseVelocity (
    boolean x,
    boolean y )
```

```
2.14.2.12 seekerAttack() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←
Enemy.BossEnemyDef.seekerAttack (
    BossEnemyDef bossEnemyDef ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

```
2.14.2.13 update() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Boss←
EnemyDef.update (
    float dt ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil** (p. ??).

### 2.14.3 Member Data Documentation

```
2.14.3.1 b2body Body com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef.b2body
```

```
2.14.3.2 screen PlayScreen com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Boss←
EnemyDef.screen [protected]
```

```
2.14.3.3 stateTimer float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Boss←
EnemyDef.stateTimer [private]
```

```
2.14.3.4 velocityCeroStanding Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←
Enemy.BossEnemyDef.velocityCeroStanding
```

**2.14.3.5 velocityMovment** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$  BossEnemyDef.velocityMovment

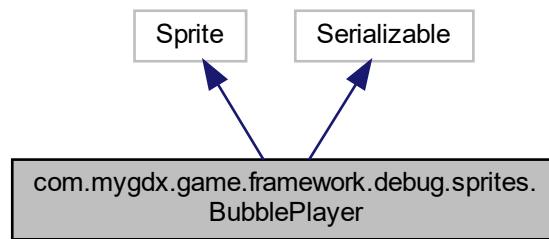
**2.14.3.6 world** World com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef. $\leftarrow$  world [protected]

The documentation for this class was generated from the following file:

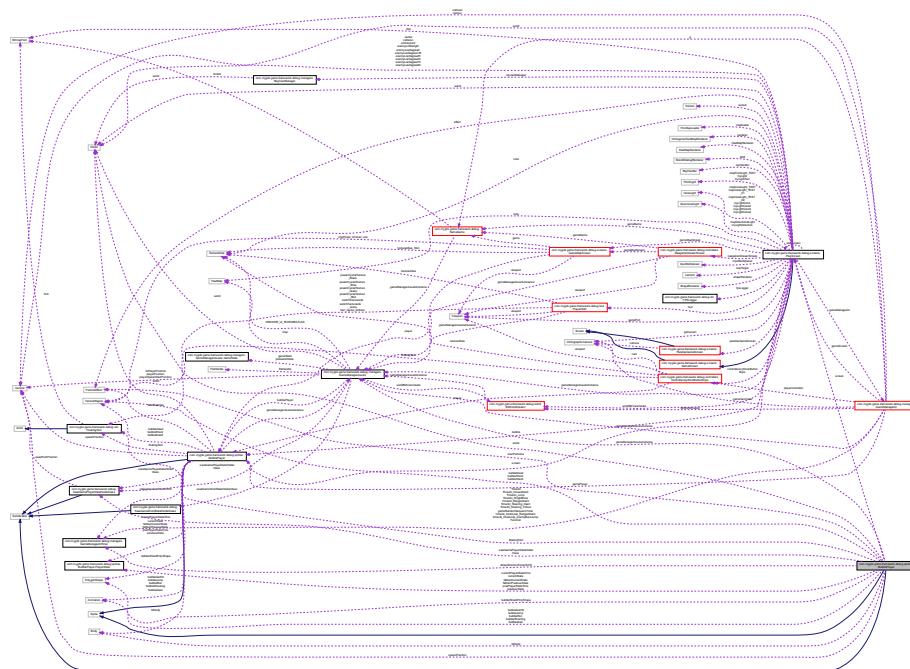
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/**BossEnemyDef.java**  $\leftarrow$  **BossEnemyDef.java**

## 2.15 com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer:



## Classes

- enum **PlayerState**

## Public Member Functions

- **BubblePlayer** (World **world**, Vector2 spawn, int hudlife, int maxHitperMainLifeLosted, String pwInUse, int pwGreen, int pwBlack, int pwBlue, int pwRed, boolean mapWT, boolean mapLT, **GameManagerAssets** instance)
- void **init** (World **world**, Vector2 spawnPos, int hudLife, int maxHitperMainLifeLosted, String pwInUse, int pwGreen, int pwBlack, int pwBlue, int pwRed, boolean mapWT, boolean mapLT, **GameManagerAssets** instance)
- void **update** (float dt)
- void **removeLifeFallToDeath** ()
- void **setExtraLife** ()
- void **setIsDead** (boolean status)
- boolean **isDead** ()
- void **setIsHit** (boolean status)
- boolean **isHit** ()
- TextureRegion **getFrame** (float dt)
- boolean **getPlayerOnGround** ()
- void **setPlayerPowerUp** (String value)
- boolean **getPlayerKnownWeaponPowerBlue** ()
- void **setPlayerWallJumpTrue** ()
- void **setPlayerWallJumpFalse** ()
- boolean **getPlayerWallJump** ()
- void **setPlayerOnGroundTrue** ()
- void **setPlayerOnGroundFalse** ()
- boolean **getPlayerOnGroundNew** ()
- void **testFallingToDeath** (float dt)
- boolean **isPlayerOnABallone** ()
- **PlayerState** **getState** ()
- float **getStateTimer** ()
- void **jump** ()
- void **jumpDesktop** ()
- void **defineBubbleShield** ()
- void **defineBubbleHit** ()
- void **reDefineBubble** ()
- void **defineBubble** ()
- void **dash** (int powerDash)
- void **fire** (int power)
- void **setPlayerActiveShootingPower** (String value)
- String **getPlayerActvieShootingPower** ()
- void **draw** (Batch batch)
- boolean **changeWorldMap** ()
- boolean **changeLevelMap** ()
- boolean **changeMapWithBoss** ()
- void **onPortalTravelHit** (String travelFrom, String travelWorld, String travelLevel)
- boolean **getSaveGameBoolean** ()
- void **setSetSaveGameBooleanFalse** ()
- void **contactWithEnemyClose** ( **EnemyGraphicSensor** userData)
- void **contactWithEnemyClose** ( **EnemyStalactite** userData)
- void **contactWithEnemyBBullet** ( **EnemyBullet** userData)
- void **contactWithEnemyClose** ( **EnemyA** userData)

- void **contactWithEnemyClose** ( EnemyB userData)
- void **contactWithEnemyClose** ( EnemyKnightDevil userData)
- void **contactWithEnemyClose** ( EnemyKnightPowerSword userData)
- void **contactWithEnemyRange** ( EnemyKnightRangeAttack userDataBullet)
- void **HitbyEnemy** (boolean enemyRunningDirection)
- void **updatePlayerLifeFromSaveOnExit** (int l)
- int **updatePlayerLifeToHudAndSaveOnExit** ()
- void **die** ()
- int **getPlayerLife** ()
- Boolean **getPlayerFacingDirection** ()
- void **setPlayerFacingDirection** (boolean value)
- void **setPlayerControllDirectionRunningRightTrue** ()
- void **setPlayerControllDirectionRunningRightFalse** ()
- Body **getPlayerAsTargetToFollow** ()
- void **setPlayerState** ( PlayerState state)
- void **setPlayerHitMaxPerMainLifeLost** (int value)
- PlayerState **getPlayerState** ()
- PlayerState **getprePlayerState** ()
- Vector2 **getPlayerPosition** ()
- BubblePlayer **getPlayerSaveGame** ()
- float **getRealtimePlayerPosX** ()
- float **getRealTimePlayerPosY** ()
- int **getBallooneBulletGreen** ()
- void **addBallooneBulletGreen** ()
- int **getBallooneBulletBlack** ()
- void **addBallooneBulletBlack** ()
- int **getBallooneBulletBlue** ()
- void **addBallooneBulletBlue** ()
- int **getBallooneBulletRed** ()
- void **addBallooneBulletRed** ()
- boolean **getPlayerIsShooting** ()
- void **setPlayerIsShooting** (boolean value)

#### Static Public Member Functions

- static void **playerOnGround** ()
- static void **playerLeftGround** ()

#### Public Attributes

- PlayerState **currentState**
- PlayerState **previousState**
- PlayerState **currentPlayerStateTime**
- PlayerState **prevPlayerStateTime**
- World **world**
- Body **b2body**
- PlayerState **falltestCurrentState**
- PlayerState **falltestPreviousState**
- ParticleEffect **dustParticles** = new ParticleEffect()

## Package Attributes

- boolean **isShooting**
- float **time\_on\_balloon** = 0f
- float **falling\_to\_death** = 0f
- float **onGround\_after\_fall\_or\_Jumping** = 0f
- float **newGround\_from\_Balloon** = 0f
- float **deathFall** = 0f
- boolean **newGround** = false
- boolean **oldGround** = false
- boolean **setSaveGameBoolean** = false
- Array< Fixture > **fixList** = new Array<Fixture>()
- int **player\_dust\_particle\_time** = 0

## Static Package Attributes

- static boolean **player\_is\_on\_Ground** = false

## Private Attributes

- String **playerActiveShootingPower**
- TextureRegion **bubbleStand**
- TextureRegion **bubbleShoot**
- TextureRegion **bubbleDead**
- Animation **bubbleShooting**
- Animation **bubbleRun**
- Animation **bubbleGetHit**
- Animation **bubbleJump**
- Animation **bubbledead**
- PolygonShape **bubbleShieldPolyShape**
- float **stateTimer**
- float **hitTimer**
- **GameManagerAITimer** **delayDirectionTimerOnHit**
- boolean **runningRight**
- boolean **controllerRunningRight**
- boolean **wallJumping**
- boolean **onGround**
- boolean **wallJumpingActive** = false
- boolean **playerIsDead**
- boolean **playerIsHit**
- boolean **time\_to\_reDefine**
- boolean **time\_to\_define**
- boolean **time\_to\_defineHit**
- boolean **time\_to\_define\_Shield**
- boolean **isShieldActive**
- int **playerLife** = **playerHitMaxPerMainLifeLost**
- int **mainLife**
- boolean **enemyFightingHitDirection**
- boolean **timeToMovePlayer**
- boolean **contactWithPortalWorldMapTransfer**
- boolean **contactWithPortalLeveldMapTransfer**
- boolean **contactWithPortalMapTransferBoss** = false
- boolean **portalMove** = false

- boolean **bossMove** = false
- boolean **enemyHitMove** = false
- **PlayScreen** screen
- Array< **BalloneBullet** > **balloneBullet**
- int **ballooneBulletGreen**
- int **ballooneBulletBlack**
- int **ballooneBulletBlue**
- int **ballooneBulletRed**
- boolean **knownWeaponBluePowerIsTrue** = false
- boolean **knownWeaponRedPowerIsTrue** = false
- boolean **knownWeaponBlackPowerIsTrue** = false
- Vector2 **spawnPosition**
- **SaveGamePlayerDataHolderClass** **saveGamePlayerDataHolderClass**
- boolean **mapWorldTransfer**
- boolean **mapLevelTransfer**
- **FloatingText** **floatingText**
- float **playerRealTimePosX**
- float **playerRealTimePosY**
- **GameManagerAssets** **gameManagerAssetsInstance**

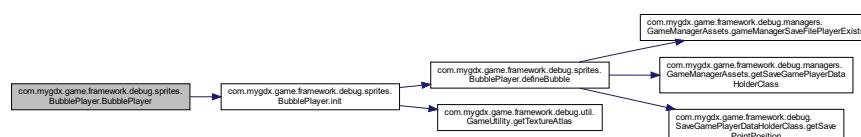
### Static Private Attributes

- static int **playerHitMaxPerMainLifeLost** = 1
- static int **mainLifeMax** = 4

#### 2.15.1 Constructor & Destructor Documentation

```
2.15.1.1 BubblePlayer() com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.BubblePlayer (
    World world,
    Vector2 spawn,
    int hudlife,
    int maxHitperMainLifeLosted,
    String pwInUse,
    int pwGreen,
    int pwBlack,
    int pwBlue,
    int pwRed,
    boolean mapWT,
    boolean mapLT,
    GameManagerAssets instance )
```

Here is the call graph for this function:



## 2.15.2 Member Function Documentation

**2.15.2.1 addBallooneBulletBlack()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.addBallooneBulletBlack ( )

**2.15.2.2 addBallooneBulletBlue()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.addBallooneBulletBlue ( )

**2.15.2.3 addBallooneBulletGreen()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.addBallooneBulletGreen ( )

**2.15.2.4 addBallooneBulletRed()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.addBallooneBulletRed ( )

**2.15.2.5 changeLevelMap()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.changeLevelMap ( )

**2.15.2.6 changeMapWithBoss()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.changeMapWithBoss ( )

**2.15.2.7 changeWorldMap()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.changeWorldMap ( )

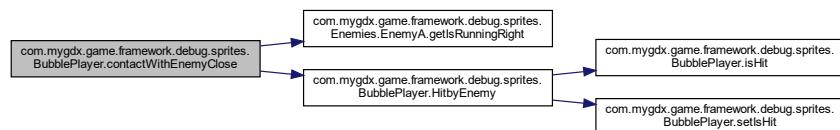
**2.15.2.8 contactWithEnemyBBullet()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyBBullet ( EnemyBullet userData )

Here is the call graph for this function:



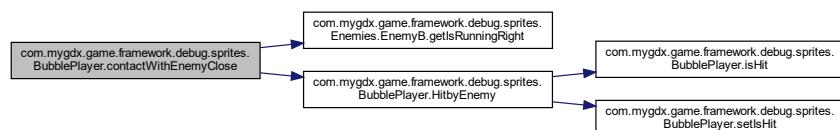
```
2.15.2.9 contactWithEnemyClose() [1/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyA userData )
```

Here is the call graph for this function:



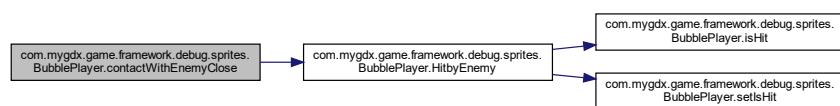
```
2.15.2.10 contactWithEnemyClose() [2/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyB userData )
```

Here is the call graph for this function:



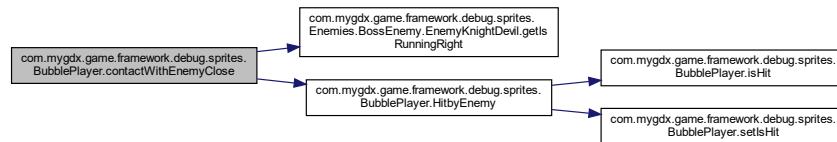
```
2.15.2.11 contactWithEnemyClose() [3/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyGraphicSensor userData )
```

Might use userData later ? Here is the call graph for this function:



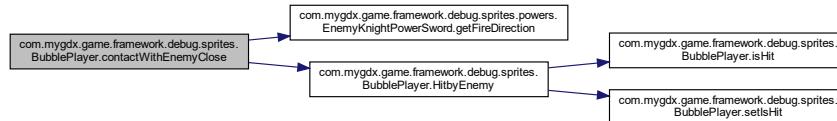
```
2.15.2.12 contactWithEnemyClose() [4/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyKnightDevil userData )
```

Here is the call graph for this function:



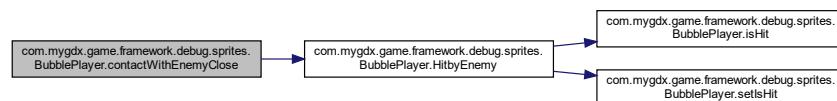
```
2.15.2.13 contactWithEnemyClose() [5/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyKnightPowerSword userData )
```

Here is the call graph for this function:



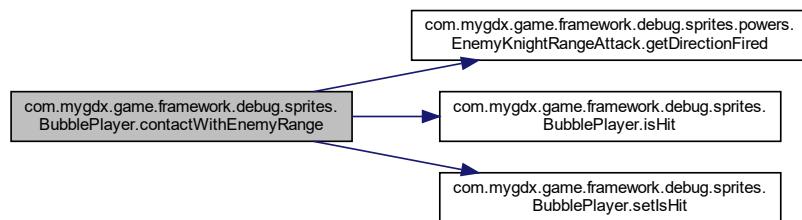
```
2.15.2.14 contactWithEnemyClose() [6/6] void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithEnemyClose (
    EnemyStalactite userData )
```

Here is the call graph for this function:



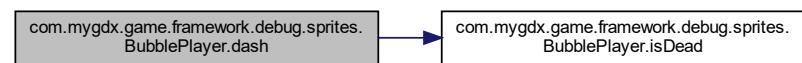
```
2.15.2.15 contactWithEnemyRange() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.←
contactWithEnemyRange (
    EnemyKnightRangeAttack userDataBullet )
```

Here is the call graph for this function:

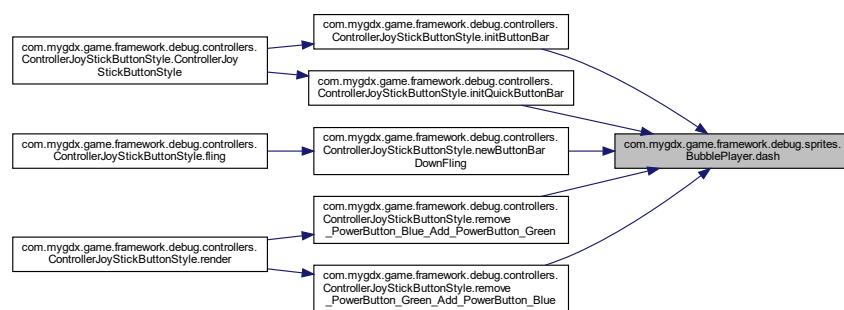


```
2.15.2.16 dash() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.dash (
    int powerDash )
```

Here is the call graph for this function:



Here is the caller graph for this function:



---

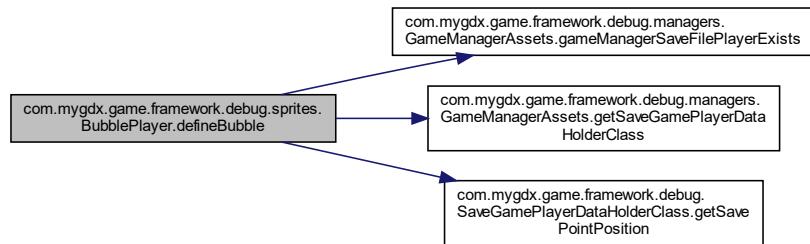
**2.15.2.17 defineBubble()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.defineBubble()  
( )

Use when first run Game Sets here the start point spawn !!! playScreen cratePlayer with true

her is the position we change in reDefine bubble

if No saveFile Or saveFile is deleted and the game is removed from buffer we need this!!

testing !! with walls and ground ok !!!Here is the call graph for this function:



Here is the caller graph for this function:



**2.15.2.18 defineBubbleHit()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.defineBubbleHit()  
( )

Use when player get Hit - Start Hit Timer - testing !! with walls and ground ok !!!Here is the caller graph for this function:



```
2.15.2.19 defineBubbleShield() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.←
defineBubbleShield ( )
```

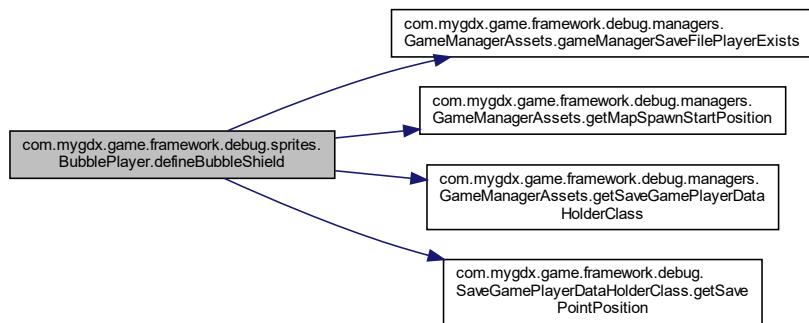
her is the position we must use for define move if true!!!

if No saveFile Or saveFile is deleted and the game is removed from buffer we need this!!

testing !! with walls and ground ok !!!

use same categoryBit - but then have to implement a check if shield is active

and all the bit for enemy will not be active on upper **defineBubbleShield()** (p. ??)Here is the call graph for this function:

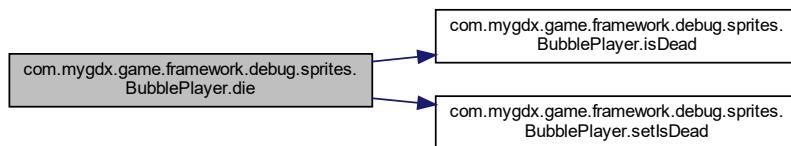


Here is the caller graph for this function:

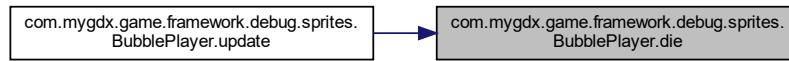


```
2.15.2.20 die() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.die ( )
```

Here is the call graph for this function:



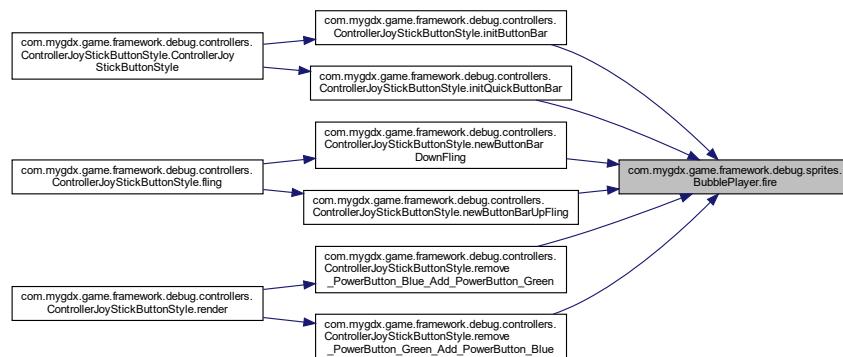
Here is the caller graph for this function:



**2.15.2.21 draw()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.draw (Batch batch )

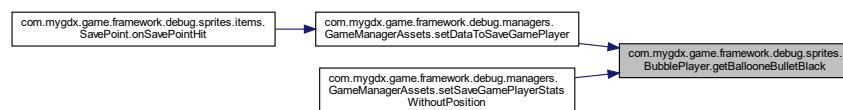
**2.15.2.22 fire()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.fire (int power )

Here is the caller graph for this function:



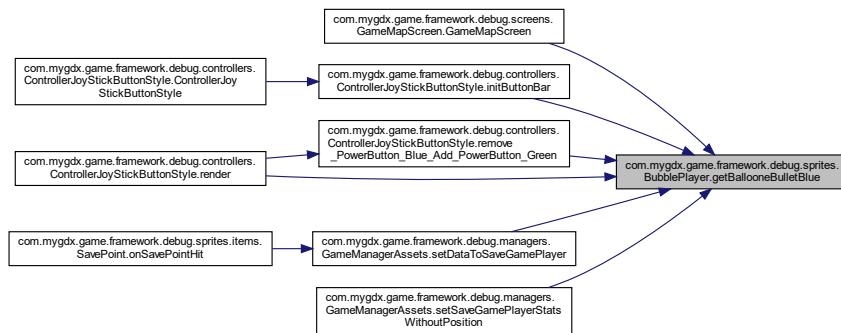
**2.15.2.23 getBallooneBulletBlack()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.get←BallooneBulletBlack ( )

Here is the caller graph for this function:



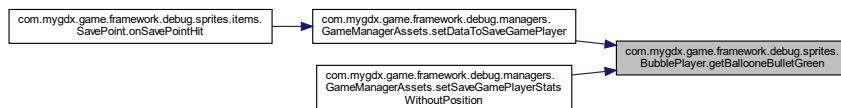
**2.15.2.24 getBalloonBulletBlue()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getBalloonBulletBlue ( )

Here is the caller graph for this function:



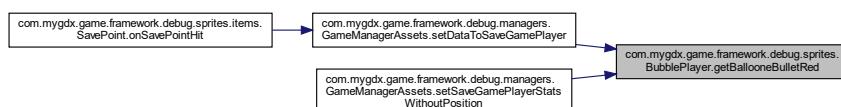
**2.15.2.25 getBalloonBulletGreen()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getBalloonBulletGreen ( )

Here is the caller graph for this function:



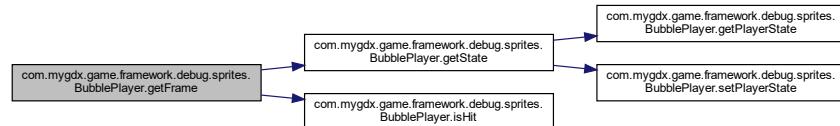
**2.15.2.26 getBalloonBulletRed()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getBalloonBulletRed ( )

Here is the caller graph for this function:

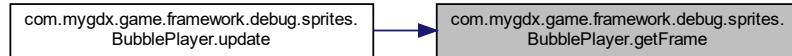


```
2.15.2.27 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getFrame (float dt)
```

Here is the call graph for this function:

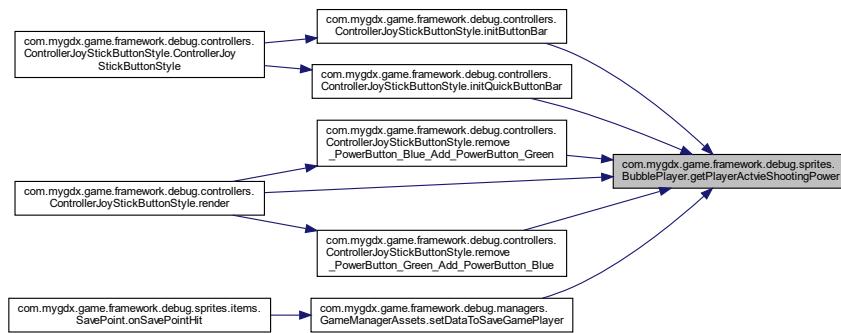


Here is the caller graph for this function:



```
2.15.2.28 getPlayerActiveShootingPower() String com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerActiveShootingPower ()
```

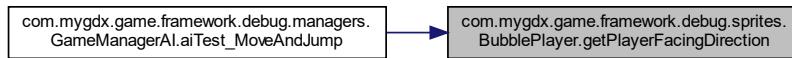
Here is the caller graph for this function:



```
2.15.2.29 getPlayerAsTargetToFollow() Body com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerAsTargetToFollow ()
```

**2.15.2.30 getPlayerFacingDirection()** Boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerFacingDirection ( )

Here is the caller graph for this function:



**2.15.2.31 getPlayerIsShooting()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerIsShooting ( )

Here is the caller graph for this function:



**2.15.2.32 getPlayerKnownWeaponPowerBlue()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerKnownWeaponPowerBlue ( )

Here is the caller graph for this function:



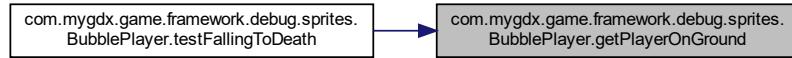
**2.15.2.33 getPlayerLife()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerLife ( )

Here is the caller graph for this function:



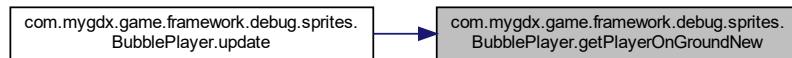
**2.15.2.34 getPlayerOnGround()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerOnGround ( )

Here is the caller graph for this function:



**2.15.2.35 getPlayerOnGroundNew()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerOnGroundNew ( )

Here is the caller graph for this function:

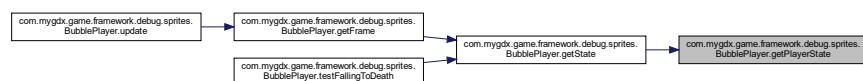


**2.15.2.36 getPlayerPosition()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerPosition ( )

**2.15.2.37 getPlayerSaveGame()** BubblePlayer com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerSaveGame ( )

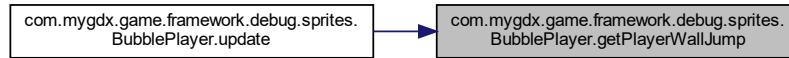
**2.15.2.38 getPlayerState()** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerState ( )

Here is the caller graph for this function:



**2.15.2.39 getPlayerWallJump()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getPlayerWallJump ( )

Here is the caller graph for this function:



**2.15.2.40 getprePlayerState()** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getprePlayerState ( )

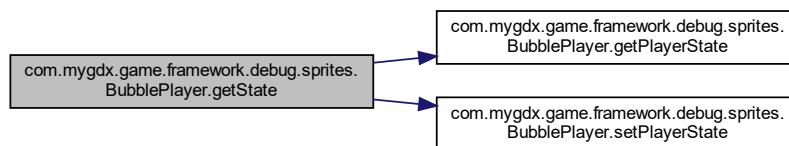
**2.15.2.41 getRealtimePlayerPosX()** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getRealtimePlayerPosX ( )

**2.15.2.42 getRealTimePlayerPosY()** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getRealTimePlayerPosY ( )

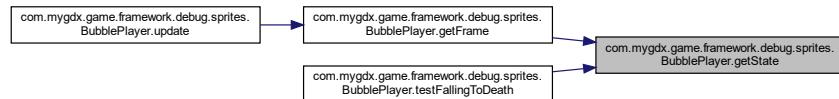
**2.15.2.43 getSaveGameBoolean()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getSaveGameBoolean ( )

**2.15.2.44 getState()** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getState ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.15.2.45 getStateTimer()** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.getState<--  
Timer ( )

**2.15.2.46 HitbyEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.HitbyEnemy ( boolean enemyRunningDirection )

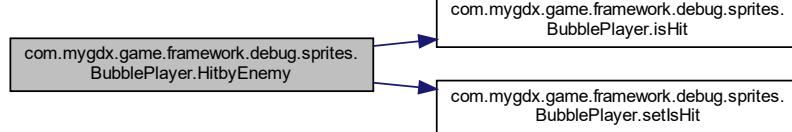
we use redefineHit() and set impulse there!!!

we don't use redefineHit() Vector + (when we only have one life left and lose it)

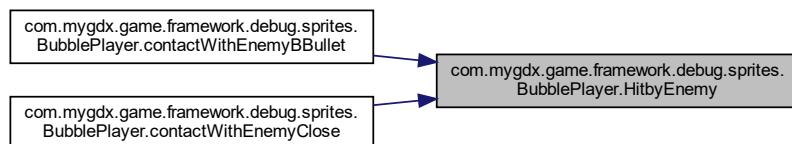
we use redefineHit() and set impulse there!!!

we don't use redefineHit() when we only have one life left and lose it

Here is the call graph for this function:



Here is the caller graph for this function:



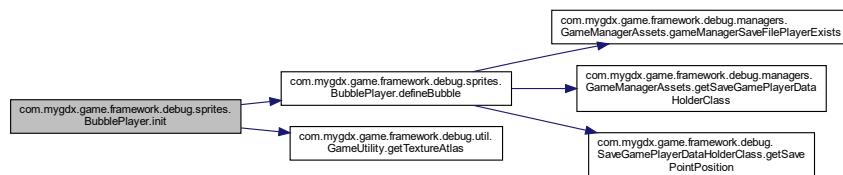
```
2.15.2.47 init() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.init (
    World world,
    Vector2 spawnPos,
    int hudLife,
    int maxHitperMainLifeLosted,
    String pwInUse,
    int pwGreen,
    int pwBlack,
    int pwBlue,
    int pwRed,
    boolean mapWT,
    boolean mapLT,
    GameManagerAssets instance )
```

set this from AIManager

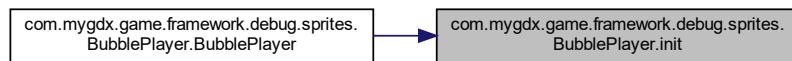
Power Crystal

Set's the player power to Default

don't activate again //frames.add(new TextureRegion((Utility.PLAYER\_TEXTUREATLAS).findRegion("BubbleB"), 0, 0, 64, 64));Here is the call graph for this function:

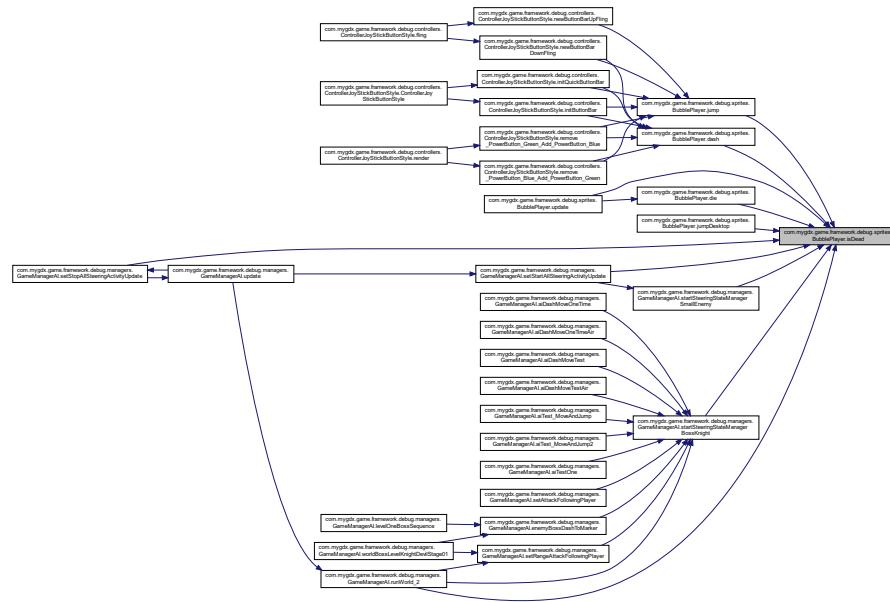


Here is the caller graph for this function:



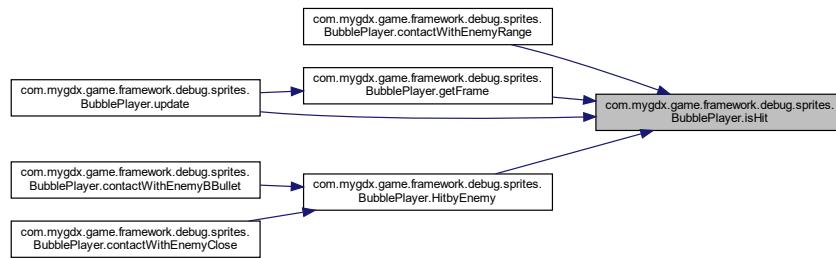
**2.15.2.48 isDead()** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.isDead ( )

Here is the caller graph for this function:



#### 2.15.2.49 isHit() boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.isHit ()

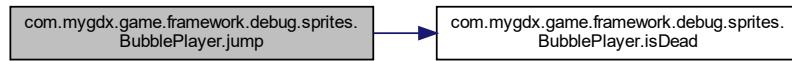
Here is the caller graph for this function:



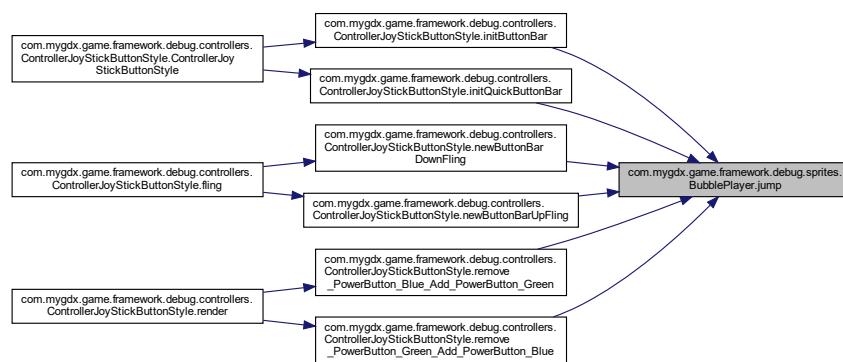
#### 2.15.2.50 isPlayerOnABallone() boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.isPlayerOnABallone ()

### 2.15.2.51 jump() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.jump ( )

Use with Android ControllerHere is the call graph for this function:

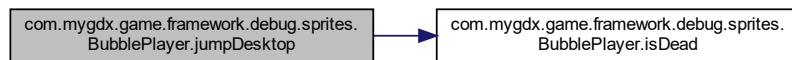


Here is the caller graph for this function:



### 2.15.2.52 jumpDesktop() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.jumpDesktop ( )

Use with Android ControllerHere is the call graph for this function:



### 2.15.2.53 onPortalTravelHit() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.onPortalTravelHit ( String travelFrom, String travelWorld, String travelLevel )

---

**2.15.2.54 playerLeftGround()** static void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerLeftGround ( ) [static]

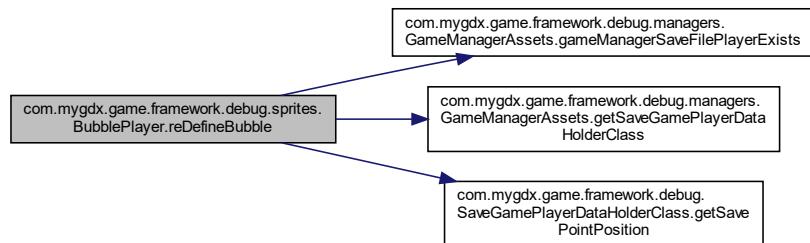
**2.15.2.55 playerOnGround()** static void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerOnGround ( ) [static]

**2.15.2.56 reDefineBubble()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.reDefineBubble ( )

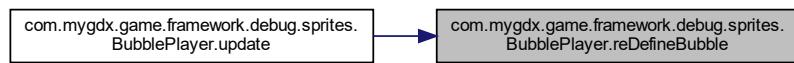
Use after player gets Hit && Timer of Hit run's out her is the position we must use for define move if true!!!

if No saveFile Or saveFile is deleted and the game is removed from buffer we need this!!

testing !! with walls and ground ok !!!Here is the call graph for this function:



Here is the caller graph for this function:



**2.15.2.57 removeLifeFallToDeath()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.removeLifeFallToDeath ( )

**2.15.2.58 setExtraLife()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setExtraLife ( )

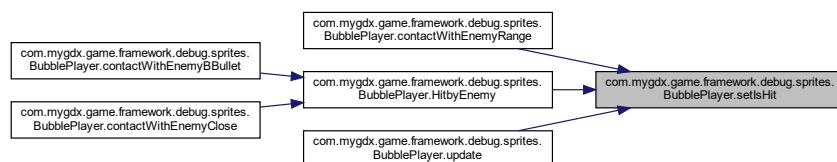
**2.15.2.59 setIsDead()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setIsDead ( boolean status )

Here is the caller graph for this function:



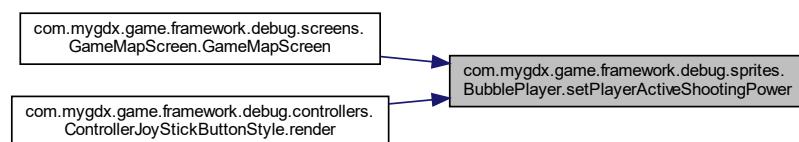
**2.15.2.60 setIsHit()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setIsHit ( boolean status )

Here is the caller graph for this function:



**2.15.2.61 setPlayerActiveShootingPower()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerActiveShootingPower ( String value )

Here is the caller graph for this function:



---

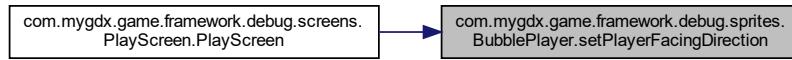
**2.15.2.62 setPlayerControllDirectionRunningRightFalse()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerControllDirectionRunningRightFalse ( )

**2.15.2.63 setPlayerControllDirectionRunningRightTrue()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerControllDirectionRunningRightTrue ( )

Controller Joystick

**2.15.2.64 setPlayerFacingDirection()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerFacingDirection ( boolean value )

Here is the caller graph for this function:

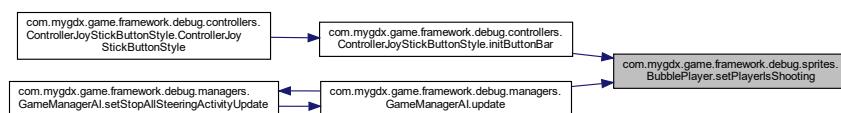


**2.15.2.65 setPlayerHitMaxPerMainLifeLost()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerHitMaxPerMainLifeLost ( int value )

set difficult on how many hit player take be for lose main life

**2.15.2.66 setPlayerIsShooting()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerIsShooting ( boolean value )

Here is the caller graph for this function:

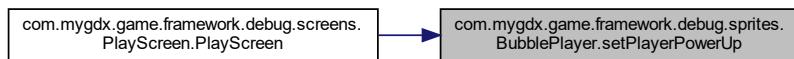


**2.15.2.67 setPlayerOnGroundFalse()** void com.badlogic.gdx.framework.debug.sprites.BubblePlayer.setPlayerOnGroundFalse ( )

**2.15.2.68 setPlayerOnGroundTrue()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerOnGroundTrue ( )

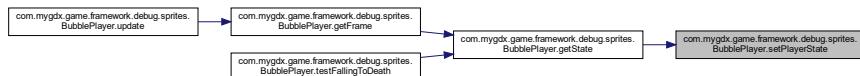
**2.15.2.69 setPlayerPowerUp()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerPowerUp ( String value )

Contact listener set's this on pick up -POWER- & PlayScreen set's this from save file/object - Checks playerSave Game - Here is the caller graph for this function:



**2.15.2.70 setPlayerState()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerState ( PlayerState state )

Here is the caller graph for this function:



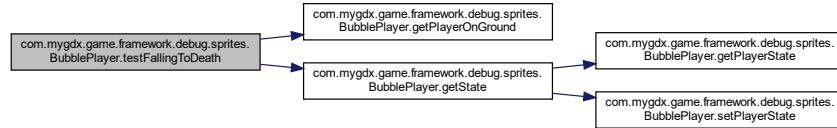
**2.15.2.71 setPlayerWallJumpFalse()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerWallJumpFalse ( )

**2.15.2.72 setPlayerWallJumpTrue()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setPlayerWallJumpTrue ( )

**2.15.2.73 setSetSaveGameBooleanFalse()** void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.setSetSaveGameBooleanFalse ( )

```
2.15.2.74 testFallingToDeath() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.testFallingToDeath (
    float dt )
```

Here is the call graph for this function:



```
2.15.2.75 update() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.update (
    float dt )
```

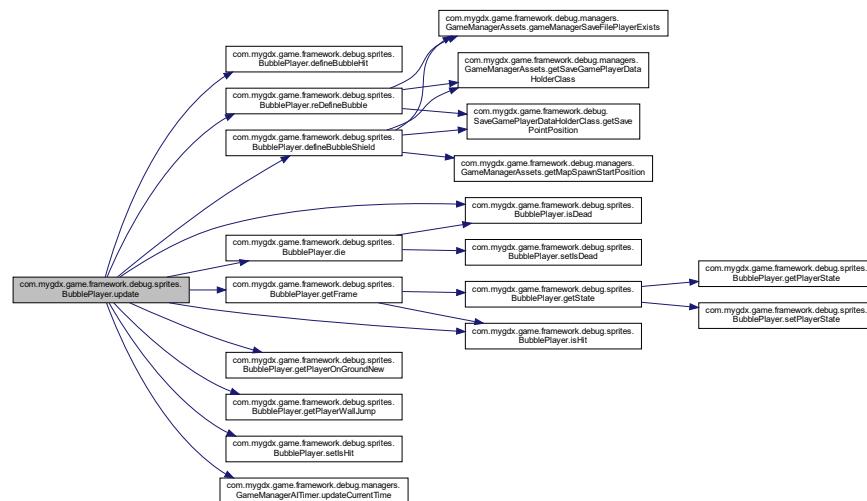
check's if player have got wall jumping Power Up etc

if Player get Hit

After Player get Hit

if Player activate Shield

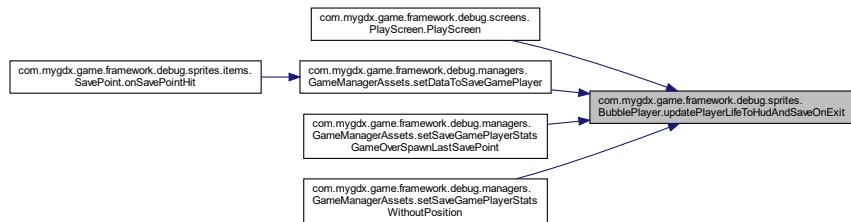
Here is the call graph for this function:



```
2.15.2.76 updatePlayerLifeFromSaveOnExit() void com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.updatePlayerLifeFromSaveOnExit (
    int l )
```

**2.15.2.77 updatePlayerLifeToHudAndSaveOnExit()** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.updatePlayerLifeToHudAndSaveOnExit ( )

Here is the caller graph for this function:



### 2.15.3 Member Data Documentation

**2.15.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.b2body

**2.15.3.2 ballooneBullet** Array< **BallooneBullet**> com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.ballooneBullet [private]

**2.15.3.3 ballooneBulletBlack** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.ballooneBlack [private]

**2.15.3.4 ballooneBulletBlue** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.ballooneBlue [private]

**2.15.3.5 ballooneBulletGreen** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.ballooneGreen [private]

Power Crystal

**2.15.3.6 ballooneBulletRed** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.ballooneRed [private]

**2.15.3.7 bossMove** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bossMove =  
false [private]

**2.15.3.8 bubbleDead** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleDead [private]

**2.15.3.9 bubbledead** Animation com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbledead [private]

**2.15.3.10 bubbleGetHit** Animation com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleGetHit [private]

**2.15.3.11 bubbleJump** Animation com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleJump [private]

**2.15.3.12 bubbleRun** Animation com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleRun [private]

**2.15.3.13 bubbleShieldPolyShape** PolygonShape com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleShieldPolyShape [private]

**2.15.3.14 bubbleShoot** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleShoot [private]

**2.15.3.15 bubbleShooting** Animation com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleShooting [private]

**2.15.3.16 bubbleStand** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.bubbleStand [private]

**2.15.3.17 contactWithPortalLeveldMapTransfer** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithPortalLeveldMapTransfer [private]

**2.15.3.18 contactWithPortalMapTransferBoss** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithPortalMapTransferBoss = false [private]

**2.15.3.19 contactWithPortalWorldMapTransfer** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.contactWithPortalWorldMapTransfer [private]

**2.15.3.20 controllerRunningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.controllerRunningRight [private]

**2.15.3.21 currentPlayerStateTime** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.currentPlayerStateTime

**2.15.3.22 currentState** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.currentState

**2.15.3.23 deathFall** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.deathFall = 0f [package]

**2.15.3.24 delayDirectionTimerOnHit** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.delayDirectionTimerOnHit [private]

**2.15.3.25 dustParticles** ParticleEffect com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.dustParticles = new ParticleEffect()

**2.15.3.26 enemyFightingHitDirection** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.enemyFightingHitDirection [private]

**2.15.3.27 enemyHitMove** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.enemyHitMove = false [private]

**2.15.3.28 falling\_to\_death** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.falling\_to\_death = 0f [package]

**2.15.3.29 falltestCurrentState** **PlayerState** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.falltestCurrentState

**2.15.3.30 falltestPreviousState** **PlayerState** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.falltestPreviousState

**2.15.3.31 fixList** Array<Fixture> com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.fixList = new Array<Fixture>() [package]

**2.15.3.32 floatingText** **FloatingText** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.floatingText [private]

**2.15.3.33 gameManagerAssetsInstance** **GameManagerAssets** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.gameManagerAssetsInstance [private]

**2.15.3.34 hitTimer** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.hitTimer [private]

**2.15.3.35 isShieldActive** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.isShieldActive [private]

**2.15.3.36 isShooting** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.isShooting [package]

**2.15.3.37 knownWeaponBlackPowerIsTrue** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.knownWeaponBlackPowerIsTrue = false [private]

**2.15.3.38 knownWeaponBluePowerIsTrue** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.knownWeaponBluePowerIsTrue = false [private]

**2.15.3.39 knownWeaponRedPowerIsTrue** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.knownWeaponRedPowerIsTrue = false [private]

**2.15.3.40 mainLife** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.mainLife [private]

**2.15.3.41 mainLifeMax** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.mainLifeMax = 4 [static], [private]

**2.15.3.42 mapLevelTransfer** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.mapLevelTransfer [private]

**2.15.3.43 mapWorldTransfer** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.mapWorldTransfer [private]

**2.15.3.44 newGround** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.newGround = false [package]

**2.15.3.45 newGround\_from\_Balloon** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.newGround\_from\_Balloon = 0f [package]

**2.15.3.46 oldGround** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.oldGround = false [package]

**2.15.3.47 onGround** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.onGround [private]  
new in ContactListener ok, not in use delete old one first!!!

**2.15.3.48 onGround\_after\_fall\_or\_Jumping** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.onGround\_after\_fall\_or\_Jumping = 0f [package]

**2.15.3.49 player\_dust\_particle\_time** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.player\_dust\_particle\_time = 0 [package]

**2.15.3.50 player\_is\_on\_Ground** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.player\_is\_on\_Ground = false [static], [package]

**2.15.3.51 playerActiveShootingPower** String com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerActiveShootingPower [private]

**2.15.3.52 playerHitMaxPerMainLifeLost** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerHitMaxPerMainLifeLost = 1 [static], [private]

if we don't sett it here, we die -not sure why, but ned to set it later in creation so keep it!!

**2.15.3.53 playerIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerIsDead [private]

**2.15.3.54 playerIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerIsHit [private]

**2.15.3.55 playerLife** int com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerLife = **playerHitMaxPerMainLifeLost** [private]

**2.15.3.56 playerRealTimePosX** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.playerRealTimePosX [private]

**2.15.3.57 playerRealTimePosY** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.  
playerRealTimePosY [private]

**2.15.3.58 portalMove** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.portalMove =  
false [private]

**2.15.3.59 previousState** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.  
previousState

**2.15.3.60 prevPlayerStateTime** PlayerState com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.  
prevPlayerStateTime

**2.15.3.61 runningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.running  
Right [private]

**2.15.3.62 saveGamePlayerDataHolderClass** SaveGamePlayerDataHolderClass com.badlogic.gdx.game.  
framework.debug.sprites.BubblePlayer.saveGamePlayerDataHolderClass [private]

**2.15.3.63 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.screen [private]

**2.15.3.64 setSaveGameBoolean** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.  
setSaveGameBoolean = false [package]

**2.15.3.65 spawnPosition** Vector2 com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.spawn  
Position [private]

**2.15.3.66 stateTimer** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.stateTimer  
[private]

**2.15.3.67 time\_on\_balloon** float com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.time\_on\_balloon = 0f [package]

**2.15.3.68 time\_to\_define** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.time\_to\_define [private]

**2.15.3.69 time\_to\_define\_Shield** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.time\_to\_define\_Shield [private]

**2.15.3.70 time\_to\_defineHit** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.time\_to\_defineHit [private]

**2.15.3.71 time\_to\_reDefine** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.time\_to\_reDefine [private]

**2.15.3.72 timeToMovePlayer** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.timeToMovePlayer [private]

**2.15.3.73 wallJumping** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.wallJumping [private]

new in ContactListener ok

**2.15.3.74 wallJumpingActive** boolean com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.wallJumpingActive = false [private]

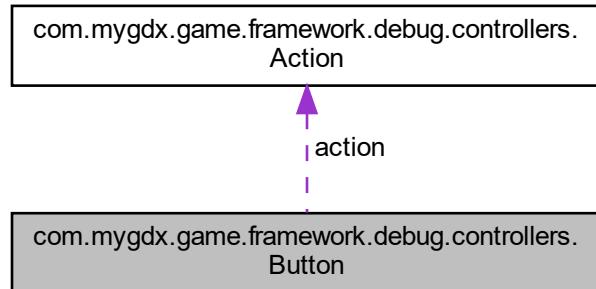
**2.15.3.75 world** World com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.world

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/ **BubblePlayer.java**

## 2.16 com.badlogic.gdx.framework.debug.controllers.Button Class Reference

Collaboration diagram for com.badlogic.gdx.framework.debug.controllers.Button:



### Public Member Functions

- `Button (String name, float cooldown, Action action)`
- `String getName ()`
- `void setName (String name)`
- `float getCooldown ()`
- `void setCooldown (float cooldown)`
- `Action getAction ()`
- `void setAction ( Action action)`

### Private Attributes

- `String name`
- `float cooldown`
- `Action action`

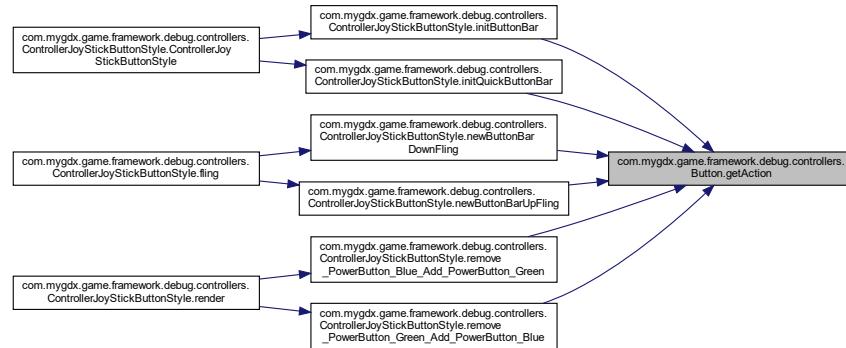
#### 2.16.1 Constructor & Destructor Documentation

```
2.16.1.1 Button() com.badlogic.gdx.framework.debug.controllers.Button.Button (
    String name,
    float cooldown,
    Action action )
```

#### 2.16.2 Member Function Documentation

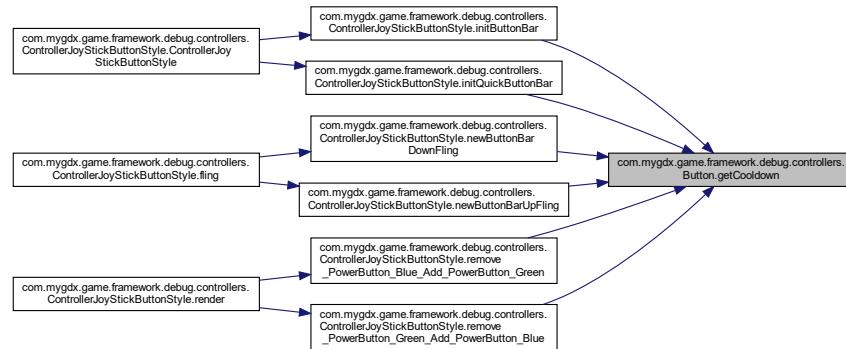
### 2.16.2.1 `getAction()` `Action com.badlogic.gdx.game.framework.debug.controllers.Button.getAction ( )`

Here is the caller graph for this function:



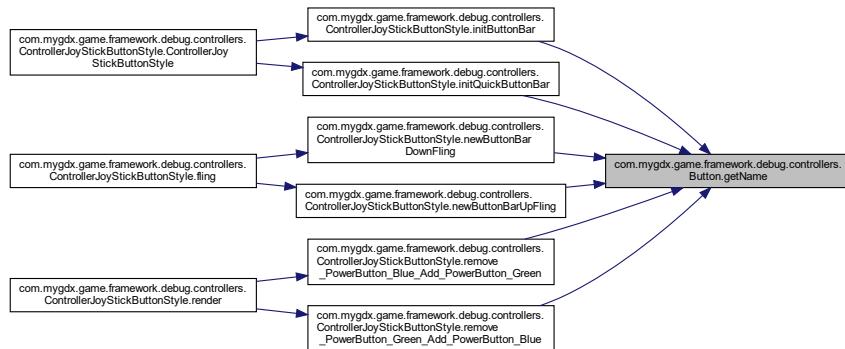
### 2.16.2.2 `getCooldown()` `float com.badlogic.gdx.game.framework.debug.controllers.Button.getCooldown ( )`

Here is the caller graph for this function:



### 2.16.2.3 `getName()` `String com.badlogic.gdx.game.framework.debug.controllers.Button.getName ( )`

Here is the caller graph for this function:



**2.16.2.4 setAction()** void com.badlogic.gdx.game.framework.debug.controllers.Button.setAction ( **Action** action )

**2.16.2.5 setCooldown()** void com.badlogic.gdx.game.framework.debug.controllers.Button.setCooldown ( float cooldown )

**2.16.2.6 setName()** void com.badlogic.gdx.game.framework.debug.controllers.Button.setName ( String name )

### 2.16.3 Member Data Documentation

**2.16.3.1 action** **Action** com.badlogic.gdx.game.framework.debug.controllers.Button.action [private]

**2.16.3.2 cooldown** float com.badlogic.gdx.game.framework.debug.controllers.Button.cooldown [private]

**2.16.3.3 name** String com.badlogic.gdx.game.framework.debug.controllers.Button.name [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **Button.java**

## 2.17 com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle Class Reference

### Static Public Member Functions

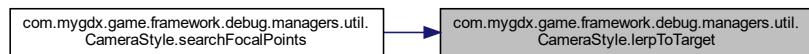
- static void **lockOnTarget** (Camera camera, Vector2 target)
- static void **lerpToTarget** (Camera camera, Vector2 target)
- static void **lockAverageBetweenTargets** (Camera camera, Vector2 targetA, Vector2 targetB)
- static void **lerpAverageBetweenTargets** (Camera camera, Vector2 targetA, Vector2 targetB)
- static boolean **searchFocalPoints** (OrthographicCamera camera, Array< Vector2 > focalPoints, Vector2 target, float threshold)
- static void **shake** (Camera camera, Vector2 displacement, float strength)

#### 2.17.1 Member Function Documentation

**2.17.1.1 lerpAverageBetweenTargets()** static void com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.lerpAverageBetweenTargets ( Camera camera, Vector2 targetA, Vector2 targetB ) [static]

**2.17.1.2 lerpToTarget()** static void com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.lerpToTarget ( Camera camera, Vector2 target ) [static]

Here is the caller graph for this function:

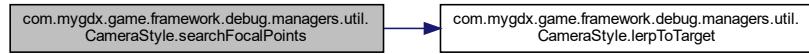


**2.17.1.3 lockAverageBetweenTargets()** static void com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.lockAverageBetweenTargets ( Camera camera, Vector2 targetA, Vector2 targetB ) [static]

```
2.17.1.4 lockOnTarget() static void com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.lockOnTarget (
    Camera camera,
    Vector2 target ) [static]
```

```
2.17.1.5 searchFocalPoints() static boolean com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.searchFocalPoints (
    OrthographicCamera camera,
    Array<Vector2> focalPoints,
    Vector2 target,
    float threshold ) [static]
```

Here is the call graph for this function:



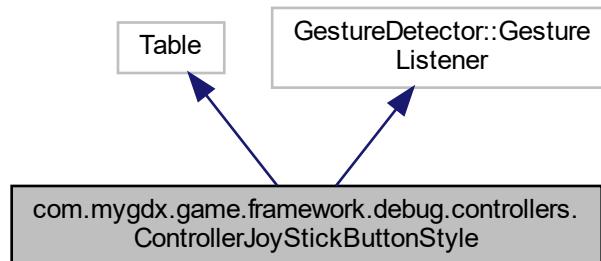
```
2.17.1.6 shake() static void com.badlogic.gdx.game.framework.debug.managers.util.CameraStyle.shake (
    Camera camera,
    Vector2 displacement,
    float strength ) [static]
```

The documentation for this class was generated from the following file:

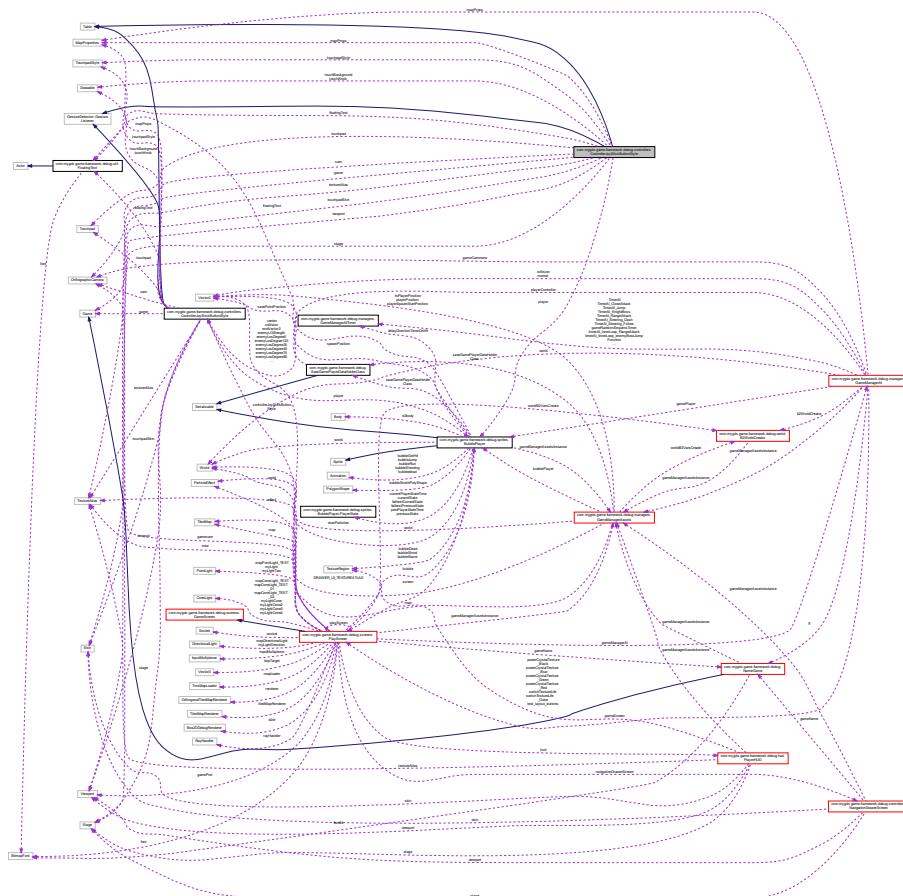
- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/util/ **CameraStyle.java**

## 2.18 com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle:



## Classes

- class **QuickSpellBarImageButton**
- class **SpellBarImageButton**

## Public Member Functions

- **ControllerJoyStickButtonStyle ( NameGame gameName, ArrayList< Button > from\_PlayScreen\_button\_list, ArrayList< Button > from\_PlayScreen\_quickButton\_list, BubblePlayer p, com.badlogic.gdx.maps.Map map)**
- Stage **getControllerJoyStickStyleStage ()**
- void **initCreateFloatingText (String text, float posX, float posY, float deltaX, float deltaY)**
- void **initJoystick ()**
- void **initButtonBar ()**
- void **initQuickButtonBar ()**
- void **newButtonBarDownFling ()**
- void **newButtonBarUpFling ()**
- String **getMessage ()**
- boolean **getGameMapShow ()**
- void **hideGameMapShow ()**
- void **update ()**
- boolean **touchDown (float x, float y, int pointer, int button)**

- boolean **tap** (float x, float y, int count, int button)
- boolean **longPress** (float x, float y)
- boolean **fling** (float velocityX, float velocityY, int button)
- boolean **pan** (float x, float y, float deltaX, float deltaY)
- boolean **panStop** (float x, float y, int pointer, int button)
- boolean **zoom** (float initialDistance, float distance)
- boolean **pinch** (Vector2 initialPointer1, Vector2 initialPointer2, Vector2 pointer1, Vector2 pointer2)
- void **pinchStop** ()
- boolean **getJumpButtonHudPressed** ()
- void **setJumpButtonIsPressedFalse** ()
- void **remove\_PowerButton\_Green\_Add\_PowerButton\_Blue** ()
- void **remove\_PowerButton\_Blue\_Add\_PowerButton\_Green** ()
- void **render** (float delta)
- void **show** ()
- void **hide** ()
- Stage **getStage** ()
- void **resize** (int width, int height)
- void **dispose** ()
- float **getKnobPXLeft** ()
- float **getKnobPYLeft** ()

## Package Attributes

- OrthographicCamera **cam**

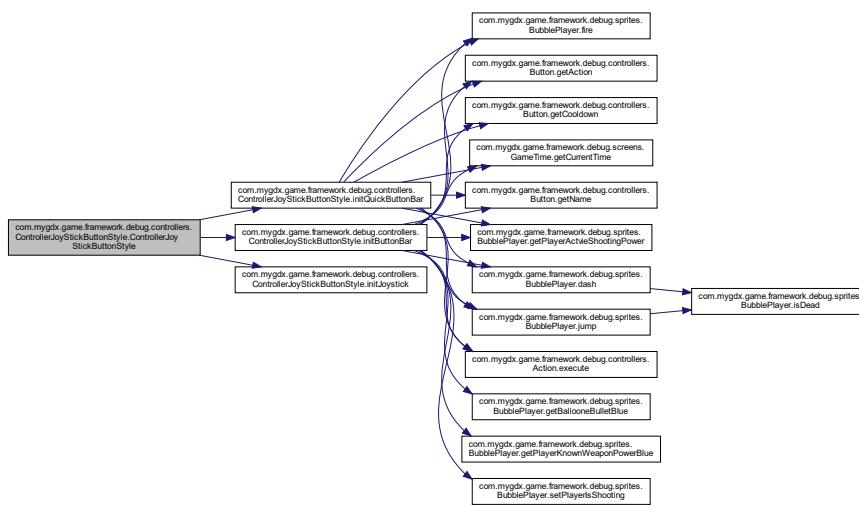
## Private Attributes

- boolean **gameMapShow** = false
- Map< Button, SpellBarImageButton > **spellBarButtons**
- Map< Button, QuickSpellBarImageButton > **quickBarButtons**
- boolean **power\_Change\_from\_green\_pressed** = false
- boolean **power\_Change\_from\_blue\_pressed** = false
- Touchpad **touchpad**
- TouchpadStyle **touchpadStyle**
- Skin **touchpadSkin**
- Drawable **touchBackground**
- Drawable **touchKnob**
- Viewport **viewport**
- Stage **stage**
- Game **game**
- boolean **fireButton**
- boolean **jumpButton**
- BubblePlayer **player**
- int **MAX\_SLOTS** = 10
- String **message** = ""
- ArrayList< Button > **button\_list**
- ArrayList< Button > **quick\_Button\_list**
- TextureAtlas **textureAtlas**
- boolean **jumpButtonIsPressed**
- FloatingText **floatingText**
- MapProperties **mapProps**
- int **mapLevelWidth**
- int **mapLevelHeight**

### 2.18.1 Constructor & Destructor Documentation

```
2.18.1.1 ControllerJoyStickButtonStyle() com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.ControllerJoyStickButtonStyle (
    NameGame gameName,
    ArrayList< Button > from_PlayScreen_button_list,
    ArrayList< Button > from_PlayScreen_quickButton_list,
    BubblePlayer p,
    com.badlogic.gdx.maps.Map map )
```

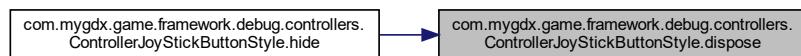
Here is the call graph for this function:



### 2.18.2 Member Function Documentation

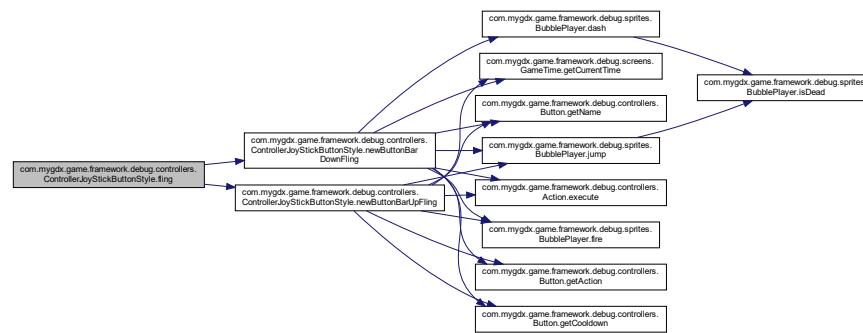
```
2.18.2.1 dispose() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.dispose ( )
```

Here is the caller graph for this function:



```
2.18.2.2 fling() boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.fling (
    float velocityX,
    float velocityY,
    int button )
```

Here is the call graph for this function:



**2.18.2.3 getControllerJoyStickStyleStage()** Stage com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getControllerJoyStickStyleStage ( )

**2.18.2.4 getGameMapShow()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getGameMapShow ( )

**2.18.2.5 getJumpButtonHudPressed()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getJumpButtonHudPressed ( )

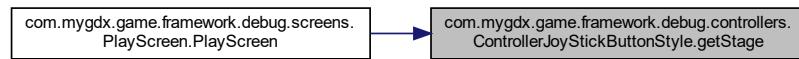
**2.18.2.6 getKnobPXLeft()** float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getKnobPXLeft ( )

**2.18.2.7 getKnobPYLeft()** float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getKnobPYLeft ( )

**2.18.2.8 getMessage()** String com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getMessage ( )

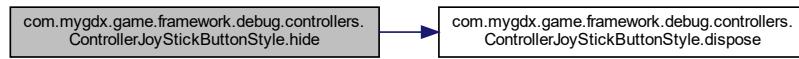
**2.18.2.9 getStage()** Stage com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.getStage ( )

Here is the caller graph for this function:



**2.18.2.10 hide()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.hide ( )

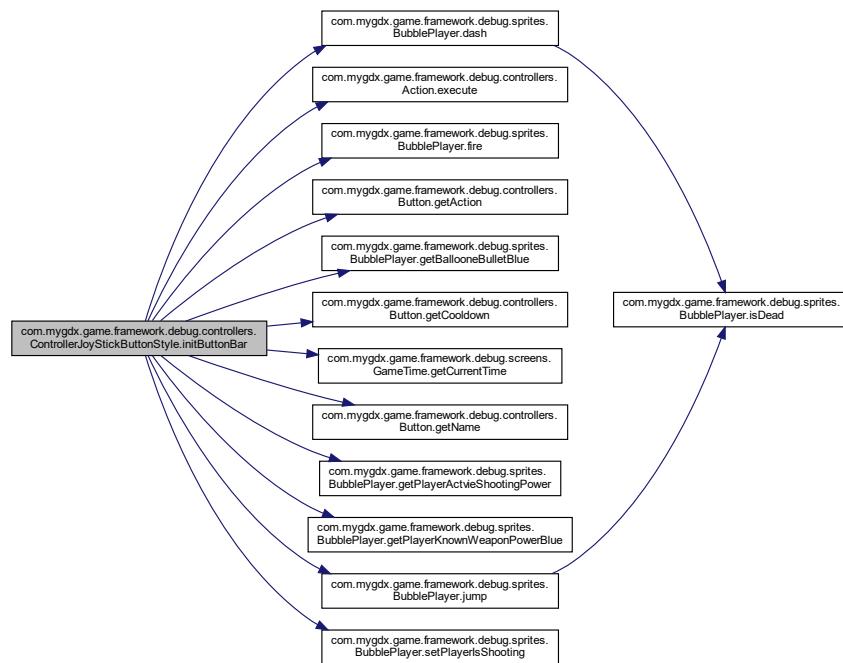
Here is the call graph for this function:



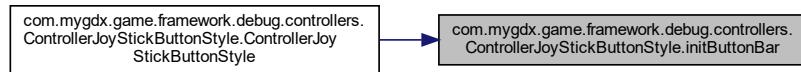
**2.18.2.11 hideGameMapShow()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.hideGameMapShow ( )

**2.18.2.12 initButtonBar()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.initButtonBar ( )

Here is the call graph for this function:



Here is the caller graph for this function:

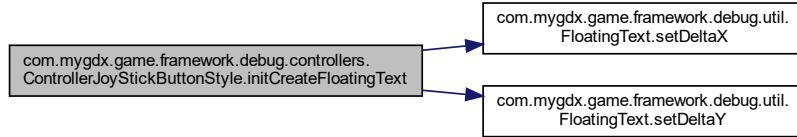


**2.18.2.13 initCreateFloatingText()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.initCreateFloatingText (

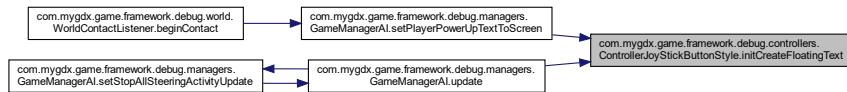
```

String text,
float posX,
float posY,
float deltaX,
float deltaY )
  
```

Here is the call graph for this function:

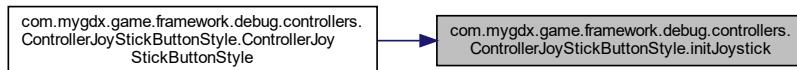


Here is the caller graph for this function:



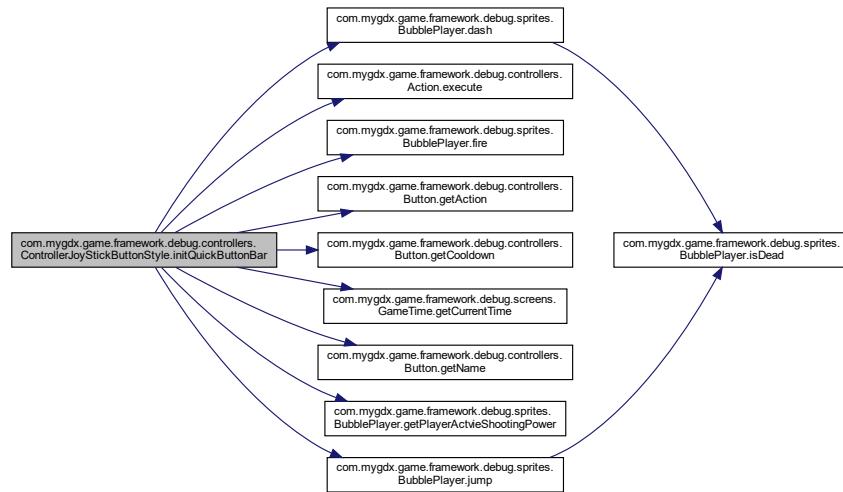
**2.18.2.14 initJoystick()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.initJoystick ( )

Here is the caller graph for this function:

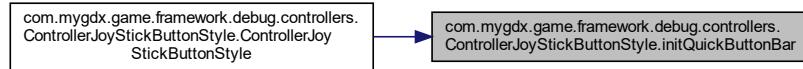


**2.18.2.15 initQuickButtonBar()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.initQuickButtonBar ( )

Here is the call graph for this function:



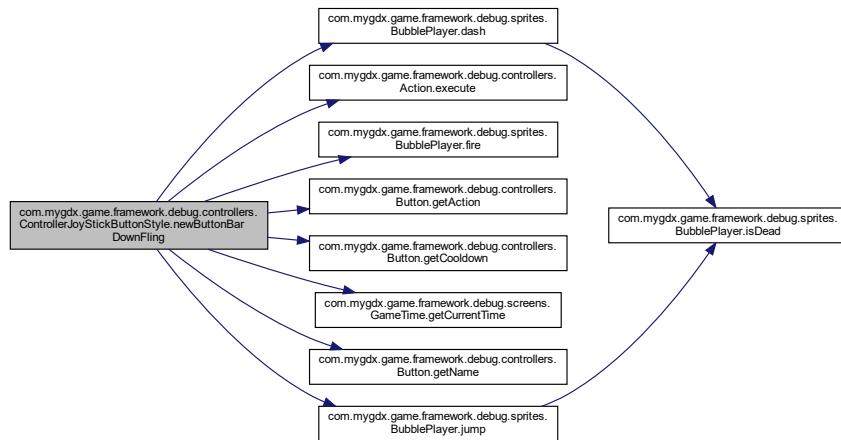
Here is the caller graph for this function:



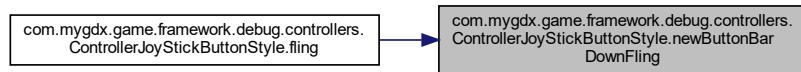
**2.18.2.16 longPress()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.longPress ( float x, float y )

**2.18.2.17 newButtonBarDownFling()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.newButtonBarDownFling ( )

Here is the call graph for this function:

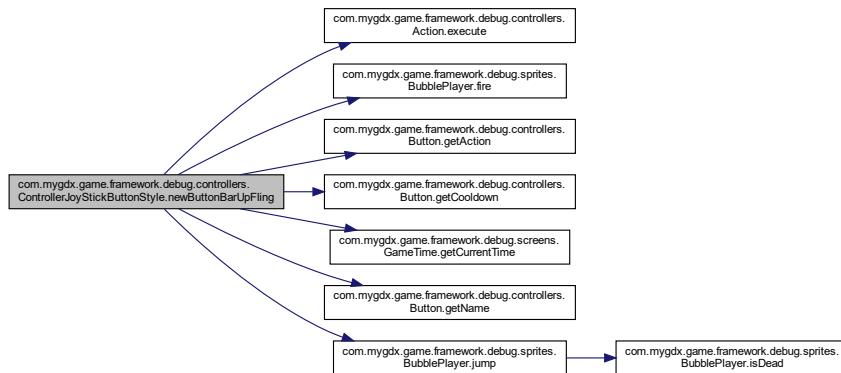


Here is the caller graph for this function:

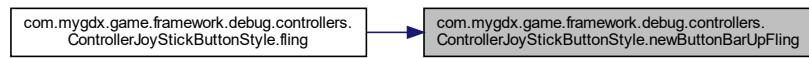


**2.18.2.18 newButtonBarUpFling()** void com.badlogic.gdx.game.framework.debug.controllers.Controller<→ JoyStickButtonStyle.newButtonBarUpFling ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.18.2.19 pan()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.pan ( float x, float y, float deltaX, float deltaY )

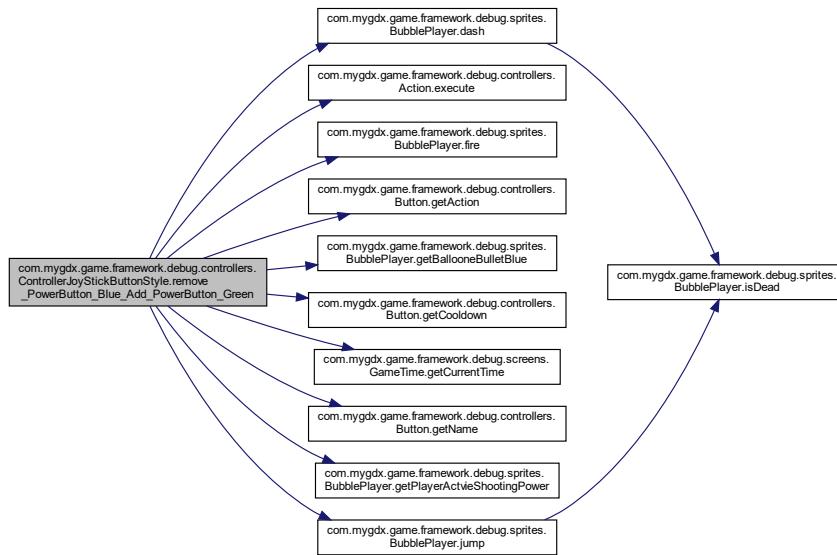
**2.18.2.20 panStop()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.panStop ( float x, float y, int pointer, int button )

**2.18.2.21 pinch()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.pinch ( Vector2 initialPointer1, Vector2 initialPointer2, Vector2 pointer1, Vector2 pointer2 )

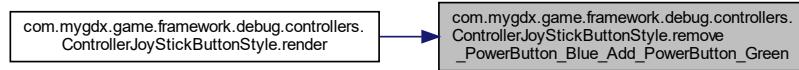
**2.18.2.22 pinchStop()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.pinchStop ( )

```
2.18.2.23 remove_PowerButton_Blue_Add_PowerButton_Green() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.remove_PowerButton_Blue_Add_PowerButton_Green()
```

Here is the call graph for this function:

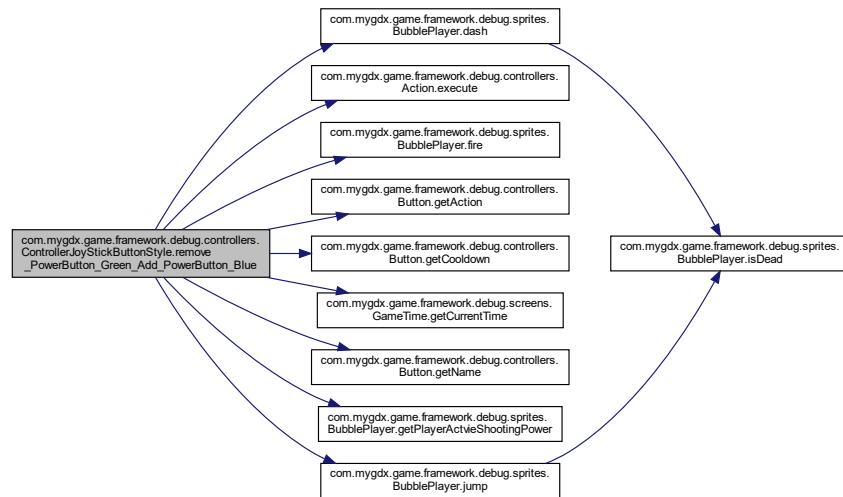


Here is the caller graph for this function:

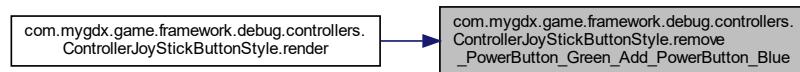


```
2.18.2.24 remove_PowerButton_Green_Add_PowerButton_Blue() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.remove_PowerButton_Green_Add_PowerButton_Blue()
```

Here is the call graph for this function:

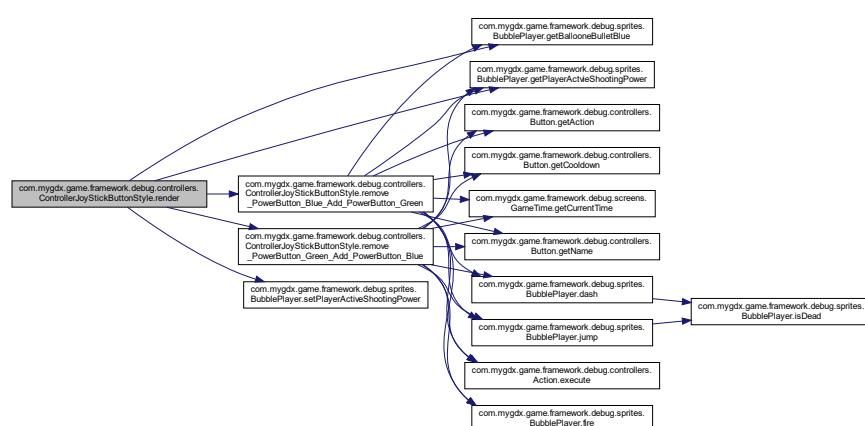


Here is the caller graph for this function:



```
2.18.2.25 render() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.render (
    float delta )
```

Here is the call graph for this function:



```
2.18.2.26 resize() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.resize ( int width, int height )
```

```
2.18.2.27 setJumpButtonIsPressedFalse() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.setJumpButtonIsPressedFalse ( )
```

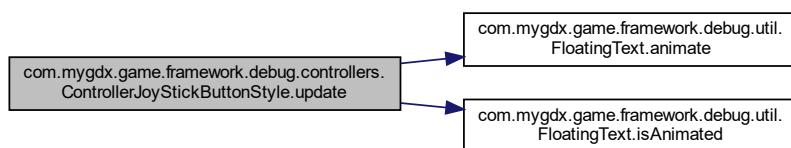
```
2.18.2.28 show() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.show ( )
```

```
2.18.2.29 tap() boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.tap ( float x, float y, int count, int button )
```

```
2.18.2.30 touchDown() boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchDown ( float x, float y, int pointer, int button )
```

```
2.18.2.31 update() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.update ( )
```

Here is the call graph for this function:



**2.18.2.32 zoom()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.zoom ( float initialDistance, float distance )

### 2.18.3 Member Data Documentation

**2.18.3.1 button\_list** ArrayList< **Button**> com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.button\_list [private]

**2.18.3.2 cam** OrthographicCamera com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.cam [package]

**2.18.3.3 fireButton** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.fireButton [private]

**2.18.3.4 floatingText** **FloatingText** com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.floatingText [private]

**2.18.3.5 game** Game com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.game [private]

**2.18.3.6 gameMapShow** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.gameMapShow = false [private]

**2.18.3.7 jumpButton** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.jumpButton [private]

**2.18.3.8 jumpButtonIsPressed** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.jumpButtonIsPressed [private]

**2.18.3.9 mapLevelHeight** int com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
ButtonStyle.mapLevelHeight [private]

**2.18.3.10 mapLevelWidth** int com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
ButtonStyle.mapLevelWidth [private]

**2.18.3.11 mapProps** MapProperties com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
StickButtonStyle.mapProps [private]

**2.18.3.12 MAX\_SLOTS** int com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
ButtonStyle.MAX\_SLOTS = 10 [private]

**2.18.3.13 message** String com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
ButtonStyle.message = "" [private]

**2.18.3.14 player** BubblePlayer com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
ButtonStyle.player [private]

**2.18.3.15 power\_Change\_from\_blue\_pressed** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
StickButtonStyle.power\_Change\_from\_blue\_pressed = false [private]

**2.18.3.16 power\_Change\_from\_green\_pressed** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
StickButtonStyle.power\_Change\_from\_green\_pressed = false [private]

**2.18.3.17 quick\_Button\_list** ArrayList< Button > com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
StickButtonStyle.quick\_Button\_list [private]

**2.18.3.18 quickBarButtons** Map< Button, QuickSpellBarImageButton > com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick→  
StickButtonStyle.quickBarButtons [private]

**2.18.3.19 spellBarButtons** Map< **Button**, **SpellBarImageButton**> com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.spellBarButtons [private]

**2.18.3.20 stage** Stage com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.stage [private]

**2.18.3.21 textureAtlas** TextureAtlas com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.textureAtlas [private]

**2.18.3.22 touchBackground** Drawable com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchBackground [private]

**2.18.3.23 touchKnob** Drawable com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchKnob [private]

**2.18.3.24 touchpad** Touchpad com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchpad [private]

**2.18.3.25 touchpadSkin** Skin com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchpadSkin [private]

**2.18.3.26 touchpadStyle** TouchpadStyle com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.touchpadStyle [private]

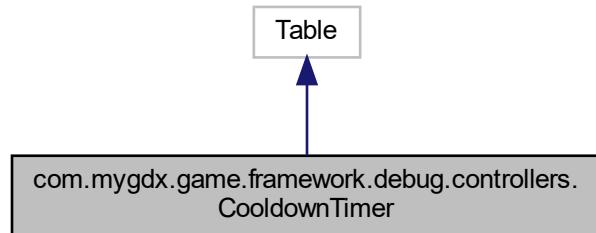
**2.18.3.27 viewport** Viewport com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.viewport [private]

The documentation for this class was generated from the following file:

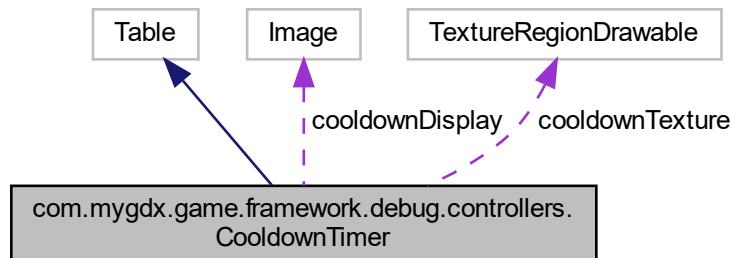
- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **ControllerJoyStickButtonStyle.java**

## 2.19 com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer:



### Public Member Functions

- **CooldownTimer** (boolean **clockwise**, float width, float height)
- void **update** (float remainingPercentage)

### Private Member Functions

- TextureRegionDrawable **cooldownTimer** (float remainingPercentage)
- float **calculateAngle** (float remainingPercentage)
- int **calculateSegments** (float angle)

### Private Attributes

- final boolean **clockwise**
- Image **cooldownDisplay**
- TextureRegionDrawable **cooldownTexture**

## Static Private Attributes

- static final float **START\_ANGLE** = 90
- static final float **ALPHA** = 0.5f
- static final int **SCALE\_FACTOR** = 4

### 2.19.1 Detailed Description

Representation of the circular cooldown optimized for spell bar component.

#### Author

serhiy

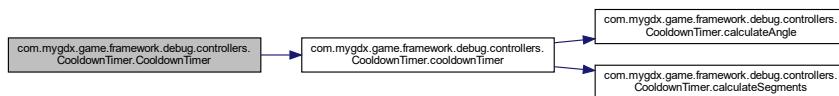
### 2.19.2 Constructor & Destructor Documentation

```
2.19.2.1 CooldownTimer() com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer<-->
Timer (
    boolean clockwise,
    float width,
    float height )
```

#### Parameters

<i>clockwise</i>	determines the rotation side of the cooldown timer.
<i>width</i>	determines the width of the cooldown representation.
<i>height</i>	determines the height of the cooldown representation.

Here is the call graph for this function:



### 2.19.3 Member Function Documentation

```
2.19.3.1 calculateAngle() float com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.<-->
calculateAngle (
    float remainingPercentage ) [private]
```

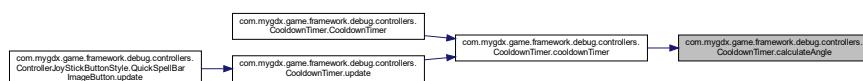
**Parameters**

<i>remainingPercentage</i>	to calculate angle.
----------------------------	---------------------

**Returns**

the angle of the arc which needs to be displayed according to the provided parameters.

Here is the caller graph for this function:



**2.19.3.2 calculateSegments()** int com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.calculateSegments ( float angle ) [private]

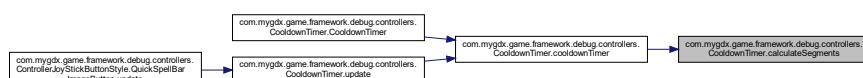
**Parameters**

<i>angle</i>	to determine the number of segments required for displaying an arc.
--------------	---

**Returns**

the number of the segments according to the provided arguments.

Here is the caller graph for this function:



**2.19.3.3 cooldownTimer()** TextureRegionDrawable com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.cooldownTimer ( float remainingPercentage ) [private]

Creates a **TextureRegionDrawable** (p. ??) which represents the remaining time for cooldown to be completed. Two **Pixmap** (p. ??)s are required, since the first one is drawing the large circular cooldown indicator, while the second one is used to clip the area which fits respective spell bar button.

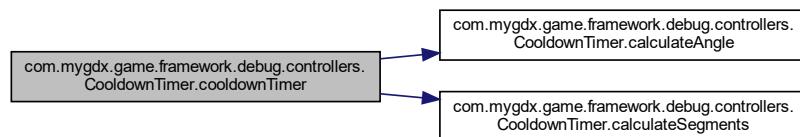
### Parameters

<i>remainingPercentage</i>	for calculating and creating a representation of remaining cooldown.
----------------------------	--

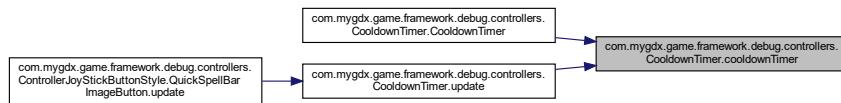
### Returns

**TextureRegionDrawable** (p. ??) which represents the remaining time for cooldown.

Here is the call graph for this function:



Here is the caller graph for this function:

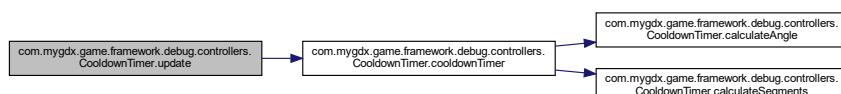


**2.19.3.4 update()** void com.badlogic.gdx.framework.debug.controllers.CooldownTimer.update ( float *remainingPercentage* )

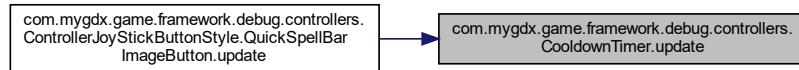
### Parameters

<i>remainingPercentage</i>	to be rendered by cooldown timer.
----------------------------	-----------------------------------

Here is the call graph for this function:



Here is the caller graph for this function:



## 2.19.4 Member Data Documentation

**2.19.4.1 ALPHA** final float com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.ALPHA = 0.5f [static], [private]

**2.19.4.2 clockwise** final boolean com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.clockwise [private]

**2.19.4.3 cooldownDisplay** Image com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.cooldownDisplay [private]

**2.19.4.4 cooldownTexture** TextureRegionDrawable com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.cooldownTexture [private]

**2.19.4.5 SCALE\_FACTOR** final int com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.SCALE\_FACTOR = 4 [static], [private]

**2.19.4.6 START\_ANGLE** final float com.badlogic.gdx.game.framework.debug.controllers.CooldownTimer.START\_ANGLE = 90 [static], [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **CooldownTimer.java**

## 2.20 com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.DoorState Enum Reference

### Public Attributes

- OPEN
- CLOSE

#### 2.20.1 Member Data Documentation

**2.20.1.1 CLOSE** com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.DoorState.CLOSE

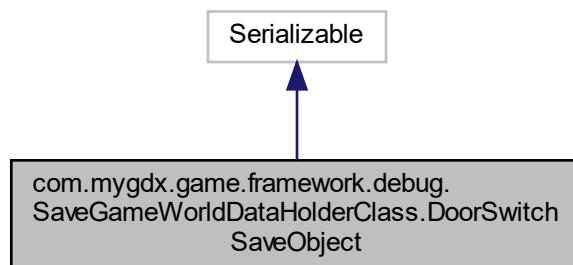
**2.20.1.2 OPEN** com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.DoorState.OPEN

The documentation for this enum was generated from the following file:

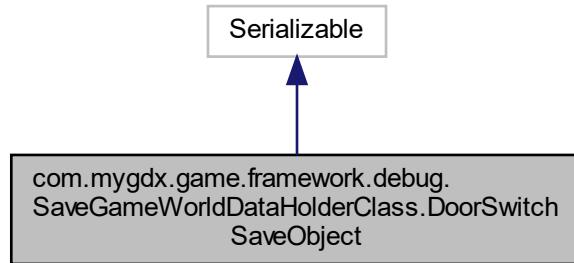
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObstacles/**ObstacleDoor.java**

## 2.21 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitch ← SaveObject:



### Public Member Functions

- **DoorSwitchSaveObject** (String world, String level, String id, String doorStatus, String key)
- String **getDoorSwitchInnWorld** ()
- String **getDoorSwitchInnLevel** ()
- String **getDoorSwitchId** ()
- String **getKeyDoorStatus** ()
- String **getKeyTypeNeeded** ()

### Package Attributes

- String **doorInnWorld**
- String **doorInnLevel**
- String **switchDoorID**
- String **keyDoorStatus**
- String **keyTypeNeeded**

#### 2.21.1 Detailed Description

Switch Door Class

#### 2.21.2 Constructor & Destructor Documentation

**2.21.2.1 DoorSwitchSaveObject()** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
 DoorSwitchSaveObject.DoorSwitchSaveObject (

```

      String world,
      String level,
      String id,
      String doorStatus,
      String key )
  
```

Door is in this World ->> Level.

### 2.21.3 Member Function Documentation

**2.21.3.1 getDoorSwitchId()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.getDoorSwitchId ( )

**2.21.3.2 getDoorSwitchInnLevel()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.getDoorSwitchInnLevel ( )

**2.21.3.3 getDoorSwitchInnWorld()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.getDoorSwitchInnWorld ( )

**2.21.3.4 getKeyDoorStatus()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.getKeyDoorStatus ( )

**2.21.3.5 getKeyTypeNeeded()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.getKeyTypeNeeded ( )

### 2.21.4 Member Data Documentation

**2.21.4.1 doorInnLevel** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.doorInnLevel [package]

**2.21.4.2 doorInnWorld** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.doorInnWorld [package]

**2.21.4.3 keyDoorStatus** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject.keyDoorStatus [package]

**2.21.4.4 keyTypeNeeded** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
DoorSwitchSaveObject.keyTypeNeeded [package]

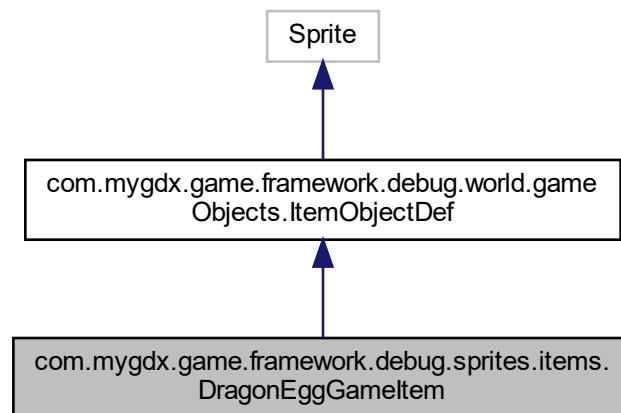
**2.21.4.5 switchDoorID** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
DoorSwitchSaveObject.switchDoorID [package]

The documentation for this class was generated from the following file:

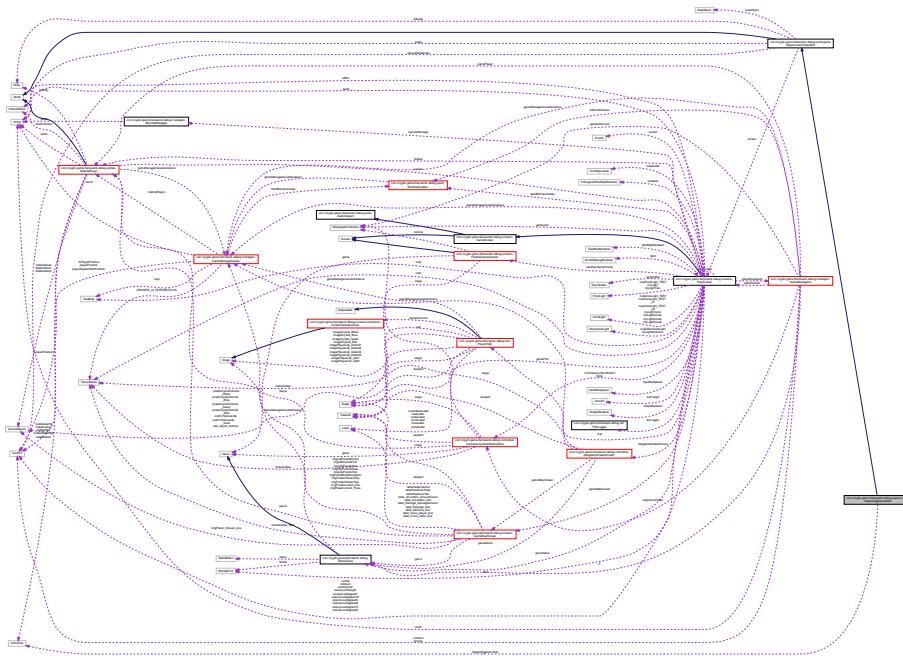
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **SaveGameWorldDataHolderClass.java**

## 2.22 com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGamelItem Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGamelItem:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGamelitem:



## Public Member Functions

- `DragonEggGamelitem ( PlayScreen screen, float x, float y, MapObject object, int id, String color)`
- `DragonEggGamelitem ( PlayScreen screen, float x, float y, String name, int id, String col)`
- `String getObjectIdentity ()`
- `void update (float dt)`
- `void setEnemyHitGround ()`
- `void setToDestroy ()`
- `String getEggColor ()`
- `int getObjectID ()`
- `void draw (Batch batch)`

## Public Attributes

- `boolean setToDestroy`

## Protected Member Functions

- `void defineItemObjectHitFloor ()`
- `void defineItemObject ()`

## Private Member Functions

- `void setLinearImpulseAtSpawnTime ()`

## Private Attributes

- String **objectIdentity**
- Array< TextureRegion > **textureFrames**
- Animation **dragonEggAnimation**
- int **happenOnTime**
- float **stateTime**
- boolean **destroyed**
- int **enemyDeadOrMapSpawnID**
- boolean **drawItemBool**
- boolean **itemObjectOnGround**
- boolean **time\_to\_defineHit\_Floor**
- String **eggColor**

## Additional Inherited Members

### 2.22.1 Constructor & Destructor Documentation

#### 2.22.1.1 DragonEggGameItem() [1/2] com.badlogic.gdx.framework.debug.sprites.items.DragonEggGameItem.DragonEggGameItem (

```
    PlayScreen screen,
    float x,
    float y,
    MapObject object,
    int id,
    String color )
```

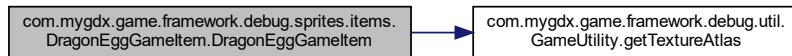
Here is the call graph for this function:



#### 2.22.1.2 DragonEggGameItem() [2/2] com.badlogic.gdx.framework.debug.sprites.items.DragonEggGameItem.DragonEggGameItem (

```
    PlayScreen screen,
    float x,
    float y,
    String name,
    int id,
    String col )
```

Here is the call graph for this function:



## 2.22.2 Member Function Documentation

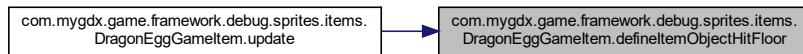
**2.22.2.1 defineItemObject()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.defineItemObject ( ) [protected]

testing !!! with ground and wall

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.22.2.2 defineItemObjectHitFloor()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.defineItemObjectHitFloor ( ) [protected]

testing !!! with ground and wallHere is the caller graph for this function:



**2.22.2.3 draw()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.draw ( Batch batch )

**2.22.2.4 getEggColor()** String com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.getEggColor ( )

**2.22.2.5 getObjectID()** int com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.22.2.6 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.22.2.7 setEnemyHitGround()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.setEnemyHitGround ( )

**2.22.2.8 setLinearImpulseAtSpawnTime()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.setLinearImpulseAtSpawnTime ( ) [private]

**2.22.2.9 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.setToDestroy ( )

**2.22.2.10 update()** void com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

Here is the call graph for this function:



### 2.22.3 Member Data Documentation

**2.22.3.1 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.destroyed [private]

**2.22.3.2 dragonEggAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.dragonEggAnimation [private]

**2.22.3.3 drawItemBool** boolean com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.drawItemBool [private]

**2.22.3.4 eggColor** String com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.eggColor [private]

**2.22.3.5 enemyDeadOrMapSpawnID** int com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.enemyDeadOrMapSpawnID [private]

**2.22.3.6 happenOnTime** int com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.happenOnTime [private]

**2.22.3.7 itemObjectOnGround** boolean com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.itemObjectOnGround [private]

**2.22.3.8 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.objectIdentity [private]

**2.22.3.9 setToDelete** boolean com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.setToDelete

**2.22.3.10 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.stateTime [private]

**2.22.3.11 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.textureFrames [private]

**2.22.3.12 time\_to\_defineHit\_Floor** boolean com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem.time\_to\_defineHit\_Floor [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **DragonEggGameItem.java**

## 2.23 com.badlogic.gdx.game.framework.debug.util.DrawerPauseScreenUtils Class Reference

### Static Public Member Functions

- static void **addListeners** (EventListener listener, Actor... actors)
- static Drawable **getTintedDrawable** (TextureAtlas.AtlasRegion region, Color color)

#### 2.23.1 Detailed Description

Move this to Utility.java One Utility... or with in GameManager !!! Refactoring later

#### 2.23.2 Member Function Documentation

**2.23.2.1 addListeners()** static void com.badlogic.gdx.game.framework.debug.util.DrawerPauseScreenUtils.addListeners ( EventListener listener, Actor... actors ) [static]

Here is the caller graph for this function:



**2.23.2.2 getTintedDrawable()** static Drawable com.badlogic.gdx.game.framework.debug.util.DrawerPauseScreenUtils.getTintedDrawable ( TextureAtlas.AtlasRegion region, Color color ) [static]

Here is the caller graph for this function:

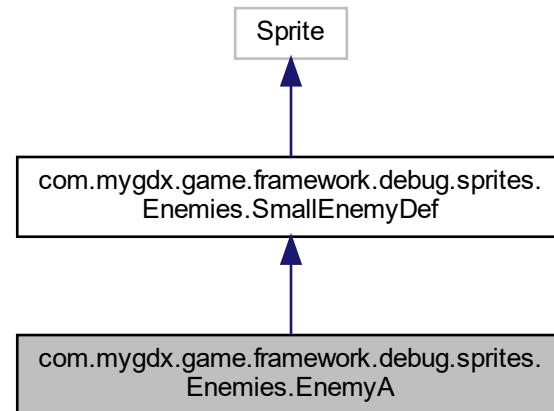


The documentation for this class was generated from the following file:

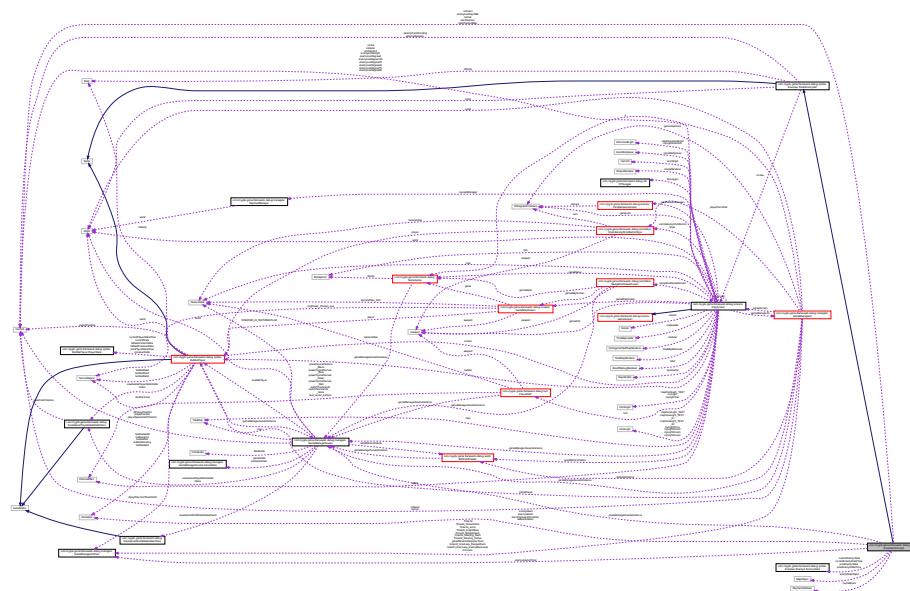
- BubbleDragon/core/src/com/mygdx/game/framework/debug/util/ **DrawerPauseScreenUtils.java**

## 2.24 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA:



### Classes

- enum **EnemyState**

## Public Member Functions

- **EnemyA** (`PlayScreen screen`, float x, float y, `MapObject` object, `GameManagerAssets` instance)
- `Vector2 getEnemyLosRayONE ()`
- `Vector2 getEnemyCollision ()`
- `Vector2 getEnemyNormal ()`
- `Vector2 getEnemyStartMapPosition ()`
- `int getEnemyID ()`
- `String getSpawnItemType ()`
- `String getSpawnItemTypeActive ()`
- `void setSpawnItemTypeActiveFalse (String value)`
- `boolean getEnemyFaceDirection ()`
- `void setNewEnemyIDisDeadSpawnItem (int value)`
- `StateMachine< EnemyA, EnemyAState > getStateMachine ()`
- `void update (float dt)`
- `void setEnemyToJump (boolean direction)`
- `void hitWithBullet ( BalloneBullet bullet)`
- `void hitWithBullet (String bulletColor)`
- `void enemyIsHitByPlayerPower (String balloneBullet)`
- `void die ()`
- `void setIsDead (boolean status)`
- `boolean isDead ()`
- `void setIsHit (boolean status)`
- `boolean isHit ()`
- `void enemyActionHover (float dt)`
- `TextureRegion getFrame (float dt)`
- `EnemyState getState ()`
- `void draw (Batch batch)`
- `void hitByEnemy ( SmallEnemyDef smallEnemyDef)`
- `void setEnemyState ( EnemyState state)`
- `EnemyState getEnemyState ()`
- `boolean getIsDestroyed ()`
- `void setdeath_Gapich_Timer_Active ()`
- `void setToDestroyed ()`
- `boolean getIsSetToDestroy ()`
- `Boolean getIsRunningRight ()`
- `void setIsRunningRight (boolean value)`
- `void setLinearVelocity ()`
- `EnemyState getpreEnemyState ()`
- `PlayScreen getEnemyPlayScreen ()`
- `MapObject getEnemyMapObject ()`
- `void setEnemyHitGround ()`
- `void setEnemyLeftGround ()`
- `boolean getEnemyGroundBool ()`
- `void setEnemyHitWall ()`
- `void setEnemyLeftWall ()`
- `boolean getEnemyWallBool ()`
- `void closeAttack ( SmallEnemyDef smallEnemyDef)`
- `void rangeAttack ( SmallEnemyDef smallEnemyDef)`
- `void rangeAttackFrenzy ( SmallEnemyDef smallEnemyDef, boolean right)`
- `void seekerAttack ( SmallEnemyDef smallEnemyDef)`
- `void frenzyAttack ( SmallEnemyDef smallEnemyDef, float seed)`
- `void closeAttackEnd ( SmallEnemyDef smallEnemyDef)`

### Protected Member Functions

- void **defineEnemy** ()

### Package Attributes

- float **angle**
- Vector2 **collision** = new Vector2()
- Vector2 **normal** = new Vector2()
- float **dist**
- Vector2 **enemyLosRayONE** = new Vector2()
- float **x1** =0f
- float **y1** =0f
- float **x2** =0f
- float **y2** =0f
- float **xProduct** = 0
- float **yProduct** = 0
- boolean **losOnPlayer** = false
- RayCastCallback **rayCallback**
- float **walkingTimeRight** =0
- float **walkingTimeLeft** =0
- float **destroyTime** = 0
- float **flytimerUp** = 0
- float **flytimerDown** = 0
- float **jumpTimer** = 0
- float **hitTimer** = 0
- int **jump** = 0

### Private Attributes

- StateMachine< **EnemyA**, **EnemyAState** > **stateMachine**
- float **stateTime**
- Animation **walkAnimation**
- Animation **standingGuardAnimation**
- Animation **enemyGetHit**
- Animation **enemyDead**
- Array< TextureRegion > **frames**
- float **gravityFallingHard**
- boolean **setToDestroy**
- boolean **destroyed**
- boolean **runningRight**
- boolean **enemyIsDead**
- boolean **enemyIsHit**
- int **enemyLife**
- float **enemyStateTimer**
- EnemyState **currentEnemyState**
- EnemyState **prevEnemyState**
- EnemyState **currentEnemyStateTime**
- EnemyState **prevEnemyStateTime**
- int **enemyID**
- String **spawnItemType**
- String **spawnItemTypeActive**
- Vector2 **startPositionMap**

- **GameManagerAITimer** `enemyAJumpTimer`
- float `getDestroyedTimer`
- Vector2 `startPosition`
- MapObject `enemyMapObject`
- boolean `enemyOnGround`
- boolean `enemyHitWall`
- **GameManagerAssets** `gameManagerAssetsInstance`
- float `gravityTimer`
- float `death_Grapich_Timer` = 0
- boolean `death_Gapich_Timer_Activate` = false

## Additional Inherited Members

### 2.24.1 Constructor & Destructor Documentation

**2.24.1.1 EnemyA()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyA (

```
PlayScreen screen,
float x,
float y,
MapObject object,
GameManagerAssets instance )
```

Here is the call graph for this function:



### 2.24.2 Member Function Documentation

**2.24.2.1 closeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.closeAttack (

```
SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.2 closeAttackEnd()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.closeAttackEnd (

```
SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

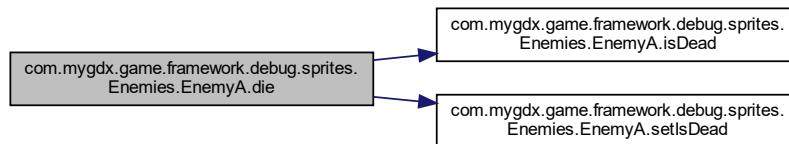
**2.24.2.3 defineEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.defineEnemy()  
() [protected]

testing !!! with ground and wall Changed Collision categoryBits with ground groupIndex As. ENEMY\_BIT with groupIndex the enemy collide with one and other... taken that away - see WorldContactListener

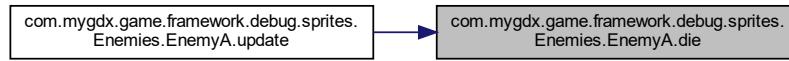
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.4 die()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.die()

Here is the call graph for this function:



Here is the caller graph for this function:

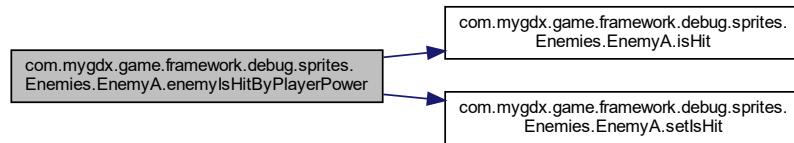


**2.24.2.5 draw()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.draw(Batch batch)

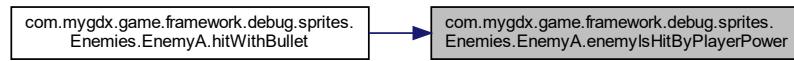
**2.24.2.6 enemyActionHover()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyActionHover(float dt)

```
2.24.2.7 enemyIsHitByPlayerPower() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyIsHitByPlayerPower (
    String balloneBullet )
```

Here is the call graph for this function:



Here is the caller graph for this function:



```
2.24.2.8 frenzyAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.frenzyAttack
(
    SmallEnemyDef smallEnemyDef,
    float seed )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

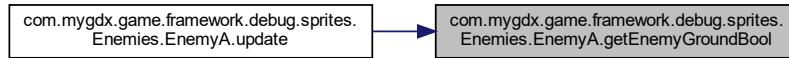
```
2.24.2.9 getEnemyCollision() Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyCollision ( )
```

```
2.24.2.10 getEnemyFaceDirection() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyFaceDirection ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.11 getEnemyGroundBool()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyGroundBool ( )

Here is the caller graph for this function:



**2.24.2.12 getEnemyID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.13 getEnemyLosRayONE()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyLosRayONE ( )

**2.24.2.14 getEnemyMapObject()** MapObject com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyMapObject ( )

**2.24.2.15 getEnemyNormal()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyNormal ( )

**2.24.2.16 getEnemyPlayScreen()** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyPlayScreen ( )

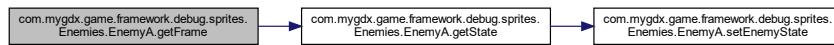
**2.24.2.17 getEnemyStartMapPosition()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyStartMapPosition ( )

**2.24.2.18 getEnemyState()** `EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyState ( )`

**2.24.2.19 getEnemyWallBool()** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getEnemyWallBool ( )`

**2.24.2.20 setFrame()** `TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setFrame ( Frame frame, float dt )`

Here is the call graph for this function:



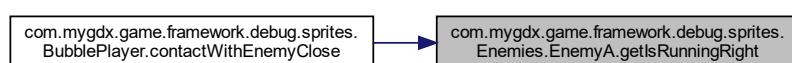
Here is the caller graph for this function:



**2.24.2.21 getsDestroyed()** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getIsDestroyed ( )`

**2.24.2.22 getsRunningRight()** `Boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getIsRunningRight ( )`

Here is the caller graph for this function:



**2.24.2.23 `getIsSetToDestroy()`** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getIsSetToDestroy ( )

**2.24.2.24 `getpreEnemyState()`** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getpreEnemyState ( )

**2.24.2.25 `getSpawnItemType()`** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getSpawnItemType ( )

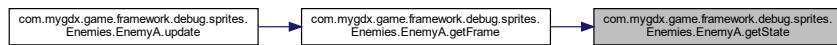
**2.24.2.26 `getSpawnItemTypeActive()`** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getSpawnItemTypeActive ( )

**2.24.2.27 `getState()`** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getState ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.24.2.28 `getStateMachine()`** StateMachine< EnemyA, EnemyAState > com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getStateMachine ( )

**2.24.2.29 hitByEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.hitByEnemy ( SmallEnemyDef smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

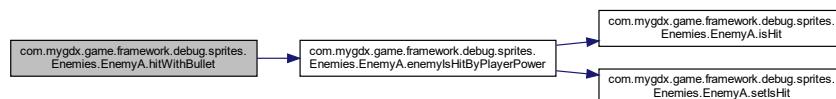
**2.24.2.30 hitWithBullet() [1/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.hitWithBullet ( BalloneBullet bullet )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.31 hitWithBullet() [2/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.hitWithBullet ( String bulletColor )

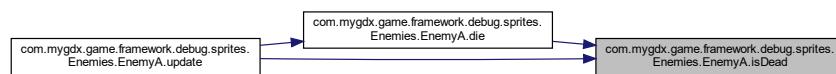
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

Here is the call graph for this function:



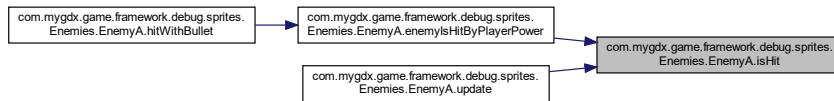
**2.24.2.32 isDead()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.isDead ( )

Here is the caller graph for this function:



**2.24.2.33 isHit()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.isHit ( )

Here is the caller graph for this function:

**2.24.2.34 rangeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.rangeAttack (  
    **SmallEnemyDef** smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.35 rangeAttackFrenzy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.rangeAttackFrenzy (  
    **SmallEnemyDef** smallEnemyDef,  
    boolean right )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.36 seekerAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.seekerAttack (  
    **SmallEnemyDef** smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.24.2.37 setdeath\_Gapich\_Timer\_Active()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setdeath\_Gapich\_Timer\_Active ( )**2.24.2.38 setEnemyHitGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setEnemyHitGround ( )

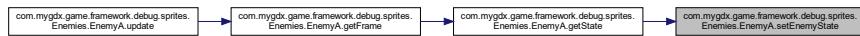
**2.24.2.39 setEnemyHitWall()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.set←  
EnemyHitWall ( )

**2.24.2.40 setEnemyLeftGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.←  
setEnemyLeftGround ( )

**2.24.2.41 setEnemyLeftWall()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.set←  
EnemyLeftWall ( )

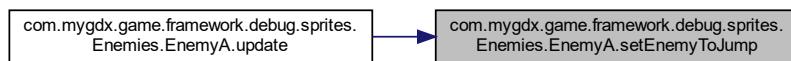
**2.24.2.42 setEnemyState()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.set←  
EnemyState (   
    **EnemyState state** )

Here is the caller graph for this function:



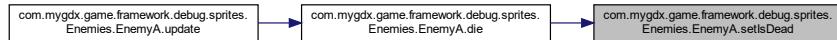
**2.24.2.43 setEnemyToJump()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.set←  
EnemyToJump (   
    boolean direction )

Here is the caller graph for this function:



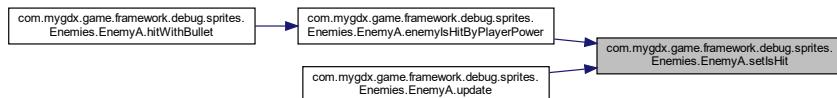
**2.24.2.44 setIsDead()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setIsDead ( boolean status )

Here is the caller graph for this function:



**2.24.2.45 setIsHit()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setIsHit ( boolean status )

Here is the caller graph for this function:



**2.24.2.46 setIsRunningRight()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setIsRunningRight ( boolean value )

**2.24.2.47 setLinearVelocity()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setLinearVelocity ( )

**2.24.2.48 setNewEnemyIDisDeadSpawnItem()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setNewEnemyIDisDeadSpawnItem ( int value )

updateAllSpawnLifeFromEnemy spawn item after death

**2.24.2.49 setSpawnItemTypeActiveFalse()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setSpawnItemTypeActiveFalse ( String value )

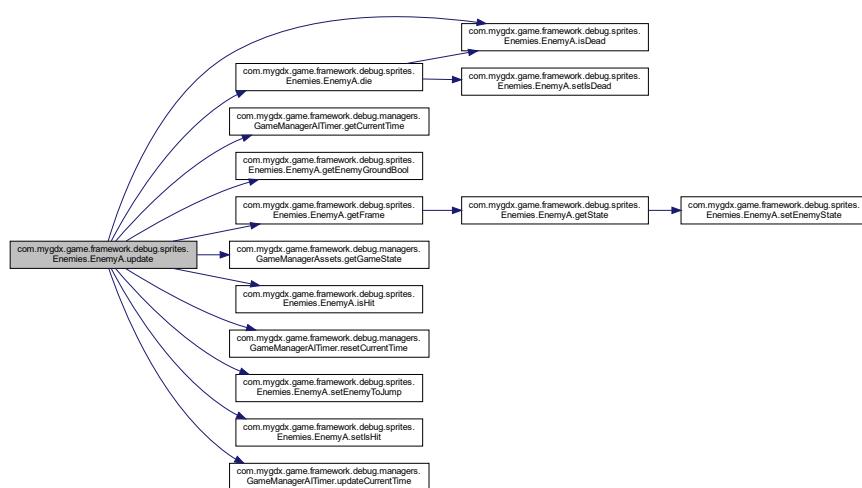
**2.24.2.50 `setToDestroyed()`** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setToDestroyed ( )

**2.24.2.51 `update()`** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.update ( float dt )

if enemy falls of the map set it to destroy

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

Here is the call graph for this function:



## 2.24.3 Member Data Documentation

**2.24.3.1 `angle`** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.angle [package]

**2.24.3.2 `collision`** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.collision = new Vector2 () [package]

**2.24.3.3 `currentEnemyState`** **EnemyState** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.currentEnemyState [private]

**2.24.3.4 currentEnemyStateTime** `EnemyState` com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.currentEnemyStateTime` [private]

**2.24.3.5 death\_Gapich\_Timer\_Activate** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.death_Gapich_Timer_Activate` = false [private]

**2.24.3.6 death\_Grapich\_Timer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.death_Grapich_Timer` = 0 [private]

**2.24.3.7 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.destroyed` [private]

**2.24.3.8 destroyTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.destroyTime` = 0 [package]

**2.24.3.9 dist** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.dist` [package]

**2.24.3.10 enemyAJumpTimer** `GameManagerAITimer` com.badlogic.gdx.game.framework.debug.sprites.`Enemies.EnemyA.enemyAJumpTimer` [private]

**2.24.3.11 enemyDead** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.enemyDead` [private]

**2.24.3.12 enemyGetHit** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.enemyGetHit` [private]

**2.24.3.13 enemyHitWall** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.`EnemyA.enemyHitWall` [private]

**2.24.3.14 enemyID** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyID [private]

**2.24.3.15 enemyIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyIsDead [private]

**2.24.3.16 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyIsHit [private]

**2.24.3.17 enemyLife** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyLife [private]

**2.24.3.18 enemyLosRayONE** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyLosRayONE = new Vector2() [package]

**2.24.3.19 enemyMapObject** MapObject com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyMapObject [private]

**2.24.3.20 enemyOnGround** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyOnGround [private]

**2.24.3.21 enemyStateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.enemyStateTimer [private]

**2.24.3.22 flytimerDown** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.flytimerDown = 0 [package]

**2.24.3.23 flytimerUp** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.flytimerUp = 0 [package]

**2.24.3.24 frames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.frames [private]

**2.24.3.25 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.gameManagerAssetsInstance [private]

**2.24.3.26 getDestroyedTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.getDestroyedTimer [private]

**2.24.3.27 gravityFallingHard** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.gravityFallingHard [private]

**2.24.3.28 gravityTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.gravityTimer [private]

**2.24.3.29 hitTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.hitTimer = 0 [package]

**2.24.3.30 jump** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.jump = 0 [package]

**2.24.3.31 jumpTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.jumpTimer = 0 [package]

**2.24.3.32 losOnPlayer** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.losOnPlayer = false [package]

**2.24.3.33 normal** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.normal = new Vector2() [package]

**2.24.3.34 prevEnemyState** `EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.←  
prevEnemyState [private]`

**2.24.3.35 prevEnemyStateTime** `EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
EnemyA.prevEnemyStateTime [private]`

**2.24.3.36 rayCallback** `RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.←  
rayCallback [package]`

**Initial value:**

```
= new RayCastCallback() {  
    @Override  
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {  
        if( fixture.getBody().getType() != BodyType.StaticBody ) {  
            dist = 1*fraction;  
            collision.set(point);  
            EnemyA.this.normal.set(normal).add(point);  
            if( fixture.getFilterData().categoryBits == 4 ) {  
                losOnPlayer = true;  
            } else {  
                losOnPlayer = false;  
            }  
        }  
        return -1;  
    }  
}
```

**2.24.3.37 runningRight** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.running←  
Right [private]`

**2.24.3.38 setToDelete** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.setToDelete←  
Destroy [private]`

**2.24.3.39 spawnItemType** `String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.spawn←  
ItemType [private]`

**2.24.3.40 spawnItemTypeActive** `String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.←  
spawnItemTypeActive [private]`

**2.24.3.41 standingGuardAnimation** `Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
EnemyA.standingGuardAnimation [private]`

**2.24.3.42 startPosition** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.startPosition [private]

**2.24.3.43 startPositionMap** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.startPositionMap [private]

**2.24.3.44 stateMachine** StateMachine<EnemyA, EnemyAState> com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.stateMachine [private]

**2.24.3.45 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.stateTime [private]

**2.24.3.46 walkAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.walkAnimation [private]

**2.24.3.47 walkingTimeLeft** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.walkingTimeLeft = 0 [package]

**2.24.3.48 walkingTimeRight** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.walkingTimeRight = 0 [package]

We really need a better AI

**2.24.3.49 x1** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.x1 = 0f [package]

**2.24.3.50 x2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.x2 = 0f [package]

**2.24.3.51 xProduct** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.xProduct = 0 [package]

**2.24.3.52 y1** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.y1 =0f [package]

**2.24.3.53 y2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.y2 =0f [package]

**2.24.3.54 yProduct** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.yProduct = 0 [package]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyA.java**

## 2.25 com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState Enum Reference

### Public Attributes

- **SET\_PREVIOUS\_STATE**
- **SET\_INACTIVE\_STATE**
- **FALLING**
- **GUARDING**
- **FOLLOWING**
- **FIGHTING\_CLOSE**
- **FIGHTING\_RANGE**
- **JUMPING**
- **HIT**
- **DEAD**

### 2.25.1 Member Data Documentation

**2.25.1.1 DEAD** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.DEAD

**2.25.1.2 FALLING** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.FALLING

**2.25.1.3 FIGHTING\_CLOSE** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.FIGHTING\_CLOSE

**2.25.1.4 FIGHTING\_RANGE** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.FIGHTING\_RANGE

**2.25.1.5 FOLLOWING** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.FOLLOWING

**2.25.1.6 GUARDING** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.GUARDING

**2.25.1.7 HIT** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.HIT

**2.25.1.8 JUMPING** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.JUMPING

**2.25.1.9 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.SET\_INACTIVE\_STATE

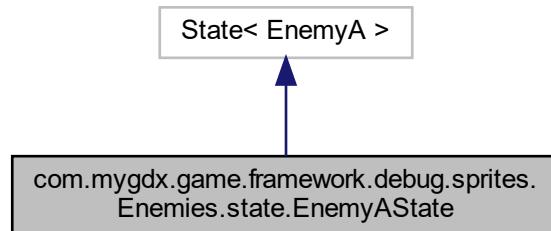
**2.25.1.10 SET\_PREVIOUS\_STATE** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState.SET\_PREVIOUS\_STATE

The documentation for this enum was generated from the following file:

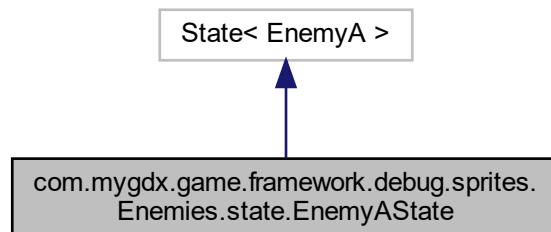
- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **GameManagerAI.java**

## 2.26 com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState Enum Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState:



### Public Member Functions

- boolean `onMessage ( EnemyA entity, Telegram telegram)`

### Public Attributes

- `DEFAULT_START_BEHAVIOR_OF_ENEMYA`
- `SEEK_OUT_PLAYER`

### Protected Member Functions

- void `talk ( EnemyA enemyA, String msg)`

## 2.26.1 Member Function Documentation

**2.26.1.1 onMessage()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState.onMessage ( EnemyA entity, Telegram telegram )

**2.26.1.2 talk()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState.talk ( EnemyA enemyA, String msg ) [protected]

## 2.26.2 Member Data Documentation

**2.26.2.1 DEFAULT\_START\_BEHAVIOR\_OF\_ENEMYA** com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState.DEFAULT\_START\_BEHAVIOR\_OF\_ENEMYA

**Initial value:**

```
=() {
    @Override
    public void enter (EnemyA enemyA) {

    }
    @Override
    public void update (EnemyA enemyA) {

    }
    @Override
    public void exit (EnemyA enemyA) {

    }
}
```

**2.26.2.2 SEEK\_OUT\_PLAYER** com.badlogic.gdx.game.framework.debug.sprites.Enemies.state.EnemyAState.SEEK\_OUT\_PLAYER

**Initial value:**

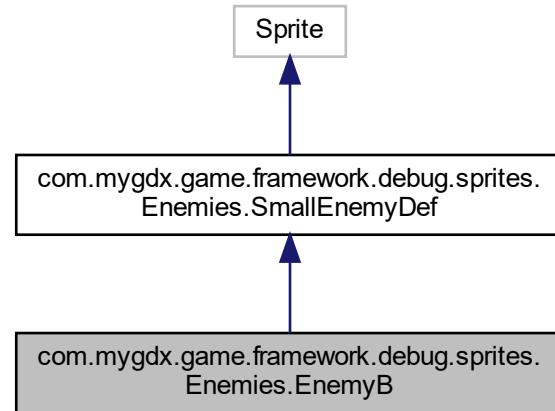
```
=() {
    @Override
    public void enter(EnemyA enemyA) {
    }
    @Override
    public void update(EnemyA enemyA) {
    }
    @Override
    public void exit(EnemyA enemyA) {
    }
}
```

The documentation for this enum was generated from the following file:

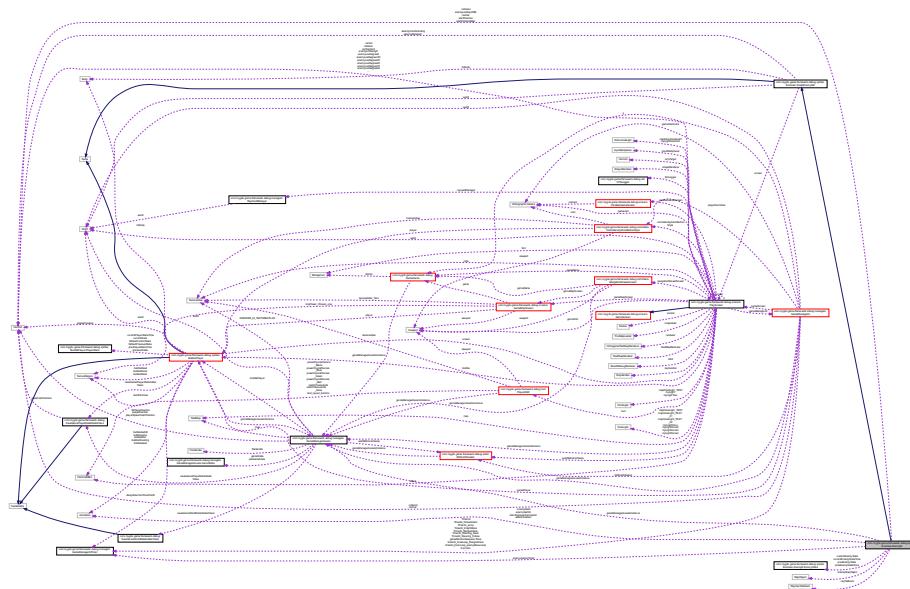
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/state/ **EnemyAState.java**

## 2.27 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB:



### Classes

- enum **EnemyState**

## Public Member Functions

- **EnemyB** (`PlayScreen screen`, float x, float y, `MapObject` object, `GameManagerAssets` instance)
- `Vector2 getEnemyLosRayONE()`
- `Vector2 getEnemyCollision()`
- `Vector2 getEnemyNormal()`
- `Vector2 getEnemyStartMapPosition()`
- `int getEnemyID()`
- `void fireEnemyBullet(int power)`
- `String getSpawnItemType()`
- `String getSpawnItemTypeActive()`
- `void setSpawnItemTypeActiveFalse(String value)`
- `boolean getEnemyFaceDirection()`
- `void setNewEnemyIDIsDeadSpawnItem(int value)`
- `void update(float dt)`
- `void updateEnemyFlying(float dt)`
- `void setEnemyToJump(boolean direction)`
- `boolean getEnemyHasSteeringStateBool()`
- `void setEnemyHasSteeringStateBool(boolean value)`
- `void setSwoopingActionFlyby(boolean value)`
- `void setSwoopingActionFlyByTargetH(float targheight)`
- `void swoopingFlyby()`
- `void reverseVelocity(boolean x, boolean y)`
- `void hitWithBullet(BalloneBullet bullet)`
- `void hitWithBullet(String bulletColor)`
- `void enemyIsHitByPlayerPower(String balloneBullet)`
- `void die()`
- `void setIsDead(boolean status)`
- `boolean isDead()`
- `void setIsHit(boolean status)`
- `boolean isHit()`
- `void enemyActionHover(float dt)`
- `TextureRegion getFrame(float dt)`
- `EnemyState getState()`
- `void draw(Batch batch)`
- `void hitByEnemy(SmallEnemyDef smallEnemyDef)`
- `void setEnemyState(EnemyState state)`
- `EnemyState getEnemyState()`
- `boolean getIsDestroyed()`
- `void setdeath_Gapich_Timer_Active()`
- `void setToDestroyed()`
- `boolean getIsSetToDestroy()`
- `Boolean getIsRunningRight()`
- `void setIsRunningRight(boolean value)`
- `void setLinearVelocity()`
- `EnemyState getpreEnemyState()`
- `PlayScreen getEnemyPlayScreen()`
- `MapObject getEnemyMapObject()`
- `void setEnemyHitGround()`
- `void setEnemyLeftGround()`
- `boolean getEnemyGroundBool()`
- `void setEnemyHitWall()`
- `void setEnemyLeftWall()`
- `boolean getEnemyWallBool()`
- `void setFlyingDirectionRight(boolean value)`

- void **setFlyingDirectionLeft** (boolean value)
- void **closeAttack** ( **SmallEnemyDef** smallEnemyDef)
- void **rangeAttack** ( **SmallEnemyDef** smallEnemyDef)
- void **rangeAttackFrenzy** ( **SmallEnemyDef** smallEnemyDef, boolean right)
- void **seekerAttack** ( **SmallEnemyDef** smallEnemyDef)
- void **frenzyAttack** ( **SmallEnemyDef** smallEnemyDef, float seed)
- void **closeAttackEnd** ( **SmallEnemyDef** smallEnemyDef)

### Protected Member Functions

- void **defineEnemy** ()

### Package Attributes

- float **angle**
- Vector2 **collision** = new Vector2()
- Vector2 **normal** = new Vector2()
- float **dist**
- Vector2 **enemyLosRayONE** = new Vector2()
- float **x1** =0f
- float **y1** =0f
- float **x2** =0f
- float **y2** =0f
- float **xProduct** = 0
- float **yProduct** = 0
- boolean **losOnPlayer** = false
- RayCastCallback **rayCallback**
- float **walkingTimeRight** =0
- float **walkingTimeLeft** =0
- float **destroyTime** = 0
- float **flytimerUp** = 0
- float **flytimerDown** = 0
- float **jumpTimer** = 0
- float **flybyTestTimer** = 0
- float **hitTimer** = 0
- int **jump** = 0

### Private Attributes

- float **stateTime**
- Animation **walkAnimation**
- Animation **standingGuardAnimation**
- Animation **enemyGetHit**
- Animation **enemyDead**
- Array< TextureRegion > **frames**
- float **gravityFallingHard**
- boolean **setToDestroy**
- boolean **destroyed**
- boolean **runningRight**
- boolean **enemyIsDead**
- boolean **enemyIsHit**
- int **enemyLife**

- float **enemyStateTimer**
- **EnemyState currentEnemyState**
- **EnemyState prevEnemyState**
- **EnemyState currentEnemyStateTime**
- **EnemyState prevEnemyStateTime**
- int **enemyID**
- String **spawnItemType**
- String **spawnItemTypeActive**
- Vector2 **startPositionMap**
- **GameManagerAITimer enemyAJumpTimer**
- float **getDestroyedTimer**
- Vector2 **startPosition**
- MapObject **enemyMapObject**
- boolean **enemyOnGround**
- boolean **enemyHitWall**
- **GameManagerAssets gameManagerAssetsInstance**
- float **actionFlyby\_Height**
- boolean **enemyHasSteeringStatBool**
- Array< **EnemyBullet** > **enemyBulletArray**
- float **gravityTimer**
- float **death\_Grapich\_Timer** = 0
- boolean **death\_Gapich\_Timer\_Activate** = false
- float **flyingUpTimer** = 0
- float **flyingDownTimer** = 0

## Additional Inherited Members

### 2.27.1 Constructor & Destructor Documentation

```
2.27.1.1 EnemyB() com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyB (  
    PlayScreen screen,  
    float x,  
    float y,  
    MapObject object,  
    GameManagerAssets instance )
```

Here is the call graph for this function:



### 2.27.2 Member Function Documentation

---

**2.27.2.1 closeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.closeAttack ( SmallEnemyDef smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.2 closeAttackEnd()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.closeAttackEnd ( SmallEnemyDef smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

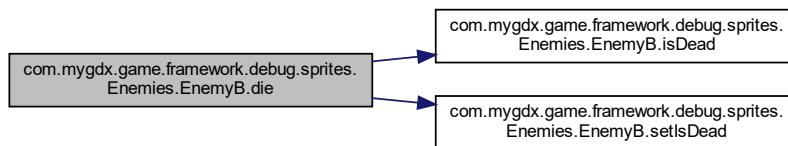
**2.27.2.3 defineEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.defineEnemy ( ) [protected]

testing !!! with ground and wall Changed Collision categoryBits with ground groupIndex As. ENEMY\_BIT with groupIndex the enemy collide with one and other... taken that away - see WorldContactListener

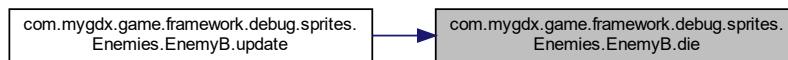
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.4 die()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.die ( )

Here is the call graph for this function:



Here is the caller graph for this function:

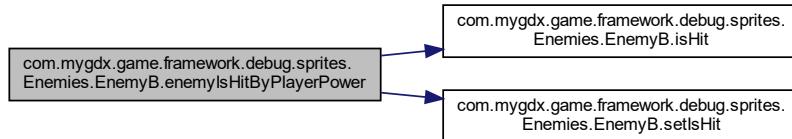


```
2.27.2.5 draw() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.draw (
    Batch batch )
```

```
2.27.2.6 enemyActionHover() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyActionHover (
    float dt )
```

```
2.27.2.7 enemyIsHitByPlayerPower() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyIsHitByPlayerPower (
    String balloneBullet )
```

Here is the call graph for this function:



Here is the caller graph for this function:



```
2.27.2.8 fireEnemyBullet() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.fireEnemyBullet (
    EnemyBullet (
        int power )
```

```
2.27.2.9 frenzyAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.frenzyAttack (
    SmallEnemyDef smallEnemyDef,
    float seed )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.10 `getEnemyCollision()`** `Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyCollision ()`

**2.27.2.11 `getEnemyFaceDirection()`** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyFaceDirection ()`

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.12 `getEnemyGroundBool()`** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyGroundBool ()`

**2.27.2.13 `getEnemyHasSteeringStateBool()`** `boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyHasSteeringStateBool ()`

**2.27.2.14 `getEnemyID()`** `int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyID ()`

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.15 `getEnemyLosRayONE()`** `Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyLosRayONE ()`

**2.27.2.16 `getEnemyMapObject()`** `MapObject com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyMapObject ()`

**2.27.2.17 `getEnemyNormal()`** `Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyNormal ()`

**2.27.2.18 `getEnemyPlayScreen()`** `PlayScreen com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyPlayScreen ()`

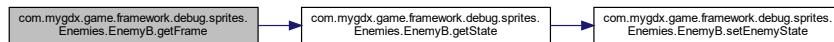
**2.27.2.19 getEnemyStartMapPosition()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyStartMapPosition ( )

**2.27.2.20 getEnemyState()** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyState ( )

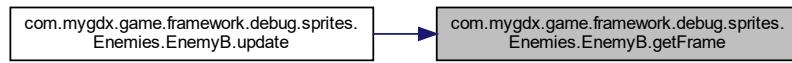
**2.27.2.21 getEnemyWallBool()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getEnemyWallBool ( )

**2.27.2.22 setFrame()** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setFrame ( float dt )

Here is the call graph for this function:



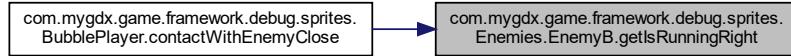
Here is the caller graph for this function:



**2.27.2.23 getsDestroyed()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getIsDestroyed ( )

**2.27.2.24 getsRunningRight()** Boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getIsRunningRight ( )

Here is the caller graph for this function:



**2.27.2.25 getsSetToDestroy()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getIsSetToDestroy ( )

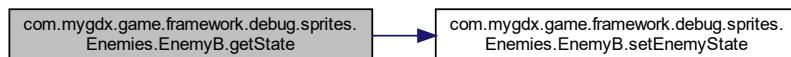
**2.27.2.26 getpreEnemyState()** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getpreEnemyState ( )

**2.27.2.27 getSpawnItemType()** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getSpawnItemType ( )

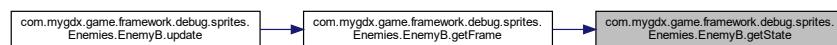
**2.27.2.28 getSpawnItemTypeActive()** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getSpawnItemTypeActive ( )

**2.27.2.29 getState()** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getState ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.27.2.30 hitByEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.hitByEnemy ( SmallEnemyDef smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

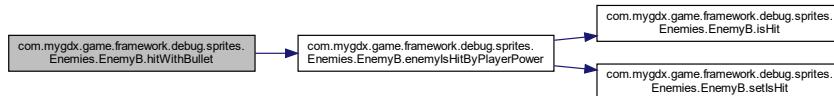
**2.27.2.31 hitWithBullet() [1/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.hitWithBullet ( BalloneBullet bullet )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.27.2.32 hitWithBullet() [2/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.hitWithBullet ( String bulletColor )

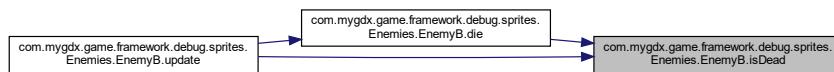
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

Here is the call graph for this function:



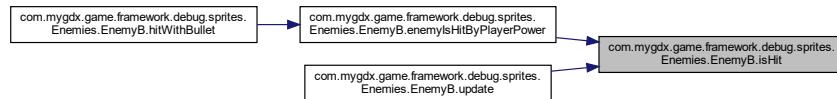
**2.27.2.33 isDead()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.isDead ( )

Here is the caller graph for this function:



### 2.27.2.34 **isHit()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.isHit ( )

Here is the caller graph for this function:



### 2.27.2.35 **rangeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.rangeAttack (     **SmallEnemyDef** smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

### 2.27.2.36 **rangeAttackFrenzy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.← rangeAttackFrenzy (←     **SmallEnemyDef** smallEnemyDef,     boolean right )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

### 2.27.2.37 **reverseVelocity()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.reverse← Velocity (←     boolean x,     boolean y )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

### 2.27.2.38 **seekerAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.seeker← Attack (←     **SmallEnemyDef** smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

### 2.27.2.39 **setdeath\_Gapich\_Timer\_Active()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.← EnemyB.setdeath\_Gapich\_Timer\_Active ( )

**2.27.2.40 setEnemyHasSteeringStateBool()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyHasSteeringStateBool ( boolean value )

**2.27.2.41 setEnemyHitGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyHitGround ( )

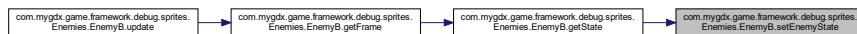
**2.27.2.42 setEnemyHitWall()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyHitWall ( )

**2.27.2.43 setEnemyLeftGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyLeftGround ( )

**2.27.2.44 setEnemyLeftWall()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyLeftWall ( )

**2.27.2.45 setEnemyState()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyState ( EnemyState state )

Here is the caller graph for this function:



**2.27.2.46 setEnemyToJump()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setEnemyToJump ( boolean direction )

**2.27.2.47 setFlyingDirectionLeft()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setFlyingDirectionLeft ( boolean value )

**2.27.2.48 setFlyingDirectionRight()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setFlyingDirectionRight ( boolean value )

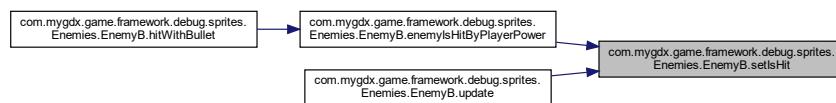
**2.27.2.49 setIsDead()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setIsDead ( boolean status )

Here is the caller graph for this function:



**2.27.2.50 setIsHit()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setIsHit ( boolean status )

Here is the caller graph for this function:



**2.27.2.51 setIsRunningRight()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setIsRunningRight ( boolean value )

**2.27.2.52 setLinearVelocity()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setLinearVelocity ( )

**2.27.2.53 setNewEnemyIDisDeadSpawnItem()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setNewEnemyIDisDeadSpawnItem ( int value )

updateAllSpawnLifeFromEnemy spawn item after death

**2.27.2.54 setSpawnItemTypeActiveFalse()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setSpawnItemTypeActiveFalse ( String value )

**2.27.2.55 setSwoopingActionFlyby()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setSwoopingActionFlyby ( boolean value )

**2.27.2.56 setSwoopingActionFlyByTargetH()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setSwoopingActionFlyByTargetH ( float targheight )

**2.27.2.57 setToDestroyed()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setToDestroyed ( )

**2.27.2.58 swoopingFlyby()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.swoopingFlyby ( )

```
float target_height = 0.0f; // Ground Height = player height Y etc float current_height = 100.0f; // currentPosition = startPosition float smoothness = 0.95f; current_height_Stored - 0.05f
```

**update() (p. ??)** {

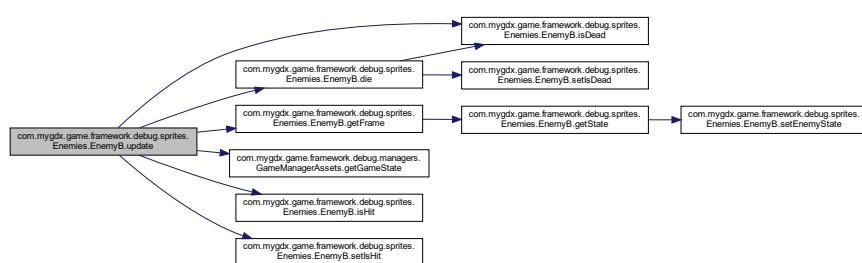
```
current_height = smoothness * current_height +
(1.0f - smoothness) * target_height;
```

}

**2.27.2.59 update()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

Here is the call graph for this function:



```
2.27.2.60 updateEnemyFlying() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
updateEnemyFlying (  
    float dt )
```

### 2.27.3 Member Data Documentation

```
2.27.3.1 actionFlyby_Height float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
actionFlyby_Height [private]
```

```
2.27.3.2 angle float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.angle [package]
```

```
2.27.3.3 collision Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.collision =  
new Vector2() [package]
```

```
2.27.3.4 currentEnemyState EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
currentEnemyState [private]
```

```
2.27.3.5 currentEnemyStateTime EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
currentEnemyStateTime [private]
```

```
2.27.3.6 death_Gapich_Timer_Activate boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
death_Gapich_Timer_Activate = false [private]
```

```
2.27.3.7 death_Grapich_Timer float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.←  
death_Grapich_Timer = 0 [private]
```

```
2.27.3.8 destroyed boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.destroyed  
[private]
```

**2.27.3.9 destroyTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.destroyTime = 0 [package]

**2.27.3.10 dist** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.dist [package]

**2.27.3.11 enemyAJumpTimer** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyAJumpTimer [private]

**2.27.3.12 enemyBulletArray** Array< EnemyBullet> com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyBulletArray [private]

**2.27.3.13 enemyDead** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyDead [private]

**2.27.3.14 enemyGetHit** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyGetHit [private]

**2.27.3.15 enemyHasSteeringStatBool** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyHasSteeringStatBool [private]

**2.27.3.16 enemyHitWall** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyHitWall [private]

**2.27.3.17 enemyID** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyID [private]

**2.27.3.18 enemyIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyIsDead [private]

**2.27.3.19 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyIsHit  
[private]

**2.27.3.20 enemyLife** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyLife [private]

**2.27.3.21 enemyLosRayONE** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyLosRayONE = new Vector2() [package]

**2.27.3.22 enemyMapObject** MapObject com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyMapObject [private]

**2.27.3.23 enemyOnGround** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyOnGround [private]

**2.27.3.24 enemyStateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.enemyStateTimer [private]

**2.27.3.25 flybyTestTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.flybyTestTimer = 0 [package]

**2.27.3.26 flyingDownTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.flyingDownTimer = 0 [private]

**2.27.3.27 flyingUpTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.flyingUpTimer = 0 [private]

**2.27.3.28 flytimerDown** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.flytimerDown = 0 [package]

**2.27.3.29 flytimerUp** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.flytimerUp = 0 [package]

**2.27.3.30 frames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.frames [private]

**2.27.3.31 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.gameManagerAssetsInstance [private]

**2.27.3.32 getDestroyedTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.getDestroyedTimer [private]

**2.27.3.33 gravityFallingHard** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.gravityFallingHard [private]

**2.27.3.34 gravityTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.gravityTimer [private]

**2.27.3.35 hitTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.hitTimer = 0 [package]

**2.27.3.36 jump** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.jump = 0 [package]

**2.27.3.37 jumpTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.jumpTimer = 0 [package]

**2.27.3.38 losOnPlayer** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.losOnPlayer = false [package]

**2.27.3.39 normal** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.normal = new Vector2() [package]

**2.27.3.40 prevEnemyState** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.← prevEnemyState [private]

**2.27.3.41 prevEnemyStateTime** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.← EnemyB.prevEnemyStateTime [private]

**2.27.3.42 rayCallback** RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.← rayCallback [package]

**Initial value:**

```
= new RayCastCallback() {
    @Override
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {
        if( fixture.getBody().getType() != BodyType.StaticBody ) {
            dist = 1*fraction;
            collision.set(point);
            EnemyB.this.normal.set(normal).add(point);
            if( fixture.getFilterData().categoryBits == 4 ) {
                losOnPlayer = true;
            }else {
                losOnPlayer = false;
            }
        }
        return -1;
    }
}
```

**2.27.3.43 runningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.running← Right [private]

**2.27.3.44 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.setTo← Destroy [private]

**2.27.3.45 spawnItemType** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.spawn← ItemType [private]

**2.27.3.46 spawnItemTypeActive** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.← spawnItemTypeActive [private]

**2.27.3.47 standingGuardAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.standingGuardAnimation [private]

**2.27.3.48 startPosition** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.startPosition [private]

**2.27.3.49 startPositionMap** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.startPositionMap [private]

**2.27.3.50 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.stateTime [private]

**2.27.3.51 walkAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.walkAnimation [private]

**2.27.3.52 walkingTimeLeft** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.walkingTimeLeft = 0 [package]

**2.27.3.53 walkingTimeRight** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.walkingTimeRight = 0 [package]

We really need a better AI

**2.27.3.54 x1** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.x1 = 0f [package]

**2.27.3.55 x2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.x2 = 0f [package]

**2.27.3.56 xProduct** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.xProduct = 0 [package]

**2.27.3.57 y1** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.y1 =0f [package]

**2.27.3.58 y2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.y2 =0f [package]

**2.27.3.59 yProduct** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.yProduct = 0 [package]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyB.java**

## 2.28 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight ← Devil.EnemyBossActionState Enum Reference

### Public Attributes

- **NO\_ACTION**
- **FIGHTING\_RANGE\_ACTION**
- **AI\_STEERING\_DASH\_ACTION**
- **AI\_STEERING\_FOLLOW**
- **AI\_JUMPING\_ACTION**

### 2.28.1 Member Data Documentation

**2.28.1.1 AI\_JUMPING\_ACTION** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossActionState.AI\_JUMPING\_ACTION

**2.28.1.2 AI\_STEERING\_DASH\_ACTION** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossActionState.AI\_STEERING\_DASH\_ACTION

**2.28.1.3 AI\_STEERING\_FOLLOW** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossActionState.AI\_STEERING\_FOLLOW

**2.28.1.4 FIGHTING\_RANGE\_ACTION** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.  
EnemyKnightDevil.EnemyBossActionState.FIGHTING\_RANGE\_ACTION

**2.28.1.5 NO\_ACTION** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight  
Devil.EnemyBossActionState.NO\_ACTION

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/ **EnemyKnightDevil.java**

## 2.29 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossState Enum Reference

### Public Attributes

- **SET\_PREVIOUS\_STATE**
- **SET\_INACTIVE\_STATE**
- **FALLING**
- **GUARDING**
- **FOLLOWING**
- **FIGHTING\_CLOSE**
- **FIGHTING\_RANGE**
- **JUMPING**
- **HIT**
- **DEAD**

### 2.29.1 Member Data Documentation

**2.29.1.1 DEAD** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.  
EnemyBossState.DEAD

**2.29.1.2 FALLING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.  
EnemyBossState.FALLING

**2.29.1.3 FIGHTING\_CLOSE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.  
EnemyBossState.FIGHTING\_CLOSE

**2.29.1.4 FIGHTING\_RANGE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy↔KnightDevil.EnemyBossState.FIGHTING\_RANGE

**2.29.1.5 FOLLOWING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight↔Devil.EnemyBossState.FOLLOWING

**2.29.1.6 GUARDING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight↔Devil.EnemyBossState.GUARDING

**2.29.1.7 HIT** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.Enemy↔BossState.HIT

**2.29.1.8 JUMPING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.↔EnemyBossState.JUMPING

**2.29.1.9 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy↔KnightDevil.EnemyBossState.SET\_INACTIVE\_STATE

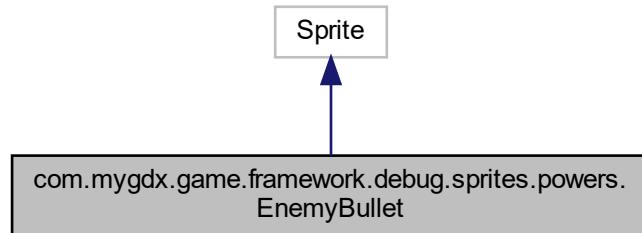
**2.29.1.10 SET\_PREVIOUS\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.↔EnemyKnightDevil.EnemyBossState.SET\_PREVIOUS\_STATE

The documentation for this enum was generated from the following file:

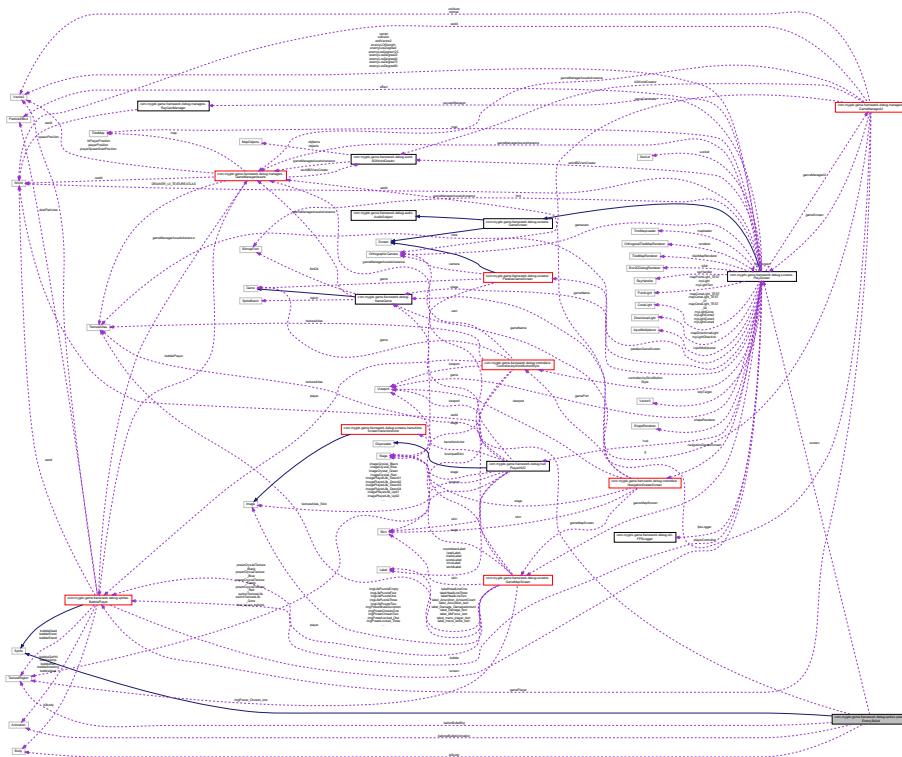
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/ **EnemyKnight↔Devil.java**

## 2.30 com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet:



### Public Member Functions

- **EnemyBullet** (World w, float x, float y, int powerBalloon, boolean **fireRight**)
- void **init** (int powerToBeDrawn)
- void **update** (float dt)
- void **setToDelete** ()
- boolean **getBalloneFireDirection** ()

- boolean **isDestroyed** ()
- boolean **getHitwithBullet** ()
- void **hitWithBullet** ( EnemyA userData)
- boolean **getPlayerHitBalloonWithHead** ()
- void **headWithBullet** ( BubblePlayer userData)
- void **setBalloneBulletDamageColor** (String value)
- String **getBalloneBulletDamageColor** ()

### Package Attributes

- PlayScreen **screen**
- World **world**
- Array< TextureRegion > **textureFrames**
- Animation **balloneBulletAnimation**
- float **stateTime**
- boolean **destroyed**
- boolean **setToDestroy**
- boolean **fireRight**
- boolean **isPlayerOnBalloon**
- Body **b2body**
- boolean **bullet\_Hit\_enemy** = false
- boolean **player\_Hit\_balloon\_with\_head** = false

### Private Member Functions

- void **defineBallonBullet** ()

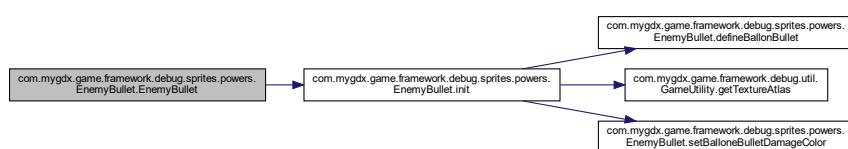
### Private Attributes

- TextureRegion **ballonBulletBig**
- String **coolorBalloonPower**
- float **xBounds**
- float **yBounds**

## 2.30.1 Constructor & Destructor Documentation

```
2.30.1.1 EnemyBullet() com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.EnemyBullet (
    World w,
    float x,
    float y,
    int powerBalloon,
    boolean fireRight )
```

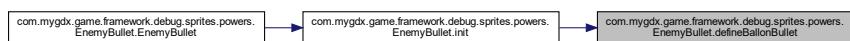
Here is the call graph for this function:



## 2.30.2 Member Function Documentation

**2.30.2.1 defineBallonBullet()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.defineBallonBullet ( ) [private]

Here is the caller graph for this function:



**2.30.2.2 getBalloneBulletDamageColor()** String com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.getBalloneBulletDamageColor ( )

**2.30.2.3 getBalloneFireDirection()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.getBalloneFireDirection ( )

**2.30.2.4 getHitwithBullet()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.getHitwithBullet ( )

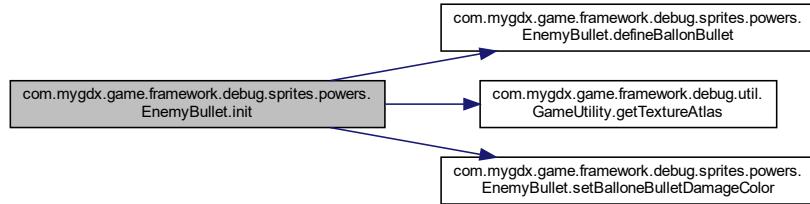
**2.30.2.5 getPlayerHitBalloonWithHead()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.getPlayerHitBalloonWithHead ( )

**2.30.2.6 headWithBullet()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.headWithBullet ( BubblePlayer userData )

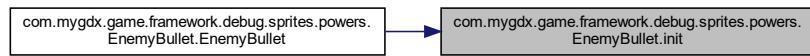
**2.30.2.7 hitWithBullet()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.hitWithBullet ( EnemyA userData )

```
2.30.2.8 init() void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.init (
    int powerToBeDrawn )
```

Here is the call graph for this function:



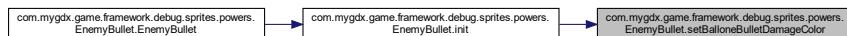
Here is the caller graph for this function:



```
2.30.2.9 isDestroyed() boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.isDestroyed ()
```

```
2.30.2.10 setBalloneBulletDamageColor() void com.badlogic.gdx.game.framework.debug.sprites.powers.\nEnemyBullet.setBalloneBulletDamageColor (
    String value )
```

Here is the caller graph for this function:



```
2.30.2.11 setToDestroy() void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.setToDestroy ()
```

**2.30.2.12 update()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.update ( float dt )

### 2.30.3 Member Data Documentation

**2.30.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.b2body [package]

**2.30.3.2 balloonBulletBig** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.balloonBulletBig [private]

**2.30.3.3 balloneBulletAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.balloneBulletAnimation [package]

**2.30.3.4 bullet\_Hit\_enemy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.bullet\_Hit\_enemy = false [package]

**2.30.3.5 colorBalloonPower** String com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.colorBalloonPower [private]

**2.30.3.6 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.destroyed [package]

**2.30.3.7 fireRight** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.fireRight [package]

**2.30.3.8 isPlayerOnBalloon** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.isPlayerOnBalloon [package]

**2.30.3.9 player\_Hit\_balloon\_with\_head** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.  
EnemyBullet.player\_Hit\_balloon\_with\_head = false [package]

**2.30.3.10 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.screen  
[package]

**2.30.3.11 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.set  
ToDestroy [package]

**2.30.3.12 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.stateTime  
[package]

**2.30.3.13 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.powers.  
EnemyBullet.textureFrames [package]

**2.30.3.14 world** World com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.world [package]

**2.30.3.15 xBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.xBounds  
[private]

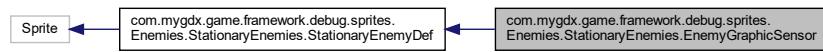
**2.30.3.16 yBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyBullet.yBounds  
[private]

The documentation for this class was generated from the following file:

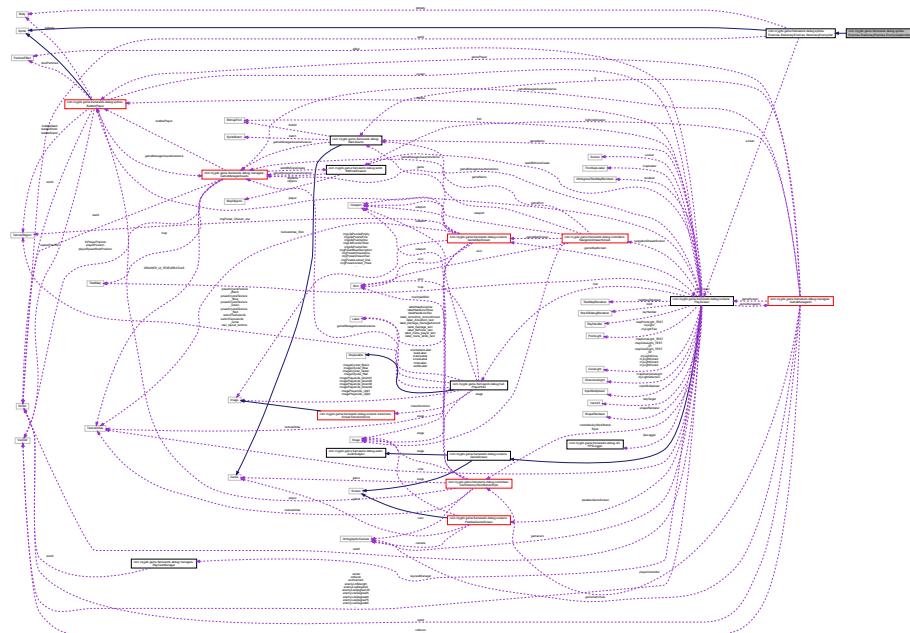
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **EnemyBullet.java**

## 2.31 com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor:



### Public Member Functions

- **EnemyGraphicSensor ( PlayScreen screen, float x, float y, MapObject object, int id)**
- void **init ()**
- void **update (float dt)**
- void **setToDestroy ()**
- int **getStationaryEnemyObjectID ()**
- void **hitWithPlayerPower ()**

### Public Attributes

- boolean **setToDestroy**

## Protected Member Functions

- void **redDineStationaryEnemyHorizontalLong ()**
- void **redDineStationaryEnemyHorizontalShort ()**
- void **redDefineStationaryEnemyVerticalLong ()**
- void **defineStationaryEnemy ()**

## Private Attributes

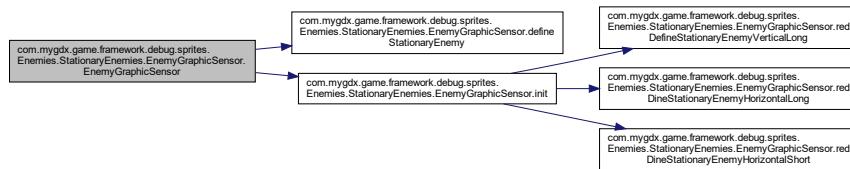
- String **objectIdentityName**
- int **objectIdentityID**
- float **stateTime**
- boolean **destroyed**
- String **sensorLength**
- String **sensorDirection**
- boolean **time\_to\_reDefineVertical\_Short**
- boolean **time\_to\_reDefineVertical\_Long**
- boolean **time\_to\_reDefineHorizontal\_Short**
- boolean **time\_to\_reDefineHorizontal\_Long**

## Additional Inherited Members

### 2.31.1 Constructor & Destructor Documentation

```
2.31.1.1 EnemyGraphicSensor() com.badlogic.gdx.game.framework.debug.sprites.Enemies.Stationary<-
Enemies.EnemyGraphicSensor.EnemyGraphicSensor (
    PlayScreen screen,
    float x,
    float y,
    MapObject object,
    int id )
```

Here is the call graph for this function:



### 2.31.2 Member Function Documentation

**2.31.2.1 defineStationaryEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.defineStationaryEnemy ( ) [protected]

Vertical Short Vertical short

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef** (p. ??).

Here is the caller graph for this function:



**2.31.2.2 getStationaryEnemyObjectID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.getStationaryEnemyObjectID ( )

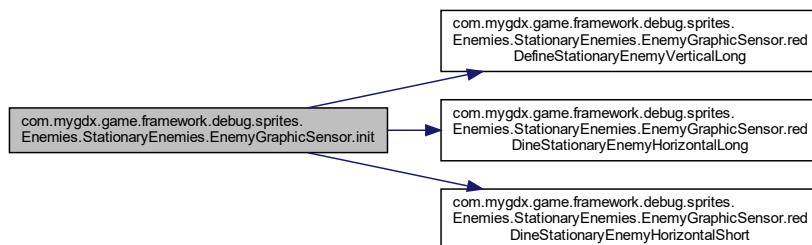
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef** (p. ??).

**2.31.2.3 hitWithPlayerPower()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.hitWithPlayerPower ( )

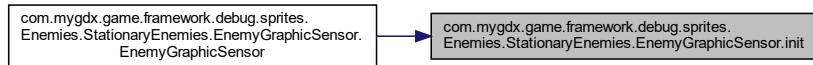
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef** (p. ??).

**2.31.2.4 init()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.init ( )

Here is the call graph for this function:

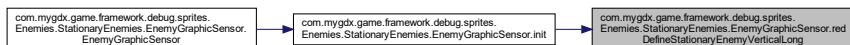


Here is the caller graph for this function:



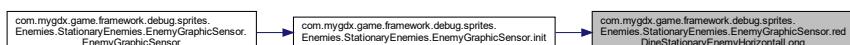
**2.31.2.5 redDefineStationaryEnemyVerticalLong()** void com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.StationaryEnemies.EnemyGraphicSensor.redDefineStationaryEnemyVerticalLong ( ) [protected]

Vertical Long Here is the caller graph for this function:



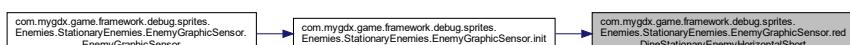
**2.31.2.6 redDineStationaryEnemyHorizontalLong()** void com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.StationaryEnemies.EnemyGraphicSensor.redDineStationaryEnemyHorizontalLong ( ) [protected]

Horizontal Long Here is the caller graph for this function:



**2.31.2.7 redDineStationaryEnemyHorizontalShort()** void com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.StationaryEnemies.EnemyGraphicSensor.redDineStationaryEnemyHorizontalShort ( ) [protected]

Horizontal Short Here is the caller graph for this function:



**2.31.2.8 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.setToDestroy ( )

**2.31.2.9 update()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef** (p. ??).

### 2.31.3 Member Data Documentation

**2.31.3.1 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.destroyed [private]

**2.31.3.2 objectIdentityID** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.objectIdentityID [private]

**2.31.3.3 objectIdentityName** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.objectIdentityName [private]

**2.31.3.4 sensorDirection** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.sensorDirection [private]

**2.31.3.5 sensorLength** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.sensorLength [private]

**2.31.3.6 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor.setToDestroy

**2.31.3.7 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.←  
EnemyGraphicSensor.stateTime [private]

**2.31.3.8 time\_to\_reDefineHorizontal\_Long** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.StationaryEnemies.EnemyGraphicSensor.time\_to\_reDefineHorizontal\_Long [private]

**2.31.3.9 time\_to\_reDefineHorizontal\_Short** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.StationaryEnemies.EnemyGraphicSensor.time\_to\_reDefineHorizontal\_Short [private]

**2.31.3.10 time\_to\_reDefineVertical\_Long** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
StationaryEnemies.EnemyGraphicSensor.time\_to\_reDefineVertical\_Long [private]

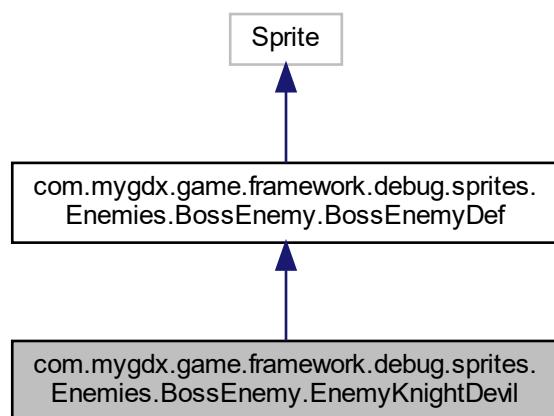
**2.31.3.11 time\_to\_reDefineVertical\_Short** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
StationaryEnemies.EnemyGraphicSensor.time\_to\_reDefineVertical\_Short [private]

The documentation for this class was generated from the following file:

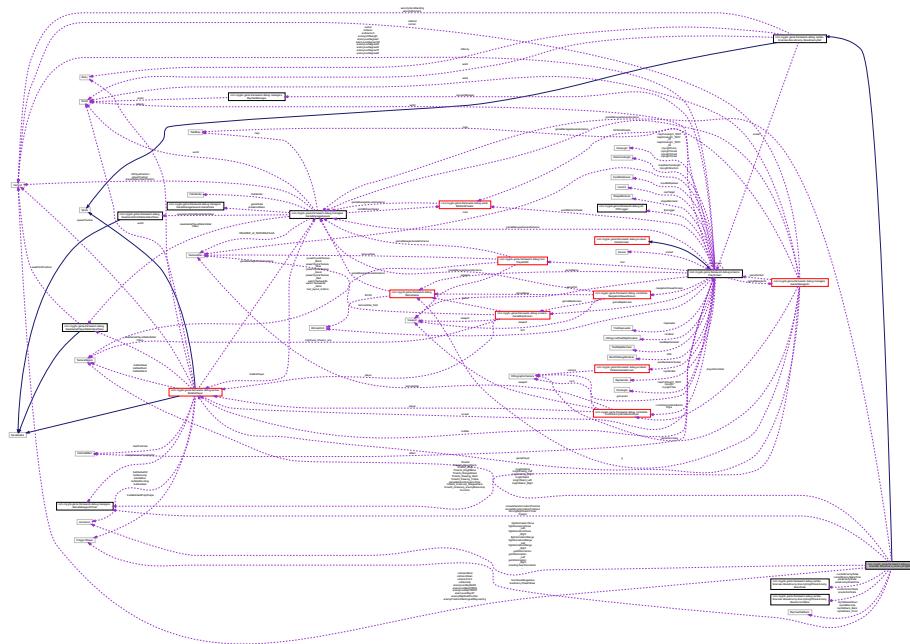
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/StationaryEnemies/ **EnemyGraphicSensor.java**

## 2.32 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil:



## Classes

- enum **EnemyBossActionState**
- enum **EnemyBossState**

## Public Member Functions

- **EnemyKnightDevil ( PlayScreen screen, float x, float y, int idOfEnemyFromTiledMap, GameManager Assets instance)**
- int **getEnemyIDCreatingEnemy ()**
- void **setFacingPlayerActive (boolean value)**
- boolean **getFacingPlayerActive ()**
- void **update (float dt)**
- void **setStartTimerRangeAttack (float time)**
- void **setTimerRangeAttackReset ()**
- float **getTimeRangeAttack ()**
- void **fireRangeAttack ()**
- void **powerSwordClose ()**
- void **enemyFallsOrJumpsOnPlayer ()**
- void **setJumpingbool ()**
- void **setJumpLongBool ()**
- void **setJumpShortBool ()**
- void **enemyLongJumpTest (boolean directionTojump)**
- void **enemyShortJumpTest (boolean directionTojump)**
- void **enemyShortJumpTest ()**
- TextureRegion **getFrame (float dt)**
- **EnemyBossState getState ()**
- void **setEnemyOnGround (boolean value)**
- boolean **getEnemyKnightOnGround ()**
- void **setIsDead (boolean status)**

- boolean **isDead** ()
- int **getEnemyLife** ()
- void **setIsHit** (boolean status)
- boolean **isHit** ()
- void **setActiveGravity** (float value)
- void **setActiveCloseAttack** (boolean value)
- void **setActiveRangeAttack** (boolean value)
- boolean **getActiveCloseAttackBoolean** ()
- boolean **getActiveRangeAttackBoolean** ()
- void **draw** (Batch batch)
- void **hitByEnemy** ( BossEnemyDef smallEnemyDef)
- void **hitWithBullet** ( BalloneBullet bullet)
- void **HitbyEnemy** ( BalloneBullet balloneBullet)
- void **die** ()
- boolean **getEnemyBossIsDead** ()
- boolean **getIsDestroyed** ()
- void **closeAttack** ( BossEnemyDef bossEnemyDef)
- void **rangeAttack** ( BossEnemyDef bossEnemyDef)
- void **setDashAssociationNumber** (String value)
- String **getDashAssociationNumber** ()
- void **setRangeBallContactWithFloor** ()
- void **setRangeAttackActiveBool** (boolean value)
- boolean **getRangeAttackActiveBool** ()
- void **setboolHaveFiredRange** ()
- void **seekerAttack** ( BossEnemyDef smallEnemyDef)
- void **rangeAttackFrenzy** ( BossEnemyDef smallEnemyDef, boolean right)
- void **frenzyAttack** ( BossEnemyDef smallEnemyDef, float seed)
- void **closeAttackEnd** ( BossEnemyDef smallEnemyDef)
- void **setEnemyState** ( EnemyBossState state)
- void **setEnemyActionState** (String actionState)
- void **setEnemyActionState** ( EnemyBossActionState actionState)
- **EnemyBossActionState getEnemyActionState** ()
- void **setPreEnemyState** ( EnemyBossState state)
- **EnemyBossState getEnemyState** ()
- String **getEnemyStateToString** ()
- **EnemyBossState getpreEnemyState** ()
- Vector2 **getEnemyMapStartPosition** ()
- Vector2 **getEnemyWorldCenter** ()
- int **getEnemyID** ()
- boolean **getEnemyFaceDirection** ()
- void **setIsRunningRight** (Boolean r)
- boolean **getIsRunningRight** ()
- boolean **getEnemySePlayer** ()
- Vector2 **getEnemyLosRayFRONT** ()
- Vector2 **getEnemyLosRayBACK** ()
- Vector2 **getEnemyLosRayUP** ()
- Vector2 **getEnemyLosRayDOWN** ()
- Vector2 **getEnemyCollisionFRONT** ()
- Vector2 **getEnemyNormalFRONT** ()
- Vector2 **getEnemyCollisionBACK** ()
- Vector2 **getEnemyNormalBACK** ()
- Vector2 **getEnemyCollisionUP** ()
- Vector2 **getEnemyNormalUP** ()
- Vector2 **getEnemyCollisionDOWN** ()
- Vector2 **getEnemyNormalDOWN** ()
- PolygonShape **getEnemyThreatArea** ()
- PolygonShape **getEnemyCloseRangeAttackArea** ()

### Protected Member Functions

- void **defineEnemyFightingRange** ()
- void **defineEnemyFightingClose** ()
- void **reDefineEnemy** ()
- void **defineEnemyBoss** ()

### Package Attributes

- float **angle**
- float **gravityFallingHard**
- Vector2 **enemyLosRayFRONT** = new Vector2()
- Vector2 **enemyLosRayBACK** = new Vector2()
- Vector2 **enemyLosRayUP** = new Vector2()
- Vector2 **enemyLosRayDOWN** = new Vector2()
- float **rayBeamONEx2** = 0f
- float **rayBeamONEy2** = 0f
- float **rayBeamTWOx2** = 0f
- float **rayBeamTWOy2** = 0f
- float **rayBeamTHREEx2** = 0f
- float **rayBeamTHREEy2** = 0f
- float **xProductFRONT** = 0
- float **yProductFRONT** = 0
- float **xProductBodyShiftFRONT** = 0
- float **yProductBodyShiftFRONT** = 0
- float **xProductBACK** = 0
- float **yProductBACK** = 0
- float **xProductBodyShiftBACK** = 0
- float **yProductBodyShiftBACK** = 0
- float **yProductUP** = 0
- float **yProductBodyShiftUP** = 0
- float **yProductDOWN** = 0
- float **yProductBodyShiftDOWN** = 0
- float **x2** = 0f
- float **y2** = 0f
- Vector2 **enemyPositionWalkingLeftRaycasting** = new Vector2()
- Vector2 **enemyPositionWalkingRightRaycasting** = new Vector2()
- RayCastCallback **rayCallback\_Front**
- RayCastCallback **rayCallback\_Back**
- RayCastCallback **rayCallbackDown**
- RayCastCallback **rayCallbackUp**

### Private Attributes

- boolean **timeTo\_DefineEnemyTo\_Fight\_Close**
- boolean **timeTo\_ReDefineEnemy**
- boolean **timeTo\_DefineEnemyTo\_Fight\_Range**
- boolean **timeTo\_DefineEnemyTo\_Fight\_RangeRight**
- boolean **timeTo\_DefineEnemyTo\_Fight\_RangeLeft**
- boolean **timeTo\_DefineEnemyTo\_Fight\_Frenzy**
- float **stateTimer**
- float **gravityTimer**
- GameManagerAITimer **timerAI**

- **GameManagerAITimer** rangeAttackAnimationFinished
- **GameManagerAITimer** closeAttackAnimationFinished
- **GameManagerAITimer** runningRightSwitchTimer
- float **rangeAttackTimer**
- boolean **activeRangeAttack**
- boolean **activeCloseAttack**
- String **dashAssociationNumber**
- Animation **fightAnimationClose**
- Animation **walkAnimation**
- Animation **standingGuardAnimation**
- Animation **getHitAnimation**
- Animation **fightAnimationRange**
- TextureRegion **knightStand**
- TextureRegion **knightFalling**
- Array< TextureRegion > **frames**
- Array< TextureRegion > **framesRunningLeft**
- Array< TextureRegion > **framesRunningRight**
- Animation **fightAnimationClose\_Right**
- Animation **walkAnimation\_Right**
- Animation **standingGuardAnimation\_Right**
- Animation **getHitAnimation\_Right**
- Animation **fightAnimationRange\_Right**
- TextureRegion **knightStand\_Right**
- TextureRegion **knightFalling\_Right**
- Animation **fightAnimationClose\_Left**
- Animation **walkAnimation\_Left**
- Animation **standingGuardAnimation\_Left**
- Animation **getHitAnimation\_Left**
- Animation **fightAnimationRange\_Left**
- TextureRegion **knightStand\_Left**
- TextureRegion **knightFalling\_Left**
- boolean **bolCloseAttack**
- float **attackTimer** = 0
- float **testTimer**
- float **hitTimer**
- boolean **fireBoolRangeTrue**
- Array< **EnemyKnightRangeAttack** > **enemyKnightPowerSwordRangeAttacks**
- Array< **BalloneBullet** > **testBalloneBullet**
- Array< **EnemyKnightPowerSword** > **enemyKnightPowerSwords**
- boolean **setToDestroy**
- boolean **destroyed**
- boolean **runningRight**
- boolean **enemylsDead**
- boolean **enemylsHit**
- int **enemyLife** = 20
- boolean **enemylsFighting\_Close**
- boolean **enemylsFighting\_Range**
- boolean **rangeAttackIsCalledFor**
- boolean **enemyAnimationFightingRangeFinished**
- boolean **boolHaveFiredRange**
- boolean **triggerCloseAttackBol**
- boolean **powerSwordBallContactWithFloor**
- boolean **fireRange**
- boolean **enemySePlayer**
- float **enemySePlayerTimerGoneBy**

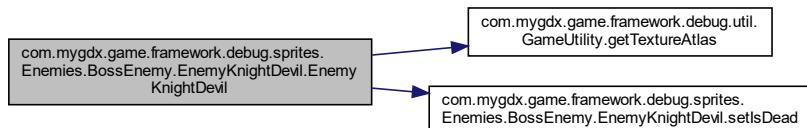
- Vector2 **collisionFront** = new Vector2()
- Vector2 **normalFront** = new Vector2()
- float **distFront**
- Vector2 **collisionBack** = new Vector2()
- Vector2 **normalBack** = new Vector2()
- float **distBack**
- Vector2 **collisionUp** = new Vector2()
- Vector2 **normalUp** = new Vector2()
- float **distUp**
- Vector2 **collisionDown** = new Vector2()
- Vector2 **normalDown** = new Vector2()
- float **distDown**
- boolean **losOnPlayerFRONT** = false
- boolean **losOnPlayerBACK** = false
- boolean **losOnPlayerDOWN** = false
- boolean **losOnPlayerUP** = false
- boolean **facingPlayerActive** = false
- int **enemyID**
- **EnemyBossState currentEnemyState**
- **EnemyBossState prevEnemyState**
- **EnemyBossState currentEnemyStateTime**
- **EnemyBossState prevEnemyStateTime**
- **EnemyBossActionState currentActionState**
- **EnemyBossActionState prevActionState**
- boolean **enemyBossKnight\_is\_on\_Ground**
- Vector2 **enemyMapStartPosition**
- boolean **aiObjectMarker**
- boolean **ai\_Move\_To\_Patroll\_Marker\_Start** = false
- boolean **ai\_Move\_To\_Patroll\_Marker\_Left** = false
- boolean **ai\_Move\_To\_Patroll\_Marker\_Right** = false
- PolygonShape **boxCloseRangeArea**
- PolygonShape **boxEnemyThreatArea**
- float **losTimerLastSeen** = 0
- boolean **jumplngbool** = false
- boolean **balloonIsShootingFromRight**
- float **fireBallSeedDirection**
- **GameManagerAssets gameManagerAssetsInstance**

## Additional Inherited Members

### 2.32.1 Constructor & Destructor Documentation

```
2.32.1.1 EnemyKnightDevil() com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.EnemyKnightDevil (   
    PlayScreen screen,  
    float x,  
    float y,  
    int idOfEnemyFromTiledMap,  
    GameManagerAssets instance )
```

Here is the call graph for this function:



## 2.32.2 Member Function Documentation

```
2.32.2.1 closeAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.closeAttack (   
    BossEnemyDef bossEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

```
2.32.2.2 closeAttackEnd() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.closeAttackEnd (   
    BossEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

```
2.32.2.3 defineEnemyBoss() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.<--  
EnemyKnightDevil.defineEnemyBoss ( ) [protected]
```

testing !!!! with walls & ground !!!!

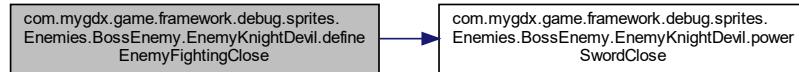
Legg left Sensor for reg **SmallEnemyDef** (p. ??) Contact Floor (Jumping)

testing !!!! with walls & ground !!!!

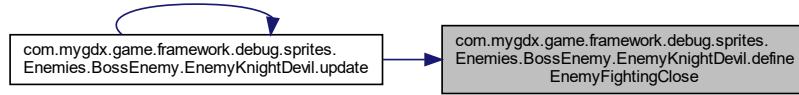
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

**2.32.2.4 defineEnemyFightingClose()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.defineEnemyFightingClose ( ) [protected]

Bottom Sensor for jumping on PlayerHere is the call graph for this function:

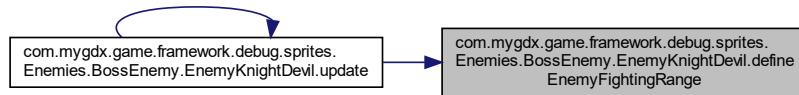


Here is the caller graph for this function:



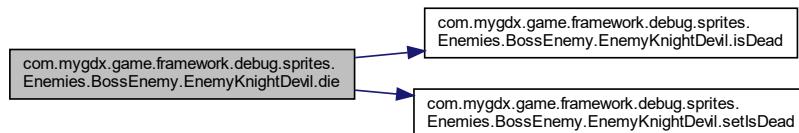
**2.32.2.5 defineEnemyFightingRange()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.defineEnemyFightingRange ( ) [protected]

Bottom Sensor for jumping on PlayerHere is the caller graph for this function:



**2.32.2.6 die()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.die ( )

Here is the call graph for this function:

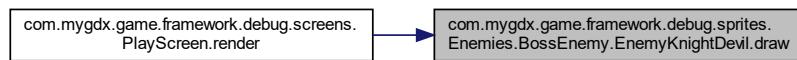


Here is the caller graph for this function:



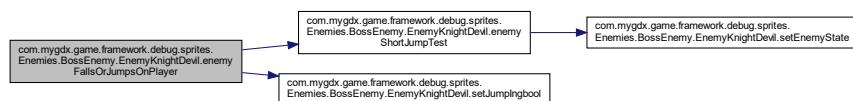
```
2.32.2.7 draw() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight←  
Devil.draw (Batch batch)
```

Here is the caller graph for this function:



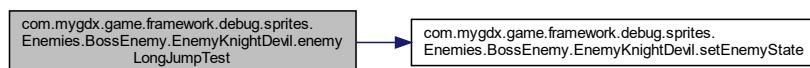
```
2.32.2.8 enemyFallsOrJumpsOnPlayer() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.enemyFallsOrJumpsOnPlayer ( )
```

Here is the call graph for this function:



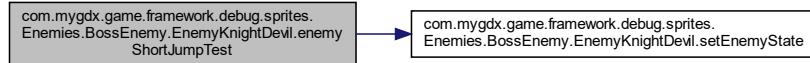
```
2.32.2.9 enemyLongJumpTest() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.enemyLongJumpTest (boolean directionTojump )
```

Here is the call graph for this function:

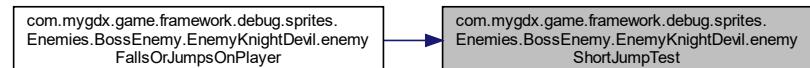


**2.32.2.10 enemyShortJumpTest() [1/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.enemyShortJumpTest ( )

Here is the call graph for this function:

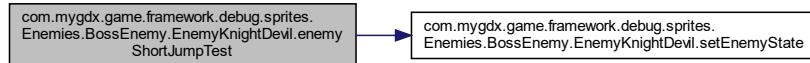


Here is the caller graph for this function:



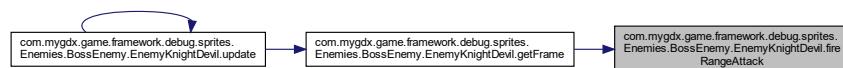
**2.32.2.11 enemyShortJumpTest() [2/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.enemyShortJumpTest ( boolean directionToJump )

Here is the call graph for this function:



**2.32.2.12 fireRangeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fireRangeAttack ( )

Here is the caller graph for this function:



```
2.32.2.13 frenzyAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy↔
KnightDevil.frenzyAttack (
    BossEnemyDef smallEnemyDef,
    float seed )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

```
2.32.2.14 getActiveCloseAttackBoolean() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies↔
BossEnemy.EnemyKnightDevil.getActiveCloseAttackBoolean ( )
```

```
2.32.2.15 getActiveRangeAttackBoolean() boolean com.badlogic.gdx.game.framework.debug.sprites↔
Enemies.BossEnemy.EnemyKnightDevil.getActiveRangeAttackBoolean ( )
```

```
2.32.2.16 getDashAssociationNumber() String com.badlogic.gdx.game.framework.debug.sprites.Enemies↔
BossEnemy.EnemyKnightDevil.getDashAssociationNumber ( )
```

```
2.32.2.17 getEnemyActionState() EnemyBossActionState com.badlogic.gdx.game.framework.debug.sprites↔
Enemies.BossEnemy.EnemyKnightDevil.getEnemyActionState ( )
```

```
2.32.2.18 getEnemyBossIsDead() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔
Enemy.EnemyKnightDevil.getEnemyBossIsDead ( )
```

```
2.32.2.19 getEnemyCloseRangeAttackArea() PolygonShape com.badlogic.gdx.game.framework.debug.sprites↔
Enemies.BossEnemy.EnemyKnightDevil.getEnemyCloseRangeAttackArea ( )
```

```
2.32.2.20 getEnemyCollisionBACK() Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies↔
BossEnemy.EnemyKnightDevil.getEnemyCollisionBACK ( )
```

```
2.32.2.21 getEnemyCollisionDOWN() Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies↔
BossEnemy.EnemyKnightDevil.getEnemyCollisionDOWN ( )
```

**2.32.2.22 getEnemyCollisionFRONT()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyCollisionFRONT ( )

**2.32.2.23 getEnemyCollisionUP()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyCollisionUP ( )

**2.32.2.24 getEnemyFaceDirection()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyFaceDirection ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

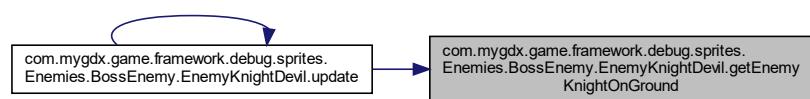
**2.32.2.25 getEnemyID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

**2.32.2.26 getEnemyIDCreatingEnemy()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyIDCreatingEnemy ( )

**2.32.2.27 getEnemyKnightOnGround()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyKnightOnGround ( )

Here is the caller graph for this function:



**2.32.2.28 getEnemyLife()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyLife ( )

**2.32.2.29 getEnemyLosRayBACK()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemyLosRayBACK ( )

**2.32.2.30 getEnemyLosRayDOWN()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.getEnemyLosRayDOWN ( )

**2.32.2.31 getEnemyLosRayFRONT()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.getEnemyLosRayFRONT ( )

**2.32.2.32 getEnemyLosRayUP()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemyLosRayUP ( )

**2.32.2.33 getEnemyMapStartPosition()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.getEnemyMapStartPosition ( )

**2.32.2.34 getEnemyNormalBACK()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemyNormalBACK ( )

**2.32.2.35 getEnemyNormalDOWN()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemyNormalDOWN ( )

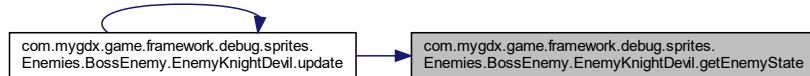
**2.32.2.36 getEnemyNormalFRONT()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.getEnemyNormalFRONT ( )

**2.32.2.37 getEnemyNormalUP()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemyNormalUP ( )

**2.32.2.38 getEnemySePlayer()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getEnemySePlayer ( )

**2.32.2.39 getEnemyState()** `EnemyBossState` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyState ()`

Here is the caller graph for this function:



**2.32.2.40 getEnemyStateToString()** `String` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyStateToString ()`

**2.32.2.41 getEnemyThreatArea()** `PolygonShape` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyThreatArea ()`

**2.32.2.42 getEnemyWorldCenter()** `Vector2` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getEnemyWorldCenter ()`

**2.32.2.43 getFacingPlayerActive()** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getFacingPlayerActive ()`

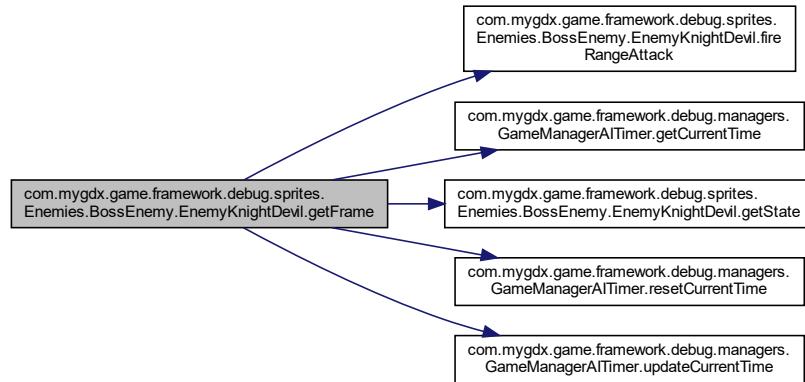
**2.32.2.44 setFrame()** `TextureRegion` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setFrame (float dt)`

currentEnemyStateTime & prevEnemyStateTime= frameTime change

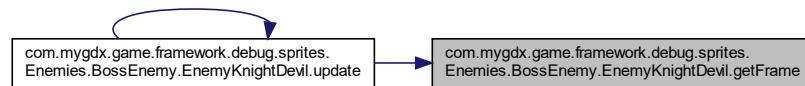
```
stateTimer = currentEnemyStateTime == prevEnemyStateTime ? stateTimer + dt : 0; prevEnemyStateTime = currentEnemyStateTime;
```

But : currentEnemyState & prevEnemyState is :

current **SmallEnemyDef** (p. ??) State and Previous Last State to be used with checks on **SmallEnemyDef** (p. ??)  
!!??Here is the call graph for this function:



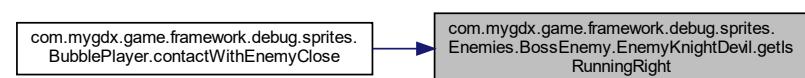
Here is the caller graph for this function:



**2.32.2.45 getsDestroyed()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.getIsDestroyed ( )

**2.32.2.46 getsRunningRight()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.getIsRunningRight ( )

Here is the caller graph for this function:

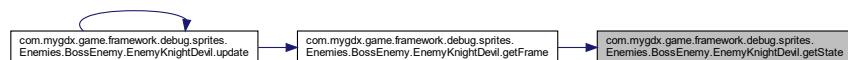


**2.32.2.47 getpreEnemyState()** `EnemyBossState` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getpreEnemyState ( )`

**2.32.2.48 getRangeAttackActiveBool()** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getRangeAttackActiveBool ( )`

**2.32.2.49 getState()** `EnemyBossState` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getState ( )`

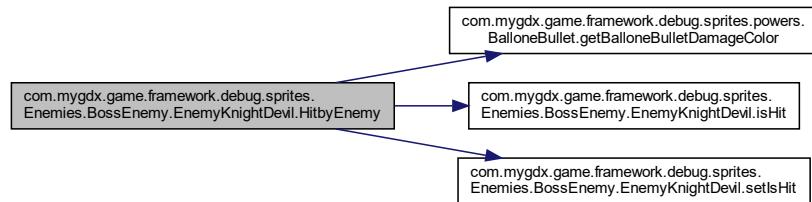
Here is the caller graph for this function:



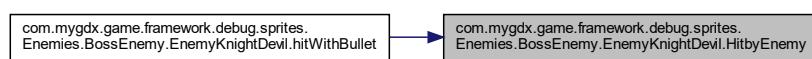
**2.32.2.50 getTimeRangeAttack()** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.getTimeRangeAttack ( )`

**2.32.2.51 HitbyEnemy()** `void` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.HitbyEnemy (BalloneBullet balloneBullet)`

Here is the call graph for this function:



Here is the caller graph for this function:



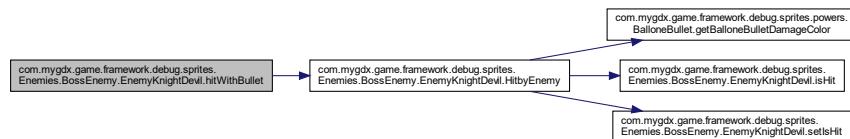
```
2.32.2.52 hitByEnemy() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.hitByEnemy (  
    BossEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

```
2.32.2.53 hitWithBullet() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.hitWithBullet (  
    BalloneBullet bullet )
```

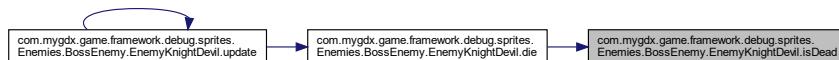
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

Here is the call graph for this function:



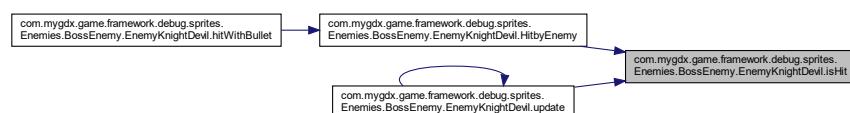
```
2.32.2.54 isDead() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy<--  
KnightDevil.isDead ( )
```

Here is the caller graph for this function:



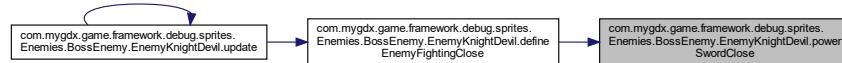
```
2.32.2.55 isHit() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight<--  
Devil.isHit ( )
```

Here is the caller graph for this function:



**2.32.2.56 powerSwordClose()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.powerSwordClose ( )

Here is the caller graph for this function:



**2.32.2.57 rangeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rangeAttack ( BossEnemyDef bossEnemyDef )

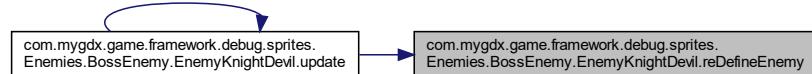
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

**2.32.2.58 rangeAttackFrenzy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rangeAttackFrenzy ( BossEnemyDef smallEnemyDef, boolean right )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

**2.32.2.59 reDefineEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.reDefineEnemy ( ) [protected]

Bottom Sensor for jumping on PlayerHere is the caller graph for this function:



```
2.32.2.60 seekerAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy↔
KnightDevil.seekerAttack (
    BossEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

```
2.32.2.61 setActiveCloseAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔
Enemy.EnemyKnightDevil.setActiveCloseAttack (
    boolean value )
```

```
2.32.2.62 setActiveGravity() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy↔
EnemyKnightDevil.setActiveGravity (
    float value )
```

```
2.32.2.63 setActiveRangeAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔
Enemy.EnemyKnightDevil.setActiveRangeAttack (
    boolean value )
```

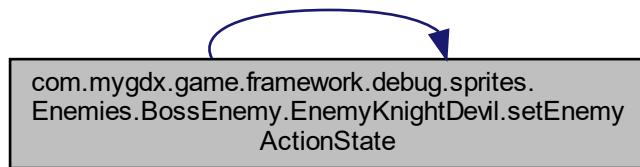
```
2.32.2.64 setboolHaveFiredRange() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔
Enemy.EnemyKnightDevil.setboolHaveFiredRange ( )
```

```
2.32.2.65 setDashAssociationNumber() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.↔
BossEnemy.EnemyKnightDevil.setDashAssociationNumber (
    String value )
```

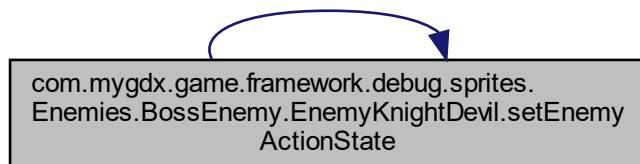
```
2.32.2.66 setEnemyActionState() [1/2] void com.badlogic.gdx.game.framework.debug.sprites.Enemies.↔
BossEnemy.EnemyKnightDevil.setEnemyActionState (
    EnemyBossActionState actionState )
```

**2.32.2.67 setEnemyActionState() [2/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setEnemyActionState ( String actionState )

Here is the call graph for this function:



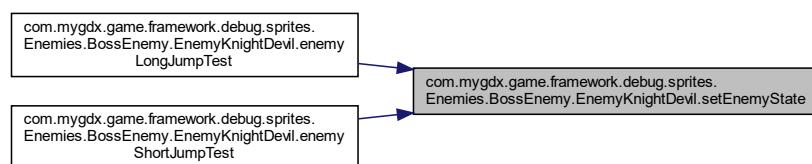
Here is the caller graph for this function:



**2.32.2.68 setEnemyOnGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setEnemyOnGround ( boolean value )

**2.32.2.69 setEnemyState()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setEnemyState ( EnemyBossState state )

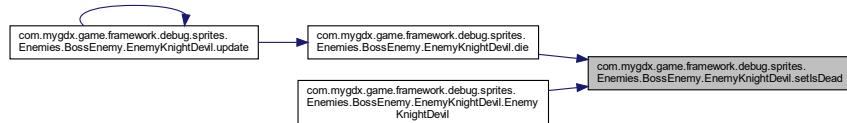
Here is the caller graph for this function:



```
2.32.2.70 setFacingPlayerActive() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←
Enemy.EnemyKnightDevil.setFacingPlayerActive (
    boolean value )
```

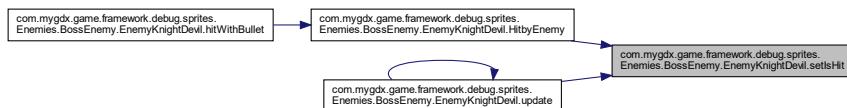
```
2.32.2.71 setIsDead() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy←
KnightDevil.setIsDead (
    boolean status )
```

Here is the caller graph for this function:



```
2.32.2.72 setIsHit() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight←
Devil.setIsHit (
    boolean status )
```

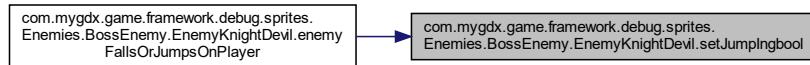
Here is the caller graph for this function:



```
2.32.2.73 setIsRunningRight() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←
EnemyKnightDevil.setIsRunningRight (
    Boolean r )
```

**2.32.2.74 setJumpingbool()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setJumpingbool ( )

Here is the caller graph for this function:



**2.32.2.75 setJumpLongBool()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setJumpLongBool ( )

**2.32.2.76 setJumpShortBool()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setJumpShortBool ( )

**2.32.2.77 setPreEnemyState()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setPreEnemyState ( **EnemyBossState** state )

**2.32.2.78 setRangeAttackActiveBool()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setRangeAttackActiveBool ( boolean value )

**2.32.2.79 setRangeBallContactWithFloor()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setRangeBallContactWithFloor ( )

**2.32.2.80 setStartTimerRangeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.setStartTimerRangeAttack ( float time )

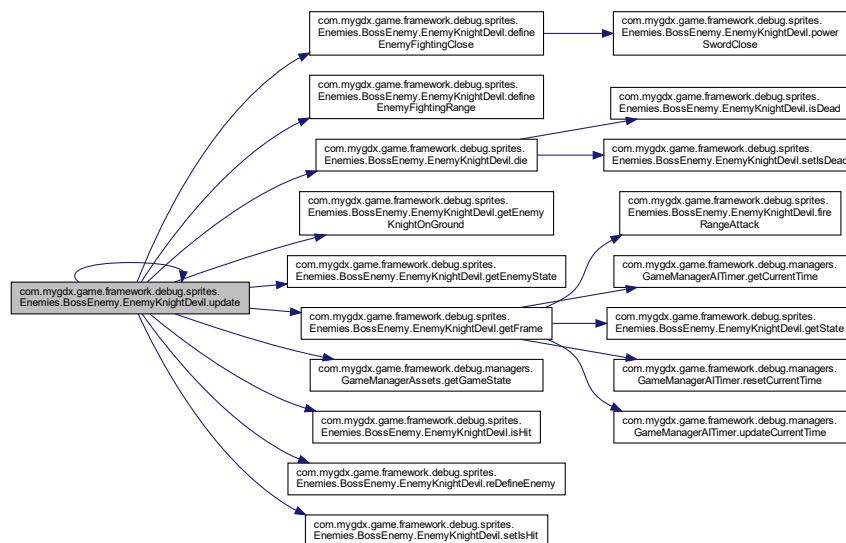
**2.32.2.81 setTimerRangeAttackReset()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.KnightDevil.setTimerRangeAttackReset ( )

**2.32.2.82 update()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.KnightDevil.update ( float dt )

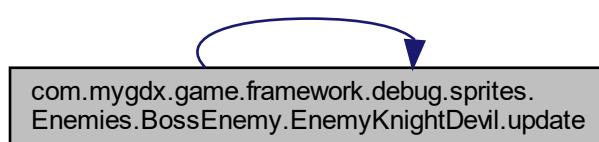
getEnemyKnightOnGround true on collision with floor

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef** (p. ??).

Here is the call graph for this function:



Here is the caller graph for this function:



## 2.32.3 Member Data Documentation

**2.32.3.1 activeCloseAttack** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.activeCloseAttack [private]

**2.32.3.2 activeRangeAttack** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.activeRangeAttack [private]

**2.32.3.3 ai\_Move\_To\_Patroll\_Marker\_Left** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.ai\_Move\_To\_Patroll\_Marker\_Left = false [private]

**2.32.3.4 ai\_Move\_To\_Patroll\_Marker\_Right** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.ai\_Move\_To\_Patroll\_Marker\_Right = false [private]

**2.32.3.5 ai\_Move\_To\_Patroll\_Marker\_Start** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.ai\_Move\_To\_Patroll\_Marker\_Start = false [private]

**2.32.3.6 aiObjectMarker** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.aiObjectMarker [private]

**2.32.3.7 angle** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight←  
Devil.angle [package]

**2.32.3.8 attackTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy←  
KnightDevil.attackTimer = 0 [private]

**2.32.3.9 balloonIsShootingFromRight** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.balloonIsShootingFromRight [private]

**2.32.3.10 bolCloseAttack** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.bolCloseAttack [private]

End updateAllSpawnLifeFromEnemy vars

**2.32.3.11 boolHaveFiredRange** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.boolHaveFiredRange [private]

**2.32.3.12 boxCloseRangeArea** PolygonShape com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.boxCloseRangeArea [private]

**2.32.3.13 boxEnemyThreatArea** PolygonShape com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.boxEnemyThreatArea [private]

**2.32.3.14 closeAttackAnimationFinished** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.closeAttackAnimationFinished [private]

**2.32.3.15 collisionBack** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.collisionBack = new Vector2() [private]

**2.32.3.16 collisionDown** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.collisionDown = new Vector2() [private]

**2.32.3.17 collisionFront** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.collisionFront = new Vector2() [private]

**2.32.3.18 collisionUp** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.collisionUp = new Vector2() [private]

**2.32.3.19 currentActionState** EnemyBossActionState com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.currentActionState [private]

**2.32.3.20 currentEnemyState** EnemyBossState com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.currentEnemyState [private]

**2.32.3.21 currentEnemyStateTime** `EnemyBossState` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.currentEnemyStateTime` [private]

**2.32.3.22 dashAssociationNumber** `String` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.dashAssociationNumber` [private]

**2.32.3.23 destroyed** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.destroyed` [private]

**2.32.3.24 distBack** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.distBack` [private]

**2.32.3.25 distDown** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.distDown` [private]

**2.32.3.26 distFront** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.distFront` [private]

**2.32.3.27 distUp** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.distUp` [private]

**2.32.3.28 enemyAnimationFightingRangeFinished** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.enemyAnimationFightingRangeFinished` [private]

**2.32.3.29 enemyBossKnight\_is\_on\_Ground** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.enemyBossKnight_is_on_Ground` [private]

**2.32.3.30 enemyID** `int` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.enemyID` [private]

**2.32.3.31 enemyIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.enemyIsDead [private]

**2.32.3.32 enemyIsFighting\_Close** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss. $\leftarrow$   
Enemy.KnightDevil.enemyIsFighting\_Close [private]

**2.32.3.33 enemyIsFighting\_Range** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss. $\leftarrow$   
Enemy.KnightDevil.enemyIsFighting\_Range [private]

**2.32.3.34 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.KnightDevil. $\leftarrow$   
enemyIsHit [private]

**2.32.3.35 enemyKnightPowerSwordRangeAttacks** Array< **EnemyKnightRangeAttack**> com.badlogic.gdx. $\leftarrow$   
game.framework.debug.sprites.Enemies.BossEnemy.KnightDevil.enemyKnightPowerSwordRange. $\leftarrow$   
Attacks [private]

**2.32.3.36 enemyKnightPowerSwords** Array< **EnemyKnightPowerSword**> com.badlogic.gdx.game.framework. $\leftarrow$   
debug.sprites.Enemies.BossEnemy.KnightDevil.enemyKnightPowerSwords [private]

**2.32.3.37 enemyLife** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.KnightDevil. $\leftarrow$   
enemyLife = 20 [private]

**2.32.3.38 enemyLosRayBACK** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss. $\leftarrow$   
Enemy.KnightDevil.enemyLosRayBACK = new Vector2() [package]

**2.32.3.39 enemyLosRayDOWN** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss. $\leftarrow$   
Enemy.KnightDevil.enemyLosRayDOWN = new Vector2() [package]

**2.32.3.40 enemyLosRayFRONT** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.enemyLosRayFRONT = new Vector2() [package]

**2.32.3.41 enemyLosRayUP** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.enemyLosRayUP = new Vector2() [package]

**2.32.3.42 enemyMapStartPosition** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.enemyMapStartPosition [private]

**2.32.3.43 enemyPositionWalkingLeftRaycasting** Vector2 com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.enemyPositionWalkingLeftRaycasting = new Vector2() [package]

**2.32.3.44 enemyPositionWalkingRightRaycasting** Vector2 com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.enemyPositionWalkingRightRaycasting = new Vector2() [package]

**2.32.3.45 enemySePlayer** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.enemySePlayer [private]

**2.32.3.46 enemySePlayerTimerGoneBy** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.enemySePlayerTimerGoneBy [private]

**2.32.3.47 facingPlayerActive** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.facingPlayerActive = false [private]

**2.32.3.48 fightAnimationClose** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.fightAnimationClose [private]

**2.32.3.49 fightAnimationClose\_Left** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
BossEnemy.EnemyKnightDevil.fightAnimationClose\_Left [private]

**2.32.3.50 fightAnimationClose\_Right** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fightAnimationClose\_Right [private]

**2.32.3.51 fightAnimationRange** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fightAnimationRange [private]

**2.32.3.52 fightAnimationRange\_Left** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fightAnimationRange\_Left [private]

**2.32.3.53 fightAnimationRange\_Right** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fightAnimationRange\_Right [private]

**2.32.3.54 fireBallSeedDirection** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fireBallSeedDirection [private]

**2.32.3.55 fireBoolRangeTrue** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fireBoolRangeTrue [private]

**2.32.3.56 fireRange** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.fireRange [private]

**2.32.3.57 frames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.frames [private]

**2.32.3.58 framesRunningLeft** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.framesRunningLeft [private]

Testing Running right/left with atlas right/left

**2.32.3.59 framesRunningRight** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.framesRunningRight [private]

**2.32.3.60 gameManagerAssetsInstance** `GameManagerAssets` `com.badlogic.gdx.game.framework.debug.`←  
`sprites.Enemies.BossEnemy.EnemyKnightDevil.gameManagerAssetsInstance` [private]

**2.32.3.61 getHitAnimation** `Animation` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.`←  
`EnemyKnightDevil.getHitAnimation` [private]

**2.32.3.62 getHitAnimation\_Left** `Animation` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss`←  
`Enemy.EnemyKnightDevil.getHitAnimation_Left` [private]

**2.32.3.63 getHitAnimation\_Right** `Animation` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss`←  
`Enemy.EnemyKnightDevil.getHitAnimation_Right` [private]

**2.32.3.64 gravityFallingHard** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.`←  
`EnemyKnightDevil.gravityFallingHard` [package]

**2.32.3.65 gravityTimer** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy`←  
`KnightDevil.gravityTimer` [private]

**2.32.3.66 hitTimer** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight`←  
`Devil.hitTimer` [private]

**2.32.3.67 jumpIngbool** `boolean` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy`←  
`KnightDevil.jumpIngbool = false` [private]

**2.32.3.68 knightFalling** `TextureRegion` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss`←  
`Enemy.EnemyKnightDevil.knightFalling` [private]

**2.32.3.69 knightFalling\_Left** `TextureRegion` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss`←  
`Enemy.EnemyKnightDevil.knightFalling_Left` [private]

**2.32.3.70 knightFalling\_Right** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.knightFalling\_Right [private]

**2.32.3.71 knightStand** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.knightStand [private]

**2.32.3.72 knightStand\_Left** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.knightStand\_Left [private]

**2.32.3.73 knightStand\_Right** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.knightStand\_Right [private]

**2.32.3.74 losOnPlayerBACK** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.losOnPlayerBACK = false [private]

**2.32.3.75 losOnPlayerDOWN** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.losOnPlayerDOWN = false [private]

**2.32.3.76 losOnPlayerFRONT** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.losOnPlayerFRONT = false [private]

**2.32.3.77 losOnPlayerUP** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.losOnPlayerUP = false [private]

**2.32.3.78 losTimerLastSeen** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.losTimerLastSeen = 0 [private]

**2.32.3.79 normalBack** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.normalBack = new Vector2() [private]

**2.32.3.80 normalDown** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.normalDown = new Vector2() [private]

**2.32.3.81 normalFront** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.normalFront = new Vector2() [private]

**2.32.3.82 normalUp** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.normalUp = new Vector2() [private]

**2.32.3.83 powerSwordBallContactWithFloor** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.powerSwordBallContactWithFloor [private]

**2.32.3.84 prevActionState** EnemyBossActionState com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.prevActionState [private]

**2.32.3.85 prevEnemyState** EnemyBossState com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.prevEnemyState [private]

**2.32.3.86 prevEnemyStateTime** EnemyBossState com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.prevEnemyStateTime [private]

**2.32.3.87 rangeAttackAnimationFinished** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rangeAttackAnimationFinished [private]

**2.32.3.88 rangeAttackIsCalledFor** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rangeAttackIsCalledFor [private]

**2.32.3.89 rangeAttackTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rangeAttackTimer [private]

**2.32.3.90 rayBeamONEx2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamONEx2 = 0f [package]

**2.32.3.91 rayBeamONEy2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamONEy2 = 0f [package]

**2.32.3.92 rayBeamTHREEx2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamTHREEx2 = 0f [package]

**2.32.3.93 rayBeamTHREEy2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamTHREEy2 = 0f [package]

**2.32.3.94 rayBeamTWOx2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamTWOx2 = 0f [package]

**2.32.3.95 rayBeamTWOy2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy. $\leftarrow$   
EnemyKnightDevil.rayBeamTWOy2 = 0f [package]

**2.32.3.96 rayCallback\_Back** RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies. $\leftarrow$   
BossEnemy.EnemyKnightDevil.rayCallback\_Back [package]

**Initial value:**

```
= new RayCastCallback() {
    @Override
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {
        if( fixture.getBody().getType() != BodyType.StaticBody ) {
            distBack = 1*fraction;
            collisionBack.set( new Vector2(point));
            EnemyKnightDevil.this.normalBack.set(new Vector2(normal)).add(new Vector2(point));

            if( fixture.getFilterData().categoryBits == 4 ) {
                losOnPlayerBACK = true;
            }else {
                losOnPlayerBACK = false;
            }
        }
        return -1;
    }
}
```

**2.32.3.97 rayCallback\_Front** RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rayCallback\_Front [package]

**Initial value:**

```
= new RayCastCallback() {
    @Override
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {
        if( fixture.getBody().getType() != BodyType.StaticBody ) {
            distFront = 1*fraction;
            collisionFront.set( new Vector2(point));
            EnemyKnightDevil.this.normalFront.set(new Vector2(normal)).add(new Vector2(point));

            if( fixture.getFilterData().categoryBits == 4 ) {
                losOnPlayerFRONT = true;
            }else {
                losOnPlayerFRONT = false;
            }
        }
        return -1;
    }
}
```

**2.32.3.98 rayCallbackDown** RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rayCallbackDown [package]

**Initial value:**

```
= new RayCastCallback() {
    @Override
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {
        if( fixture.getBody().getType() != BodyType.StaticBody ) {
            distDown = 1*fraction;
            collisionDown.set(new Vector2(point));
            EnemyKnightDevil.this.normalDown.set(new Vector2(normal)).add(new Vector2(point));
            if( fixture.getFilterData().categoryBits == 4 ) {
                losOnPlayerDOWN = true;
            }
        }
        return -1;
    }
}
```

**2.32.3.99 rayCallbackUp** RayCastCallback com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.rayCallbackUp [package]

**Initial value:**

```
= new RayCastCallback() {
    @Override
    public float reportRayFixture(Fixture fixture, Vector2 point, Vector2 normal, float fraction) {
        if( fixture.getBody().getType() != BodyType.StaticBody ) {
            distUp = 1*fraction;
            collisionUp.set(new Vector2(point));
            EnemyKnightDevil.this.normalUp.set(new Vector2(normal)).add(new Vector2(point));
            if( fixture.getFilterData().categoryBits == 4 ) {
                losOnPlayerUP = true;
            }
        }
        return 1;
    }
}
```

**2.32.3.100 runningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.  
EnemyKnightDevil.runningRight [private]

**2.32.3.101 runningRightSwitchTimer** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.  
Enemies.BossEnemy.EnemyKnightDevil.runningRightSwitchTimer [private]

**2.32.3.102 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.  
EnemyKnightDevil.setToDestroy [private]

**2.32.3.103 standingGuardAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.  
BossEnemy.EnemyKnightDevil.standingGuardAnimation [private]

**2.32.3.104 standingGuardAnimation\_Left** Animation com.badlogic.gdx.game.framework.debug.sprites.  
Enemies.BossEnemy.EnemyKnightDevil.standingGuardAnimation\_Left [private]

**2.32.3.105 standingGuardAnimation\_Right** Animation com.badlogic.gdx.game.framework.debug.sprites.  
Enemies.BossEnemy.EnemyKnightDevil.standingGuardAnimation\_Right [private]

**2.32.3.106 stateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy.  
KnightDevil.stateTimer [private]

**2.32.3.107 testBalloneBullet** Array< BalloneBullet> com.badlogic.gdx.game.framework.debug.sprites.  
Enemies.BossEnemy.EnemyKnightDevil.testBalloneBullet [private]

**2.32.3.108 testTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy.  
KnightDevil.testTimer [private]

**2.32.3.109 timerAI** GameManagerAITimer com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss.  
Enemy.EnemyKnightDevil.timerAI [private]

**2.32.3.110 timeTo\_DefineEnemyTo\_Fight\_Close** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.timeTo\_DefineEnemyTo\_Fight\_Close [private]

**2.32.3.111 timeTo\_DefineEnemyTo\_Fight\_Frenzy** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.timeTo\_DefineEnemyTo\_Fight\_Frenzy [private]

**2.32.3.112 timeTo\_DefineEnemyTo\_Fight\_Range** boolean com.badlogic.gdx.game.framework.debug.sprites.←  
Enemies.BossEnemy.EnemyKnightDevil.timeTo\_DefineEnemyTo\_Fight\_Range [private]

**2.32.3.113 timeTo\_DefineEnemyTo\_Fight\_RangeLeft** boolean com.badlogic.gdx.game.framework.debug.←  
sprites.Enemies.BossEnemy.EnemyKnightDevil.timeTo\_DefineEnemyTo\_Fight\_RangeLeft [private]

**2.32.3.114 timeTo\_DefineEnemyTo\_Fight\_RangeRight** boolean com.badlogic.gdx.game.framework.debug.←  
sprites.Enemies.BossEnemy.EnemyKnightDevil.timeTo\_DefineEnemyTo\_Fight\_RangeRight [private]

**2.32.3.115 timeTo\_ReDefineEnemy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.timeTo\_ReDefineEnemy [private]

**2.32.3.116 triggerCloseAttackBol** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.triggerCloseAttackBol [private]

**2.32.3.117 walkAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
EnemyKnightDevil.walkAnimation [private]

**2.32.3.118 walkAnimation\_Left** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.walkAnimation\_Left [private]

**2.32.3.119 walkAnimation\_Right** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.EnemyKnightDevil.walkAnimation\_Right [private]

**2.32.3.120 x2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight↔  
Devil.x2 =0f [package]

**2.32.3.121 xProductBACK** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy↔  
EnemyKnightDevil.xProductBACK = 0 [package]

**2.32.3.122 xProductBodyShiftBACK** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔  
Enemy.EnemyKnightDevil.xProductBodyShiftBACK = 0 [package]

**2.32.3.123 xProductBodyShiftFRONT** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔  
Enemy.EnemyKnightDevil.xProductBodyShiftFRONT = 0 [package]

**2.32.3.124 xProductFRONT** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy↔  
EnemyKnightDevil.xProductFRONT = 0 [package]

**2.32.3.125 y2** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnight↔  
Devil.y2 =0f [package]

**2.32.3.126 yProductBACK** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy↔  
EnemyKnightDevil.yProductBACK = 0 [package]

**2.32.3.127 yProductBodyShiftBACK** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔  
Enemy.EnemyKnightDevil.yProductBodyShiftBACK = 0 [package]

**2.32.3.128 yProductBodyShiftDOWN** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔  
Enemy.EnemyKnightDevil.yProductBodyShiftDOWN = 0 [package]

**2.32.3.129 yProductBodyShiftFRONT** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss↔  
Enemy.EnemyKnightDevil.yProductBodyShiftFRONT = 0 [package]

**2.32.3.130 yProductBodyShiftUP** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←Enemy.EnemyKnightDevil.yProductBodyShiftUP = 0 [package]

**2.32.3.131 yProductDOWN** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←EnemyKnightDevil.yProductDOWN = 0 [package]

**2.32.3.132 yProductFRONT** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←EnemyKnightDevil.yProductFRONT = 0 [package]

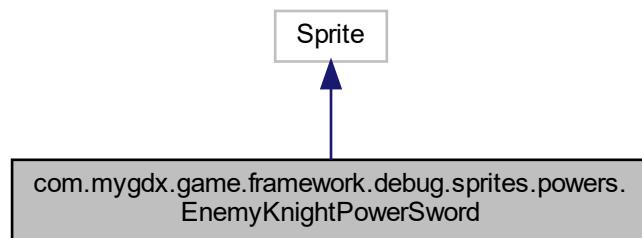
**2.32.3.133 yProductUP** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Enemy←KnightDevil.yProductUP = 0 [package]

The documentation for this class was generated from the following file:

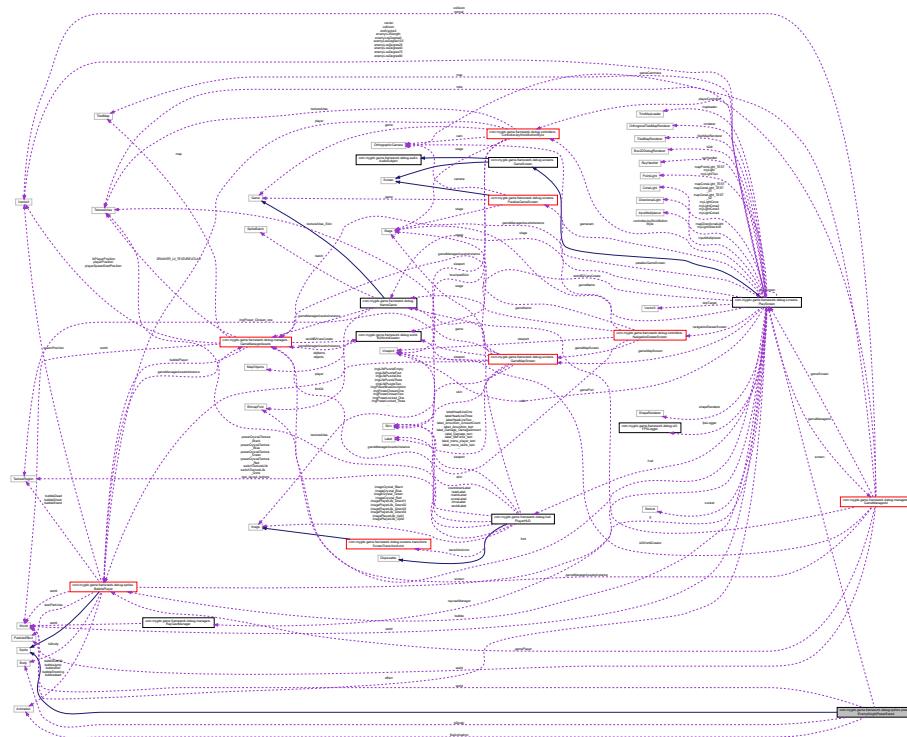
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/ **EnemyKnightDevil.java**

## **2.33 com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword Class Reference**

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword:



## Public Member Functions

- **EnemyKnightPowerSword** ( **PlayScreen screen**, float x, float y, boolean **fireRight**, float enemyPosition← FireY)
- void **defineEnemyPowerSword** ()
- void **update** (float dt)
- void **setToDestroy** ()
- boolean **isDestroyed** ()
- boolean **getHitwithBullet** ()
- Body **getB2body** ()
- boolean **getFireDirection** ()

## Package Attributes

- **PlayScreen screen**
- World **world**
- Array< TextureRegion > **textureFrames**
- Animation **fireAnimation**
- Body **b2body**
- float **stateTime**
- boolean **destroyed**
- boolean **setToDestroy**
- boolean **fireRight**

### Private Attributes

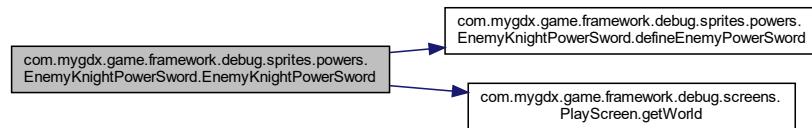
- float **xBounds**
- float **yBounds**
- float **enemyKnightDevilPositionY**
- boolean **bullet\_Hit\_player** = false
- boolean **testValueBool**

### 2.33.1 Constructor & Destructor Documentation

**2.33.1.1 EnemyKnightPowerSword()** com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword (

```
PlayScreen screen,
float x,
float y,
boolean fireRight,
float enemyPositionFireY )
```

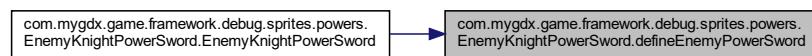
Here is the call graph for this function:



### 2.33.2 Member Function Documentation

**2.33.2.1 defineEnemyPowerSword()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.defineEnemyPowerSword ( )

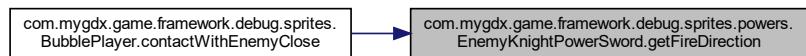
Here is the caller graph for this function:



**2.33.2.2 getB2body()** Body com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.getB2body ( )

**2.33.2.3 getFireDirection()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.getFireDirection ( )

Here is the caller graph for this function:



**2.33.2.4 getHitwithBullet()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.getHitwithBullet ( )

**2.33.2.5 isDestroyed()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.isDestroyed ( )

**2.33.2.6 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.setToDestroy ( )

**2.33.2.7 update()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.update ( float dt )

### 2.33.3 Member Data Documentation

**2.33.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.b2body [package]

**2.33.3.2 bullet\_Hit\_player** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.bullet\_Hit\_player = false [private]

**2.33.3.3 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.destroyed [package]

**2.33.3.4 enemyKnightDevilPositionY** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.enemyKnightDevilPositionY [private]

**2.33.3.5 fireAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.fireAnimation [package]

**2.33.3.6 fireRight** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.fireRight [package]

**2.33.3.7 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.screen [package]

**2.33.3.8 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.setToDestroy [package]

**2.33.3.9 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.stateTime [package]

**2.33.3.10 testValueBool** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.testValueBool [private]

**2.33.3.11 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.textureFrames [package]

**2.33.3.12 world** World com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.  
world [package]

**2.33.3.13 xBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.xBounds  
[private]

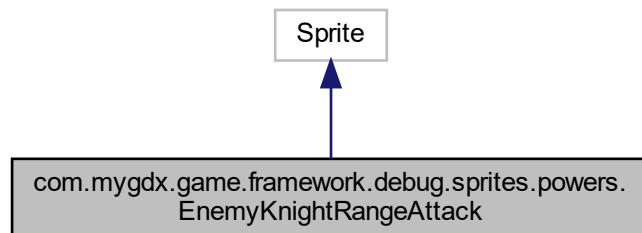
**2.33.3.14 yBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword.yBounds  
[private]

The documentation for this class was generated from the following file:

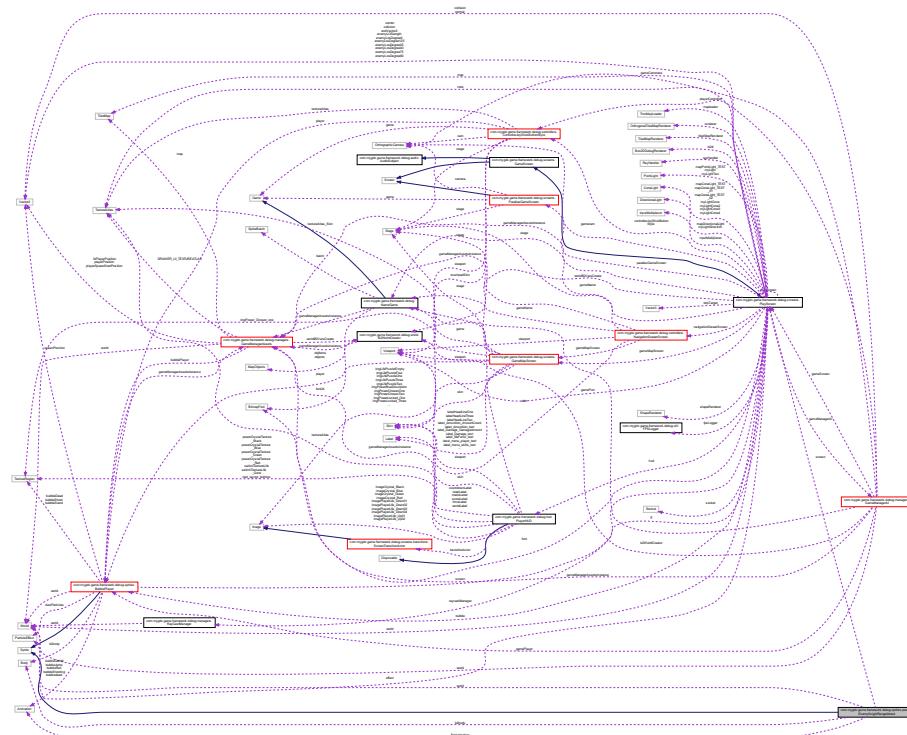
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **EnemyKnightPowerSword.java**

## 2.34 com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack:



## Public Member Functions

- **EnemyKnightRangeAttack ( PlayScreen screen, float x, float y, boolean fireRight, float enemyPosition← FireX)**
- void **define ()**
- void **update (float dt)**
- void **setToDestroy ()**
- boolean **getIsSetToDestroy ()**
- boolean **isDestroyed ()**
- boolean **getHitwithBullet ()**
- boolean **getDirectionFired ()**
- Body **getB2body ()**
- void **destroyBody ()**

## Package Attributes

- **PlayScreen screen**
- World **world**
- Array< TextureRegion > **textureFrames**
- Animation **fireAnimation**
- float **stateTime**
- boolean **destroyed**
- boolean **setToDestroy**
- boolean **fireRight**
- boolean **bullet\_Hit\_enemy = false**
- Body **b2body**

## Private Attributes

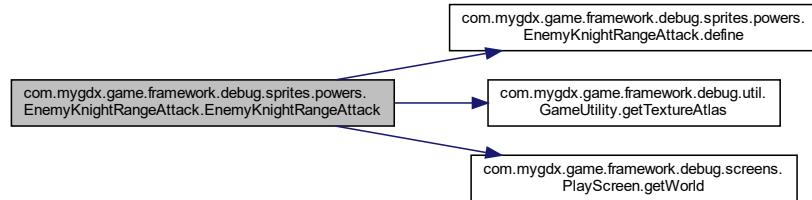
- float **xBounds**
- float **yBounds**
- float **enemyKnightDevilPositionX**
- float **bulletStartPosition**

### 2.34.1 Constructor & Destructor Documentation

**2.34.1.1 EnemyKnightRangeAttack()** com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttackEnemyKnightRangeAttack (

```
PlayScreen screen,
float x,
float y,
boolean fireRight,
float enemyPositionFireX )
```

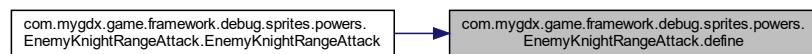
Here is the call graph for this function:



### 2.34.2 Member Function Documentation

**2.34.2.1 define()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.define ( )

Here is the caller graph for this function:

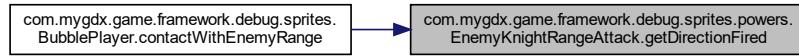


**2.34.2.2 destroyBody()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.destroyBody ( )

**2.34.2.3 getB2body()** Body com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.getB2body ( )

**2.34.2.4 getDirectionFired()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.getDirectionFired ( )

Here is the caller graph for this function:



**2.34.2.5 getHitwithBullet()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.getHitwithBullet ( )

**2.34.2.6 setIsSetToDestroy()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.setIsSetToDestroy ( )

**2.34.2.7 isDestroyed()** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.isDestroyed ( )

**2.34.2.8 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.setToDestroy ( )

**2.34.2.9 update()** void com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.update ( float dt )

### 2.34.3 Member Data Documentation

**2.34.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.b2body [package]

**2.34.3.2 bullet\_Hit\_enemy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.bullet\_Hit\_enemy = false [package]

**2.34.3.3 bulletStartPosition** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.bulletStartPosition [private]

**2.34.3.4 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.destroyed [package]

**2.34.3.5 enemyKnightDevilPositionX** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.enemyKnightDevilPositionX [private]

**2.34.3.6 fireAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.fireAnimation [package]

**2.34.3.7 fireRight** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.fireRight [package]

**2.34.3.8 screen PlayScreen** com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.screen [package]

**2.34.3.9 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.setToDestroy [package]

**2.34.3.10 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.stateTime [package]

**2.34.3.11 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.textureFrames [package]

**2.34.3.12 world** World com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.world [package]

**2.34.3.13 xBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.xBounds [private]

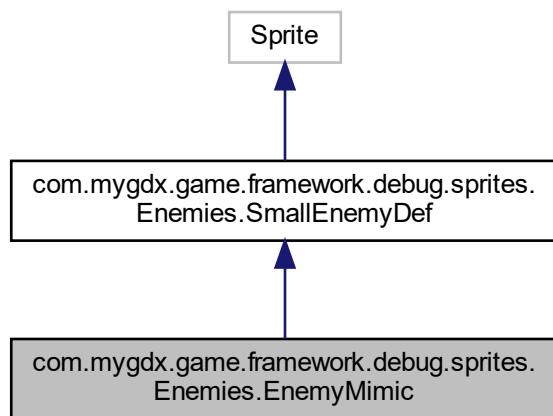
**2.34.3.14 yBounds** float com.badlogic.gdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack.yBounds [private]

The documentation for this class was generated from the following file:

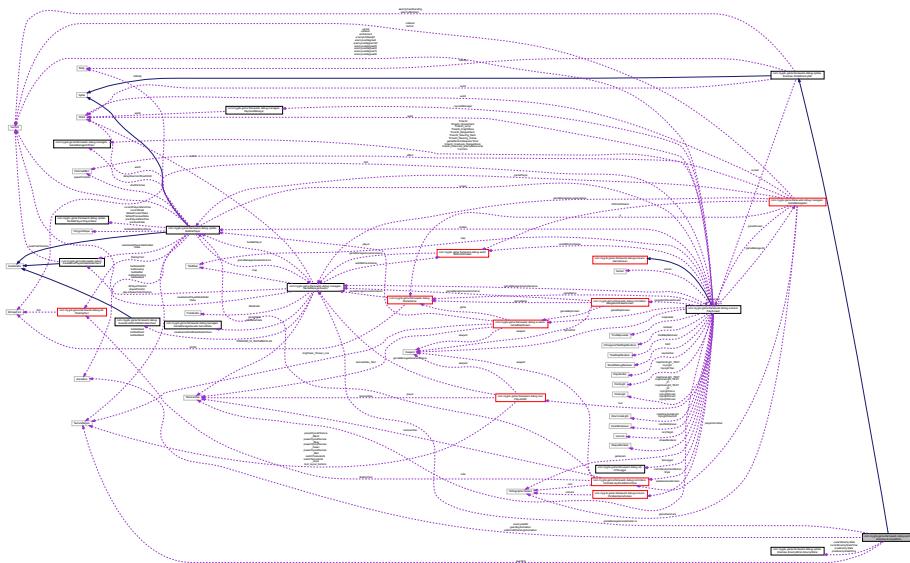
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **EnemyKnightRangeAttack.java**

## 2.35 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic:



## Classes

- enum **EnemyState**

## Public Member Functions

- **EnemyMimic ( PlayScreen screen, float x, float y, GameManagerAssets instance)**
- void **update (float dt)**
- TextureRegion **getFrame (float dt)**
- **EnemyState getState ()**
- void **hitWithBullet ( BalloneBullet bullet)**
- void **hitWithBullet (String bulletColor)**
- void **hitByEnemy ( SmallEnemyDef smallEnemyDef)**
- void **closeAttack ( SmallEnemyDef smallEnemyDef)**
- void **rangeAttack ( SmallEnemyDef smallEnemyDef)**
- void **rangeAttackFrenzy ( SmallEnemyDef smallEnemyDef, boolean right)**
- void **frenzyAttack ( SmallEnemyDef smallEnemyDef, float seed)**
- void **seekerAttack ( SmallEnemyDef smallEnemyDef)**
- void **closeAttackEnd ( SmallEnemyDef smallEnemyDef)**
- int **getEnemyID ()**
- void **setIsHit (boolean status)**
- boolean **isHit ()**
- boolean **getEnemyFaceDirection ()**
- void **draw (Batch batch)**

## Public Attributes

- boolean **setToDelete**

## Protected Member Functions

- void **defineEnemy ()**

## Private Attributes

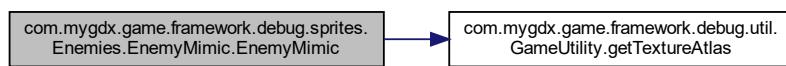
- String **objectIdentity**
- Array< TextureRegion > **textureFrames**
- float **stateTimer**
- Animation **guardingAnimation**
- Animation **walkAndAttackingAnimation**
- Animation **enemyGetHit**
- TextureRegion **guarding**
- EnemyState **currentEnemyState**
- EnemyState **prevEnemyState**
- EnemyState **currentEnemyStateTime**
- EnemyState **prevEnemyStateTime**
- int **happenOnTime**
- boolean **destroyed**
- boolean **runningRight**
- boolean **enemyIsDead**
- boolean **enemyIsHit**
- GameManagerAssets **gameManagerAssetsInstance**

## Additional Inherited Members

### 2.35.1 Constructor & Destructor Documentation

```
2.35.1.1 EnemyMimic() com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.  
PlayScreen screen,  
float x,  
float y,  
GameManagerAssets instance )
```

Here is the call graph for this function:



### 2.35.2 Member Function Documentation

```
2.35.2.1 closeAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.close←  
Attack (  
SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.2 closeAttackEnd() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.←  
closeAttackEnd (   
    SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.3 defineEnemy() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.define←  
Enemy ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.4 draw() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.draw (   
    Batch batch )
```

```
2.35.2.5 frenzyAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.frenzy←  
Attack (   
    SmallEnemyDef smallEnemyDef,   
    float seed )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.6 getEnemyFaceDirection() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.getEnemyFaceDirection ( )
```

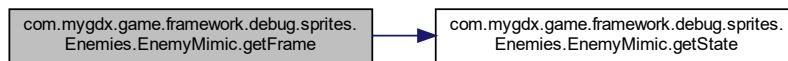
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.7 getEnemyID() int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.getEnemyID ( )
```

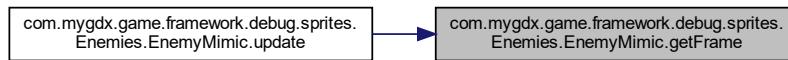
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.35.2.8 getFrame()** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.getFrame ( float dt )

Here is the call graph for this function:

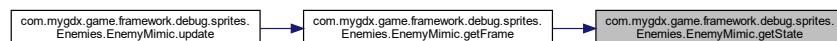


Here is the caller graph for this function:



**2.35.2.9 getState()** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.getState ( )

Here is the caller graph for this function:



**2.35.2.10 hitByEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.hitByEnemy ( SmallEnemyDef smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.35.2.11 hitWithBullet() [1/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.hitWithBullet ( BalloneBullet bullet )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.12 hitWithBullet() [2/2] void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.hitWithBullet (
    String bulletColor )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.13 isHit() boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.isHit ()
```

```
2.35.2.14 rangeAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.rangeAttack (
    SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.15 rangeAttackFrenzy() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.rangeAttackFrenzy (
    SmallEnemyDef smallEnemyDef,
    boolean right )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.16 seekerAttack() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.seekerAttack (
    SmallEnemyDef smallEnemyDef )
```

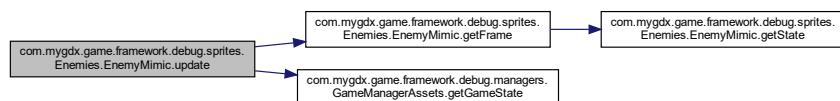
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.35.2.17 setIsHit() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.setIsHit (
    boolean status )
```

```
2.35.2.18 update() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

Here is the call graph for this function:



### 2.35.3 Member Data Documentation

**2.35.3.1 currentEnemyState** `EnemyState` com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.currentEnemyState [private]

**2.35.3.2 currentEnemyStateTime** `EnemyState` com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.currentEnemyStateTime [private]

**2.35.3.3 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.destroyed [private]

**2.35.3.4 enemyGetHit** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.enemyGetHit [private]

**2.35.3.5 enemyIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.enemyIsDead [private]

**2.35.3.6 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.enemyIsHit [private]

**2.35.3.7 gameManagerAssetsInstance** `GameManagerAssets` com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.gameManagerAssetsInstance [private]

**2.35.3.8 guarding** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.guarding [private]

**2.35.3.9 guardingAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.guardingAnimation [private]

**2.35.3.10 happenOnTime** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.happenOnTime [private]

**2.35.3.11 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.objectIdentity [private]

**2.35.3.12 prevEnemyState** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.prevEnemyState [private]

**2.35.3.13 prevEnemyStateTime** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.prevEnemyStateTime [private]

**2.35.3.14 runningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.runningRight [private]

**2.35.3.15 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.setToDestroy

**2.35.3.16 stateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.stateTimer [private]

**2.35.3.17 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.textureFrames [private]

**2.35.3.18 walkAndAttackAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.walkAndAttackAnimation [private]

The documentation for this class was generated from the following file:

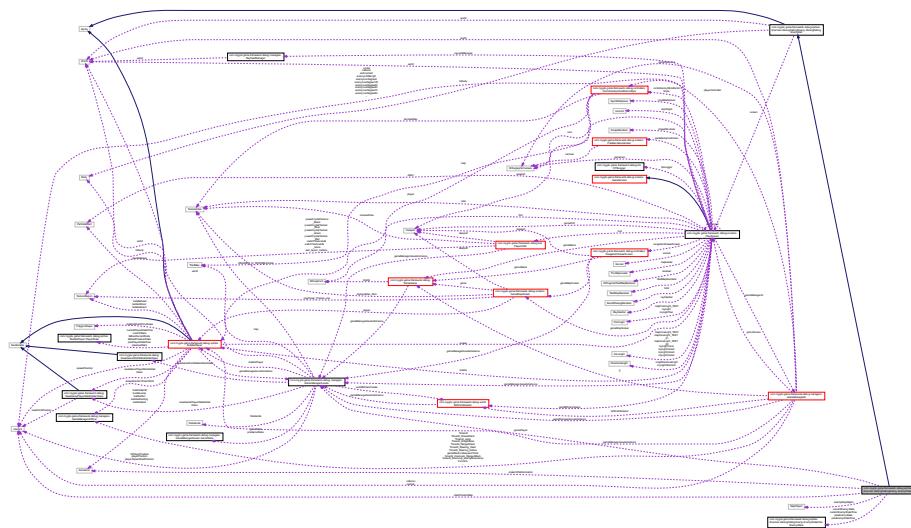
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyMimic.java**

## 2.36 com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.[←](#) EnemyStalactite Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite:



### Classes

- enum **EnemyState**

### Public Member Functions

- **EnemyStalactite ( PlayScreen screen, float x, float y, MapObject object, GameManagerAssets instance)**
- void **update (float dt)**
- TextureRegion **getFrame (float dt)**
- **EnemyState getState ()**
- void **setEnemyState ( EnemyState state)**
- **EnemyState getEnemyState ()**
- void **setIsDead (boolean status)**
- boolean **isDead ()**
- int **getMovingFallingEnemyObjectID ()**
- void **hitWithPlayerPower ()**
- void **setEnemyHitGround ()**
- boolean **getEnemyHitGround ()**

- void **die** ()
- boolean **getIsDestroyed** ()
- void **setToDestroyed** (boolean value)
- void **setDeath\_Gapich\_Timer\_Active** ()
- void **setIsHit** (boolean status)
- boolean **isHit** ()
- int **getEnemyID** ()
- void **draw** (Batch batch)

### Protected Member Functions

- void **defineMovingFallingEnemyHitFloor** ()
- void **defineMovingFallingEnemy** ()

### Private Attributes

- float **stateTimer**
- int **enemyID**
- Vector2 **startPositionMap**
- **GameManagerAssets** **gameManagerAssetsInstance**
- MapObject **enemyMapObject**
- **EnemyState** **currentEnemyState**
- **EnemyState** **prevEnemyState**
- **EnemyState** **currentEnemyStateTime**
- **EnemyState** **prevEnemyStateTime**
- Animation **stalactitFallAnimation**
- Array< TextureRegion > **frames**
- boolean **enemyIsDestroyed**
- boolean **enemyIsDead**
- boolean **enemyIsHit**
- boolean **enemyOnGround**
- boolean **time\_to\_defineHit\_Floor**
- boolean **setToDestroy**
- boolean **destroyed**
- float **death\_Grapich\_Timer** = 0
- boolean **death\_Gapich\_Timer\_Activate** = false

### Additional Inherited Members

#### 2.36.1 Constructor & Destructor Documentation

```
2.36.1.1 EnemyStalactite() com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite (PlayScreen screen, float x, float y, MapObject object, GameManagerAssets instance )
```

Here is the call graph for this function:



## 2.36.2 Member Function Documentation

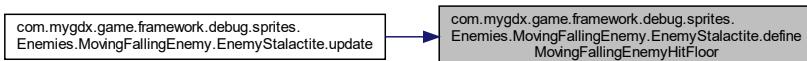
```
2.36.2.1 defineMovingFallingEnemy() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.defineMovingFallingEnemy ( ) [protected]
```

testing !!! with ground and wall

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef** (p. ??).

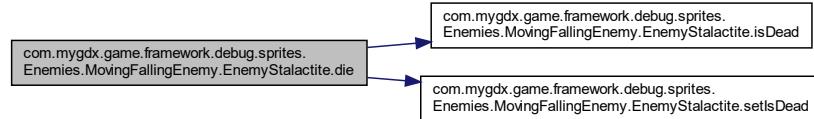
```
2.36.2.2 defineMovingFallingEnemyHitFloor() void com.badlogic.gdx.game.framework.debug.sprites.\nEnemies.MovingFallingEnemy.EnemyStalactite.defineMovingFallingEnemyHitFloor ( ) [protected]
```

testing !!! with ground and wall



**2.36.2.3 die()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.die ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.36.2.4 draw()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.draw ( Batch batch )

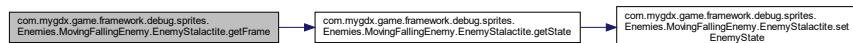
**2.36.2.5 getEnemyHitGround()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getEnemyHitGround ( )

**2.36.2.6 getEnemyID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getEnemyID ( )

**2.36.2.7 getEnemyState()** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getEnemyState ( )

```
2.36.2.8 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getFrame (
    float dt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



**2.36.2.9 getsDestroyed()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getIsDestroyed ()

**2.36.2.10 getMovingFallingEnemyObjectID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getMovingFallingEnemyObjectID ()

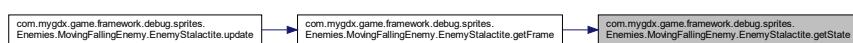
Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef** (p. ??).

**2.36.2.11 getState()** **EnemyState** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.getState ()

Here is the call graph for this function:



Here is the caller graph for this function:

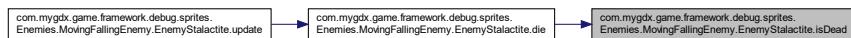


**2.36.2.12 hitWithPlayerPower()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.hitWithPlayerPower ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef** (p. ??).

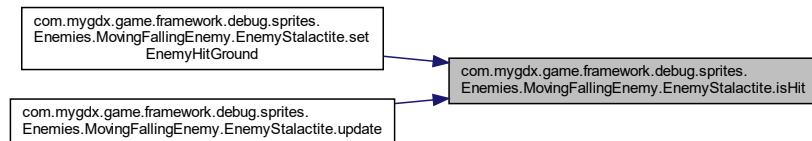
**2.36.2.13 isDead()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.isDead ( )

Here is the caller graph for this function:



**2.36.2.14 isHit()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.isHit ( )

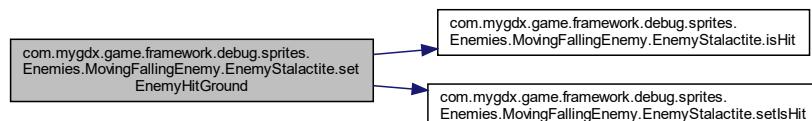
Here is the caller graph for this function:



**2.36.2.15 setdeath\_Gapich\_Timer\_Active()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setdeath\_Gapich\_Timer\_Active ( )

**2.36.2.16 setEnemyHitGround()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setEnemyHitGround ( )

get set from ContactListener Here is the call graph for this function:



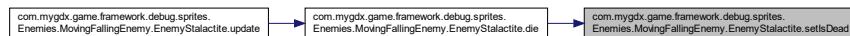
```
2.36.2.17 setEnemyState() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setEnemyState ( EnemyState state )
```

Here is the caller graph for this function:



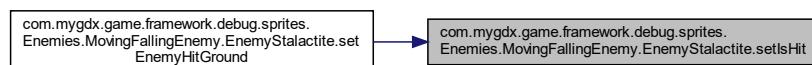
```
2.36.2.18 setIsDead() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setIsDead ( boolean status )
```

Here is the caller graph for this function:



```
2.36.2.19 setIsHit() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setIsHit ( boolean status )
```

Here is the caller graph for this function:



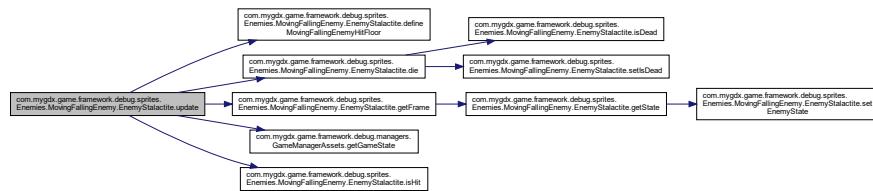
```
2.36.2.20 setToDestroyed() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.setToDestroyed ( boolean value )
```

```
2.36.2.21 update() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.←
EnemyStalactite.update (
    float dt )
```

Stag Enemy after hit floor player don't take damage and cant move it

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef** (p. ??).

Here is the call graph for this function:



### 2.36.3 Member Data Documentation

**2.36.3.1 currentEnemyState** **EnemyState** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.currentEnemyState [private]

**2.36.3.2 currentStateTime** **EnemyState** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.currentStateTime [private]

**2.36.3.3 death\_Gapich\_Timer\_Activate** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.death\_Gapich\_Timer\_Activate = false [private]

**2.36.3.4 death\_Grapich\_Timer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.death\_Grapich\_Timer = 0 [private]

**2.36.3.5 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.destroyed [private]

**2.36.3.6 enemyID** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.←  
EnemyStalactite.enemyID [private]

**2.36.3.7 enemyIsDead** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFalling←  
Enemy.EnemyStalactite.enemyIsDead [private]

**2.36.3.8 enemyIsDestroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Moving←  
FallingEnemy.EnemyStalactite.enemyIsDestroyed [private]

**2.36.3.9 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFalling←  
Enemy.EnemyStalactite.enemyIsHit [private]

**2.36.3.10 enemyMapObject** MapObject com.badlogic.gdx.game.framework.debug.sprites.Enemies.Moving←  
FallingEnemy.EnemyStalactite.enemyMapObject [private]

**2.36.3.11 enemyOnGround** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Moving←  
FallingEnemy.EnemyStalactite.enemyOnGround [private]

**2.36.3.12 frames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.Moving←  
FallingEnemy.EnemyStalactite.frames [private]

**2.36.3.13 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.←  
sprites.Enemies.MovingFallingEnemy.EnemyStalactite.gameManagerAssetsInstance [private]

**2.36.3.14 prevEnemyState** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.Moving←  
FallingEnemy.EnemyStalactite.prevEnemyState [private]

**2.36.3.15 prevEnemyStateTime** EnemyState com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
MovingFallingEnemy.EnemyStalactite.prevEnemyStateTime [private]

**2.36.3.16 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.setToDestroy [private]

**2.36.3.17 stalactitFallAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.setToDestroy [private]

**2.36.3.18 startPositionMap** Vector2 com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.setToDestroy [private]

**2.36.3.19 stateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.setToDestroy [private]

**2.36.3.20 time\_to\_defineHit\_Floor** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.setToDestroy [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/MovingFallingEnemy/**EnemyStalactite.java**

## 2.37 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState Enum Reference

### Public Attributes

- **SET\_INACTIVE\_STATE**
- **FALLING**
- **JUMPING**
- **GUARDING**
- **RUNNING**
- **TAKINGDAMAGE**
- **DEAD**

### 2.37.1 Member Data Documentation

**2.37.1.1 DEAD** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.DEAD

**2.37.1.2 FALLING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.FALLING

**2.37.1.3 GUARDING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.GUARDING

**2.37.1.4 JUMPING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.JUMPING

**2.37.1.5 RUNNING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.RUNNING

**2.37.1.6 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.SET\_INACTIVE\_STATE

**2.37.1.7 TAKINGDAMAGE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState.TAKINGDAMAGE

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyA.java**

## 2.38 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState Enum Reference

### Public Attributes

- **SET\_INACTIVE\_STATE**
- **FALLING**
- **JUMPING**
- **GUARDING**
- **RUNNING**
- **TAKINGDAMAGE**
- **DEAD**

### 2.38.1 Member Data Documentation

**2.38.1.1 DEAD** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.DEAD

**2.38.1.2 FALLING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.FALLING

**2.38.1.3 GUARDING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.GUARDING

**2.38.1.4 JUMPING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.JUMPING

**2.38.1.5 RUNNING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.RUNNING

**2.38.1.6 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.SET\_INACTIVE\_STATE

**2.38.1.7 TAKINGDAMAGE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState.TAKINGDAMAGE

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyB.java**

## 2.39 com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState Enum Reference

### Public Attributes

- **SET\_INACTIVE\_STATE**
- **GUARDING**
- **FIGHTING**
- **FALLING**
- **JUMPING**
- **TAKINGDAMAGE**
- **DEAD**

### 2.39.1 Member Data Documentation

**2.39.1.1 DEAD** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState.DEAD

**2.39.1.2 FALLING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState.FALLING

**2.39.1.3 FIGHTING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState.FIGHTING

**2.39.1.4 GUARDING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState.GUARDING

**2.39.1.5 JUMPING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState.JUMPING

**2.39.1.6 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.ENEMY\_STATE.SET\_INACTIVE\_STATE

**2.39.1.7 TAKINGDAMAGE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic.ENEMY\_STATE.TAKINGDAMAGE

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/**EnemyMimic.java**

## 2.40 com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy. EnemyStalactite.EnemyState Enum Reference

### Public Attributes

- **SET\_INACTIVE\_STATE**
- **GUARDING**
- **FALLING**
- **DESTROYED**

### 2.40.1 Member Data Documentation

**2.40.1.1 DESTROYED** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.Enemy↔  
Stalactite.EnemyState.DESTROYED

**2.40.1.2 FALLING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.Enemy↔  
Stalactite.EnemyState.FALLING

**2.40.1.3 GUARDING** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.Enemy↔  
Stalactite.EnemyState.GUARDING

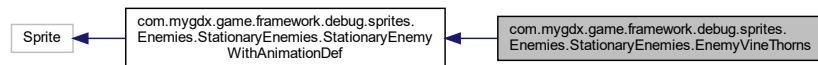
**2.40.1.4 SET\_INACTIVE\_STATE** com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFalling↔  
Enemy.EnemyStalactite.EnemyState.SET\_INACTIVE\_STATE

The documentation for this enum was generated from the following file:

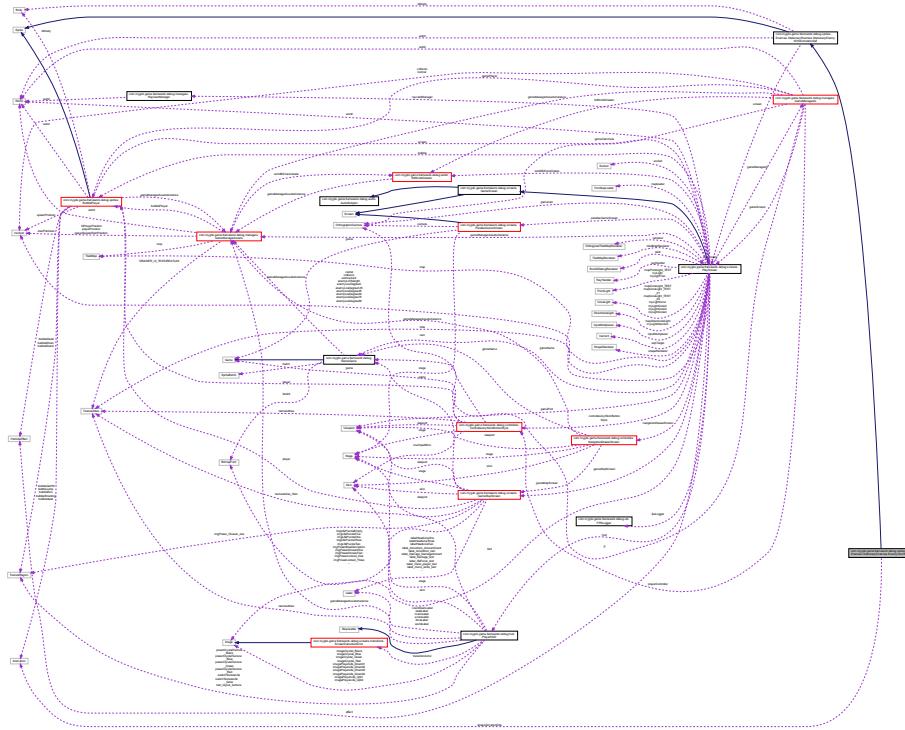
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/MovingFallingEnemy/**Enemy↔  
Stalactite.java**

## 2.41 com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.Enemy↔ VineThorns Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVine↔  
Thorns:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns:



## Public Member Functions

- **EnemyVineThorns ( PlayScreen screen, float x, float y, MapObject object, int id)**
- void **update (float dt)**
- void **setToDestroy ()**
- int **getStationaryEnemyObjectID ()**
- void **hitWithPlayerPower ()**
- void **draw (Batch batch)**

## Public Attributes

- boolean **setToDestroy**

## Protected Member Functions

- void **defineStationaryEnemy ()**

## Private Attributes

- String **objectIdentityName**
- int **objectIdentityID**
- Array< TextureRegion > **textureFrames**
- Animation **vinesAnimationOne**
- float **stateTime**
- boolean **destroyed**
- String **facingDirection**
- String **typeNumberVine**

## Additional Inherited Members

### 2.41.1 Constructor & Destructor Documentation

```
2.41.1.1 EnemyVineThorns() com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.<--  
EnemyVineThorns.EnemyVineThorns (   
    PlayScreen screen,  
    float x,  
    float y,  
    MapObject object,  
    int id )
```

TiledMap TYPE NUMBER = graphics corresponding

### 2.41.2 Member Function Documentation

```
2.41.2.1 defineStationaryEnemy() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.<--  
EnemyVineThorns.defineStationaryEnemy ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef** (p. ??).

```
2.41.2.2 draw() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.draw (   
    Batch batch )
```

if we use texture

```
2.41.2.3 getStationaryEnemyObjectID() int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.<--  
EnemyVineThorns.getStationaryEnemyObjectID ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef** (p. ??).

```
2.41.2.4 hitWithPlayerPower() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.<--  
EnemyVineThorns.hitWithPlayerPower ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef** (p. ??).

**2.41.2.5 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.setToDestroy ( )

**2.41.2.6 update()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef** (p. ??).

### 2.41.3 Member Data Documentation

**2.41.3.1 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.destroyed [private]

**2.41.3.2 facingDirection** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.facingDirection [private]

**2.41.3.3 objectIdentityID** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.objectIdentityID [private]

**2.41.3.4 objectIdentityName** String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.objectIdentityName [private]

**2.41.3.5 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.setToDestroy

**2.41.3.6 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.stateTime [private]

**2.41.3.7 textureFrames** `Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.textureFrames [private]`

**2.41.3.8 typeNumberVine** `String com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.typeNumberVine [private]`

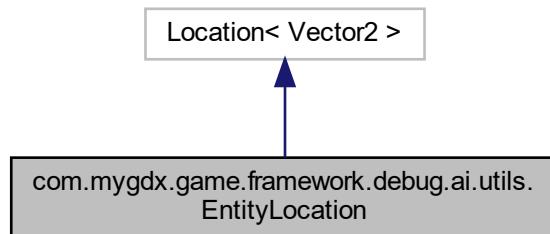
**2.41.3.9 vinesAnimationOne** `Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns.vinesAnimationOne [private]`

The documentation for this class was generated from the following file:

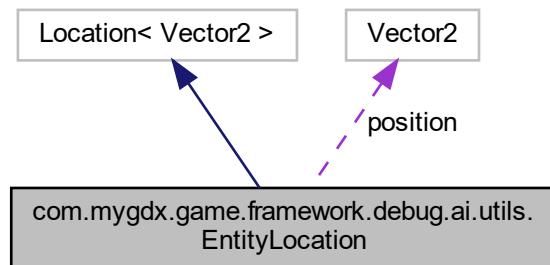
- `BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/StationaryEnemies/ EnemyVineThorns.java`

## 2.42 com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation Class Reference

Inheritance diagram for `com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation`:



Collaboration diagram for `com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation`:



## Public Member Functions

- **EntityLocation ()**
- **Vector2 getPosition ()**
- **float getOrientation ()**
- **void setOrientation (float orientation)**
- **Location< Vector2 > newLocation ()**
- **float vectorToAngle (Vector2 vector)**
- **Vector2 angleToVector (Vector2 outVector, float angle)**

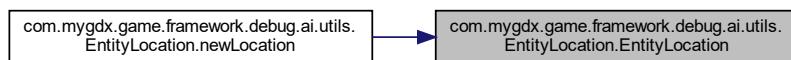
## Package Attributes

- **Vector2 position**
- **float orientation**

### 2.42.1 Constructor & Destructor Documentation

**2.42.1.1 EntityLocation()** com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.EntityLocation ( )

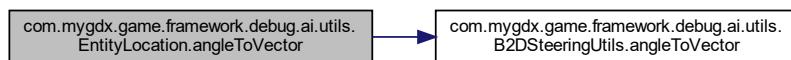
Here is the caller graph for this function:



### 2.42.2 Member Function Documentation

**2.42.2.1 angleToVector()** Vector2 com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.angleToVector ( Vector2 outVector, float angle )

Here is the call graph for this function:

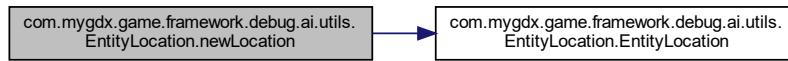


**2.42.2.2 getOrientation()** float com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.get←  
Orientation ( )

**2.42.2.3 getPosition()** Vector2 com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.get←  
Position ( )

**2.42.2.4 newLocation()** Location< Vector2 > com.badlogic.gdx.game.framework.debug.ai.utils.Entity←  
Location.newLocation ( )

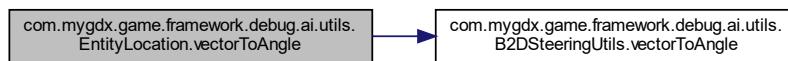
Here is the call graph for this function:



**2.42.2.5 setOrientation()** void com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.set←  
Orientation (   
 float orientation )

**2.42.2.6 vectorToAngle()** float com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.vector←  
ToAngle (   
 Vector2 vector )

Here is the call graph for this function:



## 2.42.3 Member Data Documentation

**2.42.3.1 orientation** float com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.orientation  
[package]

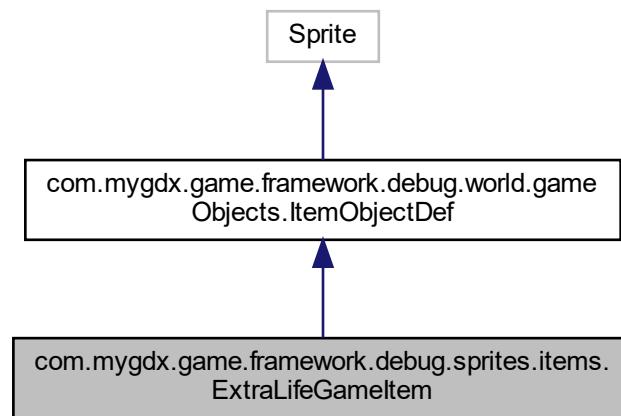
**2.42.3.2 position** Vector2 com.badlogic.gdx.game.framework.debug.ai.utils.EntityLocation.position [package]

The documentation for this class was generated from the following file:

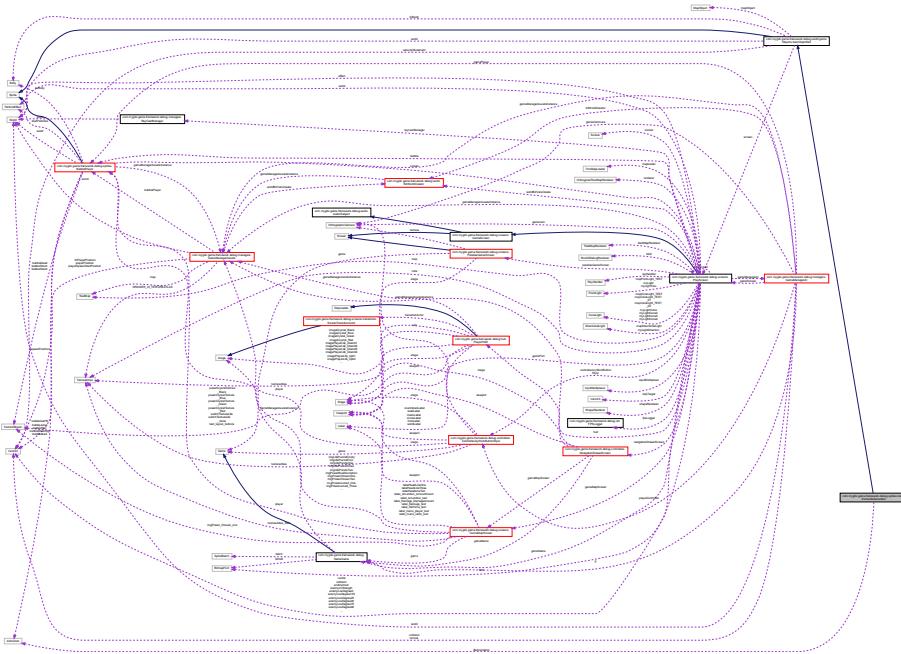
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/utils/ EntityLocation.java

## 2.43 com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGamelItem Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGamelItem:



Collaboration diagram for com.mygdx.game.framework.debug.sprites.items.ExtraLifeGamelitem:



### Public Member Functions

- **ExtraLifeGamelitem ( PlayScreen screen, float x, float y, MapObject object, int id)**
- **ExtraLifeGamelitem ( PlayScreen screen, float x, float y, String name, int id)**
- **String getObjectIdentity ()**
- **int getItemSpawnIDorEnemyDeadID ()**
- **boolean getDrawItemBool ()**
- **void setDrawItemBool (boolean value)**
- **void update (float dt)**
- **void setToDestroy ()**
- **int getObjectID ()**
- **void draw (Batch batch)**

### Public Attributes

- **boolean setToDestroy**

### Protected Member Functions

- **void defineItemObject ()**

### Private Attributes

- **String objectIdentity**
- **Array< TextureRegion > textureFrames**
- **Animation lifeAnimation**
- **float stateTime**
- **boolean destroyed**
- **int enemyDeadorMapSpawnID**
- **boolean drawItemBool**

## Additional Inherited Members

### 2.43.1 Constructor & Destructor Documentation

**2.43.1.1 ExtraLifeGameItem() [1/2]** com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem (

```
PlayScreen screen,
float x,
float y,
MapObject object,
int id )
```

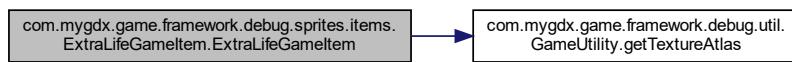
Here is the call graph for this function:



**2.43.1.2 ExtraLifeGameItem() [2/2]** com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem (

```
PlayScreen screen,
float x,
float y,
String name,
int id )
```

Here is the call graph for this function:



### 2.43.2 Member Function Documentation

**2.43.2.1 defineItemObject()** void com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.defineItemObject () [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.43.2.2 draw()** void com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.draw (Batch batch )

**2.43.2.3 getDrawItemBool()** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.getDrawItemBool ( )

**2.43.2.4 getItemSpawnIDorEnemyDeadID()** int com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.getItemSpawnIDorEnemyDeadID ( )

**2.43.2.5 getObjectID()** int com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.43.2.6 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.43.2.7 setDrawItemBool()** void com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.setDrawItemBool (boolean value )

**2.43.2.8 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.setToDestroy ( )

**2.43.2.9 update()** void com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.update (float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

## 2.43.3 Member Data Documentation

**2.43.3.1 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
destroyed [private]

**2.43.3.2 drawItemBool** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.drawItemBool [private]

**2.43.3.3 enemyDeadorMapSpawnID** int com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.enemyDeadorMapSpawnID [private]

**2.43.3.4 lifeAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.lifeAnimation [private]

**2.43.3.5 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.objectIdentity [private]

**2.43.3.6 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.setToDestroy

**2.43.3.7 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.stateTime [private]

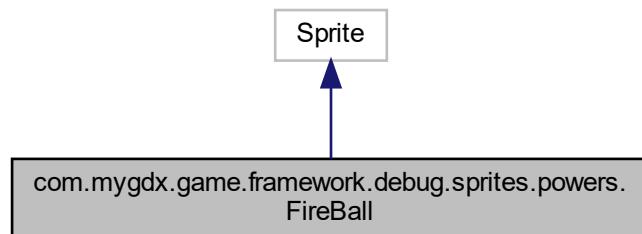
**2.43.3.8 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem.  
.textureFrames [private]

The documentation for this class was generated from the following file:

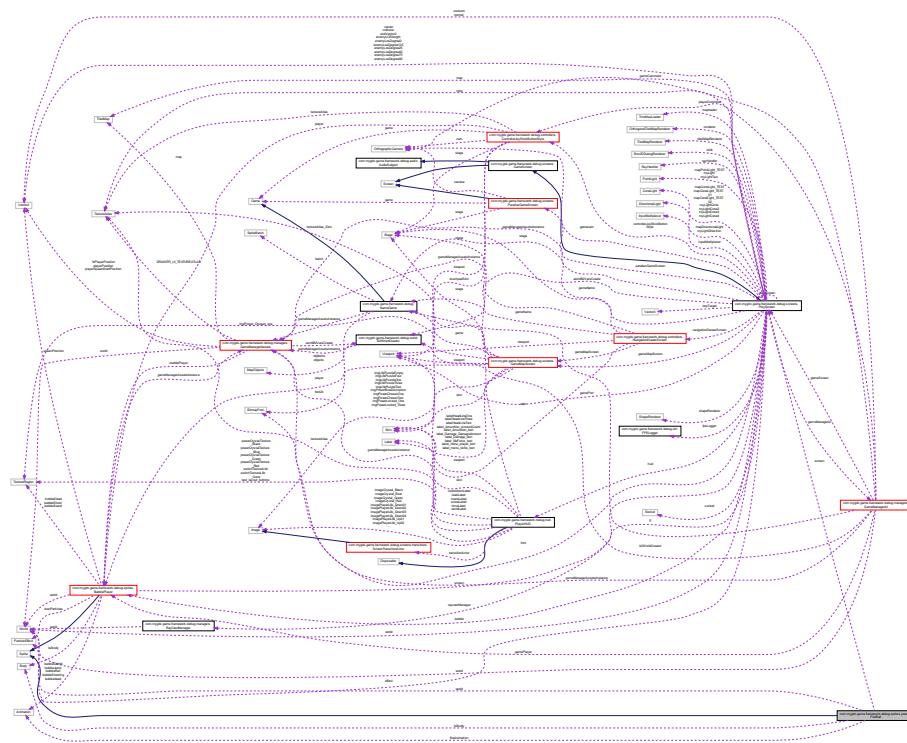
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **ExtraLifeGameItem.java**

## 2.44 com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall:



### Public Member Functions

- **FireBall ( PlayScreen screen, float x, float y, boolean fireRight)**
- void **defineFireBall ()**
- void **update (float dt)**
- void **setToDestroy ()**
- boolean **isDestroyed ()**
- boolean **getHitwithBullet ()**

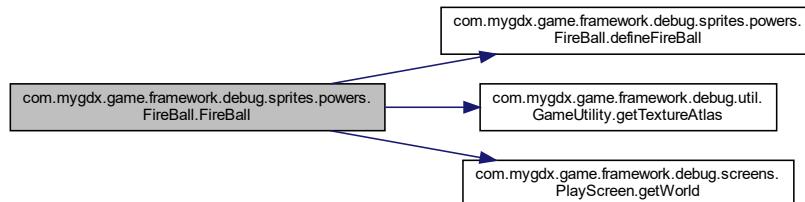
## Package Attributes

- **PlayScreen screen**
- **World world**
- **Array< TextureRegion > textureFrames**
- **Animation fireAnimation**
- **float stateTime**
- **boolean destroyed**
- **boolean setToDestroy**
- **boolean fireRight**
- **boolean bullet\_Hit\_enemy = false**
- **Body b2body**

### 2.44.1 Constructor & Destructor Documentation

```
2.44.1.1 FireBall() com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.FireBall (
    PlayScreen screen,
    float x,
    float y,
    boolean fireRight )
```

Here is the call graph for this function:



### 2.44.2 Member Function Documentation

```
2.44.2.1 defineFireBall() void com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.defineFireBall ( )
```

Here is the caller graph for this function:



**2.44.2.2 `getHitwithBullet()`** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.getHitwithBullet ( )

**2.44.2.3 `isDestroyed()`** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.isDestroyed ( )

**2.44.2.4 `setToDestroy()`** void com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.setToDestroy ( )

**2.44.2.5 `update()`** void com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.update ( float dt )

### 2.44.3 Member Data Documentation

**2.44.3.1 `b2body`** Body com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.b2body [package]

**2.44.3.2 `bullet_Hit_enemy`** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.bullet\_Hit\_enemy = false [package]

**2.44.3.3 `destroyed`** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.destroyed [package]

**2.44.3.4 `fireAnimation`** Animation com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.fireAnimation [package]

**2.44.3.5 `fireRight`** boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.fireRight [package]

**2.44.3.6 screen** `PlayScreen` `com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.screen`  
[package]

**2.44.3.7 setToDestroy** `boolean com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.setToDestroy`  
[package]

**2.44.3.8 stateTime** `float com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.stateTime`  
[package]

**2.44.3.9 textureFrames** `Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.textureFrames`  
[package]

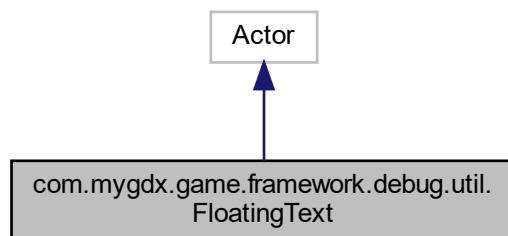
**2.44.3.10 world** `World com.badlogic.gdx.game.framework.debug.sprites.powers.FireBall.world` [package]

The documentation for this class was generated from the following file:

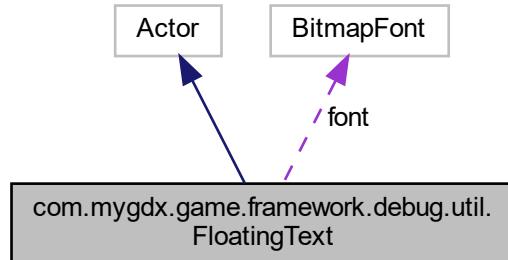
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **FireBall.java**

## 2.45 com.badlogic.gdx.game.framework.debug.util.FloatingText Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.util.FloatingText:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.util.FloatingText:



### Public Member Functions

- **FloatingText** (String **text**, long **animationDuration**)
- void **setDeltaX** (float **deltaX**)
- void **setDeltaY** (float **deltaY**)
- void **animate** ()
- boolean **isAnimated** ()
- void **draw** (Batch batch, float parentAlpha)

### Package Attributes

- int **xPos**
- int **yPos**

### Private Member Functions

- boolean **isDisposable** ()
- void **dispose** ()

### Private Attributes

- final String **text**
- final long **animationDuration**
- boolean **animated** = false
- long **animationStart**
- float **deltaX**
- float **deltaY**
- BitmapFont **font** = new BitmapFont(Gdx.files.internal("fonts/sans\_serif\_18.fnt"))

#### 2.45.1 Constructor & Destructor Documentation

```
2.45.1.1 FloatingText() com.badlogic.gdx.game.framework.debug.util.FloatingText.FloatingText (
    String text,
    long animationDuration )
```

## 2.45.2 Member Function Documentation

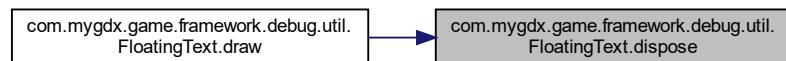
```
2.45.2.1 animate() void com.badlogic.gdx.game.framework.debug.util.FloatingText.animate ( )
```

Here is the caller graph for this function:



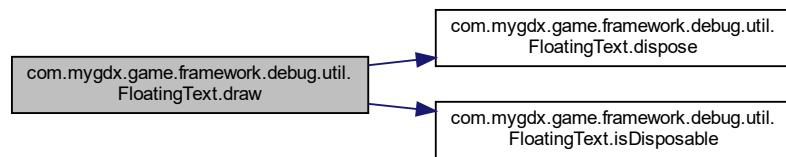
```
2.45.2.2 dispose() void com.badlogic.gdx.game.framework.debug.util.FloatingText.dispose ( ) [private]
```

Dispose the component. **Note that all the children components also should be disposed otherwise a memory leak will occur.** Here is the caller graph for this function:



```
2.45.2.3 draw() void com.badlogic.gdx.game.framework.debug.util.FloatingText.draw (
    Batch batch,
    float parentAlpha )
```

Here is the call graph for this function:



#### 2.45.2.4 **isAnimated()** boolean com.badlogic.gdx.game.framework.debug.util.FloatingText.isAnimated ( )

Here is the caller graph for this function:

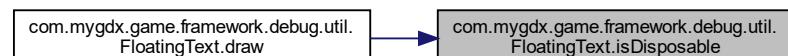


#### 2.45.2.5 **isDisposable()** boolean com.badlogic.gdx.game.framework.debug.util.FloatingText.isDisposable ( ) [private]

##### Returns

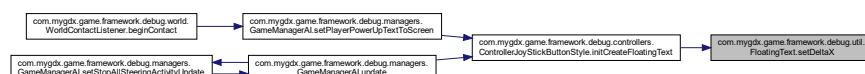
true if the animation has finished.

Here is the caller graph for this function:



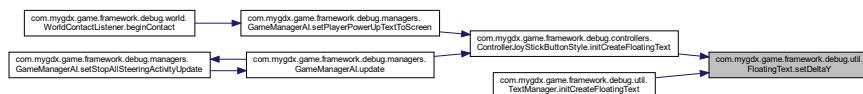
#### 2.45.2.6 **setDeltaX()** void com.badlogic.gdx.game.framework.debug.util.FloatingText.setDeltaX ( float deltaX )

Here is the caller graph for this function:



```
2.45.2.7 setDeltaY() void com.badlogic.gdx.game.framework.debug.util.FloatingText.setDeltaY (
    float deltaY )
```

Here is the caller graph for this function:



### 2.45.3 Member Data Documentation

**2.45.3.1 animated** boolean com.badlogic.gdx.game.framework.debug.util.FloatingText.animated = false  
[private]

**2.45.3.2 animationDuration** final long com.badlogic.gdx.game.framework.debug.util.FloatingText.animationDuration [private]

**2.45.3.3 animationStart** long com.badlogic.gdx.game.framework.debug.util.FloatingText.animationStart  
[private]

**2.45.3.4 deltaX** float com.badlogic.gdx.game.framework.debug.util.FloatingText.deltaX [private]

**2.45.3.5 deltaY** float com.badlogic.gdx.game.framework.debug.util.FloatingText.deltaY [private]

**2.45.3.6 font** BitmapFont com.badlogic.gdx.game.framework.debug.util.FloatingText.font = new BitmapFont(Gdx.files.internal("fonts/sans\_serif\_18.fnt")) [private]

**2.45.3.7 text** final String com.badlogic.gdx.game.framework.debug.util.FloatingText.text [private]

**2.45.3.8 xPos** int com.badlogic.gdx.game.framework.debug.util.FloatingText.xPos [package]

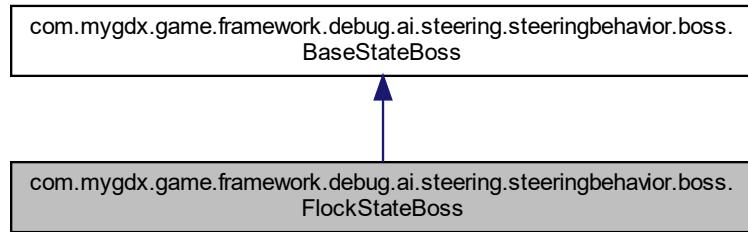
**2.45.3.9 yPos** int com.badlogic.gdx.game.framework.debug.util.FloatingText.yPos [package]

The documentation for this class was generated from the following file:

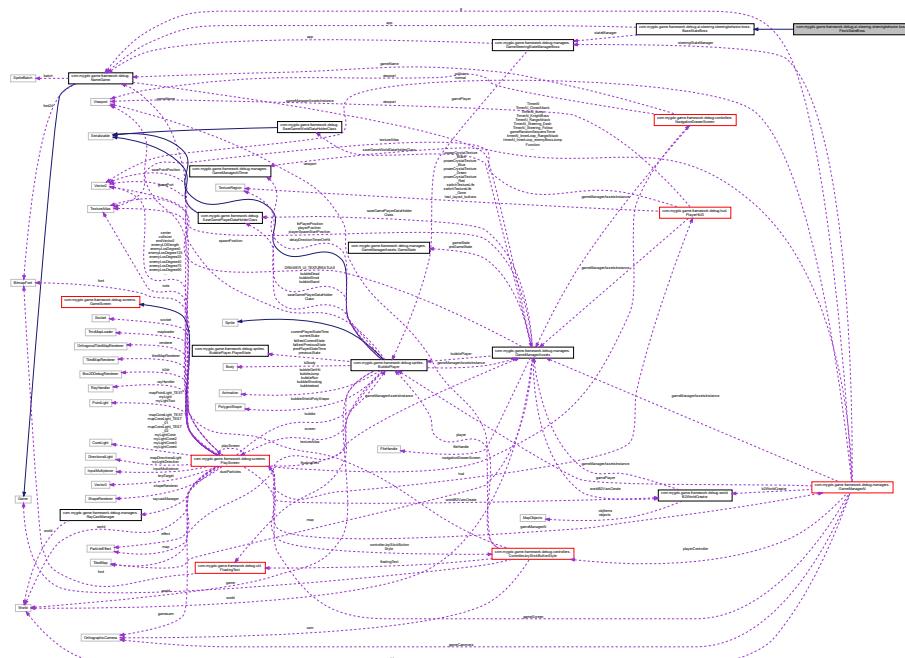
- BubbleDragon/core/src/com/mygdx/game/framework/debug/util/**FloatingText.java**

## 2.46 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss:



## Public Member Functions

- **FlockStateBoss ( NameGame app, GameSteeringStateManagerBoss gameSteeringStateManagerBoss, BubblePlayer player, Array< BossEnemyDef > enemyList)**
- void **input ()**
- void **update (float dt)**
- void **render ()**
- void **resize (int w, int h)**
- void **dispose ()**

## Additional Inherited Members

### 2.46.1 Constructor & Destructor Documentation

**2.46.1.1 FlockStateBoss()** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss (NameGame app, GameSteeringStateManagerBoss gameSteeringStateManagerBoss, BubblePlayer player, Array< BossEnemyDef > enemyList )

### 2.46.2 Member Function Documentation

**2.46.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.46.2.2 input()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.46.2.3 render()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

```
2.46.2.4 resize() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.Flock<→
StateBoss.resize (
    int w,
    int h )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

```
2.46.2.5 update() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.Flock<→
StateBoss.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/**FlockState**←  
**Boss.java**

## 2.47 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.FormationState Class Reference

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/**Formation**←  
**State.java**

## 2.48 com.badlogic.gdx.game.framework.debug.util.FPSLogger Class Reference

### Public Member Functions

- **FPSLogger ()**
- String **logg ()**

### Package Attributes

- long **startTime**
- String **fpsMessage** = ""

### 2.48.1 Constructor & Destructor Documentation

#### 2.48.1.1 **FPSLogger()** com.badlogic.gdx.game.framework.debug.util.FPSLogger.FPSLogger ( )

## 2.48.2 Member Function Documentation

**2.48.2.1 log()** String com.badlogic.gdx.game.framework.debug.util.FPSLogger.logg ( )

## 2.48.3 Member Data Documentation

**2.48.3.1 fpsMessage** String com.badlogic.gdx.game.framework.debug.util.FPSLogger.fpsMessage = ""  
[package]

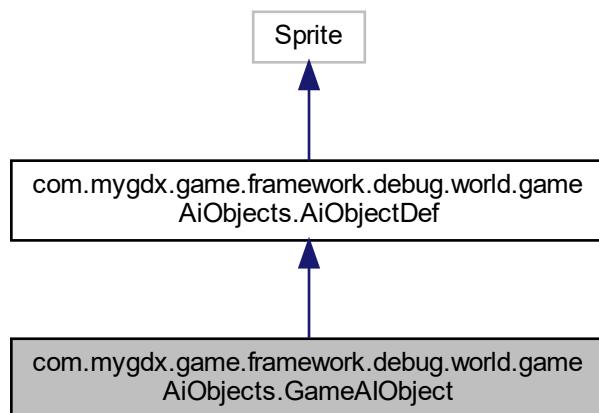
**2.48.3.2 startTime** long com.badlogic.gdx.game.framework.debug.util.FPSLogger.startTime [package]

The documentation for this class was generated from the following file:

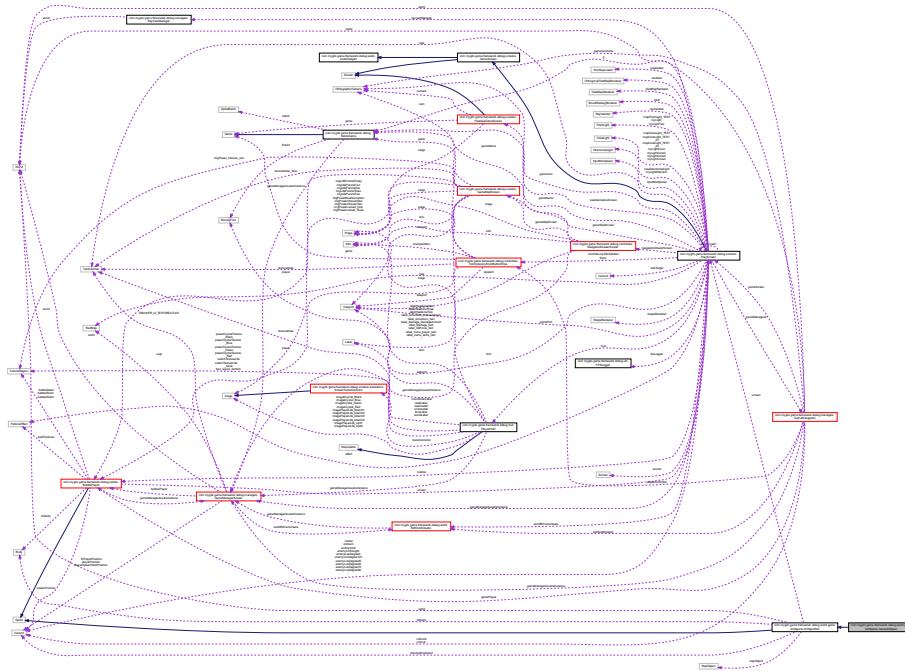
- BubbleDragon/core/src/com/mygdx/game/framework/debug/util/ **FPSLogger.java**

## 2.49 com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject:



Collaboration diagram for com.mygdx.game.framework.debug.world.gameAiObjects.GameAIObject:



### Public Member Functions

- **GameAIObject ( PlayScreen screen, float x, float y, MapObject object)**
- **void init ()**
- **String getObjectIdentity ()**
- **String getMapMarkerType ()**
- **String getMapMarkerAssociationNumber ()**
- **void update (float dt)**
- **boolean getHitBossBoolean ()**
- **void setPortalActivity (String value)**
- **String getPortalActivity ()**
- **void getHitBossSpawn ()**
- **int getObjectID ()**
- **Body getGameAIObjectB2Body ()**

### Protected Member Functions

- **void defineGameAIObjectBig ()**
- **void defineGameAIObjectLarge ()**
- **void defineGameAIObject ()**

### Private Attributes

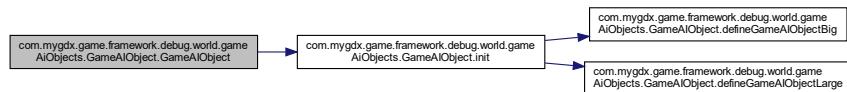
- **String objectIdentity**
- **boolean hiddenbossMarkerHit = false**
- **boolean hiddenEnemyAReversVelocityMarkerHit = false**
- **String hiddenPortalActivity**
- **String mapMarkerType**
- **String mapMarkerLength**
- **boolean time\_to\_reDefineBig**
- **boolean time\_to\_reDefineLarge**
- **String mapMarkerAssociationNumber**

## Additional Inherited Members

### 2.49.1 Constructor & Destructor Documentation

```
2.49.1.1 GameAIObject() com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.GameAIObject ( PlayScreen screen, float x, float y, MapObject object )
```

Here is the call graph for this function:



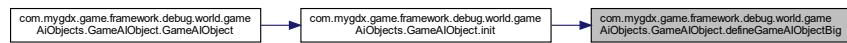
### 2.49.2 Member Function Documentation

```
2.49.2.1 defineGameAIObject() void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.defineGameAIObject () [protected]
```

Reimplemented from `com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef` (p. ??).

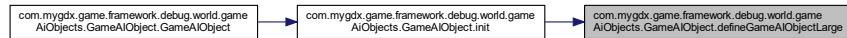
```
2.49.2.2 defineGameAIObjectBig() void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.defineGameAIObjectBig () [protected]
```

Here is the caller graph for this function:



**2.49.2.3 defineGameAIObjectLarge()** void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.defineGameAIObjectLarge ( ) [protected]

Here is the caller graph for this function:



**2.49.2.4 getGameAIObjectB2Body()** Body com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getGameAIObjectB2Body ( )

**2.49.2.5 getHitBossBoolean()** boolean com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getHitBossBoolean ( )

**2.49.2.6 getHitBossSpawn()** void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getHitBossSpawn ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.49.2.7 getMapMarkerAssociationNumber()** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getMapMarkerAssociationNumber ( )

**2.49.2.8 getMapMarkerType()** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getMapMarkerType ( )

**2.49.2.9 getObjectID()** int com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.49.2.10 `getObjectIdentity()`** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getObjectIdentity ( )

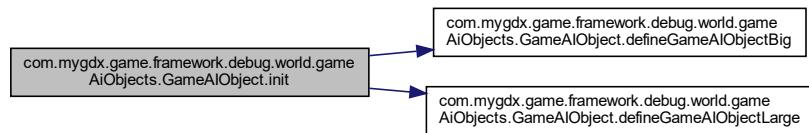
Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.49.2.11 `getPortalActivity()`** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.getPortalActivity ( )

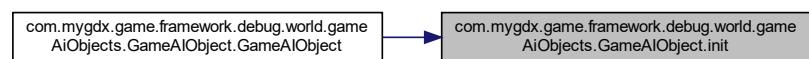
Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.49.2.12 `init()`** void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.init ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.49.2.13 `setPortalActivity()`** void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.setPortalActivity ( String value )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.49.2.14 `update()`** void com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

### 2.49.3 Member Data Documentation

**2.49.3.1 hiddenbossMarkerHit** boolean com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.hiddenbossMarkerHit = false [private]

**2.49.3.2 hiddenEnemyAReversVelocityMarkerHit** boolean com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.hiddenEnemyAReversVelocityMarkerHit = false [private]

**2.49.3.3 hiddenPortalActivity** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.hiddenPortalActivity [private]

**2.49.3.4 mapMarkerAssociationNumber** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.mapMarkerAssociationNumber [private]

**2.49.3.5 mapMarkerLength** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.mapMarkerLength [private]

**2.49.3.6 mapMarkerType** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.mapMarkerType [private]

**2.49.3.7 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.objectIdentity [private]

**2.49.3.8 time\_to\_reDefineBig** boolean com.badlogic.gdx.game.framework.debug.world.gameAiObjects.GameAIObject.time\_to\_reDefineBig [private]

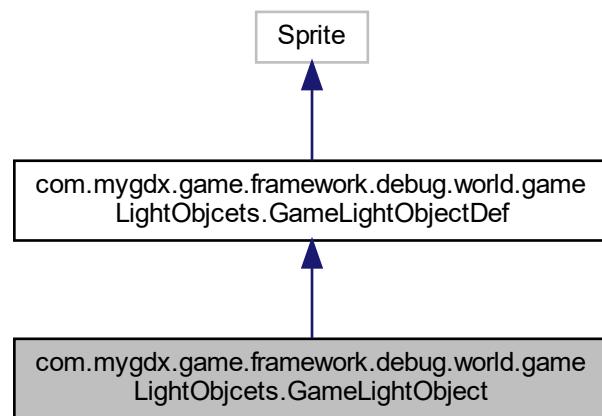
**2.49.3.9 time\_to\_reDefineLarge** boolean com.badlogic.gdx.game.framework.debug.world.gameAiObjects. $\leftarrow$   
GameAIObject.time\_to\_reDefineLarge [private]

The documentation for this class was generated from the following file:

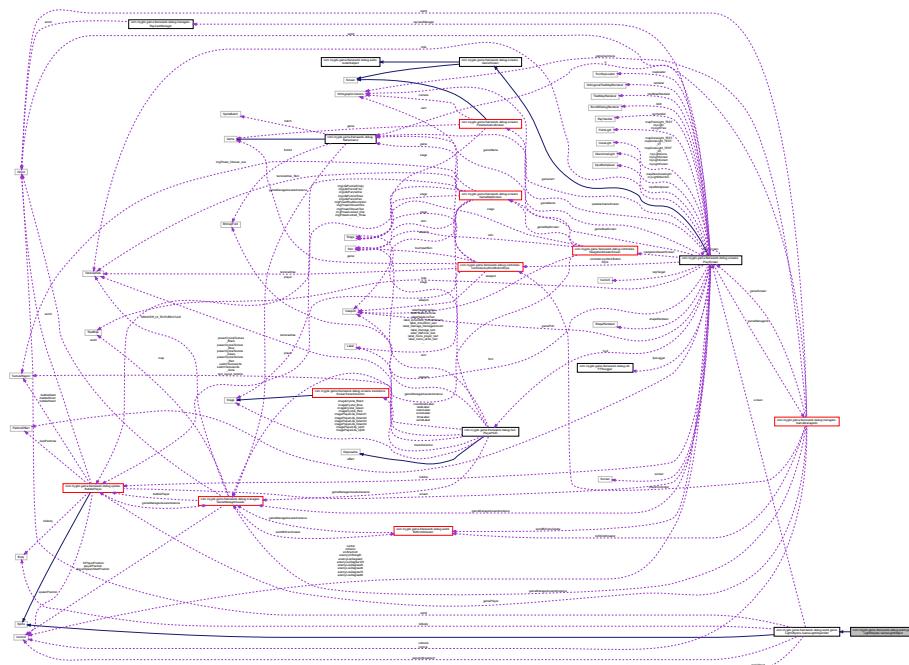
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameAiObjects/ GameAIObject.java

## 2.50 com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject:



## Public Member Functions

- **GameLightObject** (**PlayScreen screen**, float x, float y, MapObject object)
- String **getObjectIdentity** ()
- void **update** (float dt)
- int **getObjectID** ()

## Protected Member Functions

- void **defineLightPointObject** ()

## Private Attributes

- String **objectIdentity**
- String **lightMarkerType**
- String **lightMarkerDirection**

## Additional Inherited Members

### 2.50.1 Constructor & Destructor Documentation

```
2.50.1.1 GameLightObject() com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLight←
Object.GameLightObject (
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

### 2.50.2 Member Function Documentation

```
2.50.2.1 defineLightPointObject() void com.badlogic.gdx.game.framework.debug.world.gameLightObjects.←
GameLightObject.defineLightPointObject () [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef** (p. ??).

```
2.50.2.2 getObjectID() int com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLight←
Object.getObjectID ()
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef** (p. ??).

**2.50.2.3 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject.get.ObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef** (p. ??).

**2.50.2.4 update()** void com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef** (p. ??).

### 2.50.3 Member Data Documentation

**2.50.3.1 lightMarkerDirection** String com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject.lightMarkerDirection [private]

**2.50.3.2 lightMarkerType** String com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject.lightMarkerType [private]

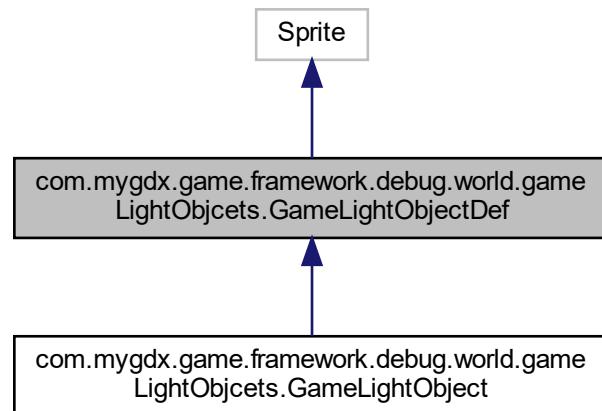
**2.50.3.3 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject.objectIdentity [private]

The documentation for this class was generated from the following file:

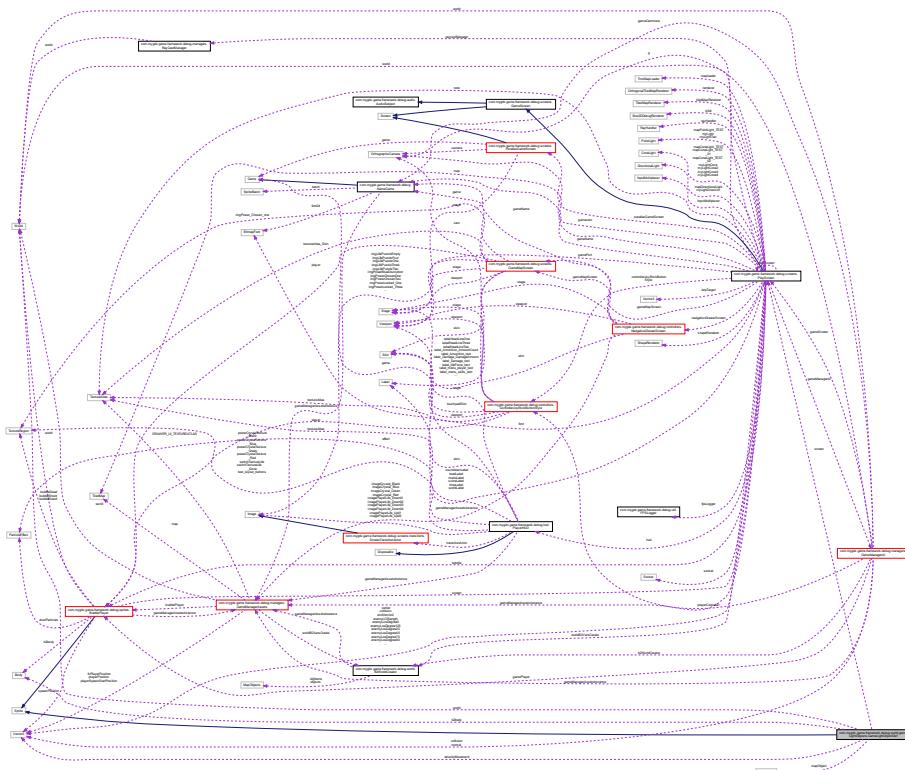
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameLightObjcets/ **GameLightObject.java**

## 2.51 com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef:



## Public Member Functions

- **GameLightObjectDef ( PlayScreen screen, float x, float y, MapObject object)**
- abstract String **getObjectIdentity ()**
- abstract void **update (float dt)**
- abstract int **getObjectID ()**

## Public Attributes

- Body **b2body**
- Vector2 **velocityMovement**
- MapObject **mapObject**

## Protected Member Functions

- abstract void **defineLightPointObject ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

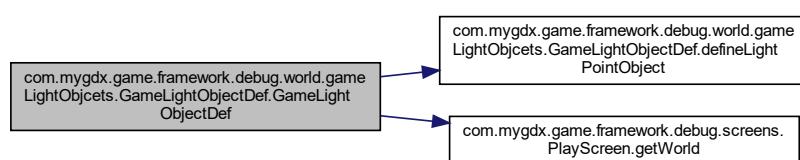
## Private Attributes

- String **objectIdentity**

### 2.51.1 Constructor & Destructor Documentation

```
2.51.1.1 GameLightObjectDef() com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef
GameLightObjectDef (PlayScreen screen,
float x,
float y,
MapObject object )
```

Here is the call graph for this function:

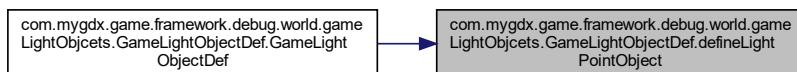


## 2.51.2 Member Function Documentation

**2.51.2.1 defineLightPointObject()** abstract void com.badlogic.gdx.game.framework.debug.world.gameLight←  
Objcets.GameLightObjectDef.defineLightPointObject ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject** (p. ??).

Here is the caller graph for this function:



**2.51.2.2 getObjectID()** abstract int com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.←  
GameLightObjectDef.getObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject** (p. ??).

**2.51.2.3 getObjectIdentity()** abstract String com.badlogic.gdx.game.framework.debug.world.gameLight←  
Objcets.GameLightObjectDef.getObjectIdentity ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject** (p. ??).

**2.51.2.4 update()** abstract void com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.Game←  
LightObjectDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject** (p. ??).

## 2.51.3 Member Data Documentation

**2.51.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.world.gameLightObjcets.GameLightObject←  
Def.b2body

**2.51.3.2 mapObject** MapObject com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef.mapObject

**2.51.3.3 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef.objectIdentity [private]

**2.51.3.4 screen** PlayScreen com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef.screen [protected]

**2.51.3.5 velocityMovement** Vector2 com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef.velocityMovement

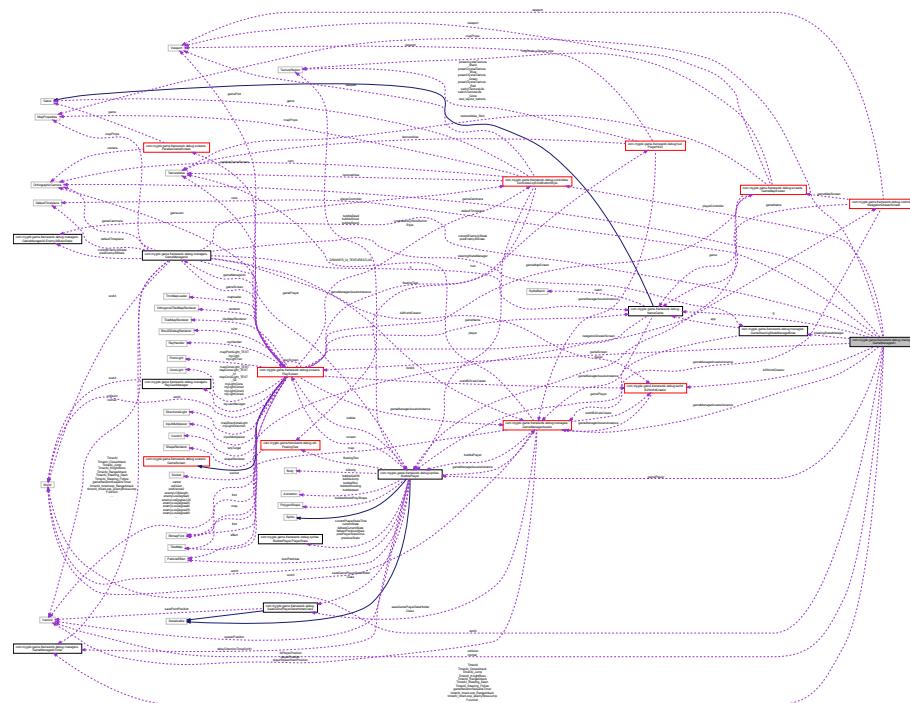
**2.51.3.6 world** World com.badlogic.gdx.game.framework.debug.world.gameLightObjects.GameLightObjectDef.world [protected]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameLightObjects/ GameLightObjectDef.java

## 2.52 com.badlogic.gdx.game.framework.debug.managers.GameManagerAI Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.managers.GameManagerAI:



## Classes

- enum **EnemyAIBossState**

## Public Member Functions

- **GameManagerAI** ( **NameGame** gameName, **BubblePlayer** bubble, **B2WorldCreator** b2WC, String mapW, **GameManagerAssets** instance, World w, **ControllerJoyStickButtonStyle** controller, OrthographicCamera cam, Map map)
- void **setMaxLifeLostOnHit** (int value)
- int **getMaxLifeLostOnHit** ()
- void **setPlayerStatsFromDifficulty** ()
- void **init** ()
- void **setEnemyAIState** ( **EnemyAIBossState** state)
- **EnemyAIBossState** **getCurrentEnemyAIState** ()
- void **updateAllSpawnLifeFromEnemy** (float dt)
- Array< **ExtraLifeGameItem** > **getExtraLifeSpawnFromDeadToDraw** ()
- Array< **DragonEggGameItem** > **getDragonEggToDraw** ()
- void **runWorld\_1** (float dt)
- void **runWorld\_2** (float dt)
- void **runWorld\_3** ()
- void **runWorld\_4** ()
- void **runWorld\_5** ()
- void **testFlyby** ()
- void **setPlayerPowerUpTextToScreen** (String msg, Vector2 pos, float deltaMoveX, float deltaMoveY)
- void **update** (float dt)
- void **setStopAllSteeringActivityUpdate** (float dt)
- void **setStartSteeringActivityFromContactWithAI** (boolean value)
- void **setStopSteeringActivityFromContactWithAI** (boolean value)
- boolean **getStopSteeringActivityFromContactWithAI** ()
- boolean **getStartSteeringActivityFromContactWithAI** ()
- void **setStartAllSteeringActivityUpdate** ()
- void **dispose** ()

## Static Public Member Functions

- static int **rnRange** (int start, int finished)
- static int **rnRange** (int finished)

## Package Attributes

- Array< **SmallEnemyDef** > **gameEnemyList**
- Array< **BossEnemyDef** > **gameEnemyBossList**
- Array< **EnemyKnightDevil** > **knightEnemyList** = new Array< **EnemyKnightDevil**>()
- Array< **EnemyA** > **enemyAEnemyList** = new Array< **EnemyA**>()
- Array< **GameAIObject** > **gameAIObjects** = new Array< **GameAIObject**>()
- Array< **GameAIObject** > **gameAIBossHiddenMarkers** = new Array< **GameAIObject**>()
- Array< **GameSteeringStateManagerBoss** > **gameSteeringStateManagerBossArray** = new Array< **GameSteeringStateManagerBoss**>()
- Array< **GameSteeringStateManagerEnemy** > **gameSteeringStateManagerEnemyArray** = new Array< **GameSteeringStateManagerEnemy**>()
- Array< **BossEnemyDef** > **enemyObjectsBossList** = new Array< **BossEnemyDef**>()

- Array< **SmallEnemyDef** > **enemyObjectsEnemyA** = new Array< **SmallEnemyDef**>()
- Array< **SmallEnemyDef** > **enemyObjectsEnemyB** = new Array< **SmallEnemyDef**>()
- **BubblePlayer** **gamePlayer**
- **NameGame** **g**
- **PlayScreen** **gameScreen**
- **Vector2** **collision** = new **Vector2**()
- **Vector2** **normal** = new **Vector2**()
- float **dist**
- float **jumpTimerTest**
- float **enemyBossCombatTimer**
- **DefaultTimepiece** **defaultTimepiece**
- **GameManagerAITimer** **timerAI\_OuterLoop\_enemyBossJumpFunction**
- **GameManagerAITimer** **timerAI\_InnerLoop\_enemyBossJumpFunction**
- **GameManagerAITimer** **TimerAI**
- **GameManagerAITimer** **timerAI\_OuterLoop\_RangeAttack**
- **GameManagerAITimer** **timerAI\_InnerLoop\_RangeAttack**
- **GameManagerAITimer** **gameRandomSequensTimer**
- **GameManagerAITimer** **TimerAI\_KnightBoss**
- **GameManagerAITimer** **TimerAI\_RangeAttack**
- **GameManagerAITimer** **TimerAI\_CloseAttack**
- **GameManagerAITimer** **TimerAI\_Steering\_Dash**
- **GameManagerAITimer** **TimerAI\_Steering\_Follow**
- **GameManagerAITimer** **TimerAI\_Jump**
- Array< **ExtraLifeGameItem** > **extraLifeSpawnfromdead**
- Array< **DragonEggGameItem** > **dragonEggGameItemArray**
- **B2WorldCreator** **b2WorldCreator**
- boolean **failSafe\_On\_Active** = false
- float **graphicTimer** = 0
- Array< **EnemyA** > **testArray** = new Array< **EnemyA**>()
- int **happenOnTimeSpawnDeadBoss** = 0

### Private Member Functions

- void **splitEnemyList** (Array< **SmallEnemyDef** > **enemyList**)
- void **splitBossEnemyList** (Array< **BossEnemyDef** > **enemyList**)
- void **splitAIObjectsList** (Array< **GameAIObject** > **aiObList**)
- void **setSteeringStateManagerBossBoolean** (boolean value)
- boolean **getSteeringStateManagerBossBoolean** ()
- void **setSteeringStateManagerEnemyB\_boolean** (boolean value)
- boolean **getSteeringStateManagerEnemyB\_boolean** ()
- void **setSteeringStateManagerBoss** (boolean run)
- void **setSteeringStateManagerEnemy** (boolean run)
- void **lookUpSteeringStateManagerHasState** ()
- void **stopSteeringStateManagerBossKnight** (boolean stop)
- void **stopSteeringStateManagerEnemy** (boolean stop)
- void **startSteeringStateManagerBossKnight** (boolean run, int whatToFollow, int rangeToFollow, int ai← BodyToUse)
- void **startSteeringStateManagerSmallEnemy** (boolean run, int whatToFollow, int rangeToFollow, int ai← BodyToUse)
- void **setBossKnightAlwaysFacingPlayer** (boolean value)
- void **setBossKnightActive** (float dt, boolean activeFacing)
- void **setEnemyMovingFallingActive** (float dt)
- void **setEnemyAAActive** (float dt)
- void **setEnemyBAActive** (float dt)

- void **aiTestOne** (float dt)
- void **aiTest\_MoveAndJump** (float dt)
- void **aiTest\_MoveAndJump2** (float dt)
- void **aiTest\_NoMoveFightLooping** (float dt)
- void **enemyBossChangeDirection** (float dt)
- void **enemyTrashTesting** (float dt)
- void **enemyTrashTesting2** (float dt)
- void **testRangeAttackRight** (float dt)
- void **testRangeAttackLeft** (float dt)
- void **aiDashMoveOneTime** (float dt, boolean run)
- void **aiDashMoveTestAir** (float dt, boolean run)
- void **aiDashMoveOneTimeAir** (float dt, boolean run)
- void **levelTwoSequence** (float dt)
- void **levelOneBossSequence** (float dt)
- void **worldBossLevelKnightDevilStage01** (float dt, String w)
- void **worldBossLevelKnightDevil** (float dt, String w)
- void **setAttackFollowingPlayer** (float dt, boolean run)
- boolean **getDashMoveBool** ()
- void **setDashMoveBool** (boolean value)
- void **aiDashMoveTest** (float dt, boolean run)
- void **enemyBossDashToMarker** (float dt, boolean run, String dashTo)
- void **setRangeAttackFollowingPlayer** (float dt, boolean run)
- boolean **getBossJumpBool** ()
- void **setBossJumpBool** (boolean value)
- void **enemyBossJumpFunction** (float dt, boolean run, int jumpType)
- void **enemyBossJumpFollowPlayer** (boolean atLevelStartUse, int jumpType, float dt)
- void **enemyBossJumpSingleRepeat** (boolean atLevelStartUse, int jumpType, float dt)
- void **setRangeAttackFollowingPlayerBool** (boolean value)
- boolean **getRangeAttackFollowingPlayerBool** ()
- void **setCloseAttackFollowingPlayerBool** (boolean value)
- boolean **getCloseeAttackFollowingPlayerBool** ()
- boolean **getBossKnightActiveDirectionBoolean** ()
- void **setBossKnightActiveDirectionBoolean** (boolean value)

### Private Attributes

- **EnemyAIBossState currentEnemyAIState**
- **EnemyAIBossState prevEnemyAIState**
- **GameSteeringStateManagerBoss steeringStateManager**
- boolean **sequenceBoolDone**
- boolean **dashMoveBool**
- boolean **bossJumpBool**
- boolean **bossJumpDoneBool**
- boolean **bossJumpDoneBool2**
- boolean **bossJumpFollowPlayerStopAllActivity**
- boolean **bossJumpSingleRepeatStopAllActivity**
- boolean **steeringFollowRangeAttack**
- boolean **steeringFollowCloseAttack**
- boolean **steeringStateManagerBossBoolean**
- boolean **steeringStateManagerEnemyB\_boolean**
- boolean **steeringEnemyB\_Start\_From\_ContactL**
- boolean **steeringEnemyB\_Stop\_From\_ContactL**
- boolean **bossKnightActiveDirection**
- Array< **GameAIObject** > **dashAlmarkerList**

- Array< GameAIObject > jumpAImarkerList
- Array< GameAIObject > travelAImarkerList
- Array< ItemObjectDef > gameAI\_ItemGameObjects
- int maxLifeLostOnHitGameManagerAi
- String worldBoss
- Array< MovingFallingEnemyDef > gameMovingFallingEnemyList
- GameManagerAssets gameManagerAssetsInstance
- World world
- ControllerJoyStickButtonStyle playerController
- OrthographicCamera gameCammera
- MapProperties mapProps
- int tiledMap\_width
- int tiledMap\_height

## 2.52.1 Constructor & Destructor Documentation

```
2.52.1.1 GameManagerAI() com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.GameManagerAI
(
    NameGame gameName,
    BubblePlayer bubble,
    B2WorldCreator b2WC,
    String mapW,
    GameManagerAssets instance,
    World w,
    ControllerJoyStickButtonStyle controller,
    OrthographicCamera cam,
    Map map )
```

Start Var only have to set it all so with inn Init()

INN USE refactoring

EnemyKnightDevil's Var's the more boss's i make, have to make changes or separately Var's

inner Var's to make more jump's

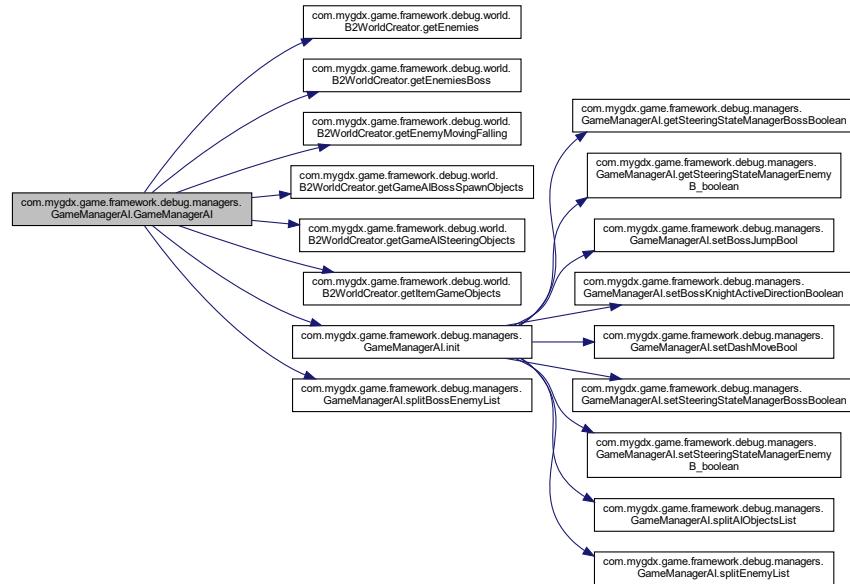
Stops Jumps Looping Activity - So steering wil work

After Jump, we set this setRangeAttackFollowingPlayer( getRangeAttackFollowingPlayerBool() ) false be for jump, jump ->> sets BossAutoDirection true, that again will sett this to true.

Main AI Timer

End refactoring

Here is the call graph for this function:



## 2.52.2 Member Function Documentation

**2.52.2.1 aiDashMoveOneTime()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.aiDashMoveOneTime ( float dt, boolean run ) [private]

AI Time Dash

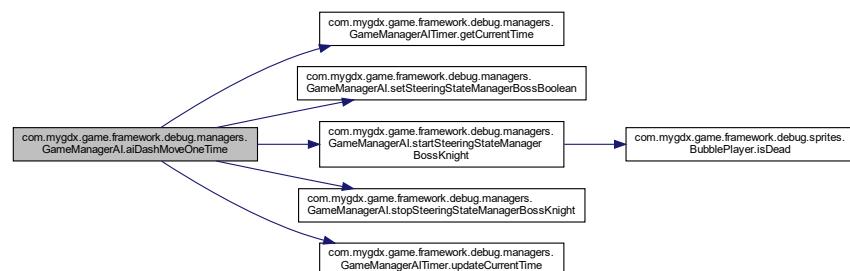
true = start | Dash - Don't use Follow Player - (0 = follow Player, 1 = follow AI-Marker)

- Use On - only Player - (0 = LongRange, 1 = CloseRange)

-Use On AI-Marker (0 = close range(normal speed), 1 = Close Range(Super dash speed))

- following AIBody number( not in use with following player ) 0 = Marker far right | 1 = Marker far left

Here is the call graph for this function:



```
2.52.2.2 aiDashMoveOneTimeAir() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.aiDashMoveOneTimeAir (
    float dt,
    boolean run ) [private]
```

AI Time Dash

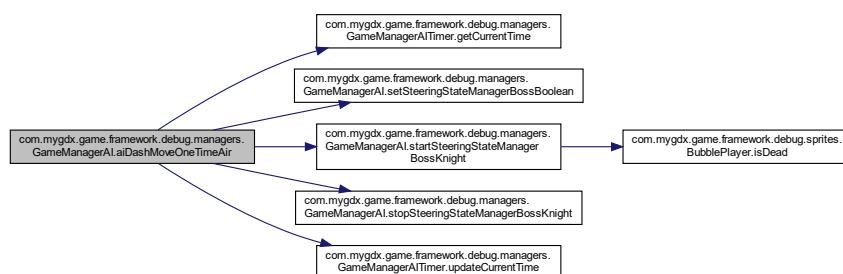
true = start | Dash - Don't use Follow Player - (0 = follow Player, 1 = follow AI-Marker)

- Use On - only Player - ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

- following AIBody number( not in use with following player ) 0 = Marker far right | 1 = Marker far left

Here is the call graph for this function:



```
2.52.2.3 aiDashMoveTest() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.aiDashMoveTest (
    float dt,
    boolean run ) [private]
```

AI Time Dash

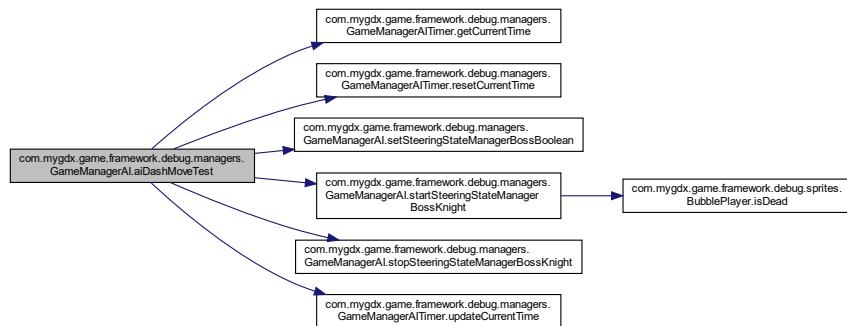
true = start | Dash - Don't use Follow Player - (0 = follow Player, 1 = follow AI-Marker)

- Use On - only Player - ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

- following AIBody number( not in use with following player ) 0 = Marker far right | 1 = Marker far left

Here is the call graph for this function:



```

2.52.2.4 aiDashMoveTestAir() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.aiDashMoveTestAir (
    float dt,
    boolean run ) [private]
  
```

#### AI Time Dash

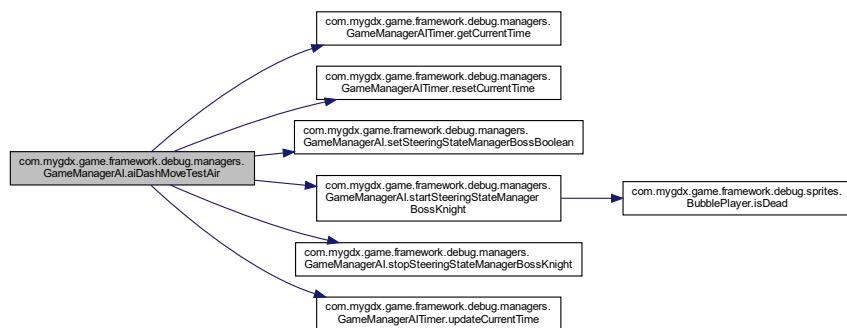
true = start | Dash - Don't use Follow Player - (0 = follow Player, 1 = follow AI-Marker)

- Use On - only Player - (0 = LongRange, 1 = CloseRange)

-Use On AI-Marker (0 = close range(normal speed), 1 = Close Range(Super dash speed))

- following AIBody number( not in use with following player ) 0 = Marker far right | 1 = Marker far left

Here is the call graph for this function:



```
2.52.2.5 aiTest_MoveAndJump() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.aiTest_MoveAndJump (
    float dt ) [private]
```

updateAllSpawnLifeFromEnemy working on Boss Time

Jump Time

true = start | (0 = follow Player, 1 = follow AI-Marker)

- Use On Player ( 0 = LongRange, 1 = CloseRange )

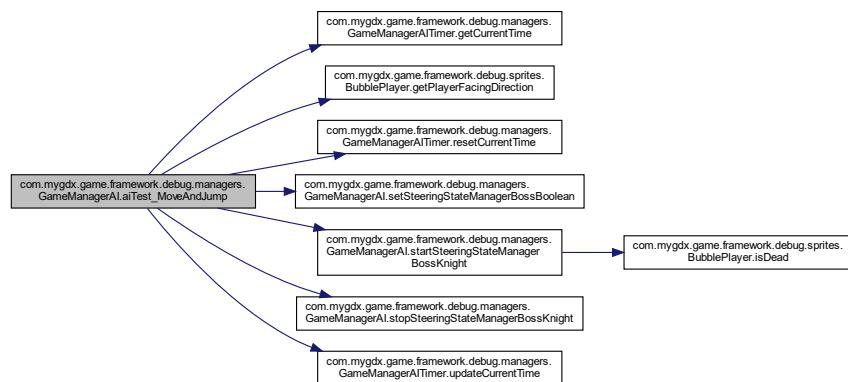
-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed) )

- following AIBody number( not in use with following player )

BossTimer >> 5.0f to 10.0f

BossJumpTimer >> 5.01f to 5.02f

BossJump Reset TimerHere is the call graph for this function:



```
2.52.2.6 aiTest_MoveAndJump2() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.aiTest_MoveAndJump2 (
    float dt ) [private]
```

Boss Time

Jump Time

true = start | (0 = follow Player, 1 = follow AI-Marker)

- Use On Player ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

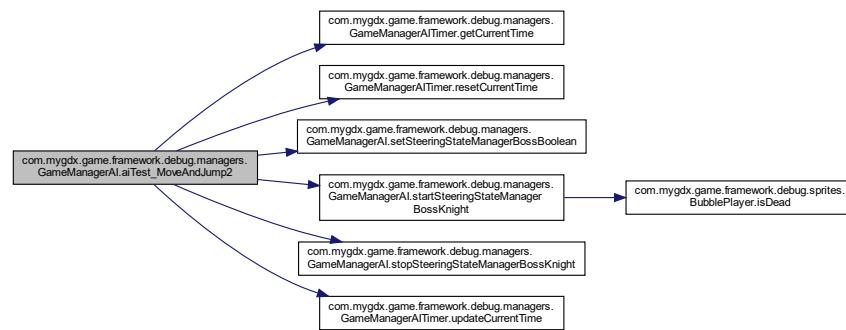
- following AIBody number( not in use with following player )

BossTimer >> 5.0f to 10.0f

BossJumpTimer >> 5.01f to 5.02f

gamePlayer.getPlayerFacingDirection() //

BossJump Reset TimerHere is the call graph for this function:



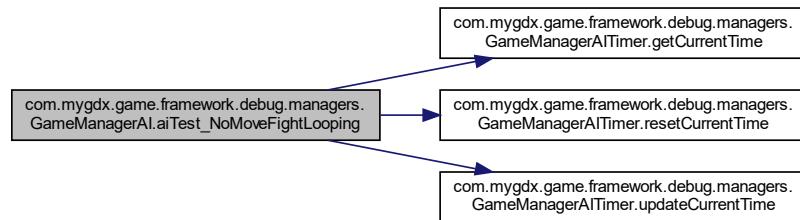
**2.52.2.7 aiTest\_NoMoveFightLooping()** void com.badlogic.gdx.game.framework.debug.managers.GameManager<--  
AI.aiTest\_NoMoveFightLooping()  
float dt) [private]

BossTimer >> 8.0f to 25.0f

RangeAttack Activate

RangeAttack Reset Timer

BossTimer >> 8.0f to 25.0fHere is the call graph for this function:



```
2.52.2.8 aiTestOne() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.aiTestOne (
    float dt ) [private]
```

true = start | (0 = follow Player, 1 = follow AI-Marker)

- Use On Player ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

- following AIBody number( not in use with following player )

true = start | (0 = follow Player, 1 = follow AI-Marker)

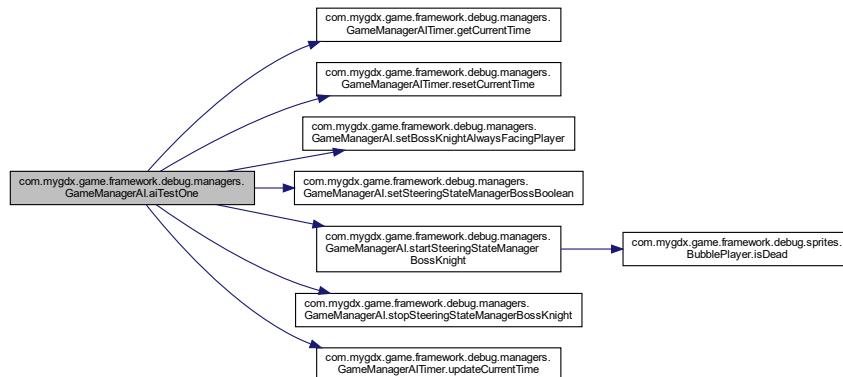
- Use On Player ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

- following AIBody number( not in use with following player )

RangeAttack Activate

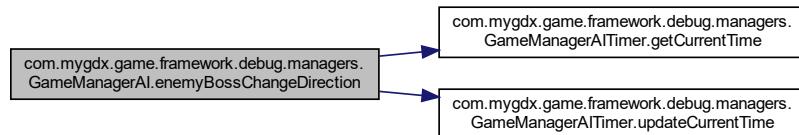
RangeAttack Reset TimerHere is the call graph for this function:



**2.52.2.9 dispose()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.dispose ( )

```
2.52.2.10 enemyBossChangeDirection() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossChangeDirection (
    float dt ) [private]
```

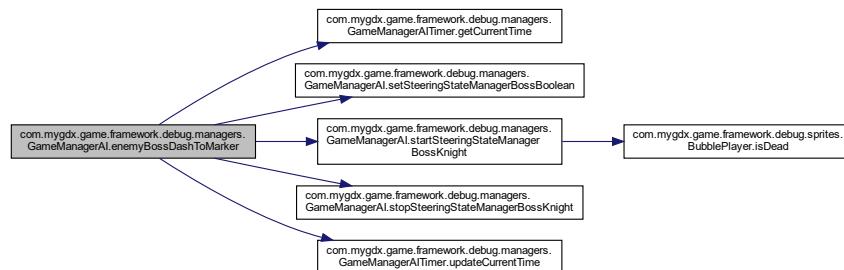
Here is the call graph for this function:



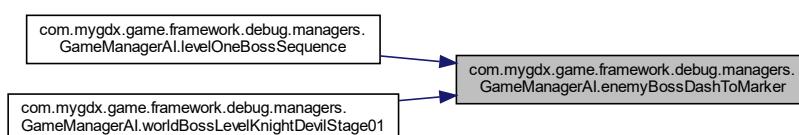
```
2.52.2.11 enemyBossDashToMarker() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossDashToMarker (
    float dt,
    boolean run,
    String dashTo ) [private]
```

AI Time Dash

Dash Assosiated number 1 is all ways longest of from boss spawnHere is the call graph for this function:



Here is the caller graph for this function:



```
2.52.2.12 enemyBossJumpFollowPlayer() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossJumpFollowPlayer (
    boolean atLevelStartUse,
    int jumpType,
    float dt ) [private]
```

can only be used if **-enemyBossJumpSingleRepeat()** (p. ??)- is not used  
or can be used in Conjunction with **enemyBossJumpSingleRepeat()** (p. ??)

1. enemyBossJumpSingleRepeat(true...)
2. enemyBossJumpFollowPlayer(false...) Jump 1 time Normal 2 jump, we will follow the player with jumps after 1.8f

ned to calculate start from sky drop

on Ground check don't work !!?? no error's STOP DO NOTHING - after taken away !!!

Single Action Jump

turn off enemyBossJumpFunction and Stops -stopSteeringStateManagerBossKnight(true)- repeating So we can sett steering behavior -NB Remember to set **getBossJumpBool()** (p. ??) to true to use jump again!!!

!bossJumpFollowPlayerStopAllActivity - Turn On, after BossDirection is true -

if SteeringArray is >> 0 we remove it(index)

this wont be active if SteeringArray >> 0

—NB—

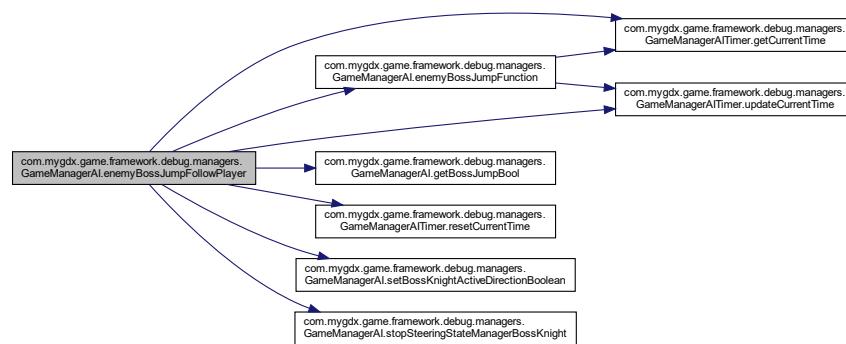
this here, activate - bossJumpFollowPlayerStopAllActivity Set to -true-

ned to start the jump right away

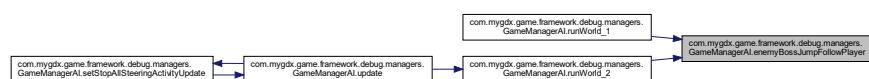
Single Action Jump

if SteeringArray is >> 0 we remove it(index)

this wont be active if SteeringArray >> 0Here is the call graph for this function:



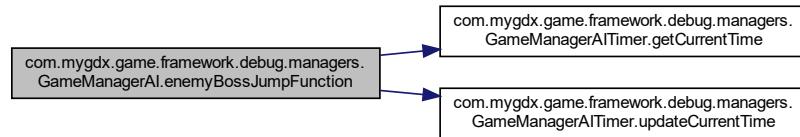
Here is the caller graph for this function:



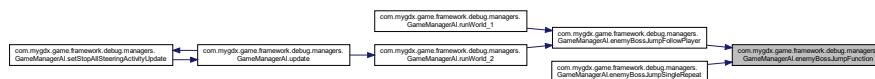
```
2.52.2.13 enemyBossJumpFunction() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossJumpFunction (
    float dt,
    boolean run,
    int jumpType ) [private]
```

Used in - **enemyBossJumpFollowPlayer()** (p. ??) & **enemyBossJumpSingleRepeat()** (p. ??) AI Time OuterLoop

AI Time Jump InnerLoopHere is the call graph for this function:



Here is the caller graph for this function:



```
2.52.2.14 enemyBossJumpSingleRepeat() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossJumpSingleRepeat (
    boolean atLevelStartUse,
    int jumpType,
    float dt ) [private]
```

can only be used if -**enemyBossJumpFollowPlayer()** (p. ??)- is not used Jump single - Can be reused (true 1.jump) (false 2.jump) (true 3.jump) etc ned to calculate start from sky drop

Single Action Jump

if SteeringArray is >> 0 we remove it(index)

this wont be active if SteeringArray >> 0

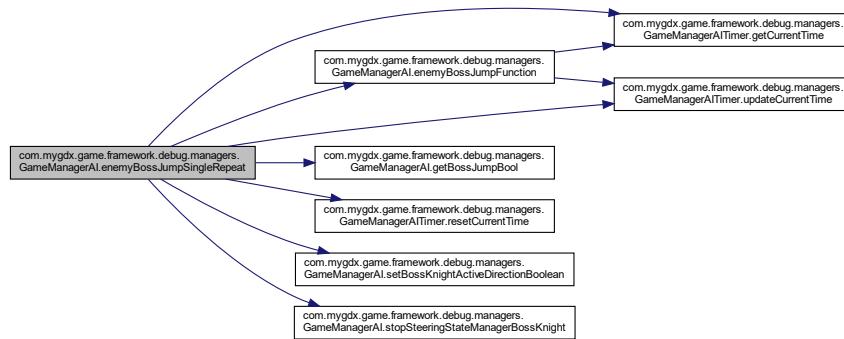
Have to have a way to se if jump is done!!! call next action

ned to start the jump right away

Single Action Jump

if SteeringArray is >> 0 we remove it(index)

this wont be active if `SteeringArray >> 0` Here is the call graph for this function:

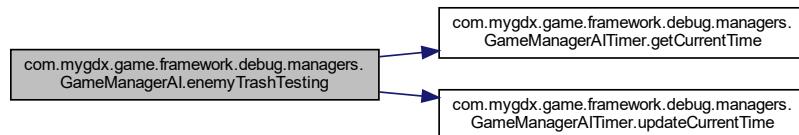


**2.52.2.15 enemyTrashTesting()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyTrashTesting ( float dt ) [private]

RangeAttack Activate

RangeAttack Activate

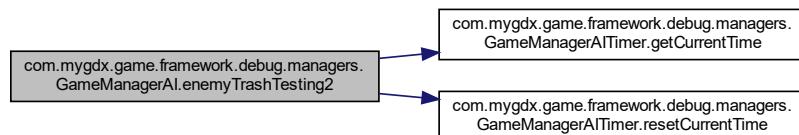
RangeAttack Reset Timer



**2.52.2.16 enemyTrashTesting2()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyTrashTesting2 ( float dt ) [private]

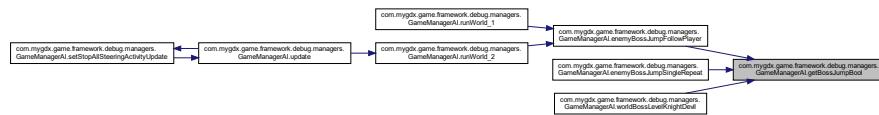
RangeAttack Activate

RangeAttack Activate



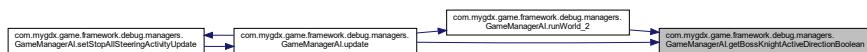
**2.52.2.17 getBossJumpBool()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getBossJumpBool () [private]

Here is the caller graph for this function:



**2.52.2.18 getBossKnightActiveDirectionBoolean()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getBossKnightActiveDirectionBoolean () [private]

Here is the caller graph for this function:

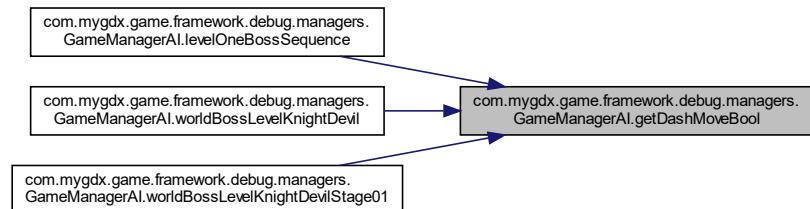


**2.52.2.19 getCloseeAttackFollowingPlayerBool()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getCloseeAttackFollowingPlayerBool () [private]

**2.52.2.20 getCurrentEnemyAIState()** **EnemyAIBossState** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getCurrentEnemyAIState ()

**2.52.2.21 getDashMoveBool()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getDashMoveBool () [private]

Inn Use Here is the caller graph for this function:



**2.52.2.22 getDragonEggToDraw()** `Array< DragonEggGameItem > com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getDragonEggToDraw ( )`

**2.52.2.23 getExtraLifeSpawnFromDeadToDelete()** `Array< ExtraLifeGameItem > com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getExtraLifeSpawnFromDeadToDelete ( )`

**2.52.2.24 getMaxLifeLostOnHit()** `int com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getMaxLifeLostOnHit ( )`

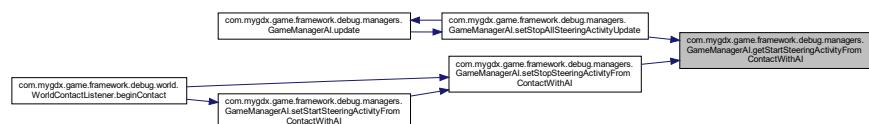
**2.52.2.25 getRangeAttackFollowingPlayerBool()** `boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getRangeAttackFollowingPlayerBool ( ) [private]`

Here is the caller graph for this function:



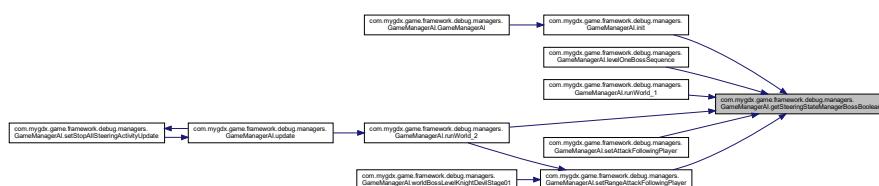
**2.52.2.26 getStartSteeringActivityFromContactWithAI()** `boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getStartSteeringActivityFromContactWithAI ( )`

Here is the caller graph for this function:



**2.52.2.27 getSteeringStateManagerBossBoolean()** `boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getSteeringStateManagerBossBoolean ( ) [private]`

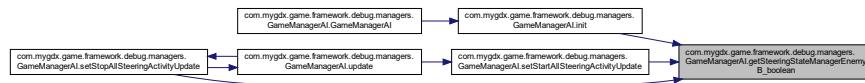
Here is the caller graph for this function:



---

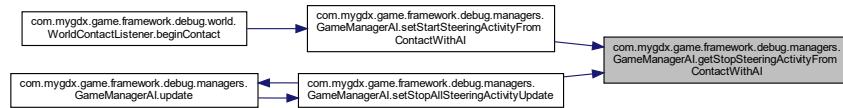
**2.52.2.28 getSteeringStateManagerEnemyB\_boolean()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getSteeringStateManagerEnemyB\_boolean ( ) [private]

Here is the caller graph for this function:



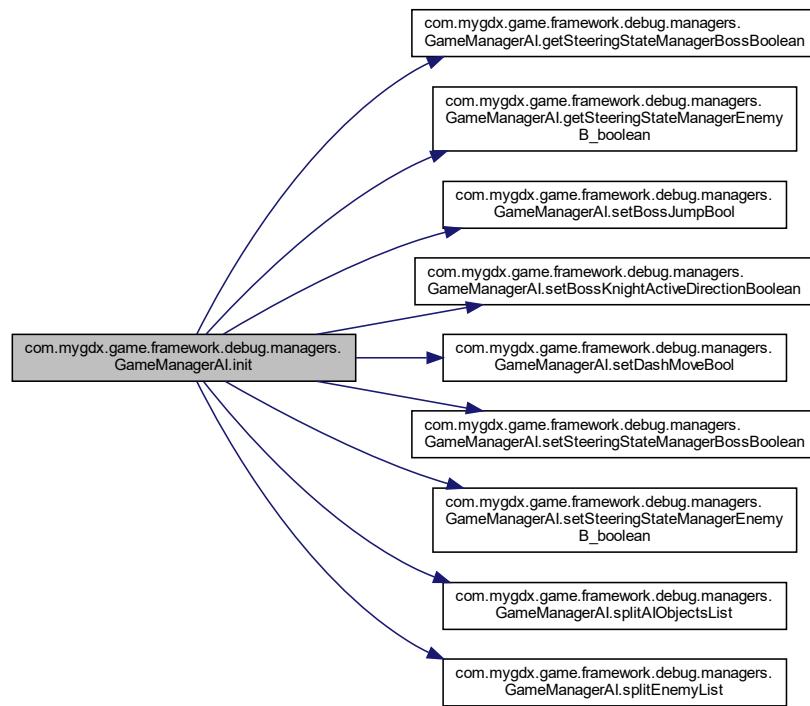
**2.52.2.29 getStopSteeringActivityFromContactWithAI()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.getStopSteeringActivityFromContactWithAI ( )

Here is the caller graph for this function:



**2.52.2.30 init()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.init ( )

Here is the call graph for this function:

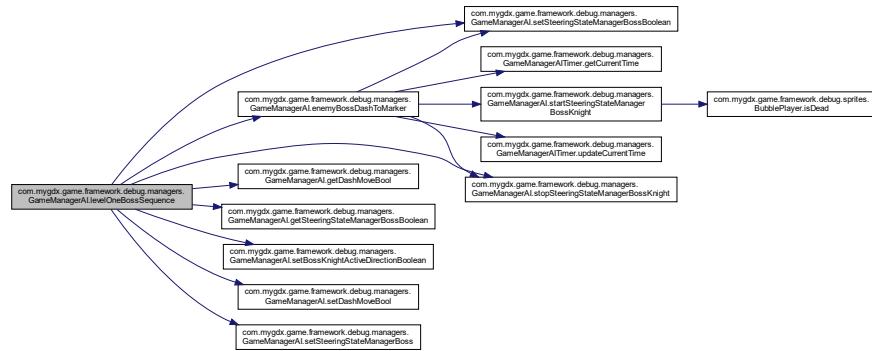


Here is the caller graph for this function:



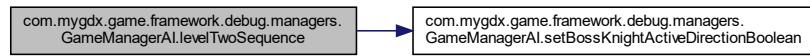
```
2.52.2.31 levelOneBossSequence() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.levelOneBossSequence ( float dt ) [private]
```

check dash Marker etcHere is the call graph for this function:



**2.52.2.32 levelTwoSequence()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.levelTwoSequence ( float dt ) [private]

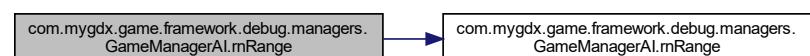
Here is the call graph for this function:



**2.52.2.33 lookUpSteeringStateManagerHasState()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.lookUpSteeringStateManagerHasState ( ) [private]

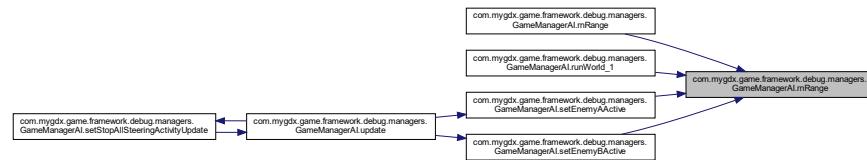
**2.52.2.34 rnRange() [1/2]** static int com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.rnRange ( int finished ) [static]

Here is the call graph for this function:



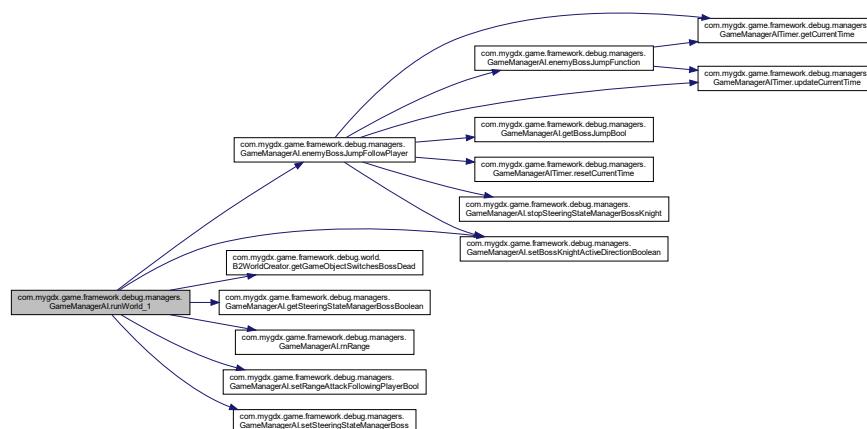
**2.52.2.35 rnRange() [2/2]** static int com.badlogic.gdx.framework.debug.managers.GameManagerAI.rn←  
Range ( int start, int finished ) [static]

Here is the caller graph for this function:



**2.52.2.36 runWorld\_1()** void com.badlogic.gdx.framework.debug.managers.GameManagerAI.runWorld\_1 ( float dt )

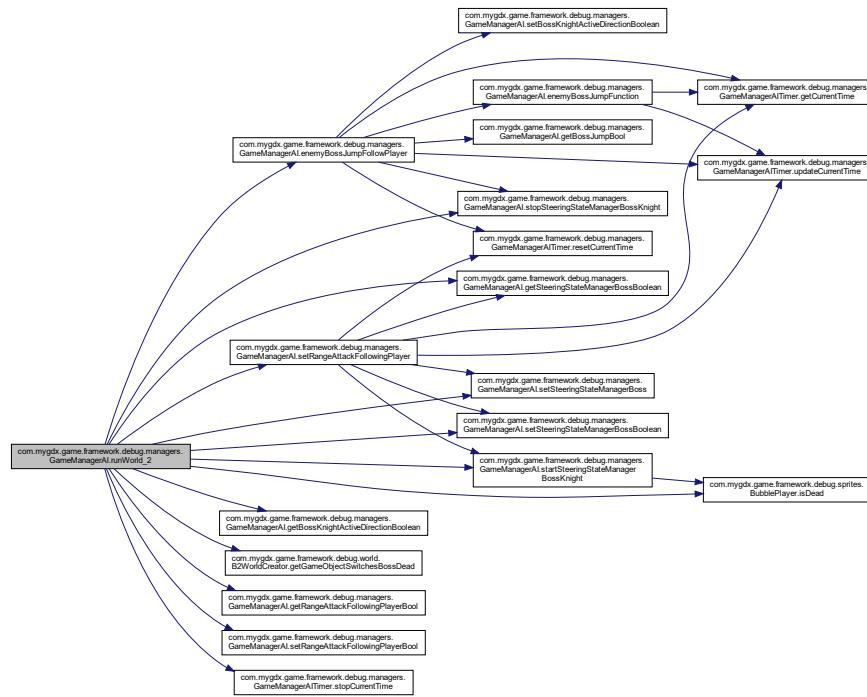
Here is the call graph for this function:



**2.52.2.37 runWorld\_2()** void com.badlogic.gdx.framework.debug.managers.GameManagerAI.runWorld\_2 ( float dt )

this is set after jump and timer is >> 1.8f

Stops `-enemyBossJumpFollowPlayer()` (p. ??) Here is the call graph for this function:



Here is the caller graph for this function:



**2.52.2.38 runWorld\_3()** `void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.runWorld_3 ()`

**2.52.2.39 runWorld\_4()** `void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.runWorld_4 ()`

**2.52.2.40 runWorld\_5()** `void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.runWorld_5 ()`

```
2.52.2.41 setAttackFollowingPlayer() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setAttackFollowingPlayer (
    float dt,
    boolean run ) [private]
```

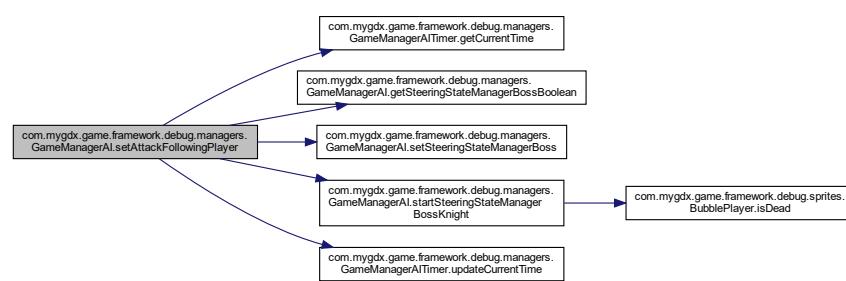
updateAllSpawnLifeFromEnemy working on true = start | (0 = follow Player, 1 = follow AI-Marker)

- Use On Player ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

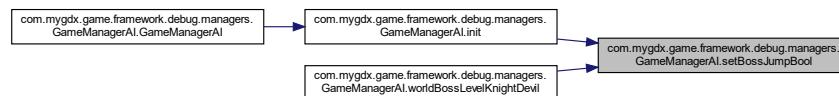
- following AIBody number( not in use with following player )

Here is the call graph for this function:



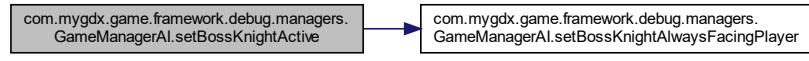
```
2.52.2.42 setBossJumpBool() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setBossJumpBool (
    boolean value ) [private]
```

Here is the caller graph for this function:



```
2.52.2.43 setBossKnightActive() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setBossKnightActive ( float dt, boolean activeFacing ) [private]
```

Here is the call graph for this function:

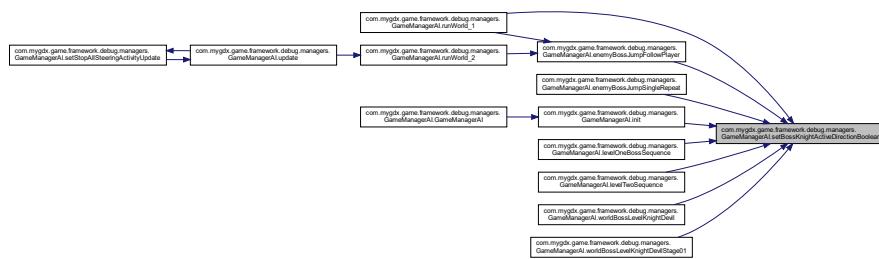


Here is the caller graph for this function:



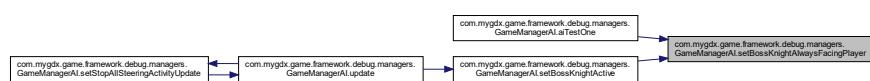
**2.52.2.44 setBossKnightActiveDirectionBoolean()** void com.badlogic.gdx.game.framework.debug.managers.  
GameManagerAI.setBossKnightActiveDirectionBoolean (  
    boolean value) [private]

Here is the caller graph for this function:



**2.52.2.45 setBossKnightAlwaysFacingPlayer()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setBossKnightAlwaysFacingPlayer ( boolean value ) [private]

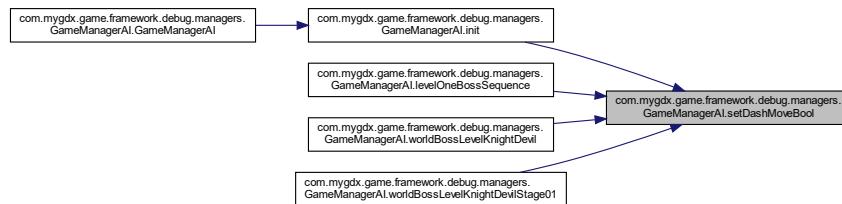
SmallEnemyDef Boss Always facing Player -Set When No steering Stat is set. Called inn setBossKnightActive Here is the caller graph for this function:



**2.52.2.46 setCloseAttackFollowingPlayerBool()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setCloseAttackFollowingPlayerBool ( boolean value ) [private]

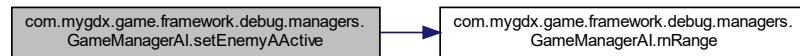
**2.52.2.47 setDashMoveBool()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setDashMoveBool ( boolean value ) [private]

Here is the caller graph for this function:



**2.52.2.48 setEnemyAAActive()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setEnemyAAActive ( float dt ) [private]

Amo Range is BLUE, RED, BLACK - THIS enemyA only drops BLUE -Here is the call graph for this function:



Here is the caller graph for this function:

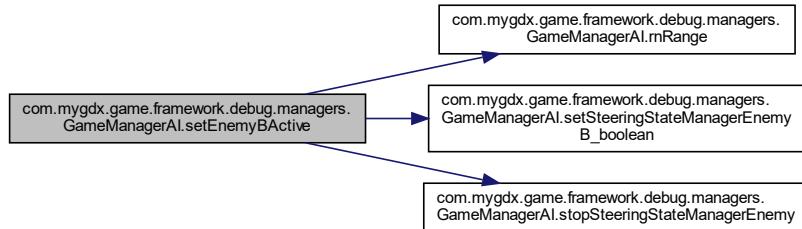


**2.52.2.49 setEnemyAIState()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setEnemyAIState ( EnemyAIState state )

```
2.52.2.50 setEnemyBActive() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.set←
EnemyBActive (
    float dt ) [private]
```

set up shooting down on player

Amo Range is BLUE, RED, BLACK - THIS enemyA only drops BLUE -Here is the call graph for this function:



Here is the caller graph for this function:



```
2.52.2.51 setEnemyMovingFallingActive() void com.badlogic.gdx.game.framework.debug.managers.Game←
ManagerAI.setEnemyMovingFallingActive (
    float dt ) [private]
```

Moving Falling Enemy Stalgmites if one comes from othere direction cant have X << X then it must be X >> X !!!

We can have Y if we want some to fall when we jump !!!Here is the caller graph for this function:



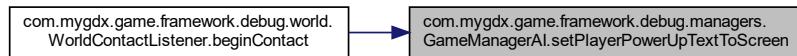
```
2.52.2.52 setMaxLifeLostOnHit() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.set←
setMaxLifeLostOnHit (
    int value )
```

```
2.52.2.53 setPlayerPowerUpTextToScreen() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.setPlayerPowerUpTextToScreen (
    String msg,
    Vector2 pos,
    float deltaMoveX,
    float deltaMoveY )
```

Here is the call graph for this function:



Here is the caller graph for this function:



```
2.52.2.54 setPlayerStatsFromDifficulty() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.setPlayerStatsFromDifficulty ( )
```

Later

```
2.52.2.55 setRangeAttackFollowingPlayer() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.setRangeAttackFollowingPlayer (
    float dt,
    boolean run ) [private]
```

true = start | (0 = follow Player, 1 = follow AI-Marker)

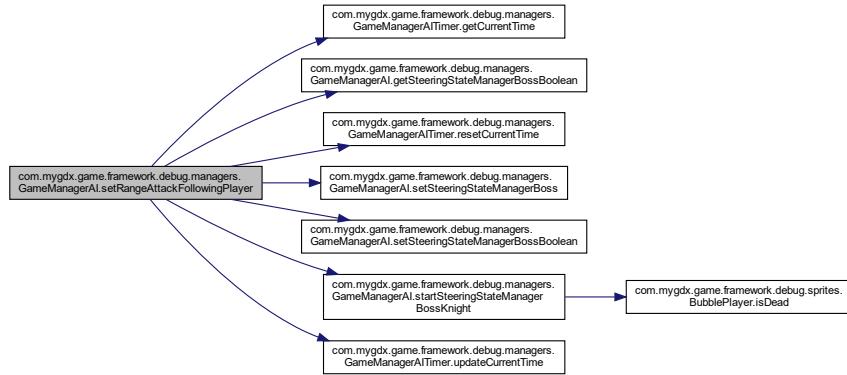
- Use On Player ( 0 = LongRange, 1 = CloseRange )

-Use On AI-Marker ( 0 = close range(normal speed), 1 = Close Range(Super dash speed)

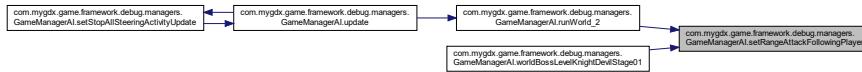
- following AIBody number( not in use with following player )

## RangeAttack Activate

RangeAttack Reset TimerHere is the call graph for this function:

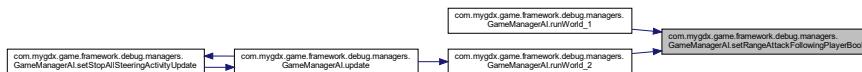


Here is the caller graph for this function:



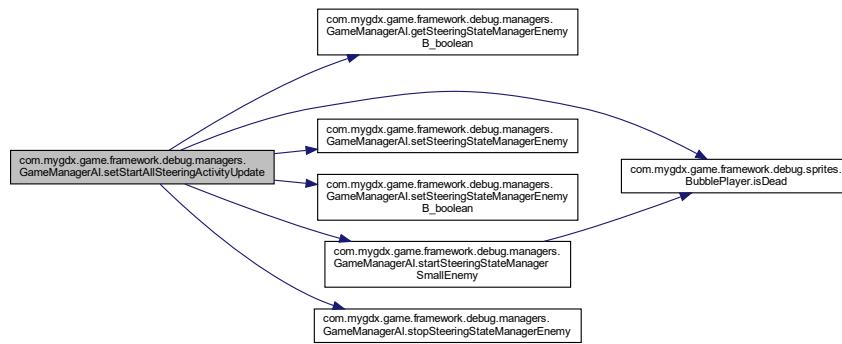
**2.52.2.56 setRangeAttackFollowingPlayerBool()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setRangeAttackFollowingPlayerBool ( boolean value ) [private]

Here is the caller graph for this function:



**2.52.2.57 setStartAllSteeringActivityUpdate()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setStartAllSteeringActivityUpdate ( )

this set SteeringStatManagerArray add from enemyObjectsEnemyBHere is the call graph for this function:

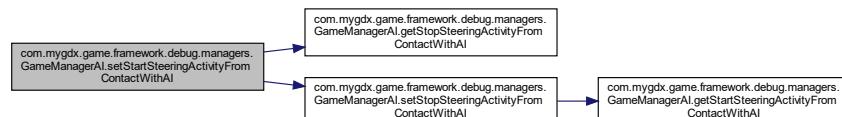


Here is the caller graph for this function:

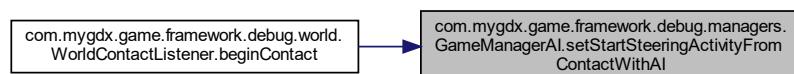


**2.52.2.58 setStartSteeringActivityFromContactWithAI()** void com.badlogic.gdx.framework.debug.managers.GameManagerAI.setStartSteeringActivityFromContactWithAI ( boolean value )

if steering have started and then stopped we need to reset this to falseHere is the call graph for this function:



Here is the caller graph for this function:



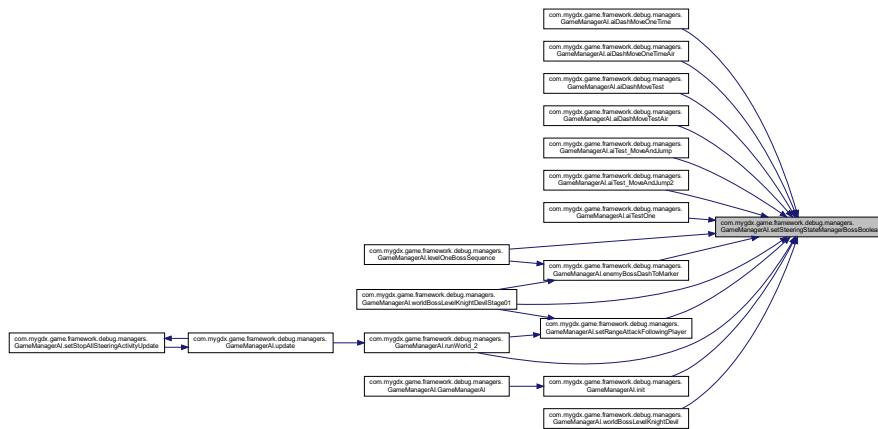
```
2.52.2.59 setSteeringStateManagerBoss() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setSteeringStateManagerBoss (
    boolean run ) [private]
```

set Boss steering to run Here is the caller graph for this function:



```
2.52.2.60 setSteeringStateManagerBossBoolean() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setSteeringStateManagerBossBoolean (
    boolean value ) [private]
```

Boss's Here is the caller graph for this function:



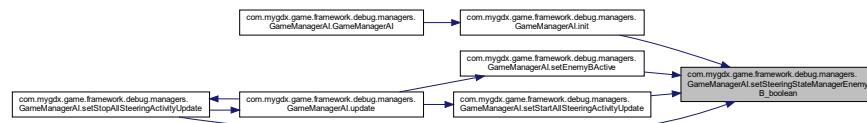
```
2.52.2.61 setSteeringStateManagerEnemy() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setSteeringStateManagerEnemy (
    boolean run ) [private]
```

set Enemy B steering to run Here is the caller graph for this function:



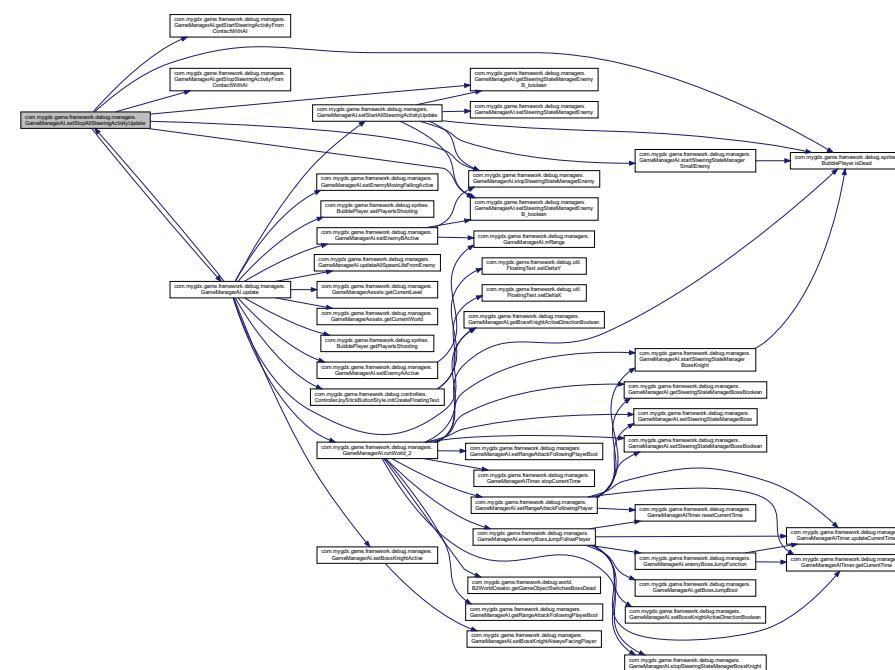
```
2.52.2.62 setSteeringStateManagerEnemyB_boolean() void com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.setSteeringStateManagerEnemyB_boolean (←  
    boolean value ) [private]
```

EnemyB's Here is the caller graph for this function:

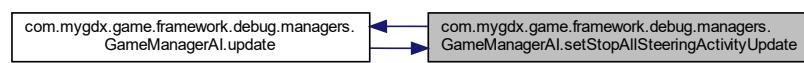


```
2.52.2.63 setStopAllSteeringActivityUpdate() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setStopAllSteeringActivityUpdate ( float dt )
```

if player die - make enemy do regular flying wile we die... looks betterHere is the call graph for this function:

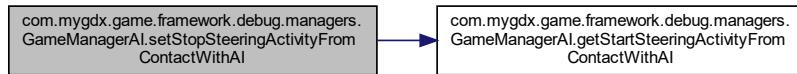


Here is the caller graph for this function:



```
2.52.2.64 setStopSteeringActivityFromContactWithAI() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.setStopSteeringActivityFromContactWithAI (
    boolean value )
```

Here is the call graph for this function:

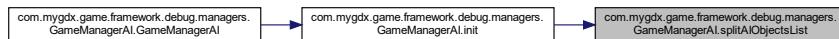


Here is the caller graph for this function:



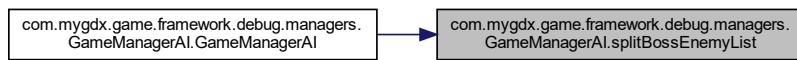
```
2.52.2.65 splitAIObjectsList() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.splitAIObjectsList (
    Array< GameAIObject > aiObList ) [private]
```

Here is the caller graph for this function:



```
2.52.2.66 splitBossEnemyList() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.splitBossEnemyList (
    Array< BossEnemyDef > enemyList ) [private]
```

if we have two boss's on the same lev ? Here is the caller graph for this function:



```
2.52.2.67 splitEnemyList() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.split<EnemyList (
    Array< SmallEnemyDef > enemyList ) [private]
```

Here is the caller graph for this function:



```
2.52.2.68 startSteeringStateManagerBossKnight() void com.badlogic.gdx.game.framework.debug.managers.<-- GameManagerAI.startSteeringStateManagerBossKnight (
    boolean run,
    int whatToFollow,
    int rangeToFollow,
    int aiBodyToUse ) [private]
```

Set's the boss steering State Follow Player, AI-Marker (speed, range) Speed, Radius, AccelerationMax, bodyToUse (not in use here)

Speed, Radius, AccelerationMax, bodyToUse (not in use here)

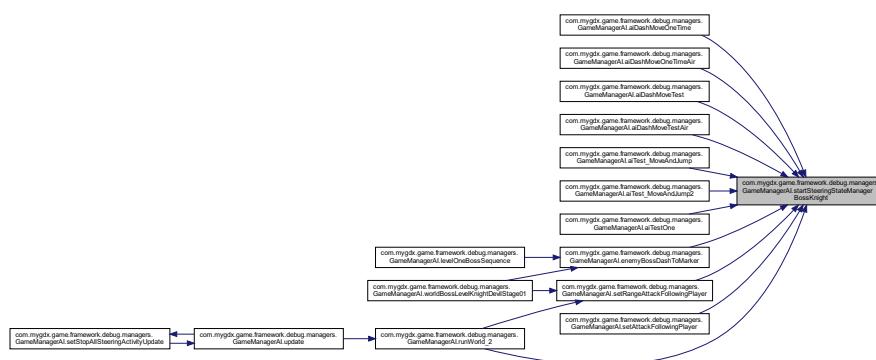
Speed, Radius, AccelerationMax, bodyToUse

Speed, Radius, AccelerationMax, bodyToUse

Here is the call graph for this function:

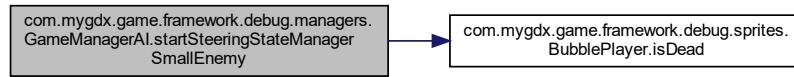


Here is the caller graph for this function:



```
2.52.2.69 startSteeringStateManagerSmallEnemy() void com.badlogic.gdx.game.framework.debug.managers.←
GameManagerAI.startSteeringStateManagerSmallEnemy (
    boolean run,
    int whatToFollow,
    int rangeToFollow,
    int aiBodyToUse ) [private]
```

Steering for Small enemies Here is the call graph for this function:

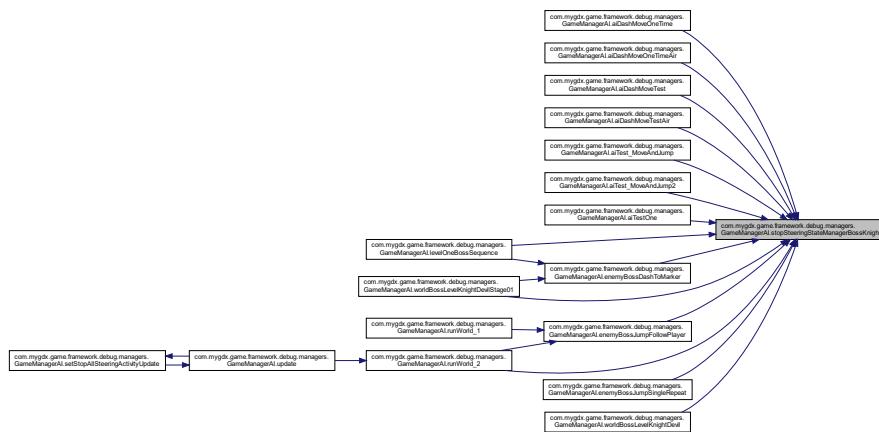


Here is the caller graph for this function:



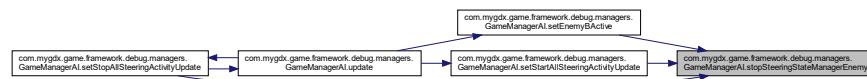
```
2.52.2.70 stopSteeringStateManagerBossKnight() void com.badlogic.gdx.game.framework.debug.managers.←
GameManagerAI.stopSteeringStateManagerBossKnight (
    boolean stop ) [private]
```

Here is the caller graph for this function:



```
2.52.2.71 stopSteeringStateManagerEnemy() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.stopSteeringStateManagerEnemy (
    boolean stop ) [private]
```

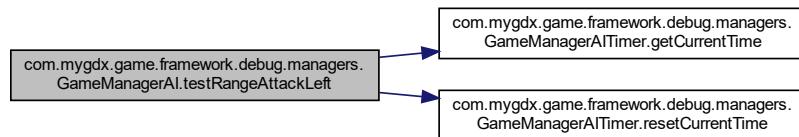
Here is the caller graph for this function:



```
2.52.2.72 testFlyby() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.testFlyby ( )
```

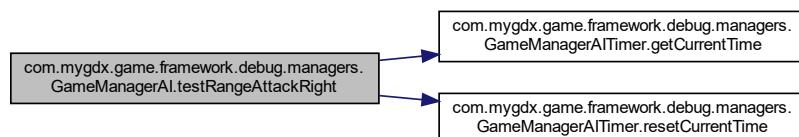
```
2.52.2.73 testRangeAttackLeft() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.testRangeAttackLeft (
    float dt ) [private]
```

RangeAttack ActivateHere is the call graph for this function:



```
2.52.2.74 testRangeAttackRight() void com.badlogic.gdx.framework.debug.managers.GameManagerAI.testRangeAttackRight (
    float dt ) [private]
```

RangeAttack ActivateHere is the call graph for this function:



**2.52.2.75 update()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.update ( float dt )

All SmallEnemyDef's Update && Active running && set Active Facing -if Boolean is true-

this update of extra\_life spawn must be after all potential SmallEnemyDef witch spawn's from

updates and sets active moving falling enemy's like stalgmite

test on steering EnemyB to player !!! OK!!

End test!!

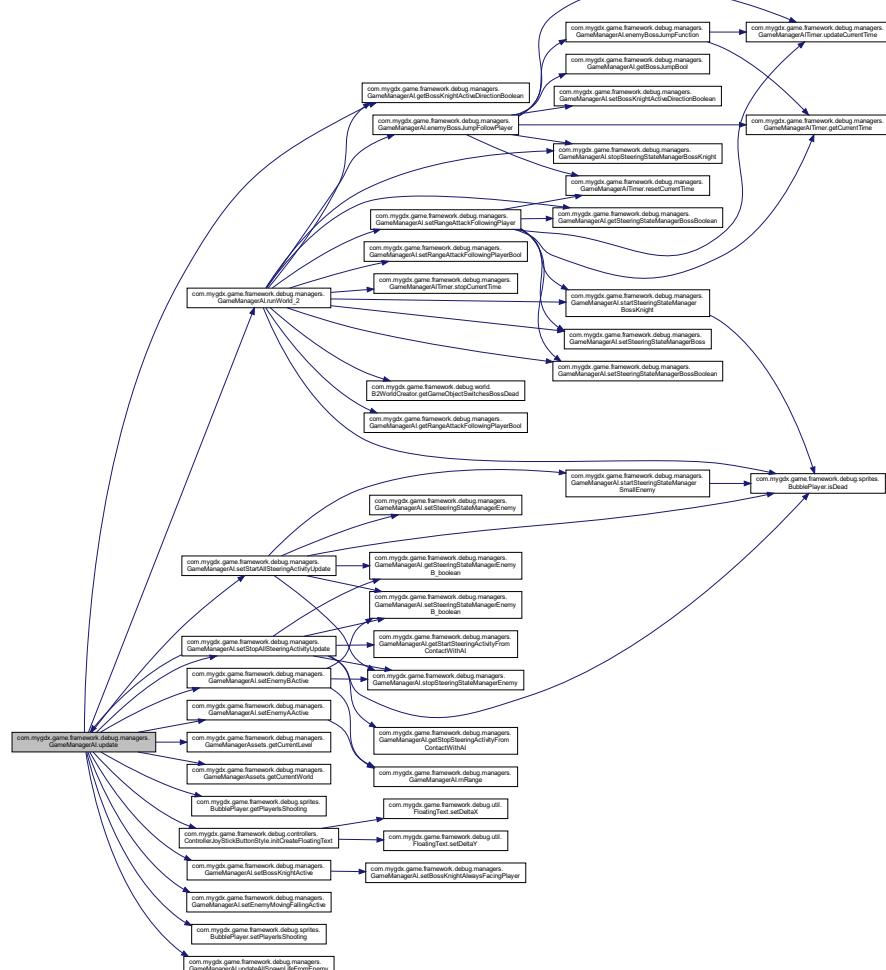
Not sure if we want this... text every time player shoots green for now!!!

project - Active

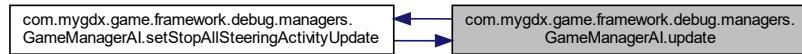
This must be in the right order old individual testing !!!

update StateSteering entity's for Boss

update StateSteering entity's for Enemy BHere is the call graph for this function:



Here is the caller graph for this function:



**2.52.2.76 updateAllSpawnLifeFromEnemy()** void com.badlogic.gdx.framework.debug.managers.GameManagerAI.updateAllSpawnLifeFromEnemy ( float dt )

Here is the caller graph for this function:



**2.52.2.77 worldBossLevelKnightDevil()** void com.badlogic.gdx.framework.debug.managers.GameManagerAI.worldBossLevelKnightDevil ( float dt, String w ) [private]

Boss Knight Devil is active and running

(TimerAI.getCurrentTime() >> 30.9f) {

Dash and Jump

Stop Dash

Stop Jump

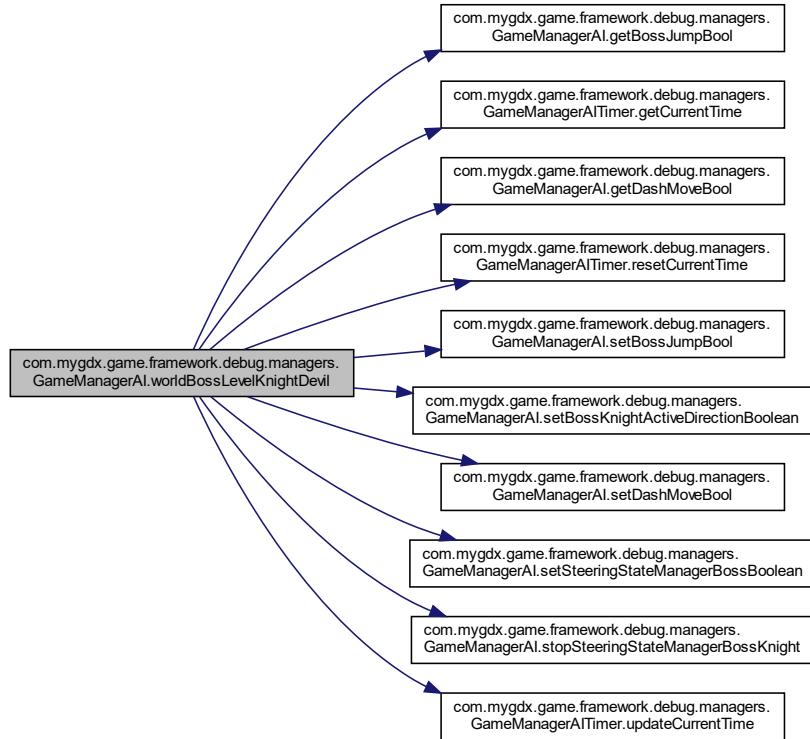
AI Time Boss - So we can use Jump another time

AI Time Jump - So we can use Jump another time

Reset Jump To - true - So it can be used again

only jump

Reset TimerAI - so Everything can be repeatedHere is the call graph for this function:



**2.52.2.78 worldBossLevelKnightDevilStage01()**

```

void com.badlogic.gdx.game.framework.debug.managers.←
GameManagerAI.worldBossLevelKnightDevilStage01 (
    float dt,
    String w ) [private]
  
```

Boss Knight Devil is active and running

Single Action Jump

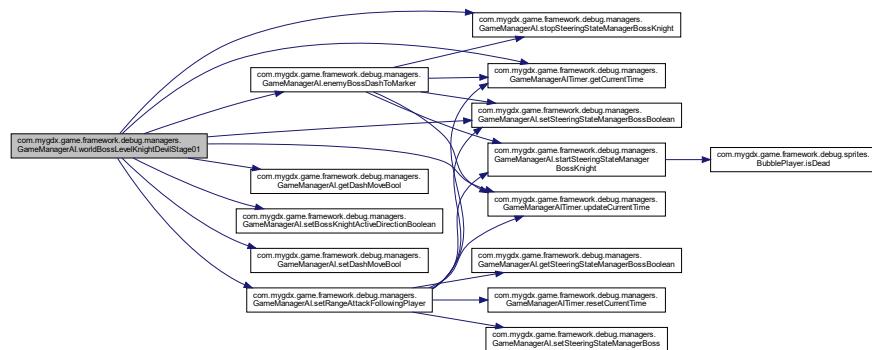
Be for we do Dash

Sequence Action ( Dash & Jump

check dash Marker etc

clear all steering, so new steering can be sett!!

Reset TimerAI - so Everything can be repeatedHere is the call graph for this function:



### **2.52.3 Member Data Documentation**

**2.52.3.1 b2WorldCreator** **B2WorldCreator** com.badlogic.gdx.game.framework.debug.managers.GameManager←  
AI.b2WorldCreator [package]

**2.52.3.2 bossJumpBool** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.bossJumpBool [private]

**2.52.3.3 bossJumpDoneBool** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI. $\leftarrow$   
bossJumpDoneBool [private]

**2.52.3.4 bossJumpDoneBool2** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.  
bossJumpDoneBool2 [private]

**2.52.3.5 bossJumpFollowPlayerStopAllActivity** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.bossJumpFollowPlayerStopAllActivity [private]

**2.52.3.6 bossJumpSingleRepeatStopAllActivity** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.bossJumpSingleRepeatStopAllActivity [private]

**2.52.3.7 bossKnightActiveDirection** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.bossKnightActiveDirection [private]

**2.52.3.8 collision** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.collision = new Vector2() [package]

**2.52.3.9 currentEnemyAIState** EnemyAIBossState com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.currentEnemyAIState [private]

**2.52.3.10 dashAImarkerList** Array< GameAIObject > com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.dashAImarkerList [private]

**2.52.3.11 dashMoveBool** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.dashMoveBool [private]

**2.52.3.12 defaultTimepiece** DefaultTimepiece com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.defaultTimepiece [package]

**2.52.3.13 dist** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.dist [package]

**2.52.3.14 dragonEggGameItemArray** Array< DragonEggGameItem > com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.dragonEggGameItemArray [package]

**2.52.3.15 enemyAEnemyList** Array< EnemyA > com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyAEnemyList = new Array< EnemyA > () [package]

**2.52.3.16 enemyBossCombatTimer** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.enemyBossCombatTimer [package]

**2.52.3.17 enemyObjectsBossList** Array< **BossEnemyDef**> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.enemyObjectsBossList = new Array< **BossEnemyDef**>() [package]

**2.52.3.18 enemyObjectsEnemyA** Array< **SmallEnemyDef**> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.enemyObjectsEnemyA = new Array< **SmallEnemyDef**>() [package]

**2.52.3.19 enemyObjectsEnemyB** Array< **SmallEnemyDef**> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.enemyObjectsEnemyB = new Array< **SmallEnemyDef**>() [package]

**2.52.3.20 extraLifeSpawnfromdead** Array< **ExtraLifeGameItem**> com.badlogic.gdx.game.framework.debug.←  
managers.GameManagerAI.extraLifeSpawnfromdead [package]

**2.52.3.21 failSafe\_On\_Active** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.←  
failSafe\_On\_Active = false [package]

-failSafe\_On\_Active- = when player was jumping away from falling stalg and was then to far away from it the game  
object was no longer active, but should have been. so made a fail safe trigger!!!

**2.52.3.22 g NameGame** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.g [package]

**2.52.3.23 gameAI\_ItemGameObjects** Array< **ItemObjectDef**> com.badlogic.gdx.game.framework.debug.←  
managers.GameManagerAI.gameAI\_ItemGameObjects [private]

**2.52.3.24 gameAIBossHiddenMarkers** Array< **GameAIObject**> com.badlogic.gdx.game.framework.debug.←  
managers.GameManagerAI.gameAIBossHiddenMarkers = new Array< **GameAIObject**>() [package]

**2.52.3.25 gameAIObjects** Array< **GameAIObject**> com.badlogic.gdx.game.framework.debug.managers.Game←  
ManagerAI.gameAIObjects = new Array< **GameAIObject**>() [package]

**2.52.3.26 gameCammera** OrthographicCamera com.badlogic.gdx.game.framework.debug.managers.Game←  
ManagerAI.gameCammera [private]

**2.52.3.27 gameEnemyBossList** `Array< BossEnemyDef>` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameEnemyBossList` [package]

**2.52.3.28 gameEnemyList** `Array< SmallEnemyDef>` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameEnemyList` [package]

**2.52.3.29 gameManagerAssetsInstance** `GameManagerAssets` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameManagerAssetsInstance` [private]

**2.52.3.30 gameMovingFallingEnemyList** `Array< MovingFallingEnemyDef>` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameMovingFallingEnemyList` [private]

**2.52.3.31 gamePlayer** `BubblePlayer` `com.mygdx.game.framework.debug.managers.GameManagerAI.gamePlayer` [package]

**2.52.3.32 gameRandomSequensTimer** `GameManagerAITimer` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameRandomSequensTimer` [package]

**2.52.3.33 gameScreen** `PlayScreen` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameScreen` [package]

**2.52.3.34 gameSteeringStateManagerBossArray** `Array< GameSteeringStateManagerBoss>` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameSteeringStateManagerBossArray = new Array< GameSteeringStateManagerBoss>()` [package]

**2.52.3.35 gameSteeringStateManagerEnemyArray** `Array< GameSteeringStateManagerEnemy>` `com.mygdx.game.framework.debug.managers.GameManagerAI.gameSteeringStateManagerEnemyArray = new Array< GameSteeringStateManagerEnemy>()` [package]

**2.52.3.36 graphicTimer** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.graphic←  
Timer = 0 [package]

**2.52.3.37 happenOnTimeSpawnDeadBoss** int com.badlogic.gdx.game.framework.debug.managers.Game←  
ManagerAI.happenOnTimeSpawnDeadBoss = 0 [package]

us in runWorld\_1 testing spawn one time random !!

**2.52.3.38 jumpAImarkerList** Array< GameAIObject> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.jumpAImarkerList [private]

**2.52.3.39 jumpTimerTest** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.jump←  
TimerTest [package]

**2.52.3.40 knightEnemyList** Array< EnemyKnightDevil> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAI.knightEnemyList = new Array< EnemyKnightDevil>() [package]

**2.52.3.41 mapProps** MapProperties com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.map←  
Props [private]

**2.52.3.42 maxLifeLostOnHitGameManagerAi** int com.badlogic.gdx.game.framework.debug.managers.Game←  
ManagerAI.maxLifeLostOnHitGameManagerAi [private]

**2.52.3.43 normal** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.normal = new  
Vector2() [package]

**2.52.3.44 playerController** ControllerJoyStickButtonStyle com.badlogic.gdx.game.framework.debug.←  
managers.GameManagerAI.playerController [private]

**2.52.3.45 prevEnemyAIState** EnemyAIBossState com.badlogic.gdx.game.framework.debug.managers.Game←  
ManagerAI.prevEnemyAIState [private]

**2.52.3.46 sequenceBoolDone** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.sequenceBoolDone [private]

**2.52.3.47 steeringEnemyB\_Start\_From\_ContactL** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringEnemyB\_Start\_From\_ContactL [private]

**2.52.3.48 steeringEnemyB\_Stop\_From\_ContactL** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringEnemyB\_Stop\_From\_ContactL [private]

**2.52.3.49 steeringFollowCloseAttack** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringFollowCloseAttack [private]

**2.52.3.50 steeringFollowRangeAttack** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringFollowRangeAttack [private]

**2.52.3.51 steeringStateManager GameSteeringStateManagerBoss** com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringStateManager [private]

**2.52.3.52 steeringStateManagerBossBoolean** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringStateManagerBossBoolean [private]

**2.52.3.53 steeringStateManagerEnemyB\_boolean** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.steeringStateManagerEnemyB\_boolean [private]

**2.52.3.54 testArray** Array< EnemyA> com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.testArray = new Array< EnemyA>() [package]

**2.52.3.55 tiledMap\_height** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.tiledMap\_height [private]

**2.52.3.56 tiledMap\_width** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.tiledMap\_width [private]

**2.52.3.57 TimerAI** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.TimerAI [package]

**2.52.3.58 TimerAI\_CloseAttack** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.TimerAI\_CloseAttack [package]

**2.52.3.59 timerAI\_InnerLoop\_enemyBossJumpFunction** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.timerAI\_InnerLoop\_enemyBossJumpFunction [package]

**2.52.3.60 timerAI\_InnerLoop\_RangeAttack** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.timerAI\_InnerLoop\_RangeAttack [package]

**2.52.3.61 TimerAI\_Jump** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.TimerAI\_Jump [package]

**2.52.3.62 TimerAI\_KnightBoss** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.TimerAI\_KnightBoss [package]

**2.52.3.63 timerAI\_OuterLoop\_enemyBossJumpFunction** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.timerAI\_OuterLoop\_enemyBossJumpFunction [package]

**2.52.3.64 timerAI\_OuterLoop\_RangeAttack** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.timerAI\_OuterLoop\_RangeAttack [package]

**2.52.3.65 TimerAI\_RangeAttack** GameManagerAITimer com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.TimerAI\_RangeAttack [package]

**2.52.3.66 TimerAI\_Steering\_Dash** `GameManagerAITimer` com.badlogic.gdx.game.framework.debug.managers.  
GameManagerAI.TimerAI\_Steering\_Dash [package]

**2.52.3.67 TimerAI\_Steering\_Follow** `GameManagerAITimer` com.badlogic.gdx.game.framework.debug.managers.  
GameManagerAI.TimerAI\_Steering\_Follow [package]

**2.52.3.68 travelAImarkerList** `Array< GameAIObject >` com.badlogic.gdx.game.framework.debug.managers.  
GameManagerAI.travelAImarkerList [private]

**2.52.3.69 world** `World` com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.world [private]

**2.52.3.70 worldBoss** `String` com.badlogic.gdx.game.framework.debug.managers.GameManagerAI.worldBoss  
[private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/**GameManagerAI.java**

## 2.53 com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer Class Reference

### Public Member Functions

- float **getCurrentTime** ()
- void **updateCurrentTime** (float addValue)
- void **resetCurrentTime** ()
- void **stopCurrentTime** ()

### Private Attributes

- float **currentTime** = 0

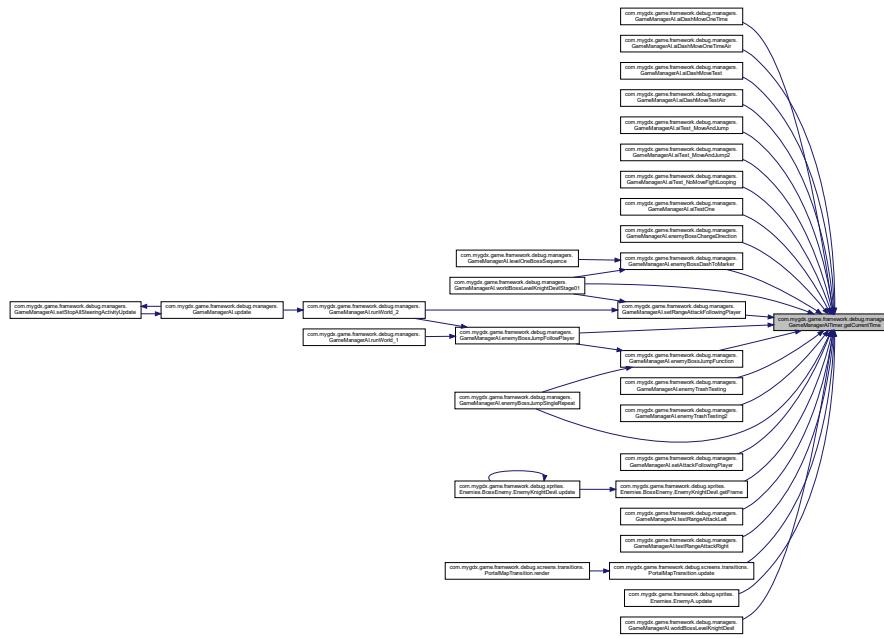
#### 2.53.1 Detailed Description

A simple game time controller which represents elapsed time. Move to game folder !!??

#### 2.53.2 Member Function Documentation

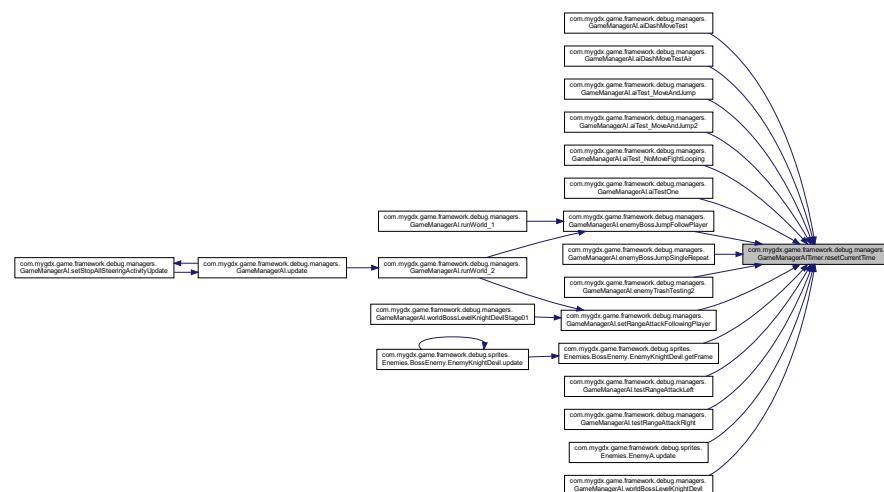
**2.53.2.1 getCurrentTime()** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer.getCurrentTime ( )

Here is the caller graph for this function:



**2.53.2.2 resetCurrentTime()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer.resetCurrentTime ( )

Here is the caller graph for this function:



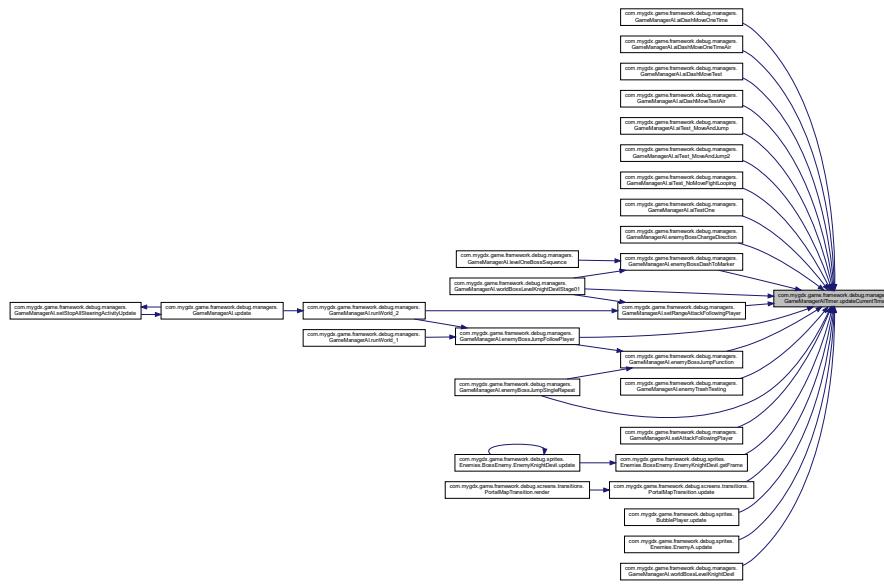
**2.53.2.3 stopcurrentTime()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer.stopcurrentTime ( )

Here is the caller graph for this function:



**2.53.2.4 updatecurrentTime()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer.updatecurrentTime ( float addValue )

Here is the caller graph for this function:



### 2.53.3 Member Data Documentation

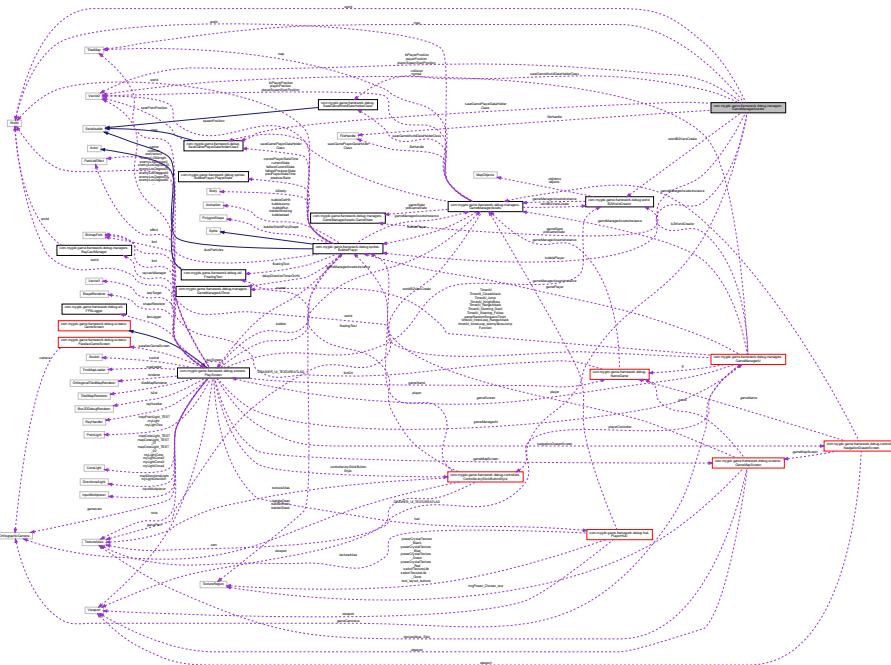
**2.53.3.1 currentTime** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAITimer.currentTime = 0 [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **GameManagerAITimer.java**

## 2.54 com.badlogic.gdx.framework.debug.managers.GameManagerAssets Class Reference

Collaboration diagram for com.badlogic.gdx.framework.debug.managers.GameManagerAssets:



### Classes

- enum **GameState**

### Public Member Functions

- void **init ()**
- boolean **getIsCurrentBossDefeated ()**
- void **setIsCurrentBossDefeated (boolean value)**
- void **setWorldSaveStat (boolean run)**
- void **loadDefaultGameAssets ()**
- void **setPlayerToAssetManager (BubblePlayer b)**
- int **getMaxLifeLostOnHitGameManagerAssets ()**
- void **readFromSaveGamePlayer ()**
- void **readFromSaveGameWorld ()**
- void **setGameState ( GameState state )**
- **GameState getGameState ()**
- **GameState getPreGameState ()**
- void **isLoadedJoyStickControllerButtonStyle ()**
- boolean **isLoadedGameUIAssets ()**
- void **loadingGameUIAssets ()**
- boolean **isLoadedSplashScreenAsset ()**
- void **loadingSplashScreenAsset ()**
- boolean **isLoadedScreenMenuAsset ()**
- void **loadingScreenMenuAsset ()**

- void **isLoadedPauseMenuDrawerAsset** ()
- void **loadingPauseMenuDrawerAsset** ()
- void **isLoadedGameAssetsGameObjects** ()
- void **debugGameAssetListPrint** ()
- void **gameAssetsGameReqList** ()
- void **loadingGameAssets** (String **world**, String level)
- void **onPortalTravelHit** (String travelType, String theMapW, String theMapL, String mapTravelW, String mapTravelL, String mapTravelDirection)
- void **loadMapWorldAndLevel** (String wor, String lev)
- void **setPortalTravelDirection** (String value)
- String **getPortalTravelDirection** ()
- void **setMapTravelSensorDirection** (String value)
- String **getMapTravelSensorDirection** ()
- void **unloadMapWorldAndLevel** (String wor, String lev)
- void **loadMapFirstWorld** ()
- void **loadMapNewWorld** (String mapW, String mapL)
- void **loadMapNewLevel** ()
- void **loadMapNewWorld** ()
- void **setCurrentWorld** (String value)
- String **getCurrentWorld** ()
- void **setCurrentLevel** (String value)
- String **getCurrentLevel** ()
- void **setNewCurrentWorld** (String value)
- String **getNewCurrentWorld** ()
- void **setNewCurrentLevel** (String value)
- String **getNewCurrentLevel** ()
- void **setOldCurrentWorld** (String value)
- void **setOldCurrentLevel** (String value)
- String **getOldCurrentWorld** ()
- String **getOldCurrentLevel** ()
- TiledMap **getCurrentMap** ()
- void **listAssetLoadedDebug** ()
- void **setSaveGamePlayerStatsGameOverSpawnLastSavePoint** ()
- void **setSaveGamePlayerStatsWithoutPosition** ()
- void **setDataToSaveGamePlayer** (Vector2 position, String mapWorld, String mapLevel, String savepoint)
- boolean **getWorldMapChange** ()
- void **setWorldMapChange** (boolean value)
- boolean **getLevelMapChange** ()
- void **setLevelMapChange** (boolean value)
- void **updateAllSavePointTexture** (String point)
- String **getUpdateAllSavePointTexture** ()
- boolean **removeSaveGameFilePlayer** ()
- boolean **removeSaveGameFileWorld** ()
- void **clearSaveGameObjectWorld** ()
- void **clearSaveGameObjectPlayer** ()
- SaveGamePlayerDataHolderClass **getSaveGamePlayerDataHolderClass** ()
- SaveGameWorldDataHolderClass **getSaveGameWorldDataHolderClass** ()
- String **getSaveGameDataHolderClassSavePoint** ()
- void **disposeGamesRunning** ()
- void **setMapSpawnStartPosition** (Vector2 pos)
- Vector2 **getMapSpawnStartPosition** ()

## Static Public Member Functions

- static boolean **gameManagerSaveFilePlayerExists ()**
- static boolean **gameManagerSaveFileWorldExists ()**
- static void **gameManagerPlayerDataReadWriteSave ()**
- static void **gameManagerWorldDataReadToWorldClassObject ()**
- static void **gameManagerWorldDataWriteToFile ()**
- static void **gameManagerWorldDataReadWriteSave ()**
- static void **gameManagerPlayerDataWriteToFile ()**
- static void **savePlayer ( SaveGamePlayerDataHolderClass saveGame) throws IOException**
- static void **saveWorld ( SaveGameWorldDataHolderClass saveGame) throws IOException**
- static **SaveGamePlayerDataHolderClass readPlayerSaveGame () throws IOException, ClassNotFoundException**
- static **SaveGameWorldDataHolderClass readWorldSaveGame () throws IOException, ClassNotFoundException**
- static Object **deserialize (byte[ ] bytes) throws IOException, ClassNotFoundException**

## Public Attributes

- Vector2 **playerPosition**
- int **maxLifeLostOnHitGameManagerAssets**

## Static Public Attributes

- static TextureAtlas **DRAWER\_UI\_TEXTUREATLAS** = new TextureAtlas(**DRAWER\_UI\_TEXTURE\_ATLAS\_PATH**)
- static final float **EPSILON** = 0.00001f
- static final String **TEXTURE\_ATLAS\_HUD** = "controllerUi/BubbleGameUI2.atlas"
- static final String **TEXTURE\_ATLAS\_HUD\_BUTTON\_UP\_SUFFIX** = "\_up"
- static final String **TEXTURE\_ATLAS\_HUD\_BUTTON\_DOWN\_SUFFIX** = "\_down"
- static **SaveGamePlayerDataHolderClass saveGamePlayerDataHolderClass**
- static **SaveGameWorldDataHolderClass saveGameWorldDataHolderClass**

## Package Attributes

- Array< String > **gameAssetsGameReqList**
- Array< String > **gameAssetGameReqListWorld01**
- Array< String > **gameAssetGameReqListWorld02**
- Array< String > **gameAssetGameReqListWorld03**

## Private Member Functions

- void **loadingGameMapScreenAssets ()**
- void **loadingJoyStickControllerButtonStyle ()**

## Static Private Member Functions

- static byte[] **serialize (Object obj) throws IOException**

## Private Attributes

- TiledMap `map`
- String `usingWorldMap`
- String `usingLevelMap`
- String `haveUsingMapSavePoint`
- GameState `gameState`
- GameState `preGameState`
- boolean `gameIsRunning`
- Vector2 `playerSpawnStartPosition`
- String `updatedSavePointUsed`
- boolean `isCurrentBossDefeated`
- String `currentWorld`
- String `currentLevel`
- String `newCurrentWorld`
- String `newCurrentLevel`
- String `oldCurrentWorld`
- String `oldCurrentLevel`
- String `mapTravelIdDirection`
- String `mapTravelIdSensorDirection`
- boolean `worldMapChange`
- boolean `levelMapChange`
- String `foWorldSave_World`
- String `foWorldSave_Level`
- String `foWorldSave_Boss`
- Vector2 `foPlayerPosition`
- String `foSavePointWorld`
- String `foSavePointLevel`
- String `foSavePointMarker`
- float `foSaveHighScores`
- int `foPlayerMainLife`
- BubblePlayer `bubblePlayer`
- int `foSavePowerCrystalInUse`
- int `foSaveGreenPowerCrystal`
- int `foSaveBlackPowerCrystal`
- int `foSaveBluePowerCrystal`
- int `foSaveRedPowerCrystal`
- B2WorldCreator `worldB2VarsCreate`
- World `world`

## Static Private Attributes

- static final String `DRAWER_UI_TEXTURE_ATLAS_PATH` = "drawerUi/menu\_ui.atlas"
- static FileHandle `fileHandle`

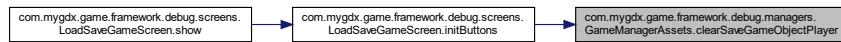
### 2.54.1 Member Function Documentation

**2.54.1.1 clearSaveGameObjectPlayer()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.clearSaveGameObjectPlayer ( )

Here is the call graph for this function:



Here is the caller graph for this function:

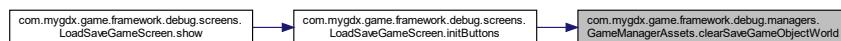


**2.54.1.2 clearSaveGameObjectWorld()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.clearSaveGameObjectWorld ( )

Here is the call graph for this function:



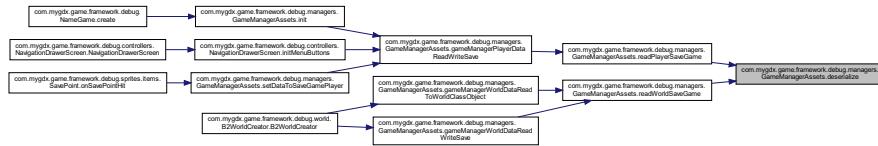
Here is the caller graph for this function:



**2.54.1.3 debugGameAssetListPrint()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.debugGameAssetListPrint ( )

```
2.54.1.4 deserialize() static Object com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.deserialize (
    byte[] bytes ) throws IOException, ClassNotFoundException [static]
```

Here is the caller graph for this function:

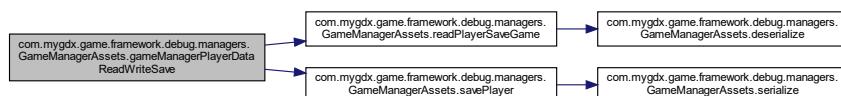


```
2.54.1.5 disposeGameIsRunning() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.disposeGameIsRunning ()
```

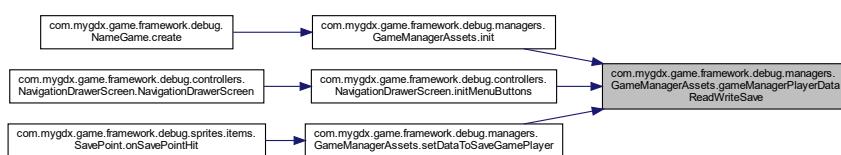
```
2.54.1.6 gameAssetsGameReqList() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.gameAssetsGameReqList ()
```

```
2.54.1.7 gameManagerPlayerDataReadWriteSave() static void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.gameManagerPlayerDataReadWriteSave () [static]
```

Reading saveGamePlayerDataHolderClass | Saving player.dat Here is the call graph for this function:



Here is the caller graph for this function:

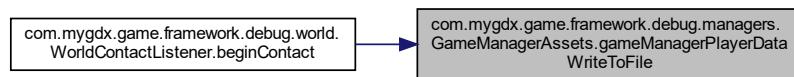


**2.54.1.8 gameManagerPlayerDataWriteToFile()** static void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerPlayerDataWriteToFile ( ) [static]

delete's player save, read Object SaveGame, save's a new file Here is the call graph for this function:

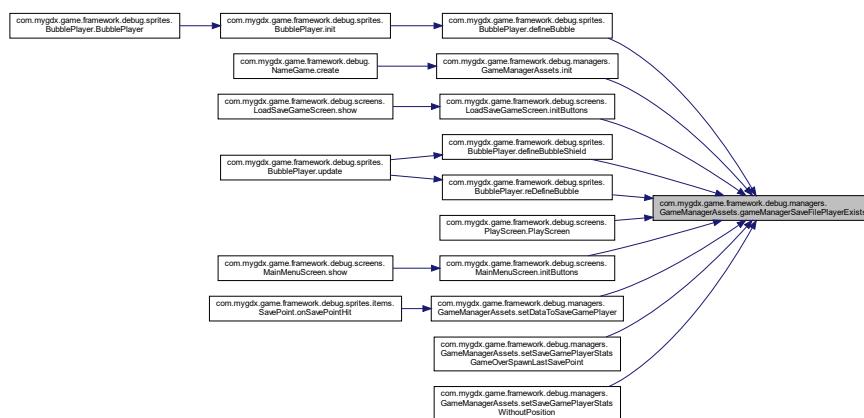


Here is the caller graph for this function:



**2.54.1.9 gameManagerSaveFilePlayerExists()** static boolean com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerSaveFilePlayerExists ( ) [static]

Here is the caller graph for this function:



**2.54.1.10 gameManagerSaveFileWorldExists()** static boolean com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerSaveFileWorldExists ( ) [static]

Here is the caller graph for this function:

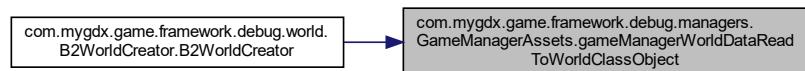


**2.54.1.11 gameManagerWorldDataReadToWorldClassObject()** static void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerWorldDataReadToWorldClassObject ( ) [static]

Here is the call graph for this function:

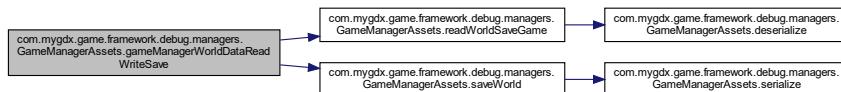


Here is the caller graph for this function:

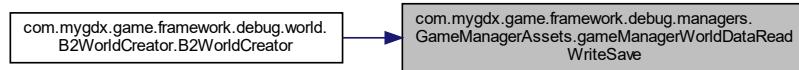


**2.54.1.12 gameManagerWorldDataReadWriteSave()** static void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerWorldDataReadWriteSave ( ) [static]

read World Save file into World Object Here is the call graph for this function:



Here is the caller graph for this function:



**2.54.1.13 gameManagerWorldDataWriteToFile()** static void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.gameManagerWorldDataWriteToFile () [static]

delete's world save, read Object SaveGame, save's a new file Here is the call graph for this function:

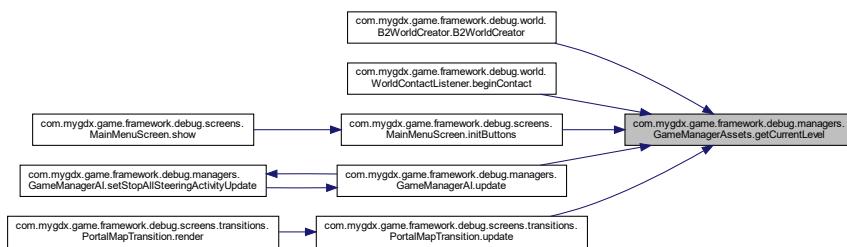


Here is the caller graph for this function:



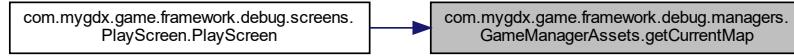
**2.54.1.14 getCurrentLevel()** String com.badlogic.gdx.framework.debug.managers.GameManagerAssets.getCurrentLevel ()

Here is the caller graph for this function:



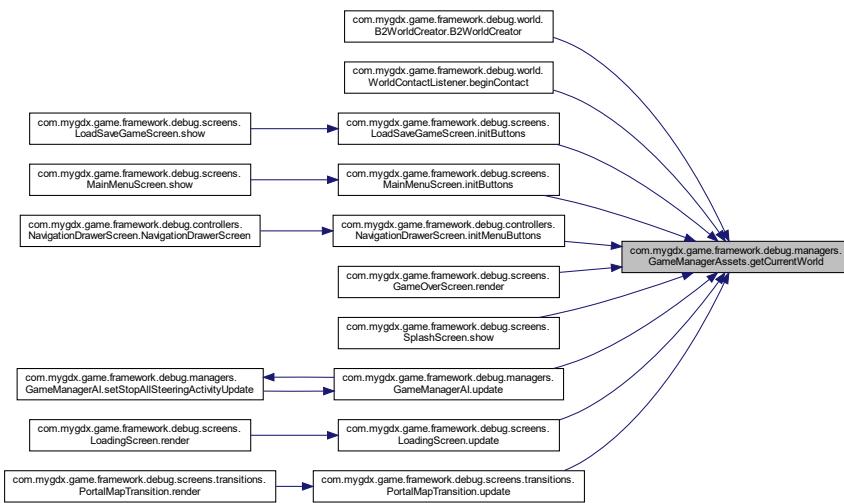
**2.54.1.15 getCurrentMap()** TiledMap com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.get  
getCurrentMap ( )

Here is the caller graph for this function:



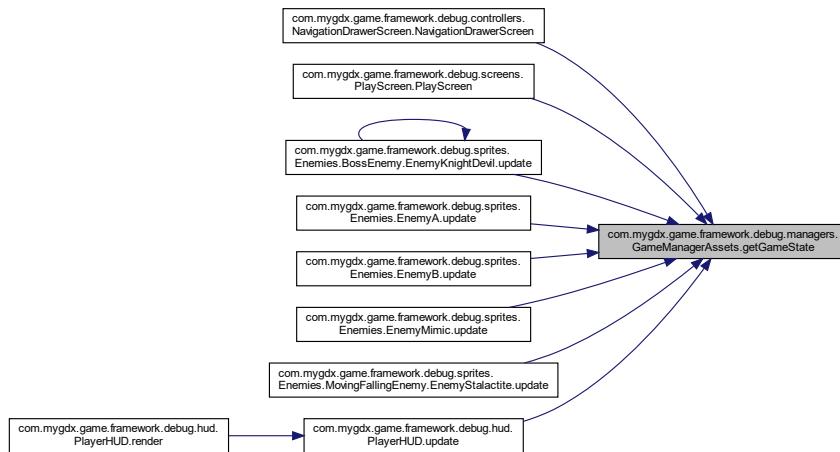
**2.54.1.16 getCurrentWorld()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.get  
getCurrentWorld ( )

Here is the caller graph for this function:



**2.54.1.17 getGameState()** GameState com.badlogic.gdx.game.framework.debug.managers.GameManager.get  
Assets.getGameState ( )

Here is the caller graph for this function:



**2.54.1.18 getIsCurrentBossDefeated()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getIsCurrentBossDefeated ( )

set's and get's Used by **GameManagerAI** (p. ??) and **B2WarsCreator**

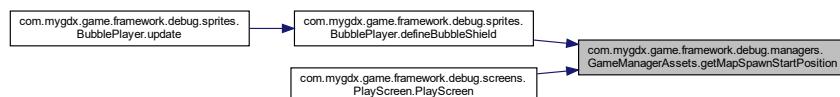
**2.54.1.19 getLevelMapChange()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getLevelMapChange ( )

Here is the caller graph for this function:



**2.54.1.20 getMapSpawnStartPosition()** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getMapSpawnStartPosition ( )

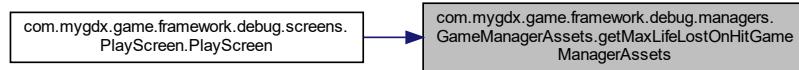
Here is the caller graph for this function:



**2.54.1.21 getMapTravelSensorDirection()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getMapTravelSensorDirection ( )

**2.54.1.22 getMaxLifeLostOnHitGameManagerAssets()** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getMaxLifeLostOnHitGameManagerAssets ( )

Here is the caller graph for this function:



**2.54.1.23 getNewCurrentLevel()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getNewCurrentLevel ( )

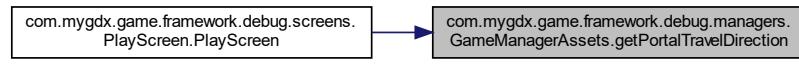
**2.54.1.24 getNewCurrentWorld()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getNewCurrentWorld ( )

**2.54.1.25 getOldCurrentLevel()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getOldCurrentLevel ( )

**2.54.1.26 getOldCurrentWorld()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getOldCurrentWorld ( )

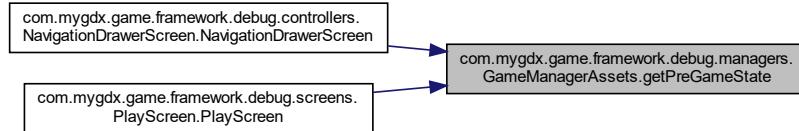
**2.54.1.27 getPortalTravelDirection()** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getPortalTravelDirection ( )

Here is the caller graph for this function:



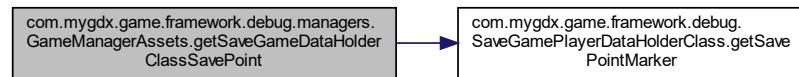
**2.54.1.28 getPreGameState()** `GameState com.badlogic.gdx.framework.debug.managers.GameManagerAssets.getPreGameState ( )`

Here is the caller graph for this function:



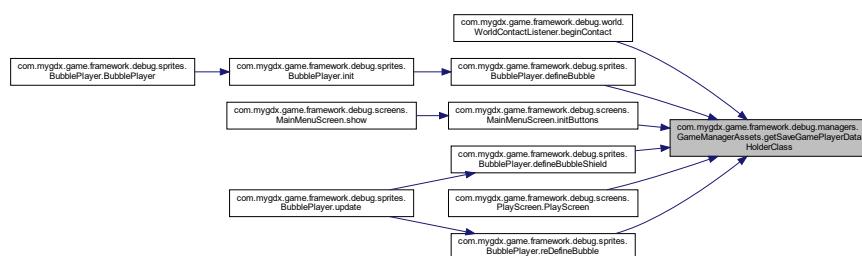
**2.54.1.29 getSaveGameDataHolderClassSavePoint()** `String com.badlogic.gdx.framework.debug.managers.GameManagerAssets.getSaveGameDataHolderClassSavePoint ( )`

Here is the call graph for this function:



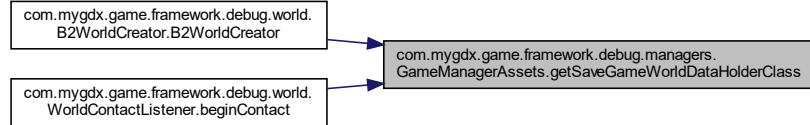
**2.54.1.30 getSaveGamePlayerDataHolderClass()** `SaveGamePlayerDataHolderClass com.badlogic.gdx.framework.debug.managers.GameManagerAssets.getSaveGamePlayerDataHolderClass ( )`

Here is the caller graph for this function:



**2.54.1.31 getSaveGameWorldDataHolderClass()** `SaveGameWorldDataHolderClass com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getSaveGameWorldDataHolderClass ( )`

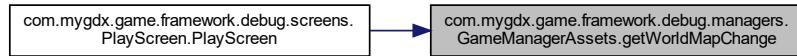
Here is the caller graph for this function:



**2.54.1.32 getUpdateAllSavePointTexture()** `String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getUpdateAllSavePointTexture ( )`

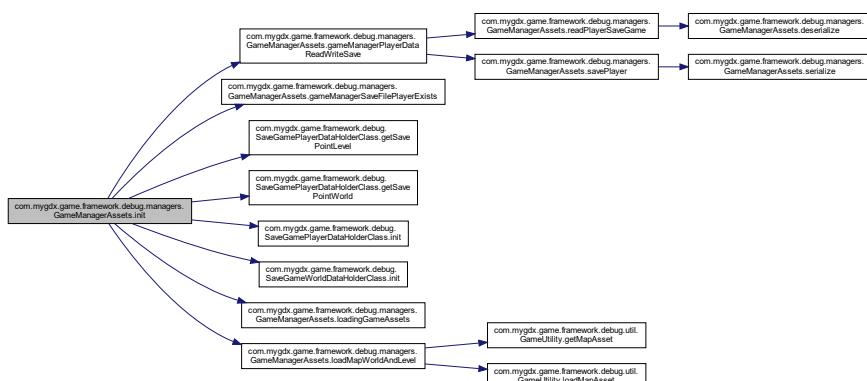
**2.54.1.33 getWorldMapChange()** `boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.getWorldMapChange ( )`

PlayScreen if SaveFileExists player is made Here is the caller graph for this function:

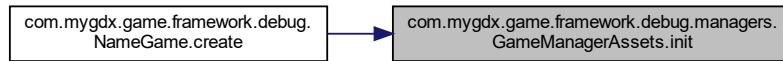


**2.54.1.34 init()** `void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.init ( )`

Reading saveGamePlayerDataHolderClass | Saving player.datHere is the call graph for this function:



Here is the caller graph for this function:



**2.54.1.35 isLoadedGameAssetsGameObjects()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.isLoadedGameAssetsGameObjects ( )

**2.54.1.36 isLoadedGameUIAssets()** boolean com.badlogic.gdx.framework.debug.managers.GameManagerAssets.isLoadedGameUIAssets ( )

Asset Atlas had to be loaded

Asset Atlas was loaded Here is the call graph for this function:



**2.54.1.37 isLoadedJoyStickControllerButtonStyle()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.isLoadedJoyStickControllerButtonStyle ( )

**2.54.1.38 isLoadedPauseMenuDrawerAsset()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.isLoadedPauseMenuDrawerAsset ( )

**2.54.1.39 isLoadedScreenMenuAsset()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.isLoadedScreenMenuAsset ( )

Used with **NameGame** (p. ??) check Here is the caller graph for this function:



**2.54.1.40 isLoadedSplashScreenAsset()** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.isLoadedSplashScreenAsset ( )

Asset had to be loaded

Asset was loadedHere is the call graph for this function:



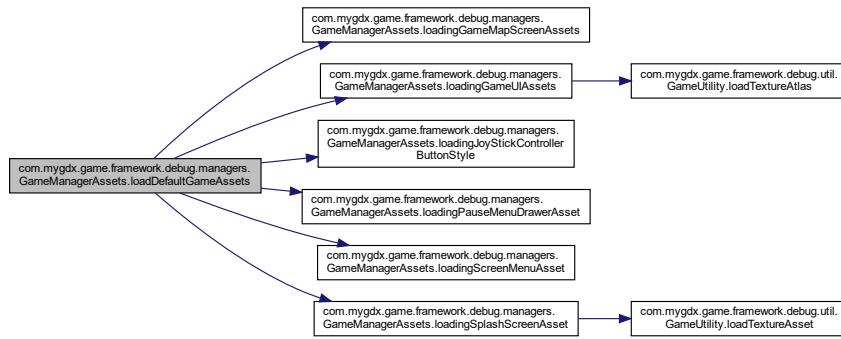
Here is the caller graph for this function:



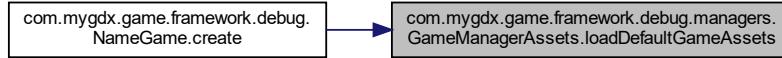
**2.54.1.41 listAssetLoadedDebug()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.listAssetLoadedDebug ( )

**2.54.1.42 loadDefaultGameAssets()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadDefaultGameAssets ( )

assetManager.finishLoading() lock this is the last to load default asset's -because of locked thread!!Here is the call graph for this function:



Here is the caller graph for this function:



**2.54.1.43 loadingGameAssets()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadingGameAssets ( String world, String level )

Stationary EnemiesHere is the caller graph for this function:



**2.54.1.44 loadingGameMapScreenAssets()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadingGameMapScreenAssets ( ) [private]

Here is the caller graph for this function:

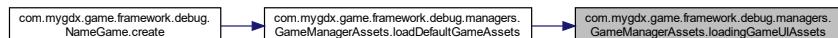


**2.54.1.45 loadingGameUIAssets()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadingGameUIAssets ( )

Here is the call graph for this function:

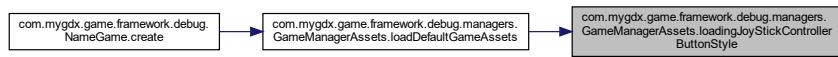


Here is the caller graph for this function:



**2.54.1.46 loadingJoyStickControllerButtonStyle()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadingJoyStickControllerButtonStyle ( ) [private]

Here is the caller graph for this function:



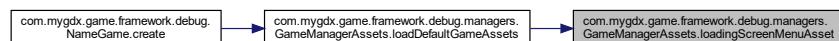
**2.54.1.47 loadingPauseMenuDrawerAsset()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadingPauseMenuDrawerAsset ( )

Here is the caller graph for this function:



**2.54.1.48 loadingScreenMenuAsset()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadingScreenMenuAsset ( )

Here is the caller graph for this function:

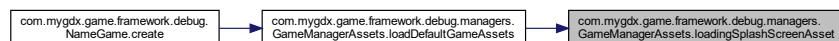


**2.54.1.49 loadingSplashScreenAsset()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadingSplashScreenAsset ( )

Here is the call graph for this function:

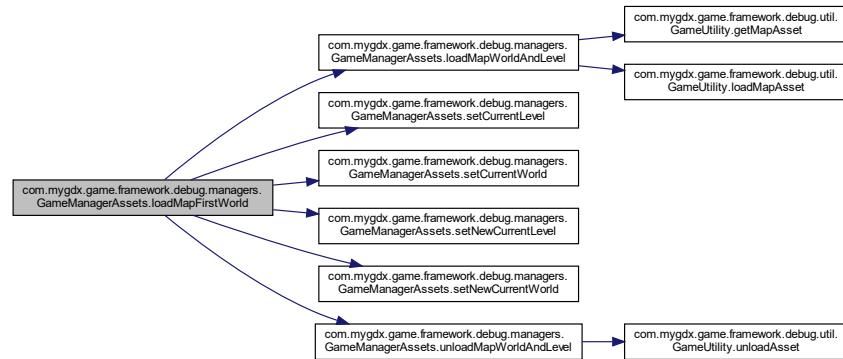


Here is the caller graph for this function:

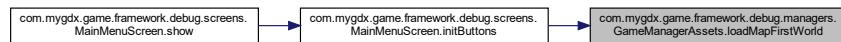


**2.54.1.50 loadMapFirstWorld()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadMapFirstWorld ( )

Here is the call graph for this function:

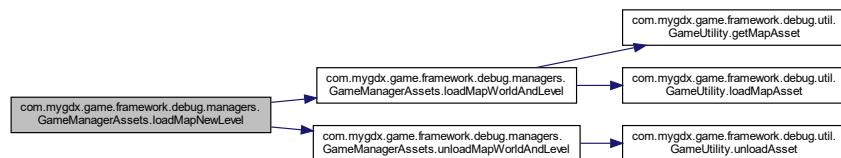


Here is the caller graph for this function:



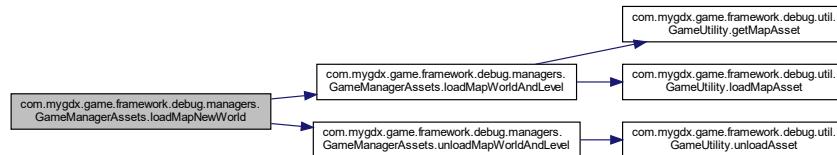
**2.54.1.51 loadMapNewLevel()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadMapNewLevel ( )

Here is the call graph for this function:



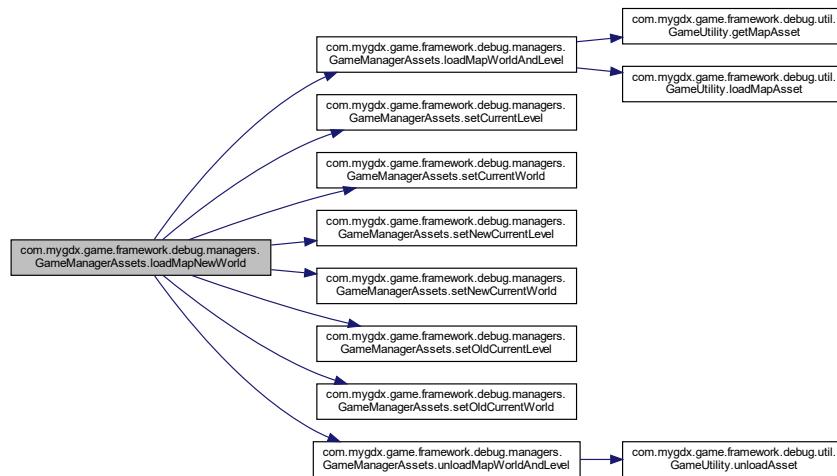
**2.54.1.52 loadMapNewWorld() [1/2]** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadMapNewWorld ( )

Here is the call graph for this function:

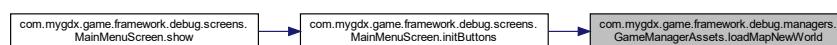


**2.54.1.53 loadMapNewWorld() [2/2]** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.loadMapNewWorld ( String mapW, String mapL )

Here is the call graph for this function:

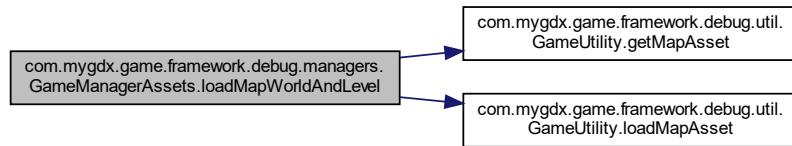


Here is the caller graph for this function:

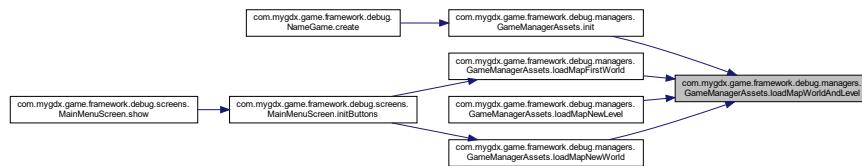


```
2.54.1.54 loadMapWorldAndLevel() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.loadMapWorldAndLevel (
    String wor,
    String lev )
```

Here is the call graph for this function:



Here is the caller graph for this function:



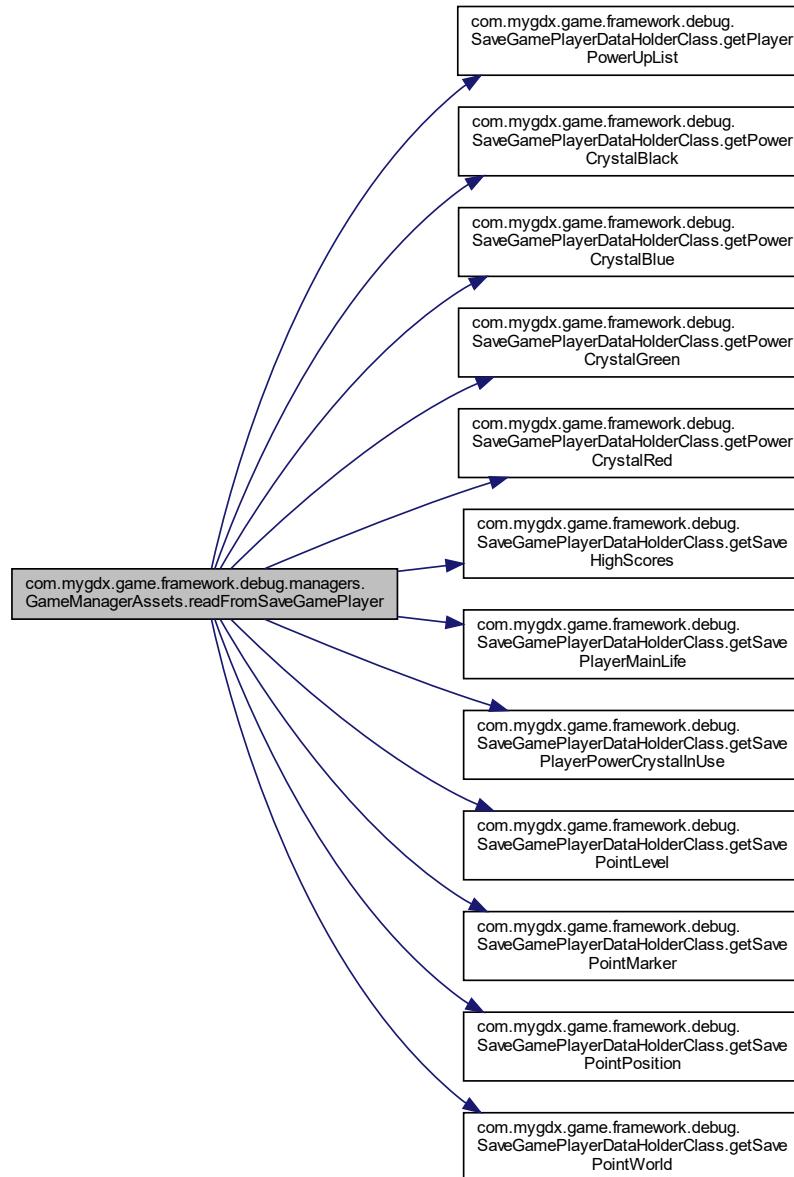
```
2.54.1.55 onPortalTravelHit() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.onPortalTravelHit (
    String travelType,
    String theMapW,
    String theMapL,
    String mapTravelW,
    String mapTravelL,
    String mapTravelDirection )
```

Here is the caller graph for this function:

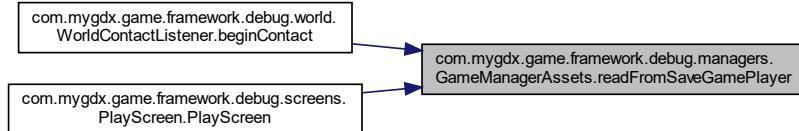


**2.54.1.56 `readFromSaveGamePlayer()`** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.readFromSaveGamePlayer ( )

Debug Here is the call graph for this function:



Here is the caller graph for this function:

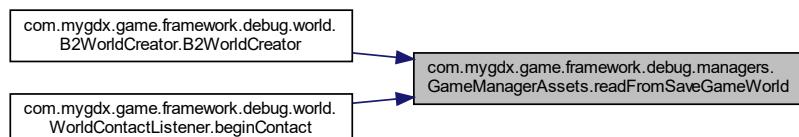


**2.54.1.57 `readFromSaveGameWorld()`** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.readFromSaveGameWorld ( )

Debug Here is the call graph for this function:

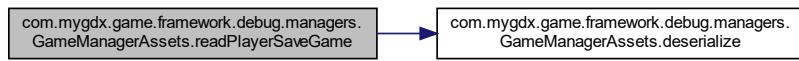


Here is the caller graph for this function:

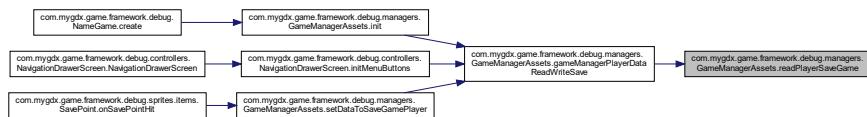


**2.54.1.58 `readPlayerSaveGame()`** static SaveGamePlayerDataHolderClass com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.readPlayerSaveGame ( ) throws IOException, ClassNotFoundException [static]

Here is the call graph for this function:

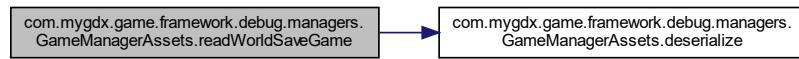


Here is the caller graph for this function:

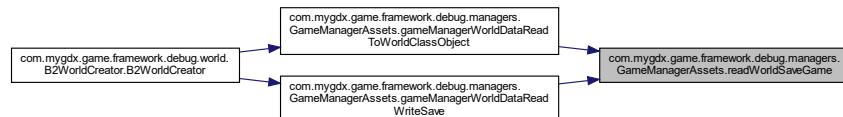


**2.54.1.59 readWorldSaveGame()** static **SaveGameWorldDataHolderClass** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.readWorldSaveGame ( ) throws IOException, ClassNotFoundException [static]

Here is the call graph for this function:

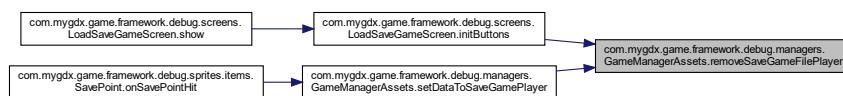


Here is the caller graph for this function:



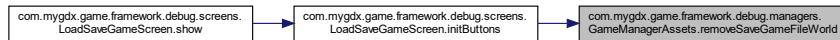
**2.54.1.60 removeSaveGameFilePlayer()** boolean com.badlogic.gdx.framework.debug.managers.GameManagerAssets.removeSaveGameFilePlayer ( )

Here is the caller graph for this function:



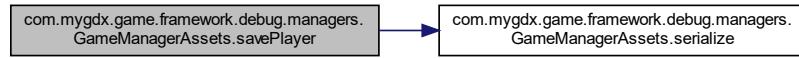
```
2.54.1.61 removeSaveGameFileWorld() boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.removeSaveGameFileWorld ( )
```

Here is the caller graph for this function:

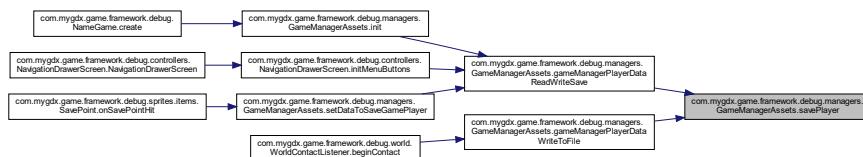


```
2.54.1.62 savePlayer() static void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.savePlayer ( SaveGamePlayerDataHolderClass saveGame ) throws IOException [static]
```

Here is the call graph for this function:

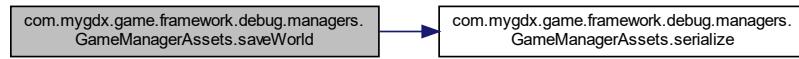


Here is the caller graph for this function:

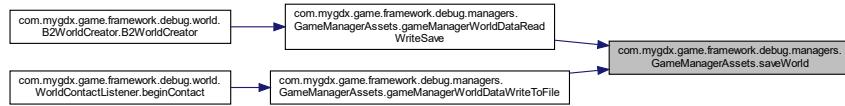


```
2.54.1.63 saveWorld() static void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.saveWorld ( SaveGameWorldDataHolderClass saveGame ) throws IOException [static]
```

Here is the call graph for this function:

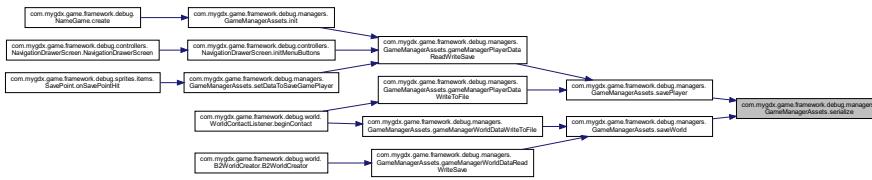


Here is the caller graph for this function:



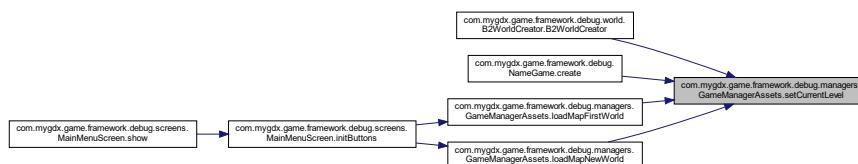
```
2.54.1.64 serialize() static byte[] com.badlogic.gdx.framework.debug.managers.GameManagerAssets.serialize ( Object obj ) throws IOException [static], [private]
```

Here is the caller graph for this function:



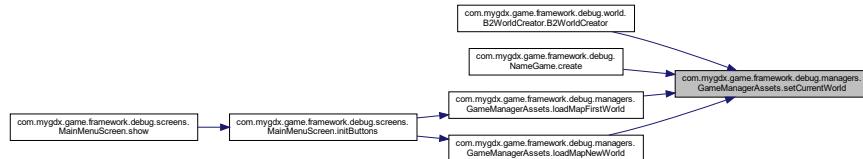
```
2.54.1.65 setCurrentLevel() void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setCurrentLevel ( String value )
```

Here is the caller graph for this function:



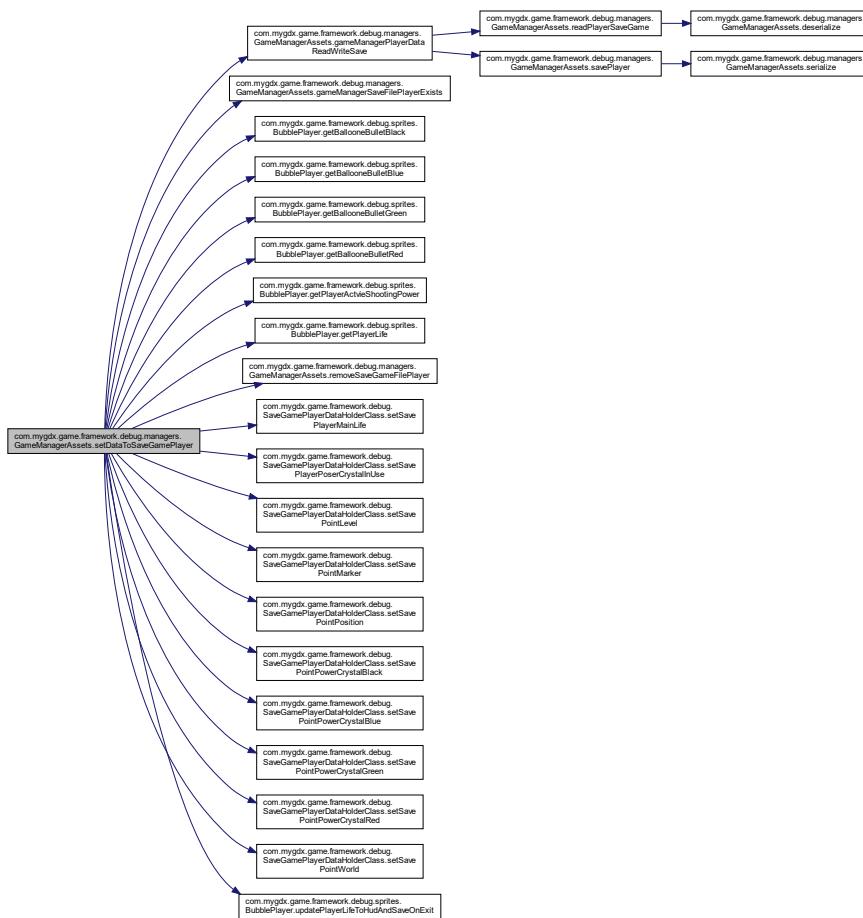
**2.54.1.66 setCurrentWorld()** void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setCurrentWorld ( String value )

Here is the caller graph for this function:

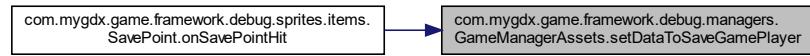


```
2.54.1.67 setGameDataToSaveGamePlayer() void com.badlogic.gdx.game.framework.debug.managers.GameManager←  
Assets.setGameDataToSaveGamePlayer (←  
    Vector2 position,  
    String mapWorld,  
    String mapLevel,  
    String savepoint )
```

this is active on player hit Save Point Not sure ?!!Here is the call graph for this function:

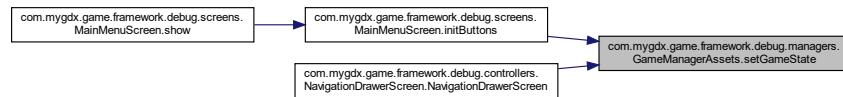


Here is the caller graph for this function:



**2.54.1.68 setGameState()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setGameState ( GameState state )

Here is the caller graph for this function:



**2.54.1.69 setIsCurrentBossDefeated()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setIsCurrentBossDefeated ( boolean value )

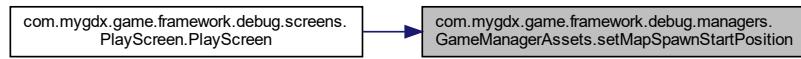
**2.54.1.70 setLevelMapChange()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setLevelMapChange ( boolean value )

Here is the caller graph for this function:



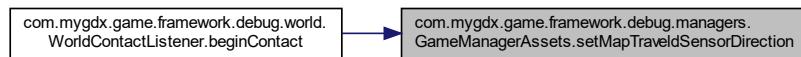
```
2.54.1.71 setMapSpawnStartPosition() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setMapSpawnStartPosition ( Vector2 pos )
```

Here is the caller graph for this function:



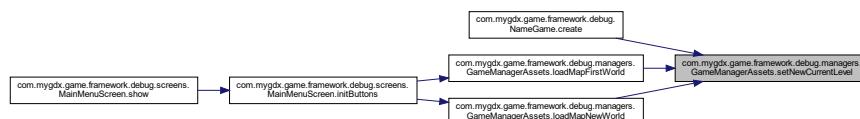
```
2.54.1.72 setMapTraveldSensorDirection() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setMapTraveldSensorDirection ( String value )
```

Here is the caller graph for this function:



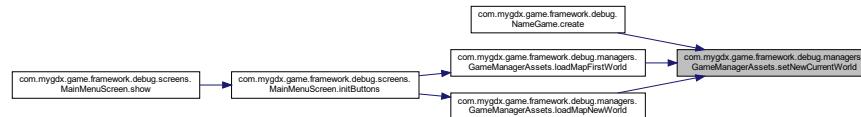
```
2.54.1.73 setNewCurrentLevel() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setNewCurrentLevel ( String value )
```

Here is the caller graph for this function:



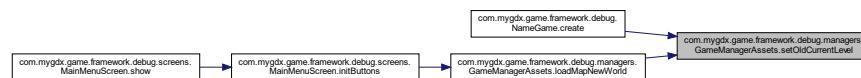
```
2.54.1.74 setNewCurrentWorld() void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setNewCurrentWorld (
    String value )
```

Here is the caller graph for this function:



```
2.54.1.75 setOldCurrentLevel() void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setOldCurrentLevel (
    String value )
```

Here is the caller graph for this function:



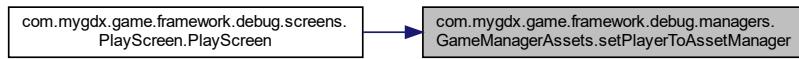
```
2.54.1.76 setOldCurrentWorld() void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setOldCurrentWorld (
    String value )
```

Here is the caller graph for this function:



```
2.54.1.77 setPlayerToAssetManager() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setPlayerToAssetManager ( BubblePlayer b )
```

Here is the caller graph for this function:



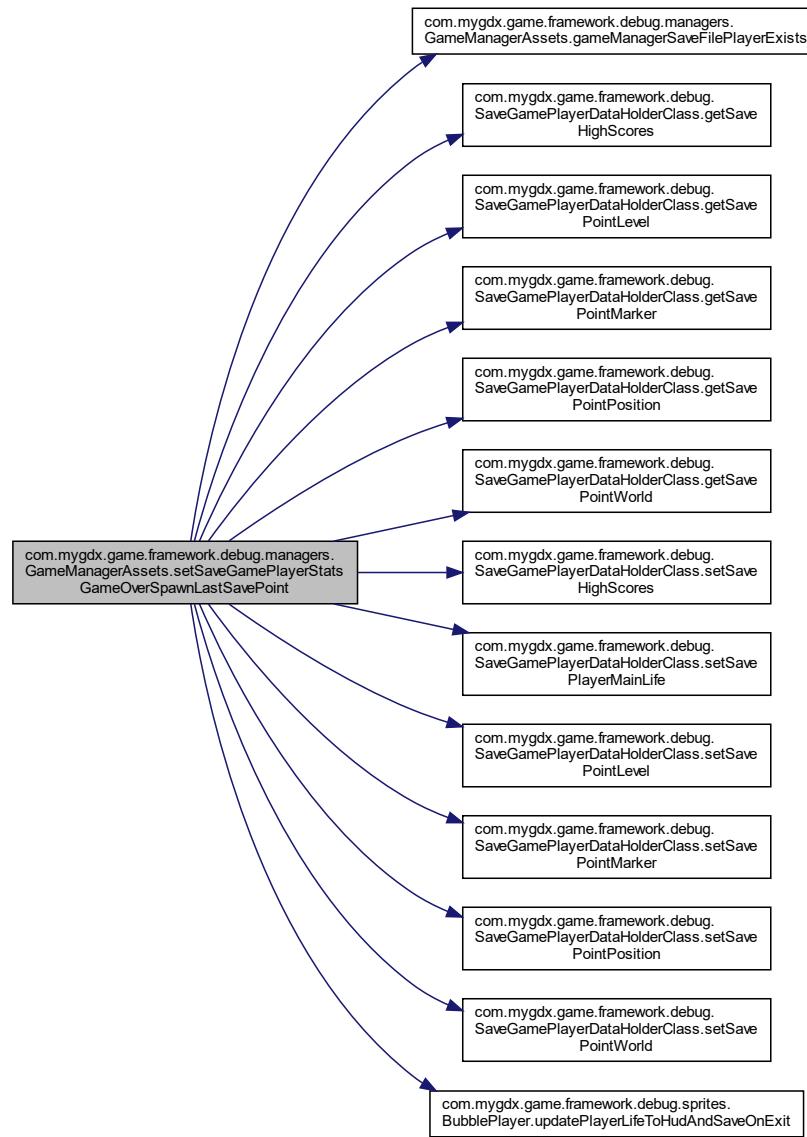
```
2.54.1.78 setPortalTravelDirection() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setPortalTravelDirection ( String value )
```

Here is the caller graph for this function:



```
2.54.1.79 setSaveGamePlayerStatsGameOverSpawnLastSavePoint() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setSaveGamePlayerStatsGameOverSpawnLastSavePoint ( )
```

Here is the call graph for this function:



#### 2.54.1.80 setSaveGamePlayerStatsWithoutPosition()

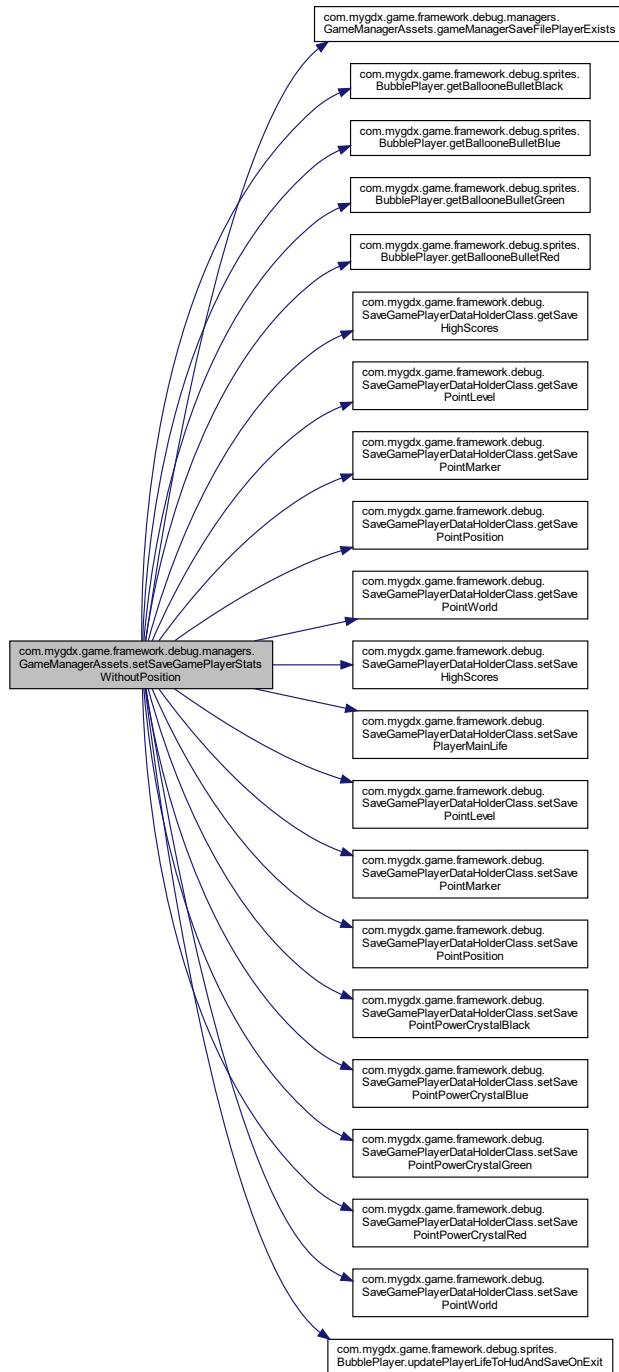
```
void com.badlogic.gdx.framework.debug.managers.←
GameManagerAssets.setSaveGamePlayerStatsWithoutPosition ( )
```

Set's the Save Game Holder Class between worlds and levels

- won't commit to save be for we actual hit a save point

Players Power Pool Crystal's

Players Power Pool Crystal'sHere is the call graph for this function:



```
2.54.1.81 setWorldMapChange() void com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.setWorldMapChange ( boolean value )
```

Here is the caller graph for this function:



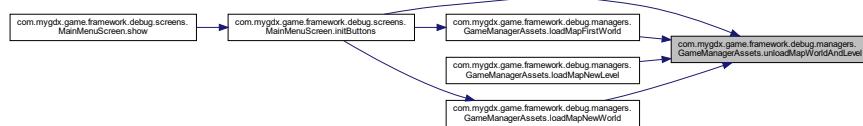
**2.54.1.82 setWorldSaveStat()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.setWorldSaveStat ( boolean run )

**2.54.1.83 unloadMapWorldAndLevel()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.unloadMapWorldAndLevel ( String wor, String lev )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.54.1.84 updateAllSavePointTexture()** void com.badlogic.gdx.framework.debug.managers.GameManagerAssets.updateAllSavePointTexture ( String point )

## 2.54.2 Member Data Documentation

**2.54.2.1 bubblePlayer** `BubblePlayer` `com.mygdx.game.framework.debug.managers.GameManagerAssets.bubblePlayer` [private]

**2.54.2.2 currentLevel** `String` `com.mygdx.game.framework.debug.managers.GameManagerAssets.currentLevel` [private]

**2.54.2.3 currentWorld** `String` `com.mygdx.game.framework.debug.managers.GameManagerAssets.currentWorld` [private]

**2.54.2.4 DRAWER\_UI\_TEXTURE\_ATLAS\_PATH** `final String` `com.mygdx.game.framework.debug.managers.GameManagerAssets.DRAWER_UI_TEXTURE_ATLAS_PATH = "drawerUi/menu_ui.atlas"` [static], [private]

**2.54.2.5 DRAWER\_UI\_TEXTUREATLAS** `TextureAtlas` `com.mygdx.game.framework.debug.managers.GameManagerAssets.DRAWER_UI_TEXTUREATLAS = new TextureAtlas( DRAWER_UI_TEXTURE_ATLAS_PATH)` [static]

**2.54.2.6 EPSILON** `final float` `com.mygdx.game.framework.debug.managers.GameManagerAssets.EPSILON = 0.00001f` [static]

**2.54.2.7 fileHandle** `FileHandle` `com.mygdx.game.framework.debug.managers.GameManagerAssets.fileHandle` [static], [private]

**2.54.2.8 foPlayerMainLife** `int` `com.mygdx.game.framework.debug.managers.GameManagerAssets.foPlayerMainLife` [private]

**2.54.2.9 foPlayerPosition** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foPlayerPosition [private]

**2.54.2.10 foSaveBlackPowerCrystal** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSaveBlackPowerCrystal [private]

**2.54.2.11 foSaveBluePowerCrystal** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSaveBluePowerCrystal [private]

**2.54.2.12 foSaveGreenPowerCrystal** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSaveGreenPowerCrystal [private]

**2.54.2.13 foSaveHighScores** float com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSaveHighScores [private]

**2.54.2.14 foSavePointLevel** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSavePointLevel [private]

**2.54.2.15 foSavePointMarker** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSavePointMarker [private]

**2.54.2.16 foSavePointWorld** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSavePointWorld [private]

**2.54.2.17 foSavePowerCrystalInUse** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSavePowerCrystalInUse [private]

**2.54.2.18 foSaveRedPowerCrystal** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.foSaveRedPowerCrystal [private]

**2.54.2.19 foWorldSave\_Boss** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.←  
foWorldSave\_Boss [private]

**2.54.2.20 foWorldSave\_Level** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.←  
foWorldSave\_Level [private]

**2.54.2.21 foWorldSave\_World** String com.badlogic.gdx.game.framework.debug.managers.GameManager←  
Assets.foWorldSave\_World [private]

**2.54.2.22 gameAssetGameReqListWorld01** Array<String> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAssets.gameAssetGameReqListWorld01 [package]

**2.54.2.23 gameAssetGameReqListWorld02** Array<String> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAssets.gameAssetGameReqListWorld02 [package]

**2.54.2.24 gameAssetGameReqListWorld03** Array<String> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAssets.gameAssetGameReqListWorld03 [package]

**2.54.2.25 gameAssetsGameReqList** Array<String> com.badlogic.gdx.game.framework.debug.managers.←  
GameManagerAssets.gameAssetsGameReqList [package]

**2.54.2.26 gameIsRunning** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.←  
gameIsRunning [private]

**2.54.2.27 gameState** GameState com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.←  
gameState [private]

**2.54.2.28 haveUsingMapSavePoint** String com.badlogic.gdx.game.framework.debug.managers.GameManager←  
Assets.haveUsingMapSavePoint [private]

**2.54.2.29 isCurrentBossDefeated** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.isCurrentBossDefeated [private]

where to save to and load from

**2.54.2.30 levelMapChange** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.levelMapChange [private]

**2.54.2.31 map** TiledMap com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.map [private]

**2.54.2.32 mapTravelDirection** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.mapTravelDirection [private]

**2.54.2.33 mapTravelSensorDirection** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.mapTravelSensorDirection [private]

**2.54.2.34 maxLifeLostOnHitGameManagerAssets** int com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.maxLifeLostOnHitGameManagerAssets

**2.54.2.35 newCurrentLevel** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.newCurrentLevel [private]

**2.54.2.36 newCurrentWorld** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.newCurrentWorld [private]

**2.54.2.37 oldCurrentLevel** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.oldCurrentLevel [private]

**2.54.2.38 oldCurrentWorld** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.oldCurrentWorld [private]

**2.54.2.39 playerPosition** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.playerPosition

**2.54.2.40 playerSpawnStartPosition** Vector2 com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.playerSpawnStartPosition [private]

**2.54.2.41 preGameState** GameState com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.preGameState [private]

**2.54.2.42 saveGamePlayerDataHolderClass** SaveGamePlayerDataHolderClass com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.saveGamePlayerDataHolderClass [static]

Class we save all GameData - Player Spawn point , Lives , Scores , powers etc.

**2.54.2.43 saveGameWorldDataHolderClass** SaveGameWorldDataHolderClass com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.saveGameWorldDataHolderClass [static]

**2.54.2.44 TEXTURE\_ATLAS\_HUD** final String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.TEXTURE\_ATLAS\_HUD = "controllerUi/BubbleGameUI2.atlas" [static]

**2.54.2.45 TEXTURE\_ATLAS\_HUD\_BUTTON\_DOWN\_SUFFIX** final String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.TEXTURE\_ATLAS\_HUD\_BUTTON\_DOWN\_SUFFIX = "\_down" [static]

**2.54.2.46 TEXTURE\_ATLAS\_HUD\_BUTTON\_UP\_SUFFIX** final String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.TEXTURE\_ATLAS\_HUD\_BUTTON\_UP\_SUFFIX = "\_up" [static]

**2.54.2.47 updatedSavePointUsed** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.updatedSavePointUsed [private]

**2.54.2.48 usingLevelMap** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.usingLevelMap [private]

**2.54.2.49 usingWorldMap** String com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.↔  
usingWorldMap [private]

**2.54.2.50 world** World com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.world [private]

**2.54.2.51 worldB2VarsCreate** B2WorldCreator com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.↔  
worldB2VarsCreate [private]

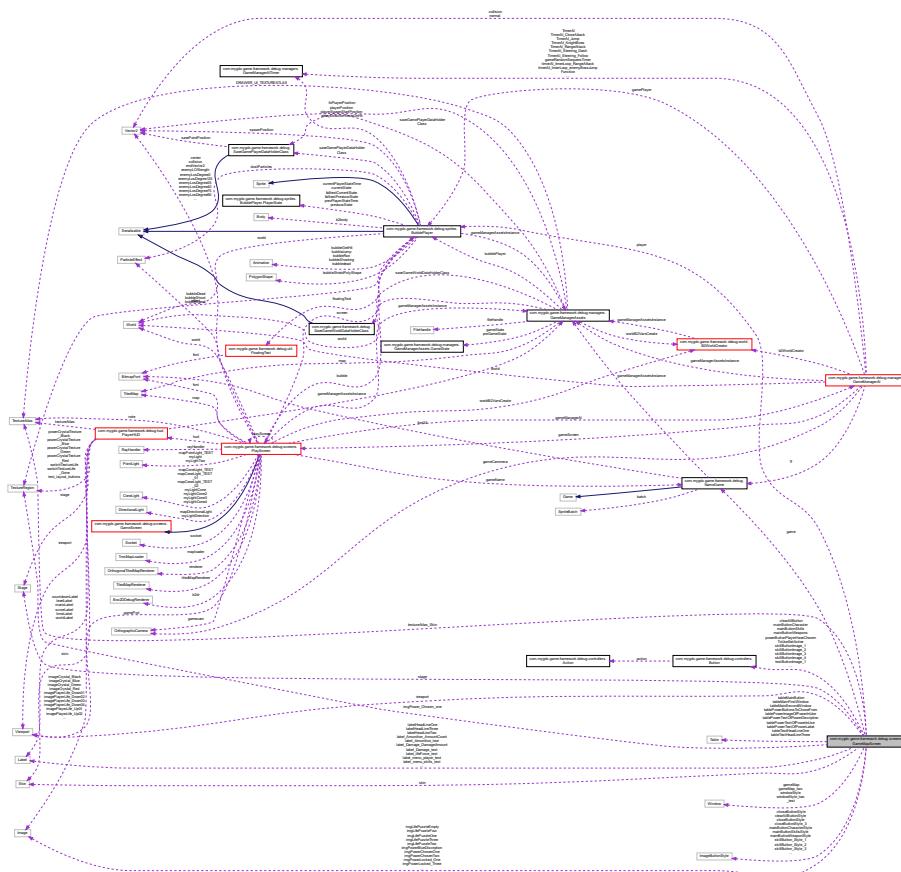
**2.54.2.52 worldMapChange** boolean com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.↔  
worldMapChange [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **GameManagerAssets.java**

## 2.55 com.badlogic.gdx.game.framework.debug.screens.GameMapScreen Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.GameMapScreen:



## Public Member Functions

- **GameMapScreen ( NameGame g, BubblePlayer p)**
- void **show ()**
- void **hide ()**
- void **setActorWindowVisible (boolean value)**
- void **draw ()**
- Stage **getStage ()**
- boolean **getExitWindow ()**
- void **resize (int width, int height)**
- boolean **isExitPressed ()**
- void **dispose ()**

## Package Attributes

- Table **tableTextHeadLineOne**
- Table **tableTextHeadLineTwo**
- Table **tableTextHeadLineThree**

## Private Attributes

- Stage **stage**
- NameGame **game**
- Viewport **viewport**
- boolean **exitPressed**
- boolean **pauseMenusHidden**
- Window **gameMap**
- Window **gameMap\_two**
- TextureRegion **imgPower\_Chosen\_one**
- Image **imgPowerChosenOne**
- Image **imgPowerChosenTwo**
- Image **imgWeaponChosen**
- Image **imgPowerUnlocked\_One**
- Image **imgPowerUnlocked\_Two**
- Image **imgPowerUnlocked\_Three**
- Image **imgPowerLocked\_One**
- Image **imgPowerLocked\_Two**
- Image **imgPowerLocked\_Three**
- Image **imgPowerWeaponDefault**
- Image **imgWeaponChosenGreen**
- Image **imgWeaponChosenBlue**
- Image **imgLifePuzzleEmpty**
- Image **imgLifePuzzleOne**
- Image **imgLifePuzzleTwo**
- Image **imgLifePuzzleThree**
- Image **imgLifePuzzleFour**
- Skin **skin**
- TextureAtlas **textureAtlas\_Skin**
- ImageButtonStyle **closeButtonStyle\_3**
- ImageButtonStyle **closeButtonStyle**
- ImageButtonStyle **mainButtonCharacterStyle**
- ImageButtonStyle **mainButtonWeaponStyle**
- ImageButtonStyle **mainButtonSkillsStyle**

- ImageButtonStyle **clearAllButtonStyle**
- ImageButtonStyle **weaponButtonStyle\_1**
- ImageButtonStyle **weaponButtonStyle\_PowerBlue**
- ImageButtonStyle **weaponButtonStyle\_3**
- ImageButtonStyle **weaponButtonStyle\_4**
- ImageButtonStyle **chooseButtonStyle**
- ImageButtonStyle **skillButton\_Style\_1**
- ImageButtonStyle **skillButton\_Style\_2**
- ImageButtonStyle **skillButton\_Style\_3**
- ImageButtonStyle **skillButton\_Style\_4**
- **Button powerButtonPlayerHaveChosenToUseSetActive**
- Label **label\_power\_one**
- Label **label\_power\_two**
- Label **label\_skills\_one**
- Label **power\_descrition\_message\_Label**
- Label **power\_one\_Label**
- Label **power\_two\_Label**
- Label **power\_three\_Label**
- Label **power\_four\_Label**
- Label **power\_five\_Label**
- Label **power\_six\_Label**
- Label **label\_power\_And\_Skill\_Name**
- Label **label\_power\_And\_Skill\_Discription**
- Label **label\_menu\_player\_text**
- Label **label\_menu\_weapon\_text**
- Label **label\_menu\_skills\_text**
- Label **label\_player\_descriptian\_headline**
- Label **label\_weapon\_descriptian\_headline**
- Label **label\_skills\_descriptian\_headline**
- Label **player\_info\_label**
- String **powerStringOne**
- String **discriptionOfPowerText**
- Window.WindowStyle **windowStyle**
- Window.WindowStyle **windowStyle\_two\_test**
- boolean **menu\_PlayerButtonIsPressed** = false
- boolean **menu\_WeaponButtonIsPressed** = false
- boolean **menu\_SkillsButtonIsPressed** = false
- Table **tableMainFirstWindow**
- Table **tableMainSecondWindow**
- Table **tableMainButton**
- Table **tablePowerTextOfPowerInUse**
- Table **tablePowerImageOfPowerInUse**
- Table **tablePowerTextOfPowerLabel**
- Table **tablePowerButtonsToChoseFrom**
- Table **table\_Player\_Button\_Menu**
- Table **table\_Weapon\_Button\_Menu**
- Table **table\_Skill\_Button\_Menu**
- Table **table\_To\_Chose\_Life\_Weapon\_Skills**
- Table **table\_Discription\_Add\_From\_Life\_Weapon\_Skills**
- Table **tablePowerTextOfPowerDiscription**
- Table **table\_Content\_for\_SecondWindow\_First\_Table\_View**
- Table **table\_Content\_for\_SecondWindow\_Secondary\_Table\_View**
- **Button mainButtonCharacter**
- **Button mainButtonWeapons**
- **Button mainButtonSkills**

- **Button** `clearAllButton`
- **Button** `weaponButtonPowerGreen`
- **Button** `weaponButtonPowerBlue`
- **Button** `weaponButtonImage_3`
- **Button** `weaponButtonImage_4`
- **Button** `skillButtonImage_1`
- **Button** `skillButtonImage_2`
- **Button** `skillButtonImage_3`
- **Button** `skillButtonImage_4`
- **Label** `labelHeadLineOne`
- **Label** `labelHeadLineTwo`
- **Label** `labelHeadLineThree`
- **Label** `label_Amunition_text`
- **Label** `label_Damage_text`
- **Label** `label_Amunition_AmountCount`
- **Label** `label_Damage_DamageAmount`
- **Label** `label_lifeForce_text`
- **boolean** `weaponButton_onelsPressed`
- **boolean** `weaponButton_twolsPressed`
- **boolean** `weaponButton_threelsPressed`
- **boolean** `weaponButton_fourlsPressed`
- **Button** `testButtonImage_11`
- **Button** `testButtonImage_1`
- **Button** `testButtonImage_2`
- **Button** `testButtonImage_3`
- **Button** `testButtonImage_4`
- **Image** `imgPowerBlueDescription`
- **boolean** `buttonPlayerPowerIsActive`
- **boolean** `buttonWeaponPowerIsActive`
- **boolean** `buttonSkillPowerIsActive`
- **String** `weaponButtonPressed`
- **String** `skilleButtonPressed`
- **BubblePlayer** `player`

## 2.55.1 Constructor & Destructor Documentation

**2.55.1.1 GameMapScreen()** com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.GameMapScreen (   
     **NameGame** `g,`  
     **BubblePlayer** `p )`

Main Table

image to table's

don't know need button if there are two img/buttons to get info

First View of players **GameMapScreen** (p. ??)

Get Player's Ammunition !!

Begin -First init of table menu

End -First init of table menu

Begin -First init of SecondWindow : Player life info

End -First init of SecondWindow : Player life info

Begin -Second init of SecondWindow : Player life info

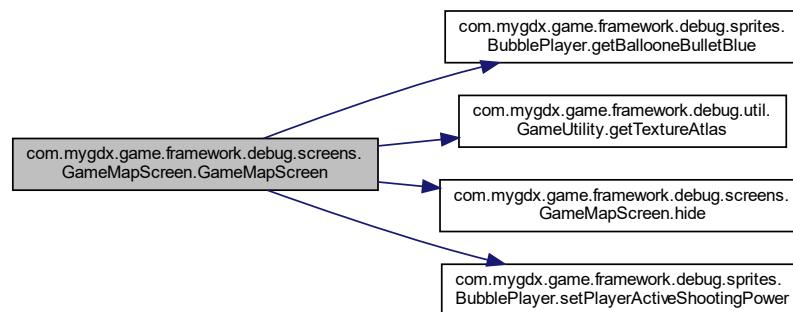
End -Second init of SecondWindow : Player life info

Player Table

Weapon Table

Skills Table

DebugHere is the call graph for this function:



## 2.55.2 Member Function Documentation

**2.55.2.1 `dispose()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.dispose ( )

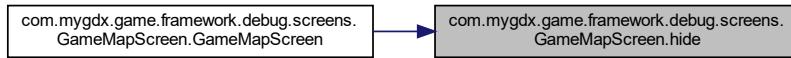
**2.55.2.2 `draw()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.draw ( )

**2.55.2.3 `getExitWindow()`** boolean com.badlogic.gdx.framework.debug.screens.GameMapScreen.getExitWindow ( )

**2.55.2.4 `getStage()`** Stage com.badlogic.gdx.framework.debug.screens.GameMapScreen.getStage ( )

**2.55.2.5 `hide()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.hide ( )

Here is the caller graph for this function:



**2.55.2.6 `isExitPressed()`** boolean com.badlogic.gdx.framework.debug.screens.GameMapScreen.isExitPressed ( )

**2.55.2.7 `resize()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.resize ( int width, int height )

**2.55.2.8 `setActorWindowVisible()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.setActorWindowVisible ( boolean value )

**2.55.2.9 `show()`** void com.badlogic.gdx.framework.debug.screens.GameMapScreen.show ( )

### 2.55.3 Member Data Documentation

**2.55.3.1 `buttonPlayerPowerIsActive`** boolean com.badlogic.gdx.framework.debug.screens.GameMapScreen.buttonPlayerPowerIsActive [private]

**2.55.3.2 buttonSkillPowerIsActive** boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.buttonSkillPowerIsActive [private]

**2.55.3.3 buttonWeaponPowerIsActive** boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.buttonWeaponPowerIsActive [private]

**2.55.3.4 choseButtonStyle** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.choseButtonStyle [private]

**2.55.3.5 clearAllButton** Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.clearAllButton [private]

**2.55.3.6 clearAllButtonStyle** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.clearAllButtonStyle [private]

**2.55.3.7 closeButtonStyle** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.closeButtonStyle [private]

**2.55.3.8 closeButtonStyle\_3** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.closeButtonStyle\_3 [private]

**2.55.3.9 descriptionOfPowerText** String com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.descriptionOfPowerText [private]

**2.55.3.10 exitPressed** boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.exitPressed [private]

**2.55.3.11 game** NameGame com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.game [private]

**2.55.3.12 gameMap** Window com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.gameMap [private]

**2.55.3.13 gameMap\_two** Window com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.gameMap\_two [private]

**2.55.3.14 imgLifePuzzleEmpty** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgLifePuzzleEmpty [private]

**2.55.3.15 imgLifePuzzleFour** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgLifePuzzleFour [private]

**2.55.3.16 imgLifePuzzleOne** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgLifePuzzleOne [private]

**2.55.3.17 imgLifePuzzleThree** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgLifePuzzleThree [private]

**2.55.3.18 imgLifePuzzleTwo** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgLifePuzzleTwo [private]

**2.55.3.19 imgPower\_Chosen\_one** TextureRegion com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgPower\_Chosen\_one [private]

**2.55.3.20 imgPowerBlueDiscription** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgPowerBlueDiscription [private]

**2.55.3.21 imgPowerChosenOne** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.imgPowerChosenOne [private]

change

**2.55.3.22 imgPowerChosenTwo** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.img←  
PowerChosenTwo [private]

**2.55.3.23 imgPowerLocked\_One** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerLocked\_One [private]

**2.55.3.24 imgPowerLocked\_Three** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerLocked\_Three [private]

**2.55.3.25 imgPowerLocked\_Two** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerLocked\_Two [private]

**2.55.3.26 imgPowerUnlocked\_One** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerUnlocked\_One [private]

**2.55.3.27 imgPowerUnlocked\_Three** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerUnlocked\_Three [private]

**2.55.3.28 imgPowerUnlocked\_Two** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerUnlocked\_Two [private]

**2.55.3.29 imgPowerWeaponDefault** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgPowerWeaponDefault [private]

**2.55.3.30 imgWeaponChosen** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.img←  
WeaponChosen [private]

**2.55.3.31 imgWeaponChosenBlue** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
imgWeaponChosenBlue [private]

**2.55.3.32 imgWeaponChosenGreen** Image com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
imgWeaponChosenGreen [private]

**2.55.3.33 label\_Amunition\_AmountCount** Label com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.label\_Amunition\_AmountCount [private]

**2.55.3.34 label\_Amunition\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
label\_Amunition\_text [private]

**2.55.3.35 label\_Damage\_DamageAmount** Label com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.label\_Damage\_DamageAmount [private]

**2.55.3.36 label\_Damage\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label  
\_Damage\_text [private]

**2.55.3.37 label\_lifeForce\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label  
\_lifeForce\_text [private]

**2.55.3.38 label\_menu\_player\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
label\_menu\_player\_text [private]

Label over Menu player's -Player,Weapon and Skills

**2.55.3.39 label\_menu\_skills\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
label\_menu\_skills\_text [private]

**2.55.3.40 label\_menu\_weapon\_text** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
label\_menu\_weapon\_text [private]

**2.55.3.41 label\_player\_descriptian\_headline** Label com.badlogic.gdx.game.framework.debug.screens.Game  
MapScreen.label\_player\_descriptian\_headline [private]

**2.55.3.42 label\_power\_And\_Skill\_Discription** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_power\_And\_Skill\_Discription [private]

**2.55.3.43 label\_power\_And\_Skill\_Name** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_power\_And\_Skill\_Name [private]

**2.55.3.44 label\_power\_one** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_power\_one [private]

**2.55.3.45 label\_power\_two** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_power\_two [private]

**2.55.3.46 label\_skills\_descriptian\_headline** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_skills\_descriptian\_headline [private]

**2.55.3.47 label\_skills\_one** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_skills\_one [private]

**2.55.3.48 label\_weapon\_descriptian\_headline** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.label\_weapon\_descriptian\_headline [private]

**2.55.3.49 labelHeadLineOne** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.labelHeadLineOne [private]

**2.55.3.50 labelHeadLineThree** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.labelHeadLineThree [private]

**2.55.3.51 labelHeadLineTwo** Label com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.labelHeadLineTwo [private]

**2.55.3.52 mainButtonCharacter** `Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonCharacter [private]`

**2.55.3.53 mainButtonCharacterStyle** `ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonCharacterStyle [private]`

**2.55.3.54 mainButtonSkills** `Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonSkills [private]`

**2.55.3.55 mainButtonSkillsStyle** `ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonSkillsStyle [private]`

**2.55.3.56 mainButtonWeapons** `Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonWeapons [private]`

**2.55.3.57 mainButtonWeaponStyle** `ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.mainButtonWeaponStyle [private]`

**2.55.3.58 menu\_PlayerButtonIsPressed** `boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.menu_PlayerButtonIsPressed = false [private]`

**2.55.3.59 menu\_SkillsButtonIsPressed** `boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.menu_SkillsButtonIsPressed = false [private]`

**2.55.3.60 menu\_WeaponButtonIsPressed** `boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.menu_WeaponButtonIsPressed = false [private]`

**2.55.3.61 pauseMenusHidden** `boolean com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.pauseMenuIsHidden [private]`

**2.55.3.62 player** `BubblePlayer` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.player` [private]

**2.55.3.63 player\_info\_label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.player_info_label` [private]

**2.55.3.64 power\_description\_message\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_description_message_Label` [private]

**2.55.3.65 power\_five\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_five_Label` [private]

**2.55.3.66 power\_four\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_four_Label` [private]

**2.55.3.67 power\_one\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_one_Label` [private]

**2.55.3.68 power\_six\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_six_Label` [private]

**2.55.3.69 power\_three\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_three_Label` [private]

**2.55.3.70 power\_two\_Label** `Label` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power_two_Label` [private]

**2.55.3.71 powerButtonPlayerHaveChosenToUseSetActive** `Button` `com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.powerButtonPlayerHaveChosenToUseSetActive` [private]

**2.55.3.72 powerStringOne** String com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.power←  
StringOne [private]

**2.55.3.73 skillButton\_Style\_1** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMap←  
Screen.skillButton\_Style\_1 [private]

**2.55.3.74 skillButton\_Style\_2** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMap←  
Screen.skillButton\_Style\_2 [private]

**2.55.3.75 skillButton\_Style\_3** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMap←  
Screen.skillButton\_Style\_3 [private]

**2.55.3.76 skillButton\_Style\_4** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.GameMap←  
Screen.skillButton\_Style\_4 [private]

**2.55.3.77 skillButtonImage\_1** Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
skillButtonImage\_1 [private]

**2.55.3.78 skillButtonImage\_2** Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
skillButtonImage\_2 [private]

**2.55.3.79 skillButtonImage\_3** Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
skillButtonImage\_3 [private]

**2.55.3.80 skillButtonImage\_4** Button com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
skillButtonImage\_4 [private]

**2.55.3.81 skilleButtonPressed** String com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
skilleButtonPressed [private]

**2.55.3.82 skin** Skin com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.skin [private]

**2.55.3.83 stage** Stage com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.stage [private]

**2.55.3.84 table\_Content\_for\_SecondWindow\_First\_Table\_View** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Content\_for\_SecondWindow\_First\_Table\_View [private]

**2.55.3.85 table\_Content\_for\_SecondWindow\_Secondary\_Table\_View** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Content\_for\_SecondWindow\_Secondary\_Table\_View [private]

**2.55.3.86 table\_Discription\_Add\_From\_Life\_Weapon\_Skills** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Discription\_Add\_From\_Life\_Weapon\_Skills [private]

**2.55.3.87 table\_Player\_Button\_Menu** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Player\_Button\_Menu [private]

**2.55.3.88 table\_Skill\_Button\_Menu** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Skill\_Button\_Menu [private]

**2.55.3.89 table\_To\_Chose\_Life\_Weapon\_Skills** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_To\_Chose\_Life\_Weapon\_Skills [private]

**2.55.3.90 table\_Weapon\_Button\_Menu** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.table\_Weapon\_Button\_Menu [private]

**2.55.3.91 tableMainButton** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.tableMainButton [private]

**2.55.3.92 tableMainFirstWindow** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
tableMainFirstWindow [private]

**2.55.3.93 tableMainSecondWindow** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
tableMainSecondWindow [private]

**2.55.3.94 tablePowerButtonsToChoseFrom** Table com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.tablePowerButtonsToChoseFrom [private]

**2.55.3.95 tablePowerImageOfPowerInUse** Table com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.tablePowerImageOfPowerInUse [private]

**2.55.3.96 tablePowerTextOfPowerDescription** Table com.badlogic.gdx.game.framework.debug.screens.Game  
MapScreen.tablePowerTextOfPowerDescription [private]

**2.55.3.97 tablePowerTextOfPowerInUse** Table com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.tablePowerTextOfPowerInUse [private]

**2.55.3.98 tablePowerTextOfPowerLabel** Table com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.tablePowerTextOfPowerLabel [private]

**2.55.3.99 tableTextHeadLineOne** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
tableTextHeadLineOne [package]

**2.55.3.100 tableTextHeadLineThree** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
tableTextHeadLineThree [package]

**2.55.3.101 tableTextHeadLineTwo** Table com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
tableTextHeadLineTwo [package]

**2.55.3.102 testButtonImage\_1** `Button` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
testButtonImage\_1 [private]

**2.55.3.103 testButtonImage\_11** `Button` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
testButtonImage\_11 [private]

**2.55.3.104 testButtonImage\_2** `Button` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
testButtonImage\_2 [private]

**2.55.3.105 testButtonImage\_3** `Button` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
testButtonImage\_3 [private]

**2.55.3.106 testButtonImage\_4** `Button` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.  
testButtonImage\_4 [private]

**2.55.3.107 textureAtlas\_Skin** `TextureAtlas` com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.textureAtlas\_Skin [private]

**2.55.3.108 viewport** `Viewport` com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.viewport  
[private]

**2.55.3.109 weaponButton\_fourIsPressed** `boolean` com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.weaponButton\_fourIsPressed [private]

**2.55.3.110 weaponButton\_oneIsPressed** `boolean` com.badlogic.gdx.game.framework.debug.screens.GameMap  
Screen.weaponButton\_oneIsPressed [private]

**2.55.3.111 weaponButton\_threeIsPressed** `boolean` com.badlogic.gdx.game.framework.debug.screens.Game  
MapScreen.weaponButton\_threeIsPressed [private]

**2.55.3.112 weaponButton\_twosPressed** boolean com.badlogic.gdx.game.framework.debug.screens.GameMap→  
Screen.weaponButton\_twoIsPressed [private]

**2.55.3.113 weaponButtonImage\_3** Button com.badlogic.gdx.game.framework.debug.screens.GameMap→  
Screen.weaponButtonImage\_3 [private]

**2.55.3.114 weaponButtonImage\_4** Button com.badlogic.gdx.game.framework.debug.screens.GameMap→  
Screen.weaponButtonImage\_4 [private]

**2.55.3.115 weaponButtonPowerBlue** Button com.badlogic.gdx.game.framework.debug.screens.GameMap→  
Screen.weaponButtonPowerBlue [private]

**2.55.3.116 weaponButtonPowerGreen** Button com.badlogic.gdx.game.framework.debug.screens.GameMap→  
Screen.weaponButtonPowerGreen [private]

**2.55.3.117 weaponButtonPressed** String com.badlogic.gdx.game.framework.debug.screens.GameMapScreen.←  
weaponButtonPressed [private]

**2.55.3.118 weaponButtonStyle\_1** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.Game→  
MapScreen.weaponButtonStyle\_1 [private]

**2.55.3.119 weaponButtonStyle\_3** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.Game→  
MapScreen.weaponButtonStyle\_3 [private]

**2.55.3.120 weaponButtonStyle\_4** ImageButtonStyle com.badlogic.gdx.game.framework.debug.screens.Game→  
MapScreen.weaponButtonStyle\_4 [private]

**2.55.3.121 weaponButtonStyle\_PowerBlue** ImageButtonStyle com.badlogic.gdx.game.framework.debug.←  
screens.GameMapScreen.weaponButtonStyle\_PowerBlue [private]

**2.55.3.122 `windowStyle`** `Window.WindowStyle com.badlogic.gdx.game.framework.debug.screens.GameMap<-->Screen.windowStyle [private]`

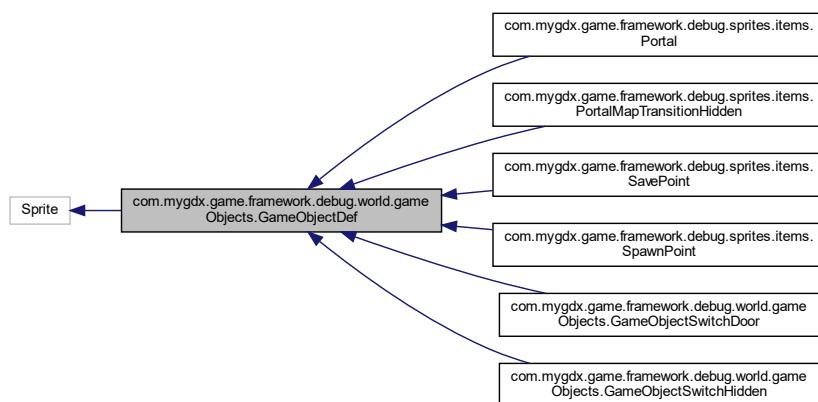
**2.55.3.123 `windowStyle_two_test`** `Window.WindowStyle com.badlogic.gdx.game.framework.debug.screens.<-->GameMapScreen.windowStyle_two_test [private]`

The documentation for this class was generated from the following file:

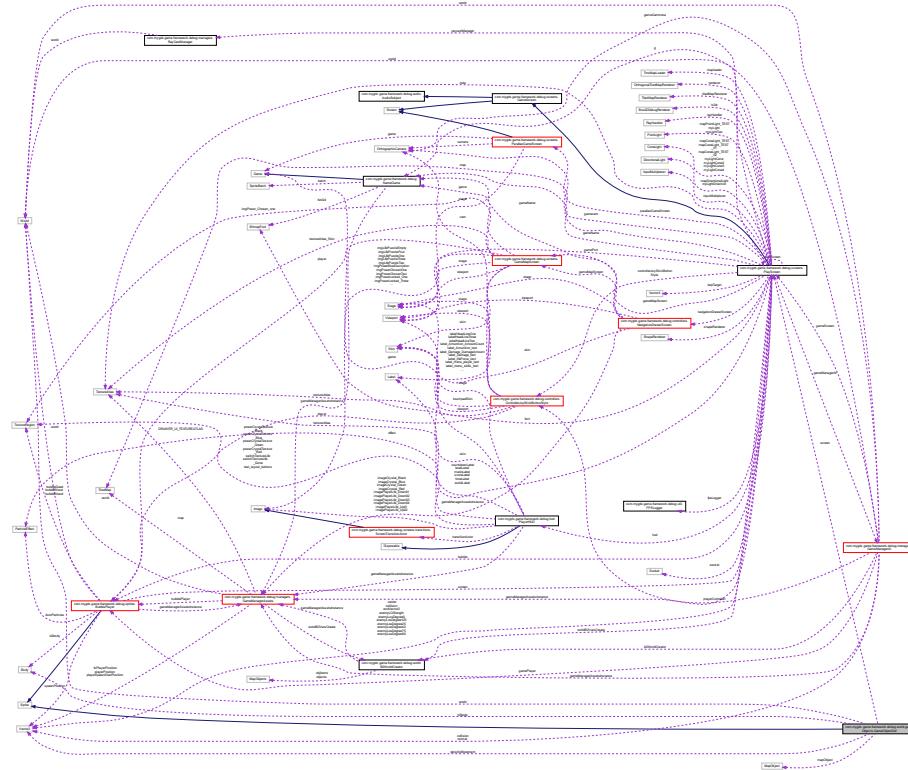
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **GameMapScreen.java**

## 2.56 com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef:



Collaboration diagram for com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef:



## Public Member Functions

- `GameObjectDef ( PlayScreen screen, float x, float y, MapObject object)`
- abstract String `getObjectIdentity ()`
- abstract void `update (float dt)`
- abstract int `getObjectID ()`
- abstract void `onSavePointHit (Vector2 player, String world, String level, String savePoint)`
- abstract void `onGameObjectHitChangeTexture (Boolean textureChange)`
- abstract String `getPortalMapTravelType ()`
- abstract void `onPortalTravelHit (String travelFrom, String travelTo)`
- abstract void `setRunDoors (boolean t)`
- abstract void `active (Array< Obstacle > obstacles)`
- abstract void `activeAfterBossDeath (Array< Obstacle > obstacles)`
- abstract void `getHitBossSpawn ()`

## Public Attributes

- Body `b2body`
- Vector2 `velocityMovement`
- MapObject `mapObject`

## Protected Member Functions

- abstract void `defineGameObject ()`

## Protected Attributes

- World **world**
- PlayScreen **screen**

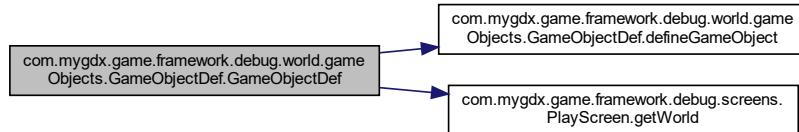
## Private Attributes

- String **objectIdentity**

### 2.56.1 Constructor & Destructor Documentation

```
2.56.1.1 GameObjectDef() com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.GameObjectDef (
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

Here is the call graph for this function:



### 2.56.2 Member Function Documentation

```
2.56.2.1 active() abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.active (
    Array< Obstacle > obstacles ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.Portal** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint** (p. ??), **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden** (p. ??).

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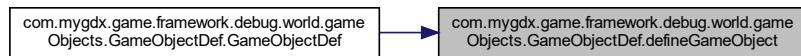
**2.56.2.2 activeAfterBossDeath()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.activeAfterBossDeath ( Array< **Obstacle** > obstacles ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.Portal** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint** (p. ??), **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden** (p. ??).

**2.56.2.3 defineGameObject()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.defineGameObject ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.Portal** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint** (p. ??), **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden** (p. ??).

Here is the caller graph for this function:



**2.56.2.4 getHitBossSpawn()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.getHitBossSpawn ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.Portal** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint** (p. ??), **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden** (p. ??).

**2.56.2.5 getObjectID()** abstract int com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.getObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.Portal** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint** (p. ??), **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor** (p. ??), and **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden** (p. ??).

**2.56.2.6 getObjectIdentity()** abstract String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.getObjectIdentity () [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

**2.56.2.7 getPortalMapTravelType()** abstract String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.getPortalMapTravelType () [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

**2.56.2.8 onGameObjectHitChangeTexture()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.onGameObjectHitChangeTexture ( Boolean textureChange ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

**2.56.2.9 onPortalTravelHit()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.onPortalTravelHit ( String travelFrom, String travelTo ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

**2.56.2.10 onSavePointHit()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.onSavePointHit ( Vector2 player, String world, String level, String savePoint ) [abstract]

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

```
2.56.2.11 setRunDoors() abstract void com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.setRunDoors (
    boolean t ) [abstract]
```

Reimplemented in [com.mygdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

```
2.56.2.12 update() abstract void com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.update (
    float dt ) [abstract]
```

Reimplemented in [com.mygdx.game.framework.debug.sprites.items.Portal](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.PortalMapTransitionHidden](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.SavePoint](#) (p. ??), [com.mygdx.game.framework.debug.sprites.items.SpawnPoint](#) (p. ??), [com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor](#) (p. ??), and [com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden](#) (p. ??).

## 2.56.3 Member Data Documentation

**2.56.3.1 `b2body`** Body `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.b2body`

**2.56.3.2 `mapObject`** MapObject `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.mapObject`

**2.56.3.3 `objectIdentity`** String `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.objectIdentity` [private]

**2.56.3.4 `screen`** PlayScreen `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.screen` [protected]

**2.56.3.5 `velocityMovement`** Vector2 `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef.velocityMovement`

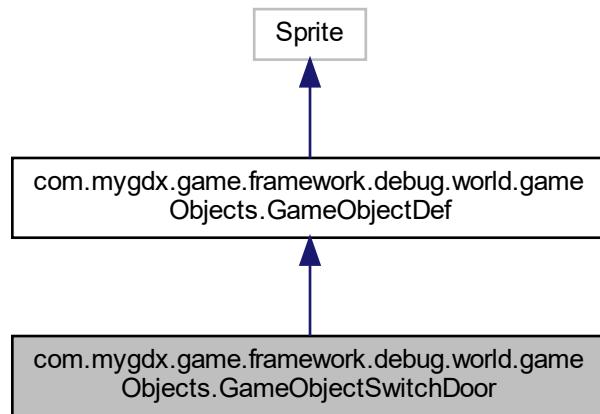
**2.56.3.6 world** World com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef.world  
[protected]

The documentation for this class was generated from the following file:

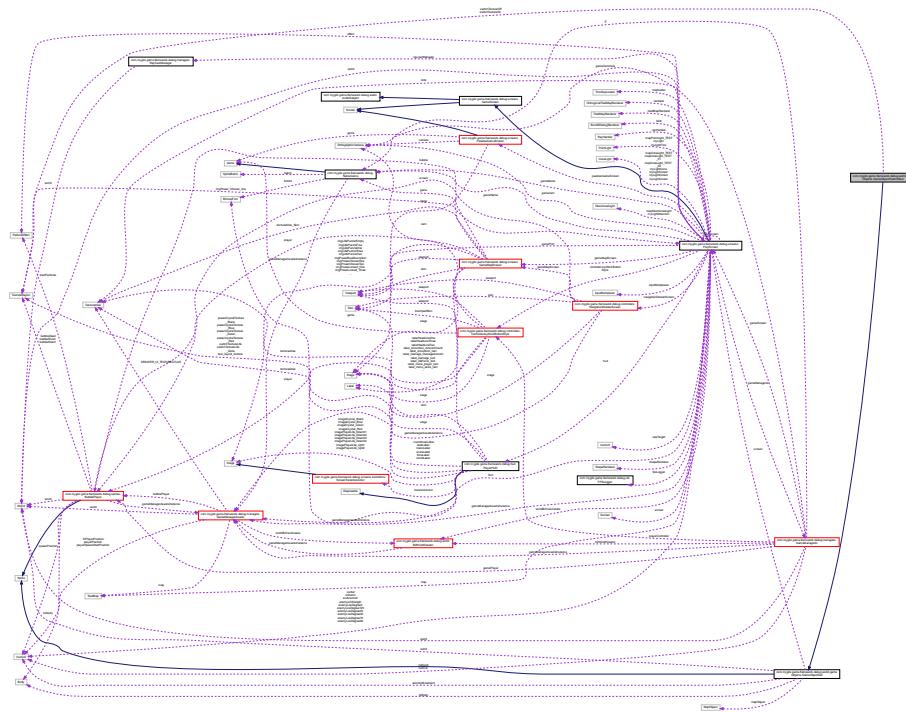
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/ **GameObjectDef.java**

## 2.57 com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor:



Collaboration diagram for com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor:



## Public Member Functions

- **GameObjectSwitchDoor ( PlayScreen screen, float x, float y, MapObject mapObject)**
- String **getObjectIdentity ()**
- String **getDoorKeyType ()**
- String **getDoorKeyStatus ()**
- void **setDoorKeyType (String value)**
- void **setDoorKeyStatus (String value)**
- String **getPortalMapTravelType ()**
- void **update (float dt)**
- TextureRegion **getFrame (float dt)**
- void **active (Array< Obstacle > obstacles)**
- void **activeAfterBossDeath (Array< Obstacle > obstacles)**
- void **getHitBossSpawn ()**
- void **activeClose (Array< Obstacle > obstacles)**
- int **getObjectID ()**
- void **onSavePointHit (Vector2 player, String world, String level, String savePoint)**
- void **onGameObjectHitChangeTexture (Boolean textureChange)**
- void **onPortalTravelHit (String travelFrom, String travelTo)**
- void **setRunDoors (boolean t)**
- boolean **getRunDoors ()**
- void **draw (Batch batch)**

## Protected Member Functions

- void **defineGameObject ()**

## Private Attributes

- TextureRegion **switchTextureOn**
- TextureRegion **switchTextureOff**
- boolean **switchBooleanStatus**
- String[] **associationNumbers**
- Boolean **runDoors** = false
- String **objectIdentity**
- String **doorKeyType**
- String **doorKeyStatus**

## Additional Inherited Members

### 2.57.1 Constructor & Destructor Documentation

```
2.57.1.1 GameObjectSwitchDoor() com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<-->
SwitchDoor.GameObjectSwitchDoor (
    PlayScreen screen,
    float x,
    float y,
    MapObject mapObject )
```

Here is the call graph for this function:



### 2.57.2 Member Function Documentation

```
2.57.2.1 active() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.<-->
active (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.57.2.2 activeAfterBossDeath() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.<-->
activeAfterBossDeath (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.57.2.3 activeClose() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.activeClose (
    Array< Obstacle > obstacles )
```

```
2.57.2.4 defineGameObject() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.defineGameObject ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

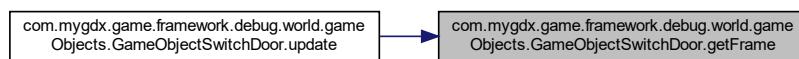
```
2.57.2.5 draw() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.draw (
    Batch batch )
```

```
2.57.2.6 getDoorKeyStatus() String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getDoorKeyStatus ( )
```

```
2.57.2.7 getDoorKeyType() String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getDoorKeyType ( )
```

```
2.57.2.8 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getFrame (
    float dt )
```

Here is the caller graph for this function:



```
2.57.2.9 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getHitBossSpawn ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.10 getObjectId()** int com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.11 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.12 getPortalMapTravelType()** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getPortalMapTravelType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.13 getRunDoors()** boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.getRunDoors ( )

**2.57.2.14 onGameObjectHitChangeTexture()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.onGameObjectHitChangeTexture ( Boolean textureChange )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.15 onPortalTravelHit()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.onPortalTravelHit ( String travelFrom, String travelTo )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.16 onSavePointHit()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.onSavePointHit ( Vector2 player, String world, String level, String savePoint )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.17 setDoorKeyStatus()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.setDoorKeyStatus  
(  
    String value  
)

**2.57.2.18 setDoorKeyType()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.setDoorKeyType  
(  
    String value  
)

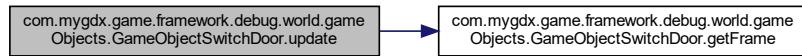
**2.57.2.19 setRunDoors()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.setRunDoors  
(  
    boolean t  
)

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.57.2.20 update()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor<→  
Door.update  
(  
    float dt  
)

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

Here is the call graph for this function:



### 2.57.3 Member Data Documentation

**2.57.3.1 associationNumbers** String [] com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor.associationNumbers [private]

**2.57.3.2 doorKeyStatus** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.doorKeyStatus [private]

**2.57.3.3 doorKeyType** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.doorKeyType [private]

**2.57.3.4 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<→  
SwitchDoor.objectIdentity [private]

**2.57.3.5 runDoors** Boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitch<→  
Door.runDoors = false [private]

**2.57.3.6 switchBooleanStatus** boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.Game<→  
ObjectSwitchDoor.switchBooleanStatus [private]

**2.57.3.7 switchTextureOff** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.Game<→  
ObjectSwitchDoor.switchTextureOff [private]

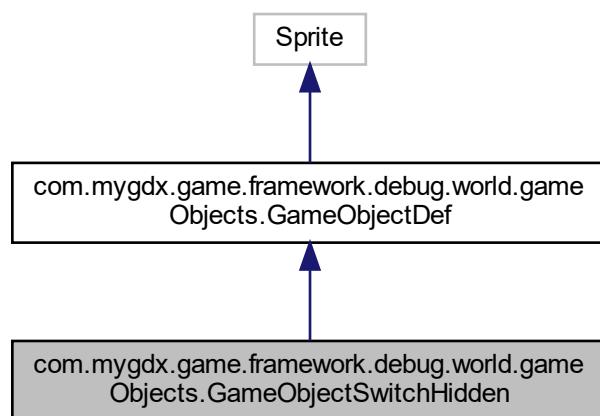
**2.57.3.8 switchTextureOn** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.Game<→  
ObjectSwitchDoor.switchTextureOn [private]

The documentation for this class was generated from the following file:

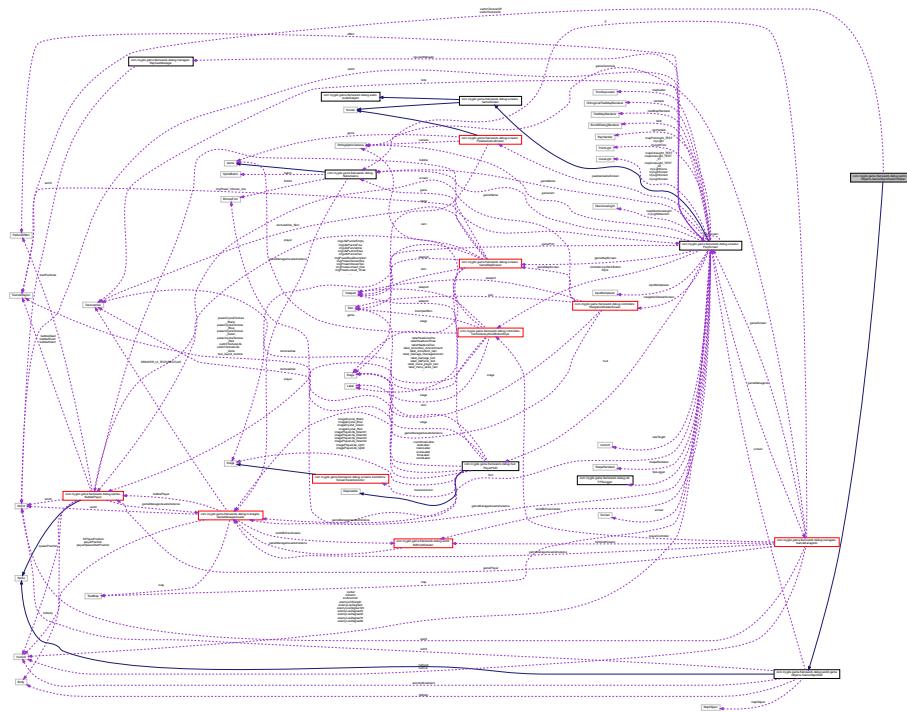
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/**GameObjectSwitchDoor.java**

## 2.58 com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitch<→ Hidden Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden:



Collaboration diagram for com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden:



## Public Member Functions

- `GameObjectSwitchHidden ( PlayScreen screen, float x, float y, MapObject object)`
- `String getObjectIdentity ()`
- `String getPortalMapTravelType ()`
- `String getIsBossDeadOpenDoorSwitch ()`
- `String getActivateSwitch ()`
- `void setActivateSwitch (String value)`
- `void update (float dt)`
- `TextureRegion getFrame (float dt)`
- `int getObjectID ()`
- `void onSavePointHit (Vector2 player, String world, String level, String savePoint)`
- `void onGameObjectHitChangeTexture (Boolean textureChange)`
- `void onPortalTravelHit (String travelFrom, String travelTo)`
- `void setRunDoors (boolean t)`
- `boolean getRunDoors ()`
- `void active (Array< Obstacle > obstacles)`
- `void activeAfterBossDeath (Array< Obstacle > obstacles)`
- `void getHitBossSpawn ()`
- `void draw (Batch batch)`

## Protected Member Functions

- `void defineGameObject ()`

## Private Attributes

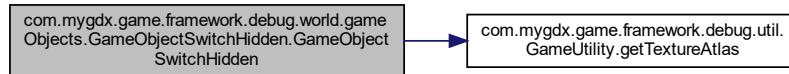
- Boolean **runDoors** = false
- String[] **associationNumbers**
- TextureRegion **switchTextureOn**
- TextureRegion **switchTextureOff**
- boolean **switchBooleanStatus**
- String **objectIdentity**
- String **isBossDeadOpenDoorSwitch**
- String **activateSwitch**

## Additional Inherited Members

### 2.58.1 Constructor & Destructor Documentation

```
2.58.1.1 GameObjectSwitchHidden() com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden (PlayScreen screen, float x, float y, MapObject object )
```

Here is the call graph for this function:



### 2.58.2 Member Function Documentation

```
2.58.2.1 active() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.active (Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.2 activeAfterBossDeath() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.activeAfterBossDeath (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.3 defineGameObject() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.defineGameObject ( ) [protected]
```

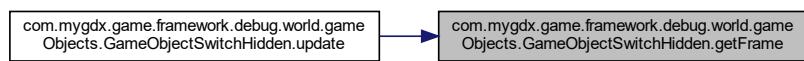
Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.4 draw() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.draw (
    Batch batch )
```

```
2.58.2.5 getActivateSwitch() String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getActivateSwitch ( )
```

```
2.58.2.6 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getFrame (
    float dt )
```

Here is the caller graph for this function:



```
2.58.2.7 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getHitBossSpawn ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.58.2.8 getIsBossDeadOpenDoorSwitch()** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getIsBossDeadOpenDoorSwitch ( )

**2.58.2.9 getObjectID()** int com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.58.2.10 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.58.2.11 getPortalMapTravelType()** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getPortalMapTravelType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.58.2.12 getRunDoors()** boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.getRunDoors ( )

**2.58.2.13 onGameObjectHitChangeTexture()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.onGameObjectHitChangeTexture ( Boolean textureChange )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.58.2.14 onPortalTravelHit()** void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.onPortalTravelHit ( String travelFrom, String travelTo )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.15 onSavePointHit() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<--  
SwitchHidden.onSavePointHit (  
    Vector2 player,  
    String world,  
    String level,  
    String savePoint )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.16 setActivateSwitch() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<--  
SwitchHidden.setActivateSwitch (  
    String value )
```

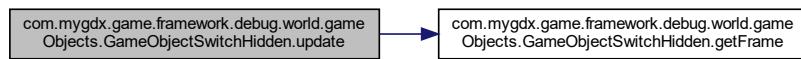
```
2.58.2.17 setRunDoors() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<--  
SwitchHidden.setRunDoors (  
    boolean t )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.58.2.18 update() void com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitch<--  
Hidden.update (  
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

Here is the call graph for this function:



### 2.58.3 Member Data Documentation

```
2.58.3.1 activateSwitch String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObject<--  
SwitchHidden.activateSwitch [private]
```

**2.58.3.2 associationNumbers** String [] com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.associationNumbers [private]

**2.58.3.3 isBossDeadOpenDoorSwitch** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.isBossDeadOpenDoorSwitch [private]

**2.58.3.4 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.objectIdentity [private]

**2.58.3.5 runDoors** Boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.runDoors = false [private]

**2.58.3.6 switchBooleanStatus** boolean com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.switchBooleanStatus [private]

**2.58.3.7 switchTextureOff** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.switchTextureOff [private]

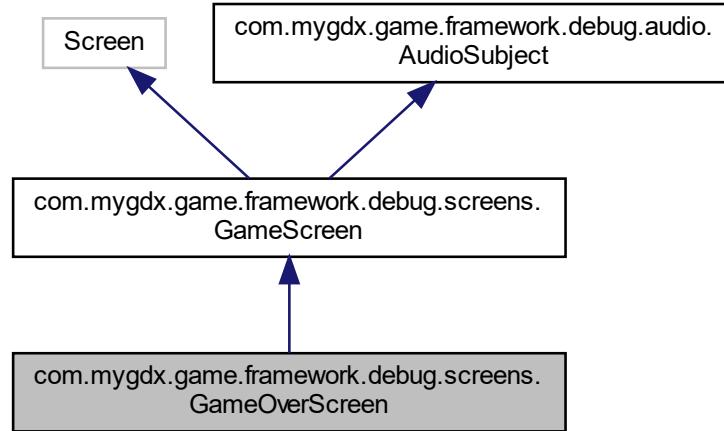
**2.58.3.8 switchTextureOn** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden.switchTextureOn [private]

The documentation for this class was generated from the following file:

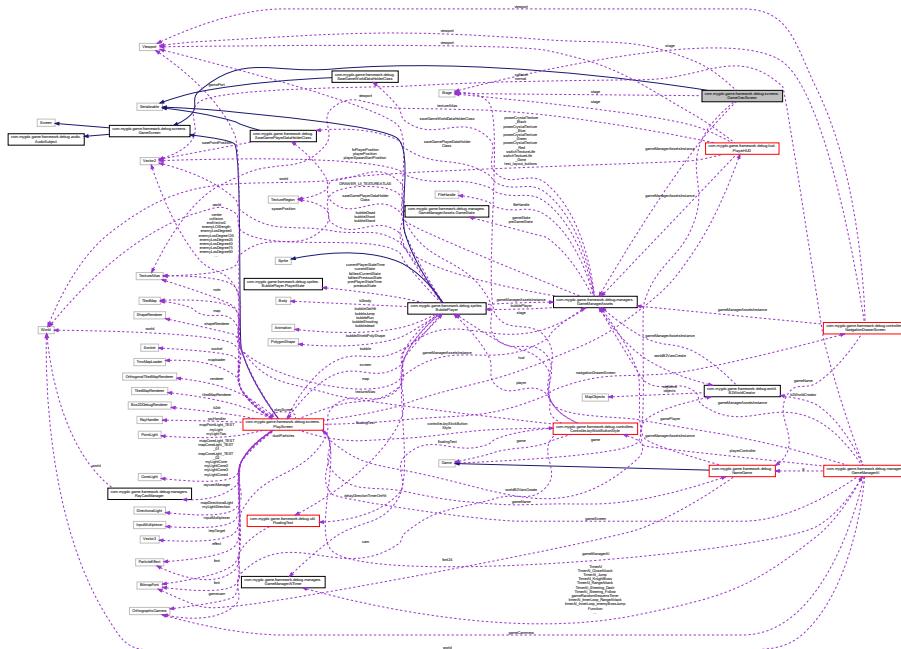
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/**GameObjectSwitchHidden.java**      **GameObjectSwitchHidden**

## 2.59 com.badlogic.gdx.game.framework.debug.screens.GameOverScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.GameOverScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.GameOverScreen:



### Public Member Functions

- **GameOverScreen** (Game g, GameManagerAssets instance)
- void **show ()**

- void **render** (float delta)
- void **resize** (int width, int height)
- void **pause** ()
- void **resume** ()
- void **hide** ()
- void **dispose** ()

### Private Attributes

- Viewport **viewport**
- Stage **stage**
- Game **game**
- **GameManagerAssets** **gameManagerAssetsInstance**

#### 2.59.1 Constructor & Destructor Documentation

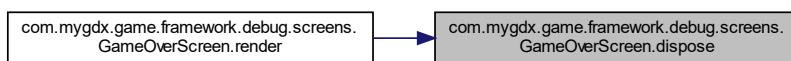
**2.59.1.1 GameOverScreen()** com.badlogic.gdx.game.framework.debug.screens.GameOverScreen GameOverScreen ( Game g, GameManagerAssets instance )

#### 2.59.2 Member Function Documentation

**2.59.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the caller graph for this function:



**2.59.2.2 hide()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.hide ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

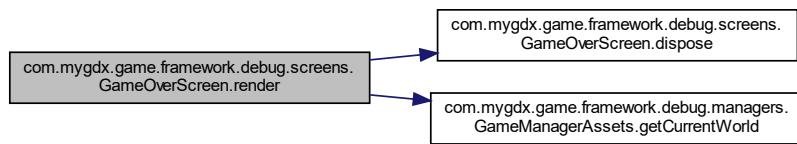
**2.59.2.3 pause()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.pause ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.59.2.4 render()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.render ( float delta )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



**2.59.2.5 resize()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.resize ( int width, int height )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.59.2.6 resume()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.resume ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.59.2.7 show()** void com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.show ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

## 2.59.3 Member Data Documentation

**2.59.3.1 game** Game com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.game [private]

**2.59.3.2 gameManagerAssetsInstance** `GameManagerAssets` `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.gameManagerAssetsInstance` [private]

**2.59.3.3 stage** `Stage` `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.stage` [private]

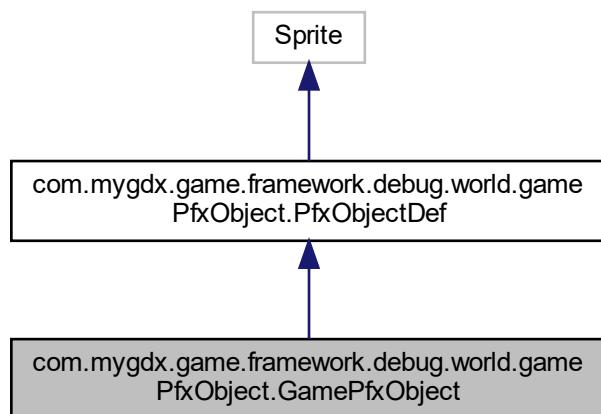
**2.59.3.4 viewport** `Viewport` `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen.viewport` [private]

The documentation for this class was generated from the following file:

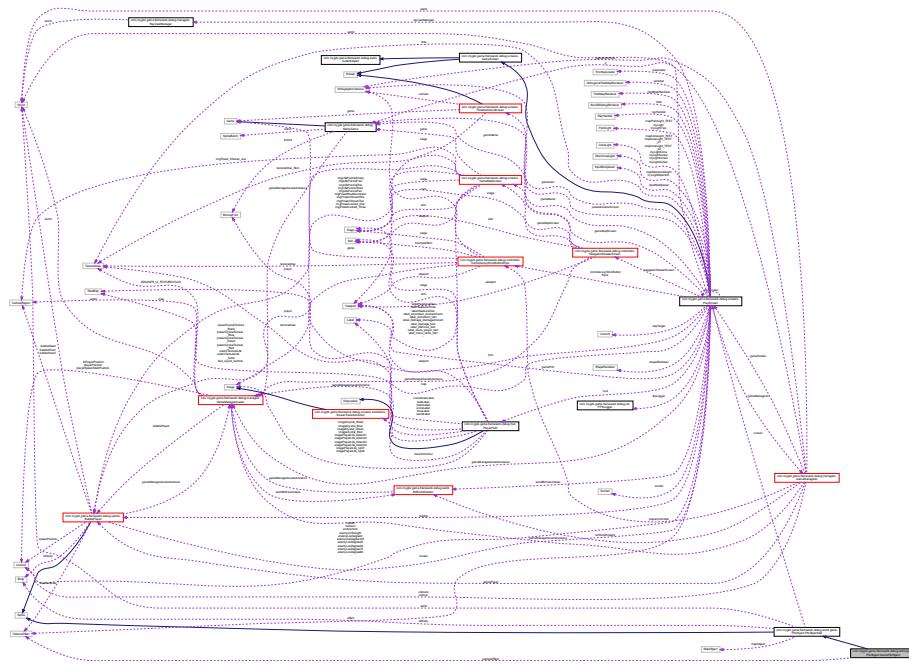
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **GameOverScreen.java**

## 2.60 com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject:



Collaboration diagram for com.mygdx.game.framework.debug.world.gamePfxObject.GamePfxObject:



### Public Member Functions

- `GamePfxObject ( PlayScreen screen, float x, float y, MapObject object)`
- `String getObjectIdentity ()`
- `void update (float dt)`
- `int getObjectID ()`
- `void drawParticleEffect (Batch batch, float dt)`

### Public Attributes

- `ParticleEffect particleEffect = new ParticleEffect()`

### Protected Member Functions

- `void defineGamePfxObject ()`

### Private Attributes

- `String objectIdentity`
- `String mapMarkerType`
- `String mapMarkerAssociationNumber`

### Additional Inherited Members

#### 2.60.1 Detailed Description

use the position to create Weather or effects on screen -Not Player or Enemy's

## 2.60.2 Constructor & Destructor Documentation

**2.60.2.1 GamePfxObject()** `com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject.←  
GamePfxObject (`

```
PlayScreen screen,  
float x,  
float y,  
MapObject object )
```

## 2.60.3 Member Function Documentation

**2.60.3.1 defineGamePfxObject()** `void com.badlogic.gdx.game.framework.debug.world.gamePfxObject.Game←  
PfxObject.defineGamePfxObject ( ) [protected]`

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef** (p. ??).

**2.60.3.2 drawParticleEffect()** `void com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfx←  
Object.drawParticleEffect (`

```
Batch batch,  
float dt )
```

**2.60.3.3 getObjectID()** `int com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject.←  
getObjectID ( )`

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef** (p. ??).

**2.60.3.4 getObjectIdentity()** `String com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfx←  
Object.getObjectIdentity ( )`

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef** (p. ??).

**2.60.3.5 update()** `void com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject.update  
(`

```
float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef** (p. ??).

## 2.60.4 Member Data Documentation

**2.60.4.1 mapMarkerAssociationNumber** String com.badlogic.gdx.game.framework.debug.world.GamePfxObject.GamePfxObject.mapMarkerAssociationNumber [private]

**2.60.4.2 mapMarkerType** String com.badlogic.gdx.game.framework.debug.world.GamePfxObject.GamePfxObject.mapMarkerType [private]

**2.60.4.3 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.GamePfxObject.GamePfxObject.objectIdentity [private]

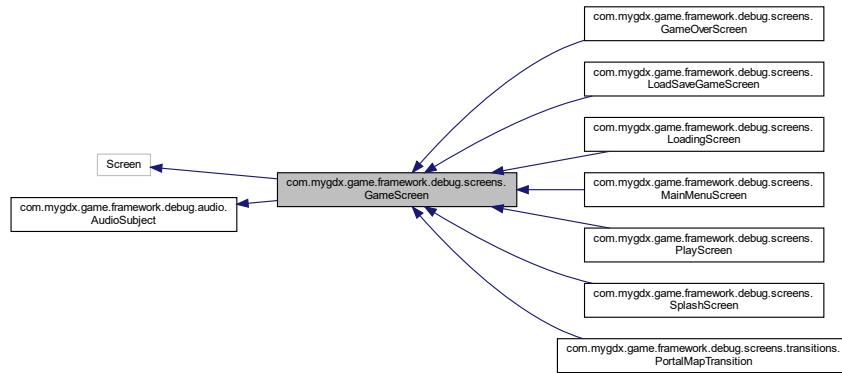
**2.60.4.4 particleEffect** ParticleEffect com.badlogic.gdx.game.framework.debug.world.GamePfxObject.GamePfxObject.particleEffect = new ParticleEffect()

The documentation for this class was generated from the following file:

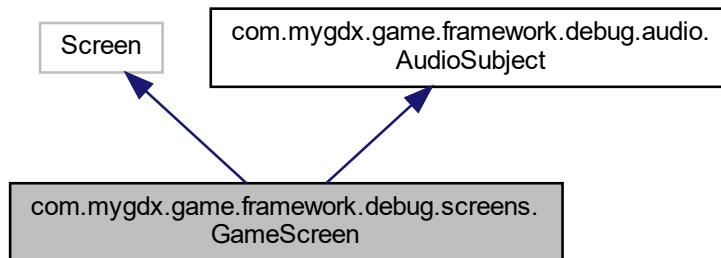
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gamePfxObject/ **GamePfxObject.java**

## 2.61 com.badlogic.gdx.game.framework.debug.screens.GameScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.GameScreen:



Collaboration diagram for com.badlogic.gdx.framework.debug.screens.GameScreen:



## Public Member Functions

- **GameScreen ()**
- void **addObserver ( AudioObserver audioObserver )**
- void **removeObserver ( AudioObserver audioObserver )**
- void **removeAllObservers ()**
- void **notify ( AudioObserver.AudioCommand command, AudioObserver.AudioTypeEvent event )**
- void **show ()**
- void **render (float delta)**
- void **resize (int width, int height)**
- void **pause ()**
- void **resume ()**
- void **hide ()**
- void **dispose ()**
- void **input ()**
- void **update (float deltaTime)**

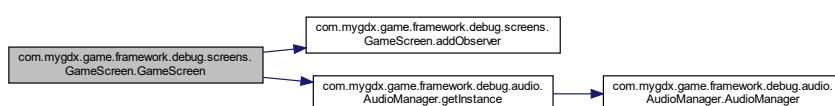
## Private Attributes

- Array< **AudioObserver** > **\_observers**

### 2.61.1 Constructor & Destructor Documentation

#### 2.61.1.1 GameScreen() com.badlogic.gdx.framework.debug.screens.GameScreen.GameScreen ( )

Here is the call graph for this function:

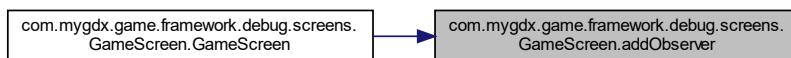


## 2.61.2 Member Function Documentation

**2.61.2.1 addObserver()** void com.badlogic.gdx.game.framework.debug.screens.GameScreen.addObserver ( **AudioObserver** audioObserver )

Implements **com.badlogic.gdx.game.framework.debug.audio.AudioSubject** (p. ??).

Here is the caller graph for this function:



**2.61.2.2 dispose()** void com.badlogic.gdx.game.framework.debug.screens.GameScreen.dispose ( )

Reimplemented in **com.badlogic.gdx.game.framework.debug.screens.GameOverScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadingScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.PlayScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.SplashScreen** (p. ??), and **com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition** (p. ??).

**2.61.2.3 hide()** void com.badlogic.gdx.game.framework.debug.screens.GameScreen.hide ( )

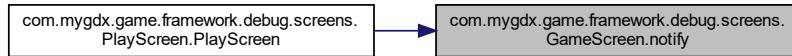
Reimplemented in **com.badlogic.gdx.game.framework.debug.screens.GameOverScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadingScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.PlayScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.SplashScreen** (p. ??), and **com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition** (p. ??).

**2.61.2.4 input()** void com.badlogic.gdx.game.framework.debug.screens.GameScreen.input ( )

```
2.61.2.5 notify() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.notify (  
    AudioObserver.AudioCommand command,  
    AudioObserver.AudioTypeEvent event )
```

Implements **com.badlogic.gdx.game.framework.debug.audio.AudioSubject** (p. ??).

Here is the caller graph for this function:



```
2.61.2.6 pause() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.pause ( )
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.screens.GameOverScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadingScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.PlayScreen** (p. ??), and **com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition** (p. ??).

```
2.61.2.7 removeAllObservers() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.removeAllObservers ( )
```

Implements **com.badlogic.gdx.game.framework.debug.audio.AudioSubject** (p. ??).

```
2.61.2.8 removeObserver() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.removeObserver (  
    AudioObserver audioObserver )
```

Implements **com.badlogic.gdx.game.framework.debug.audio.AudioSubject** (p. ??).

```
2.61.2.9 render() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.render (float delta )
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.screens.GameOverScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.LoadingScreen** (p. ??), **com.badlogic.gdx.game.framework.debug.screens.PlayScreen** (p. ??), and **com.badlogic.gdx.game.framework.debug.screens.SplashScreen** (p. ??).

```
2.61.2.10 resize() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.resize ( int width, int height )
```

Reimplemented in `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadingScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.PlayScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.SplashScreen` (p. ??), and `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition` (p. ??).

```
2.61.2.11 resume() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.resume ( )
```

Reimplemented in `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadingScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.PlayScreen` (p. ??), and `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition` (p. ??).

```
2.61.2.12 show() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.show ( )
```

Reimplemented in `com.badlogic.gdx.game.framework.debug.screens.GameOverScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadingScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.PlayScreen` (p. ??), and `com.badlogic.gdx.game.framework.debug.screens.SplashScreen` (p. ??).

```
2.61.2.13 update() void com.badlogic.gdx.game.framework.debug.screens.GameScreen.update ( float deltaTime )
```

Reimplemented in `com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.LoadingScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.PlayScreen` (p. ??), `com.badlogic.gdx.game.framework.debug.screens.SplashScreen` (p. ??), and `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition` (p. ??).

## 2.61.3 Member Data Documentation

```
2.61.3.1 _observers Array< AudioObserver> com.badlogic.gdx.game.framework.debug.screens.GameScreen._observers [private]
```

implement observer function - `AudioSubject` !!

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **GameScreen.java**

## 2.62 com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState Enum Reference

### Public Attributes

- INITIATING\_NEW\_GAME
- INITIATING\_LOADING\_GAME
- INITIATING\_SAVING\_GAME
- GAME\_LOADING\_ASSETS
- GAME\_RUNNING
- GAME\_PAUSED
- GAME\_RESUMED

#### 2.62.1 Member Data Documentation

**2.62.1.1 GAME\_LOADING\_ASSETS** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.GAME\_LOADING\_ASSETS

**2.62.1.2 GAME\_PAUSED** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.GAME\_PAUSED

**2.62.1.3 GAME\_RESUMED** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.GAME\_RESUMED

**2.62.1.4 GAME\_RUNNING** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.GAME\_RUNNING

**2.62.1.5 INITIATING\_LOADING\_GAME** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.INITIATING\_LOADING\_GAME

**2.62.1.6 INITIATING\_NEW\_GAME** com.badlogic.gdx.framework.debug.managers.GameManagerAssets.GameState.INITIATING\_NEW\_GAME

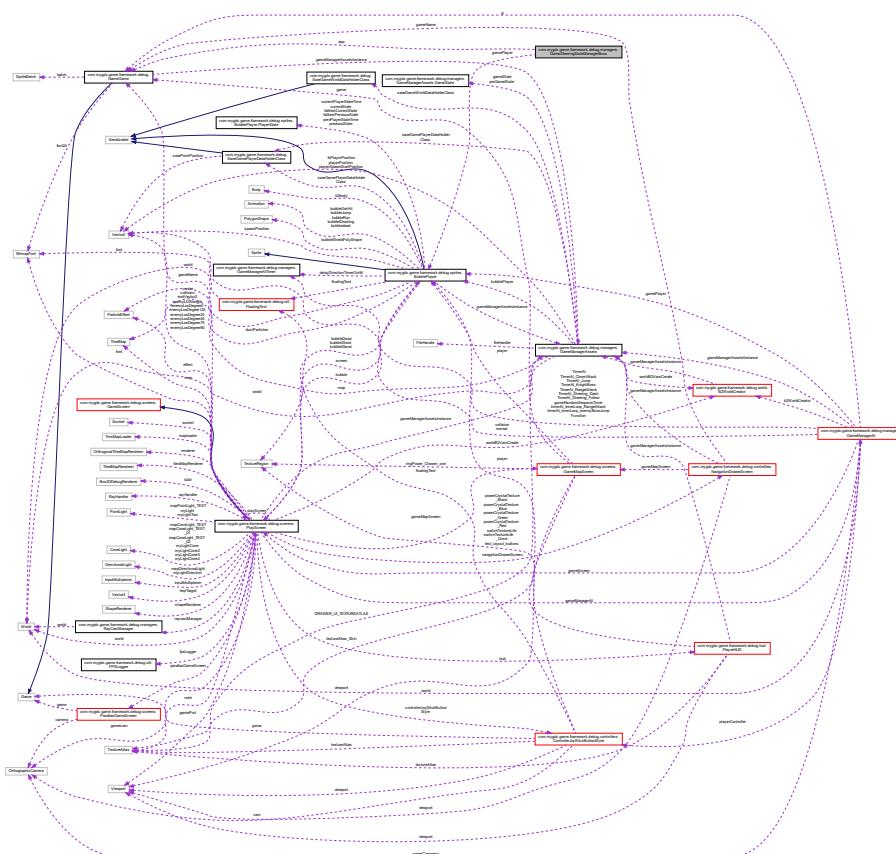
### 2.62.1.7 INITIATING\_SAVING\_GAME com.badlogic.gdx.game.framework.debug.managers.GameManagerAssets.↔ GameState.INITIATING\_SAVING\_GAME

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **GameManagerAssets.java**

## 2.63 com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss:



### Classes

- enum **State**

### Public Member Functions

- **GameSteeringStateManagerBoss** ( **NameGame** app, **BubblePlayer** player, **Array< BossEnemyDef >** enemyList, **Array< GameAIObject >** objectss)
- void **setState** ( **State** state, float velocity, int decelerationRadius, int acceleration, int usingIAMarker)
- String **hasState** ()
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

**Public Attributes**

- **NameGame app**

**Package Attributes**

- String **returnTest** = ""

**Private Member Functions**

- **BaseStateBoss getState ( State state, float velocity, int decelerationRadius, int acceleration, int usingAiMarker )**

**Private Attributes**

- Stack< **BaseStateBoss** > **states**
- Array< **BossEnemyDef** > **gameEnemyList**
- Array< **GameAIObject** > **gameAIObjects**
- **BubblePlayer gamePlayer**
- boolean **usePatrollAiMarker** = false

**2.63.1 Constructor & Destructor Documentation**

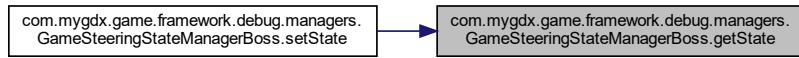
```
2.63.1.1 GameSteeringStateManagerBoss() com.badlogic.gdx.game.framework.debug.managers.GameSteering←
StateManagerBoss.GameSteeringStateManagerBoss (
    NameGame app,
    BubblePlayer player,
    Array< BossEnemyDef > enemyList,
    Array< GameAIObject > objectss )
```

**2.63.2 Member Function Documentation**

```
2.63.2.1 dispose() void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.←
dispose ( )
```

```
2.63.2.2 getState() BaseStateBoss com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.getState ( 
    State state,
    float velocity,
    int decelerationRadius,
    int acceleration,
    int usingIAMarker ) [private]
```

Here is the caller graph for this function:



```
2.63.2.3 hasState() String com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.hasState ( )
```

```
2.63.2.4 render() void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.render ( )
```

```
2.63.2.5 resize() void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.resize ( 
    int w,
    int h )
```

```
2.63.2.6 setState() void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.setState ( 
    State state,
    float velocity,
    int decelerationRadius,
    int acceleration,
    int usingIAMarker )
```

Here is the call graph for this function:



### 2.63.3 Member Data Documentation

**2.63.3.1 app NameGame** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.  
app

**2.63.3.2 gameAIObjects** Array< **GameAIObject**> com.badlogic.gdx.game.framework.debug.managers.Game  
SteeringStateManagerBoss.gameAIObjects [private]

**2.63.3.3 gameEnemyList** Array< **BossEnemyDef**> com.badlogic.gdx.game.framework.debug.managers.Game  
SteeringStateManagerBoss.gameEnemyList [private]

**2.63.3.4 gamePlayer BubblePlayer** com.badlogic.gdx.game.framework.debug.managers.GameSteeringState  
ManagerBoss.gamePlayer [private]

**2.63.3.5 returnTest** String com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManager  
Boss.returnTest = "" [package]

**2.63.3.6 states** Stack< **BaseStateBoss**> com.badlogic.gdx.game.framework.debug.managers.GameSteering  
StateManagerBoss.states [private]

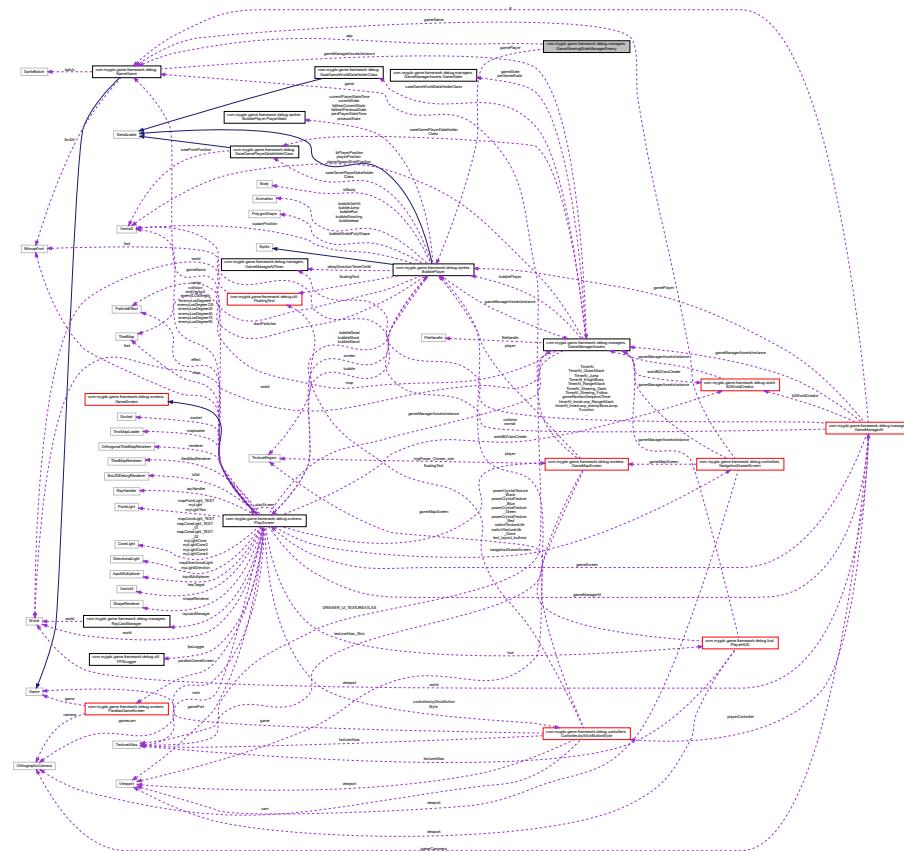
**2.63.3.7 usePatrollAiMarker** boolean com.badlogic.gdx.game.framework.debug.managers.GameSteeringState  
ManagerBoss.usePatrollAiMarker = false [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/  
**Boss.java** GameSteeringStateManager

## 2.64 com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy:



### Classes

- enum **State**

### Public Member Functions

- **GameSteeringStateManagerEnemy** ( **NameGame** app, **BubblePlayer** player, **Array< SmallEnemyDef >** enemyList, **Array< GameAIObject >** objectss)
- void **setState** ( **State** state, float velocity, int decelerationRadius, int acceleration, int usingIAMarker)
- String **hasState** ()
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

### Public Attributes

- **NameGame** app

**Package Attributes**

- String **returnTest** = ""

**Private Member Functions**

- **BaseStateEnemy getState ( State state, float velocity, int decelerationRadius, int acceleration, int usingIAMarker )**

**Private Attributes**

- Stack< **BaseStateEnemy** > **states**
- Array< **SmallEnemyDef** > **gameEnemyList**
- Array< **GameAIObject** > **gameAIObjects**
- **BubblePlayer gamePlayer**
- boolean **usePatrollAiMarker** = false

**2.64.1 Constructor & Destructor Documentation**

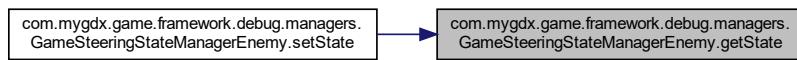
```
2.64.1.1 GameSteeringStateManager() com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy (NameGame app, BubblePlayer player, Array< SmallEnemyDef > enemyList, Array< GameAIObject > objectss )
```

**2.64.2 Member Function Documentation**

```
2.64.2.1 dispose() void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.dispose ( )
```

```
2.64.2.2 getState() BaseStateEnemy com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.getState ( State state, float velocity, int decelerationRadius, int acceleration, int usingIAMarker ) [private]
```

Here is the caller graph for this function:



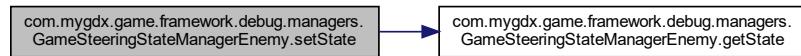
**2.64.2.3 `hasState()`** `String com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.hasState ( )`

**2.64.2.4 `render()`** `void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.render ( )`

**2.64.2.5 `resize()`** `void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.resize ( int w, int h )`

**2.64.2.6 `setState()`** `void com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.setState ( State state, float velocity, int decelerationRadius, int acceleration, int usingIAMarker )`

Here is the call graph for this function:



### 2.64.3 Member Data Documentation

**2.64.3.1 `app NameGame`** `com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.app`

**2.64.3.2 `gameAIObjects`** `Array< GameAIObject > com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.gameAIObjects [private]`

**2.64.3.3 gameEnemyList** Array< **SmallEnemyDef**> com.badlogic.gdx.game.framework.debug.managers.Game←  
SteeringStateManagerEnemy.gameEnemyList [private]

**2.64.3.4 gamePlayer** **BubblePlayer** com.badlogic.gdx.game.framework.debug.managers.GameSteeringState←  
ManagerEnemy.gamePlayer [private]

**2.64.3.5 returnTest** String com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManager←  
Enemy.returnTest = "" [package]

**2.64.3.6 states** Stack< **BaseStateEnemy**> com.badlogic.gdx.game.framework.debug.managers.GameSteering←  
StateManagerEnemy.states [private]

**2.64.3.7 usePatrollAiMarker** boolean com.badlogic.gdx.game.framework.debug.managers.GameSteeringState←  
ManagerEnemy.usePatrollAiMarker = false [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/**GameSteeringStateManager**←  
**Enemy.java**

## 2.65 com.badlogic.gdx.game.framework.debug.screens.GameTime Class Reference

### Static Public Member Functions

- static float **getCurrentTime** ()

### Static Package Functions

- static void **updateCurrentTime** (float addValue)

### Static Private Attributes

- static float **currentTime** = 0

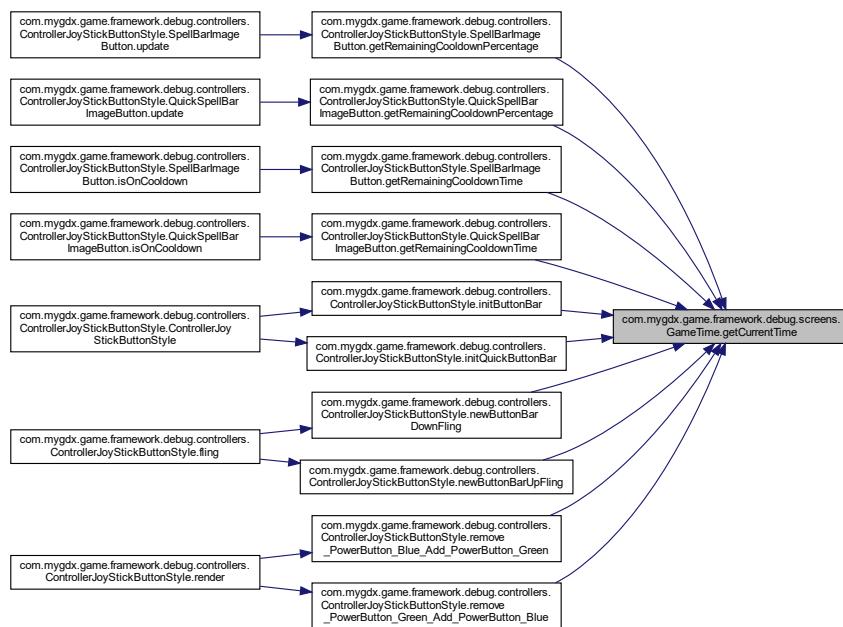
### 2.65.1 Detailed Description

A simple game time controller which represents elapsed time. tracks Hud button's cool down time

## 2.65.2 Member Function Documentation

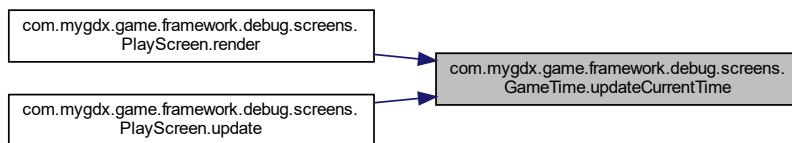
**2.65.2.1 getCurrentTime()** static float com.badlogic.gdx.game.framework.debug.screens.GameTime.get↔  
CurrentTime ( ) [static]

Here is the caller graph for this function:



**2.65.2.2 updatecurrentTime()** static void com.badlogic.gdx.game.framework.debug.screens.GameTime.↔  
updatecurrentTime ( float addValue ) [static], [package]

Here is the caller graph for this function:



## 2.65.3 Member Data Documentation

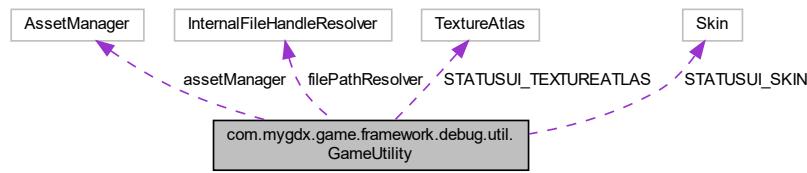
**2.65.3.1 currentTime** float com.badlogic.gdx.game.framework.debug.screens.GameTime.currentTime = 0  
[static], [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **GameTime.java**

## 2.66 com.badlogic.gdx.game.framework.debug.util.GameUtility Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.util.GameUtility:



### Static Public Member Functions

- static void **unloadAsset** (String assetfilenamePath)
- static float **loadCompleted** ()
- static int **numberAssetsQueued** ()
- static Array< String > **getAssetNames** ()
- static boolean **updateAssetLoading** ()
- static boolean **isAssetLoaded** (String fileName)
- static void **loadMapAsset** (String mapfilenamePath)
- static TiledMap **getMapAsset** (String mapfilenamePath)
- static void **loadSoundAsset** (String soundfilenamePath)
- static Sound **getSoundAsset** (String soundfilenamePath)
- static void **loadMusicAsset** (String musicfilenamePath)
- static Music **getMusicAsset** (String musicfilenamePath)
- static void **loadTextureAtlas** (String textureAtlasfilenamePath)
- static TextureAtlas **getTextureAtlas** (String textureAtlasfilenamePath)
- static void **loadTextureAsset** (String texturefilenamePath)
- static Texture **getTextureAsset** (String texturefilenamePath)

### Static Public Attributes

- static final AssetManager **assetManager** = new AssetManager()
- static final int **V\_WIDTH** = 800
- static final int **V\_HEIGHT** = 525
- static final float **PPM** = 100
- static float **MPP** = 0.05f
- static int **MAX\_PLAYER\_MAIN\_LIFE** = 4
- static final short **NOTHING\_BIT** = 0
- static final short **GROUND\_BIT** = 1
- static final short **WALL\_JUMPING\_BIT** = 2

- static final short **PLAYER\_BIT** = 4
- static final short **ENEMY\_BIT** = 8
- static final short **PLAYER\_POWER\_BIT** = 16
- static final short **ENEMY\_POWER\_BIT** = 32
- static final short **ENEMY\_CLOSE\_ATTACK\_BIT** = 64
- static final short **ENEMY\_RANGE\_ATTACK\_BIT** = 128
- static final short **GAME\_ITEM\_BIT** = 256
- static final short **ENEMY\_LEGS\_BIT** = 512
- static final short **GAME\_OBJECT\_BIT** = 1024
- static final short **WALL\_AND\_SEALING\_BIT** = 2048
- static final short **ENEMY\_BOTTOM\_BIT** = 4096
- static final short **GAME\_OBSTACLE\_BIT** = 8192
- static final short **GAME\_AI\_OBJECT\_BIT** = 16384
- static TextureAtlas **STATUSUI\_TEXTUREATLAS** = new TextureAtlas(**STATUSUI\_TEXTURE\_ATLAS\_PATH**)
- static Skin **STATUSUI\_SKIN** = new Skin(Gdx.files.internal(**STATUSUI\_SKIN\_PATH**), **STATUSUI\_TEXTUREATLAS**)

## Static Private Attributes

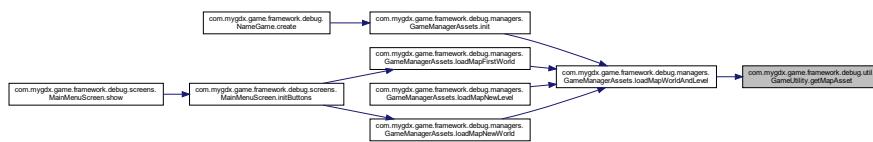
- static final String **TAG** = GameUtility.class.getSimpleName()
- static InternalFileHandleResolver **filePathResolver** = new InternalFileHandleResolver()
- static final String **STATUSUI\_TEXTURE\_ATLAS\_PATH** = "statusUI/statusui.atlas"
- static final String **STATUSUI\_SKIN\_PATH** = "statusUI/statusui.json"

### 2.66.1 Member Function Documentation

**2.66.1.1 getAssetNames()** static Array< String > com.mygdx.game.framework.debug.util.GameUtility.getAssetNames ( ) [static]

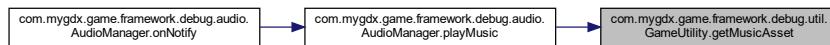
**2.66.1.2 getMapAsset()** static TiledMap com.mygdx.game.framework.debug.util.GameUtility.getMapAsset ( String mapfilenamePath ) [static]

Here is the caller graph for this function:



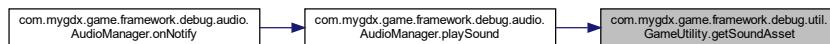
```
2.66.1.3 getMusicAsset() static Music com.badlogic.gdx.game.framework.debug.util.GameUtility.get←
MusicAsset (
    String musicfilenamePath ) [static]
```

Here is the caller graph for this function:



```
2.66.1.4 getSoundAsset() static Sound com.badlogic.gdx.game.framework.debug.util.GameUtility.get←
SoundAsset (
    String soundfilenamePath ) [static]
```

Here is the caller graph for this function:



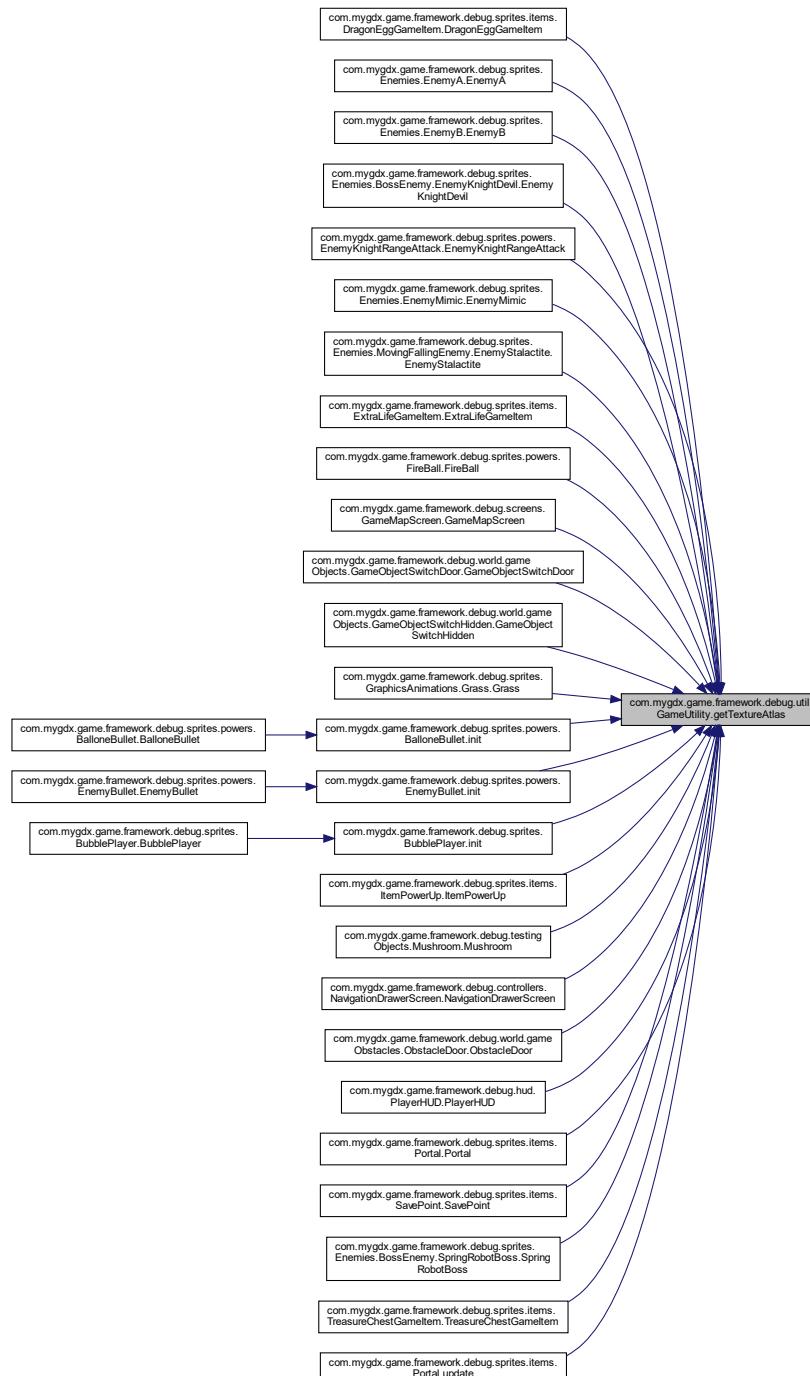
```
2.66.1.5 getTextureAsset() static Texture com.badlogic.gdx.game.framework.debug.util.GameUtility.get←
TextureAsset (
    String texturefilenamePath ) [static]
```

Here is the caller graph for this function:



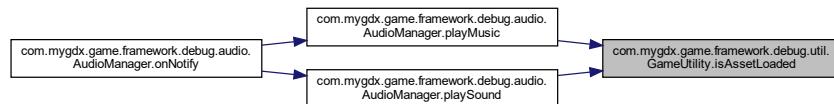
```
2.66.1.6 getTextureAtlas() static TextureAtlas com.badlogic.gdx.game.framework.debug.util.GameUtility.getTextureAtlas (
    String textureAtlasFilenamePath ) [static]
```

Here is the caller graph for this function:



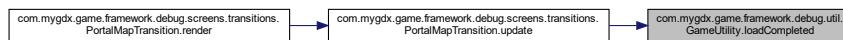
```
2.66.1.7 isAssetLoaded() static boolean com.badlogic.gdx.framework.debug.util.GameUtility.isAssetLoaded ( String fileName ) [static]
```

Here is the caller graph for this function:



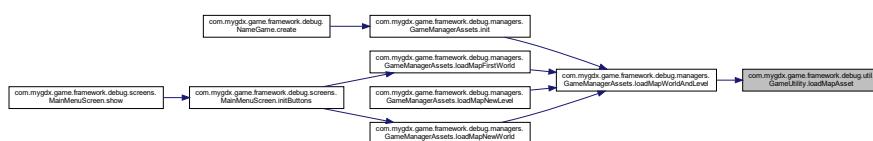
```
2.66.1.8 loadCompleted() static float com.badlogic.gdx.framework.debug.util.GameUtility.loadCompleted () [static]
```

Here is the caller graph for this function:



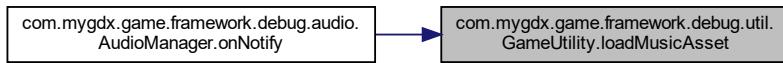
```
2.66.1.9 loadMapAsset() static void com.badlogic.gdx.framework.debug.util.GameUtility.loadMapAsset ( String mapfilenamePath ) [static]
```

Here is the caller graph for this function:



```
2.66.1.10 loadMusicAsset() static void com.badlogic.gdx.game.framework.debug.util.GameUtility.loadMusicAsset (
    String musicfilenamePath ) [static]
```

Here is the caller graph for this function:



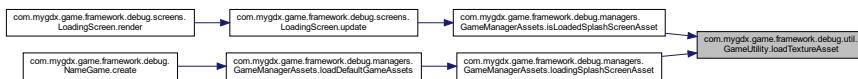
```
2.66.1.11 loadSoundAsset() static void com.badlogic.gdx.game.framework.debug.util.GameUtility.loadSoundAsset (
    String soundfilenamePath ) [static]
```

Here is the caller graph for this function:



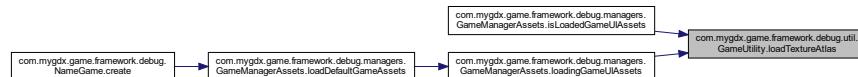
```
2.66.1.12 loadTextureAsset() static void com.badlogic.gdx.game.framework.debug.util.GameUtility.loadTextureAsset (
    String texturefilenamePath ) [static]
```

Here is the caller graph for this function:



```
2.66.1.13 loadTextureAtlas() static void com.badlogic.gdx.game.framework.debug.util.GameUtility.loadTextureAtlas ( String textureAtlasFilenamePath ) [static]
```

Here is the caller graph for this function:



```
2.66.1.14 numberAssetsQueued() static int com.badlogic.gdx.game.framework.debug.util.GameUtility.numberAssetsQueued ( ) [static]
```

```
2.66.1.15 unloadAsset() static void com.badlogic.gdx.game.framework.debug.util.GameUtility.unloadAsset ( String assetFilenamePath ) [static]
```

Here is the caller graph for this function:



```
2.66.1.16 updateAssetLoading() static boolean com.badlogic.gdx.game.framework.debug.util.GameUtility.updateAssetLoading ( ) [static]
```

## 2.66.2 Member Data Documentation

```
2.66.2.1 assetManager final AssetManager com.badlogic.gdx.game.framework.debug.util.GameUtility.assetManager = new AssetManager() [static]
```

**2.66.2.2 ENEMY\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_BIT = 8  
[static]

**2.66.2.3 ENEMY\_BOTTOM\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_BOTTOM\_BIT = 4096 [static]

have to look into freeing up this one two ???!!

**2.66.2.4 ENEMY\_CLOSE\_ATTACK\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_CLOSE\_ATTACK\_BIT = 64 [static]

**2.66.2.5 ENEMY\_LEGS\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_LEGS\_BIT = 512 [static]

ITEM PICK UP EX\_LIFE, POWER\_UPS ETC we will free up this one with true wall & ground hit/left

**2.66.2.6 ENEMY\_POWER\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_POWER\_BIT = 32 [static]

**2.66.2.7 ENEMY\_RANGE\_ATTACK\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.ENEMY\_RANGE\_ATTACK\_BIT = 128 [static]

**2.66.2.8 filePathResolver** InternalFileHandleResolver com.badlogic.gdx.game.framework.debug.util.GameUtility.filePathResolver = new InternalFileHandleResolver() [static], [private]

**2.66.2.9 GAME\_AI\_OBJECT\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.GAME\_AI\_OBJECT\_BIT = 16384 [static]

**2.66.2.10 GAME\_ITEM\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.GAME\_ITEM\_BIT = 256 [static]

**2.66.2.11 GAME\_OBJECT\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.GAME\_OBJECT\_BIT = 1024 [static]

**2.66.2.12 GAME\_OBSTACLE\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.GAME\_OBSTACLE\_BIT = 8192 [static]

**2.66.2.13 GROUND\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.GROUND\_BIT = 1 [static]

**2.66.2.14 MAX\_PLAYER\_MAIN\_LIFE** int com.badlogic.gdx.game.framework.debug.util.GameUtility.MAX\_PLAYER\_MAIN\_LIFE = 4 [static]

**2.66.2.15 MPP** float com.badlogic.gdx.game.framework.debug.util.GameUtility.MPP = 0.05f [static]

**2.66.2.16 NOTHING\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.NOTHING\_BIT = 0 [static]

Box2D Collision Bits

**2.66.2.17 PLAYER\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.PLAYER\_BIT = 4 [static]

wall jumping

**2.66.2.18 PLAYER\_POWER\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.PLAYER\_POWER\_BIT = 16 [static]

**2.66.2.19 PPM** final float com.badlogic.gdx.game.framework.debug.util.GameUtility.PPM = 100 [static]

**2.66.2.20 STATUSUI\_SKIN** Skin com.badlogic.gdx.game.framework.debug.util.GameUtility.STATUSUI\_SKIN = new Skin(Gdx.files.internal(STATUSUI\_SKIN\_PATH), STATUSUI\_TEXTUREATLAS) [static]

**2.66.2.21 STATUSUI\_SKIN\_PATH** final String com.badlogic.gdx.game.framework.debug.util.GameUtility.STATUSUI\_SKIN\_PATH = "statusUI/statusui.json" [static], [private]

**2.66.2.22 STATUSUI\_TEXTURE\_ATLAS\_PATH** final String com.badlogic.gdx.game.framework.debug.util.GameUtility.STATUSUI\_TEXTURE\_ATLAS\_PATH = "statusUI/statusui.atlas" [static], [private]

**2.66.2.23 STATUSUI\_TEXTUREATLAS** TextureAtlas com.badlogic.gdx.game.framework.debug.util.GameUtility.STATUSUI\_TEXTUREATLAS = new TextureAtlas( **STATUSUI\_TEXTURE\_ATLAS\_PATH**) [static]

**2.66.2.24 TAG** final String com.badlogic.gdx.game.framework.debug.util.GameUtility.TAG = GameUtility.class.getSimpleName() [static], [private]

**2.66.2.25 V\_HEIGHT** final int com.badlogic.gdx.game.framework.debug.util.GameUtility.V\_HEIGHT = 525 [static]

**2.66.2.26 V\_WIDTH** final int com.badlogic.gdx.game.framework.debug.util.GameUtility.V\_WIDTH = 800 [static]

**2.66.2.27 WALL\_AND\_SEALING\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.WALL\_AND\_SEALING\_BIT = 2048 [static]

## SAVEPOINT PORTALS ETC

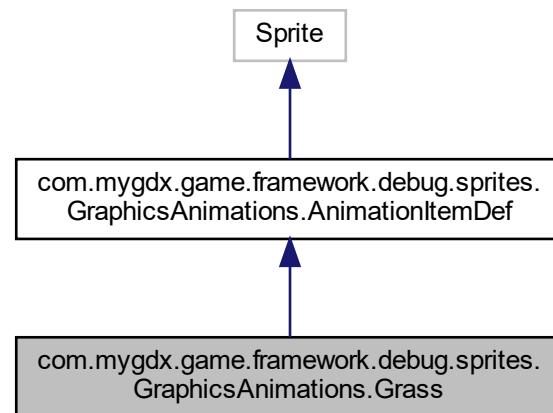
**2.66.2.28 WALL\_JUMPING\_BIT** final short com.badlogic.gdx.game.framework.debug.util.GameUtility.WALL\_JUMPING\_BIT = 2 [static]

The documentation for this class was generated from the following file:

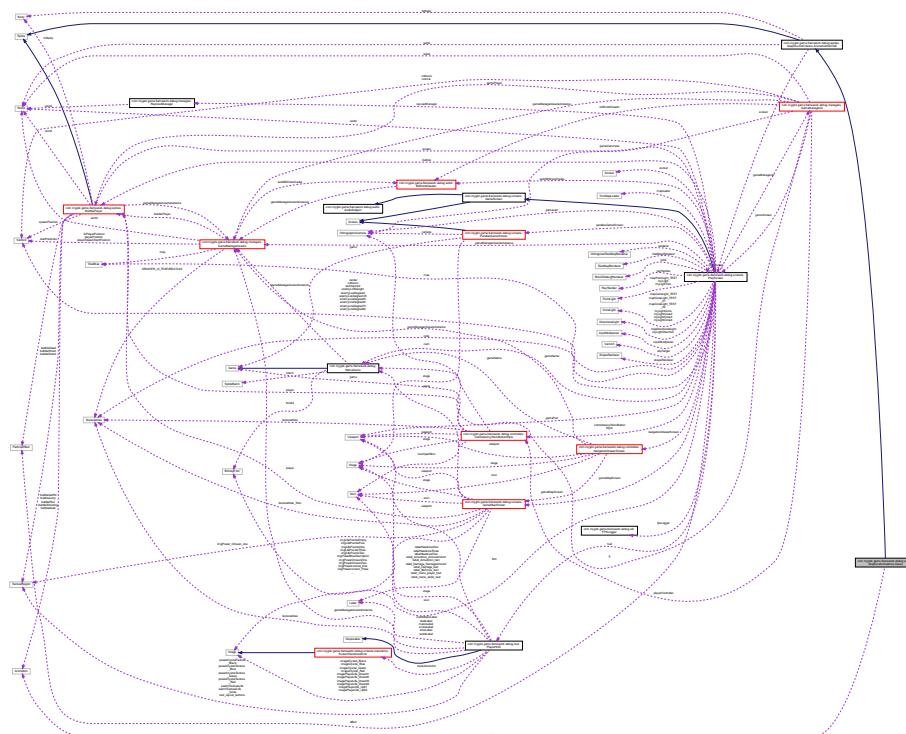
- BubbleDragon/core/src/com/mygdx/game/framework/debug/util/ **GameUtility.java**

## 2.67 com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass:



### Public Member Functions

- `Grass ( PlayScreen screen, float x, float y, MapObject object)`

- void **update** (float dt)
- void **setToDestroy** ()
- void **draw** (Batch batch)

### Public Attributes

- boolean **setToDestroy**

### Protected Member Functions

- void **defineItem** ()

### Private Attributes

- Array< TextureRegion > **textureFrames**
- Animation **grassAnimation**
- float **stateTime**
- boolean **destroyed**

### Additional Inherited Members

#### 2.67.1 Constructor & Destructor Documentation

```
2.67.1.1 Grass() com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.Grass (
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

Use MapObject to set type = Front / Back of visual Graphics and Size of the Visual Object

first test grass objectHere is the call graph for this function:



#### 2.67.2 Member Function Documentation

**2.67.2.1 defineItem()** void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.  
defineItem ( ) [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef** (p. ??).

**2.67.2.2 draw()** void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.draw (Batch batch)

**2.67.2.3 setToDestroy()** void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.  
setToDestroy ( )

**2.67.2.4 update()** void com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.update (float dt)

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef** (p. ??).

### 2.67.3 Member Data Documentation

**2.67.3.1 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.  
destroyed [private]

**2.67.3.2 grassAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.  
Grass.grassAnimation [private]

**2.67.3.3 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.  
Grass.setToDestroy

**2.67.3.4 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.  
stateTime [private]

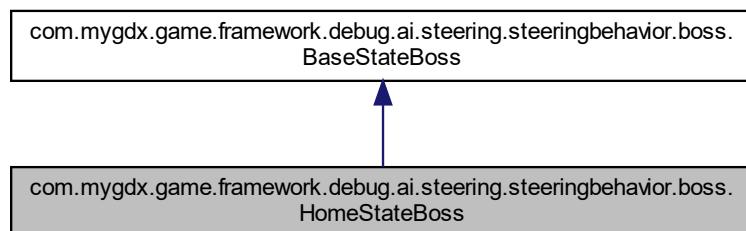
**2.67.3.5 textureFrames** `Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.GraphicsAnimations.Grass.textureFrames [private]`

The documentation for this class was generated from the following file:

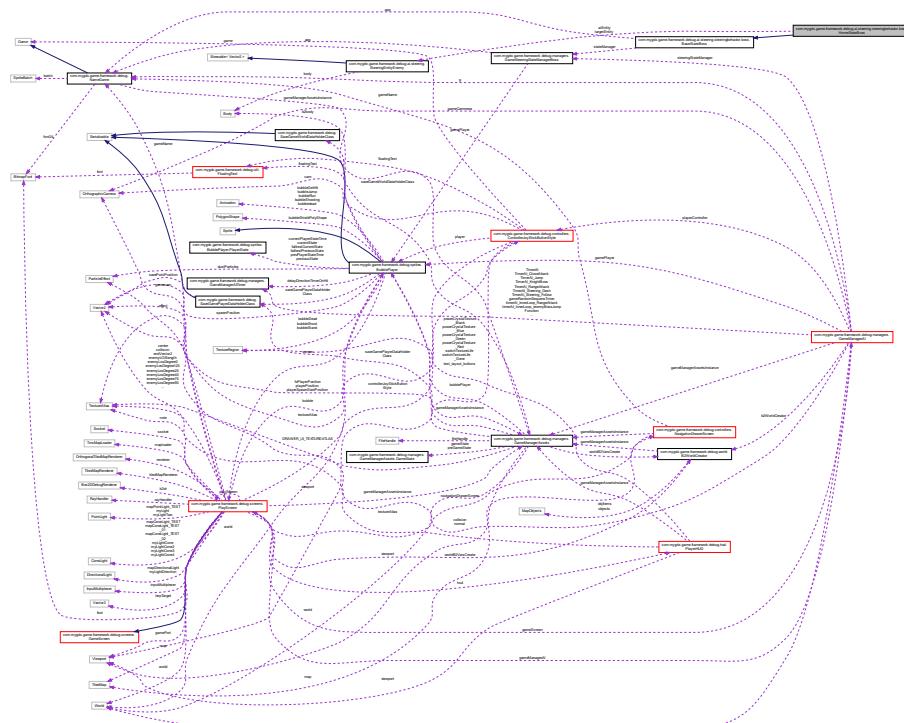
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/GraphicsAnimations/**Grass.java**

## 2.68 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss:



## Public Member Functions

- **HomeStateBoss** ( **NameGame** app, **GameSteeringStateManagerBoss** gameSteeringStateManager←  
Boss, **Array< BossEnemyDef >** enemyList, **Array< GameAIObject >** objects, float velocity, int radius,  
float acceleration, int bodyToUse)
- void **input** ()
- void **update** (float dt)
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

## Package Attributes

- **SteeringEntityEnemy** aiEntity
- float **linearSpeed** = 10f

## Private Attributes

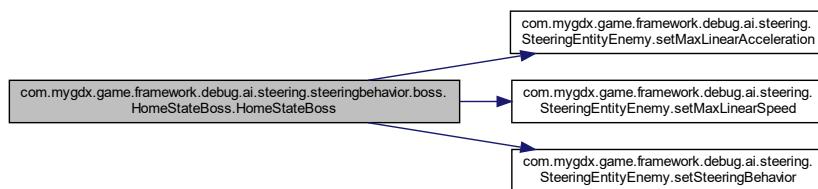
- **SteeringEntityEnemy** targetEntity

## Additional Inherited Members

### 2.68.1 Constructor & Destructor Documentation

```
2.68.1.1 HomeStateBoss() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.←  
HomeStateBoss.HomeStateBoss ( ←  
    NameGame app,  
    GameSteeringStateManagerBoss gameSteeringStateManagerBoss,  
    Array< BossEnemyDef > enemyList,  
    Array< GameAIObject > objects,  
    float velocity,  
    int radius,  
    float acceleration,  
    int bodyToUse )
```

Here is the call graph for this function:



## 2.68.2 Member Function Documentation

**2.68.2.1 `dispose()`** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.68.2.2 `input()`** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.68.2.3 `render()`** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

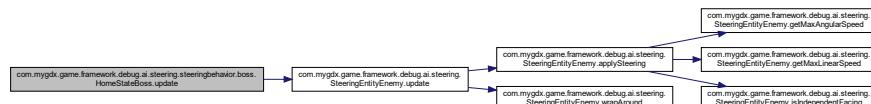
**2.68.2.4 `resize()`** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.resize ( int w, int h )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.68.2.5 `update()`** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

Here is the call graph for this function:



### 2.68.3 Member Data Documentation

**2.68.3.1 aiEntity** **steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.aiEntity [package]

**2.68.3.2 linearSpeed** float com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.linearSpeed = 10f [package]

**2.68.3.3 targetEntity** **SteeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss.targetEntity [private]

The documentation for this class was generated from the following file:

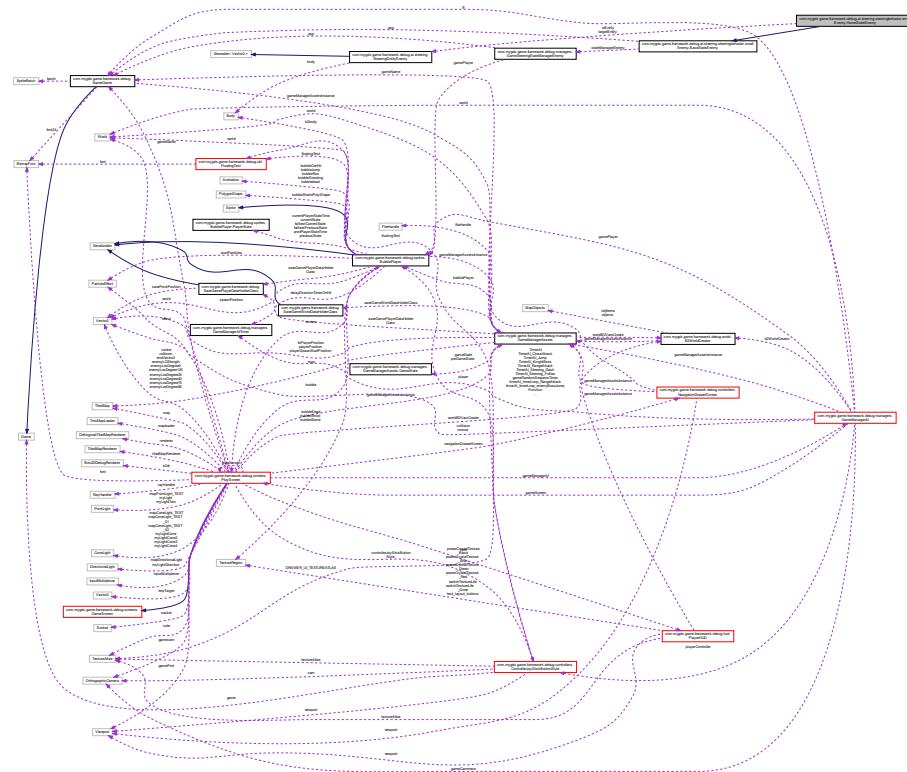
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
**StateBoss.java** [Home](#)

## 2.69 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy:



Collaboration diagram for com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy:



## Public Member Functions

- **HomeStateEnemy** ( NameGame app, GameSteeringStateManagerEnemy gameSteeringState, ManagerEnemy, Array< SmallEnemyDef > enemyList, Array< GameAIObject > objects, float velocity, int radius, float acceleration, int bodyToUse)
- void **input** ()
- void **update** (float dt)
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

## Package Attributes

- SteeringEntityEnemy aiEntity
- float linearSpeed = 10f

## Private Attributes

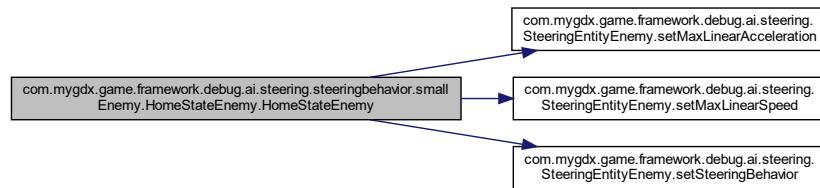
- SteeringEntityEnemy targetEntity

## Additional Inherited Members

### 2.69.1 Constructor & Destructor Documentation

```
2.69.1.1 HomeStateEnemy() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.small←
Enemy.HomeStateEnemy.HomeStateEnemy (
    NameGame app,
    GameSteeringStateManagerEnemy gameSteeringStateManagerEnemy,
    Array< SmallEnemyDef > enemyList,
    Array< GameAIObject > objects,
    float velocity,
    int radius,
    float acceleration,
    int bodyToUse )
```

Here is the call graph for this function:



## 2.69.2 Member Function Documentation

**2.69.2.1 **dispose()**** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.small←
Enemy.HomeStateEnemy.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.Base←
StateEnemy** (p. ??).

**2.69.2.2 **input()**** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.←
HomeStateEnemy.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.Base←
StateEnemy** (p. ??).

**2.69.2.3 **render()**** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.small←
Enemy.HomeStateEnemy.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.Base←
StateEnemy** (p. ??).

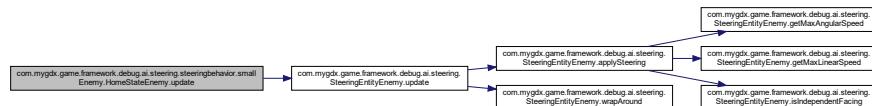
```
2.69.2.4 resize() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy.resize (
    int w,
    int h )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

```
2.69.2.5 update() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

Here is the call graph for this function:



## 2.69.3 Member Data Documentation

**2.69.3.1 aiEntity    SteeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy.aiEntity [package]

**2.69.3.2 linearSpeed** float com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy.linearSpeed = 10f [package]

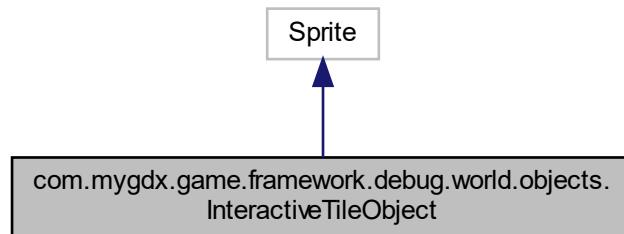
**2.69.3.3 targetEntity    SteeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeStateEnemy.targetEntity [private]

The documentation for this class was generated from the following file:

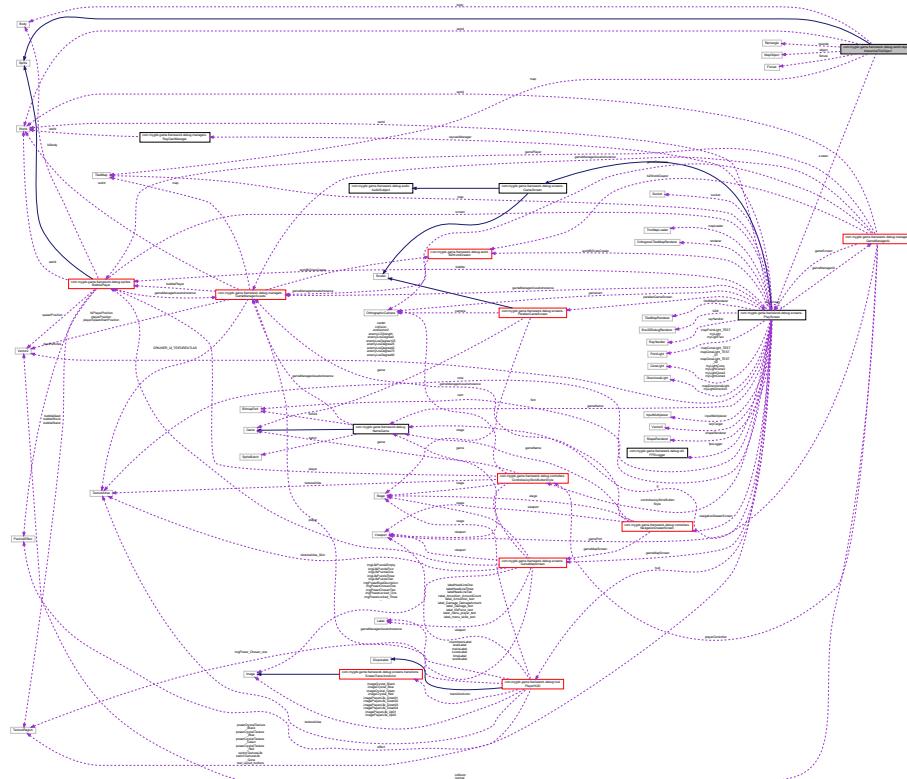
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/smallEnemy/HomeStateEnemy.java

## 2.70 com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject:



### Public Member Functions

- **InteractiveTileObject ( PlayScreen screen, MapObject object)**
- void **setBodyType ()**
- abstract void **onHeadHit (Vector2 player, String w, String s)**
- void **setCategoryFilter (short filterBit)**
- TiledMapTileLayer.Cell **getCell ()**

## Protected Attributes

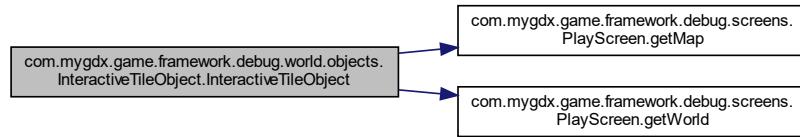
- World **world**
- TiledMap **map**
- Rectangle **bounds**
- Body **body**
- **PlayScreen screen**
- MapObject **object**
- Fixture **fixture**

### 2.70.1 Constructor & Destructor Documentation

**2.70.1.1 InteractiveTileObject()** com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject<--  
Object.InteractiveTileObject (

```
    PlayScreen screen,
    MapObject object )
```

Here is the call graph for this function:



### 2.70.2 Member Function Documentation

**2.70.2.1 getCell()** TiledMapTileLayer.Cell com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.getCell ( )

**2.70.2.2 onHeadHit()** abstract void com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.onHeadHit (

```
    Vector2 player,
    String w,
    String s ) [abstract]
```

**2.70.2.3 setBodyType()** void com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.setBodyType ( )

**2.70.2.4 setCategoryFilter()** void com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.setCategoryFilter ( short filterBit )

### 2.70.3 Member Data Documentation

**2.70.3.1 body** Body com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.body [protected]

**2.70.3.2 bounds** Rectangle com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.bounds [protected]

**2.70.3.3 fixture** Fixture com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.fixture [protected]

**2.70.3.4 map** TiledMap com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.map [protected]

**2.70.3.5 object** MapObject com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.object [protected]

**2.70.3.6 screen** PlayScreen com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.screen [protected]

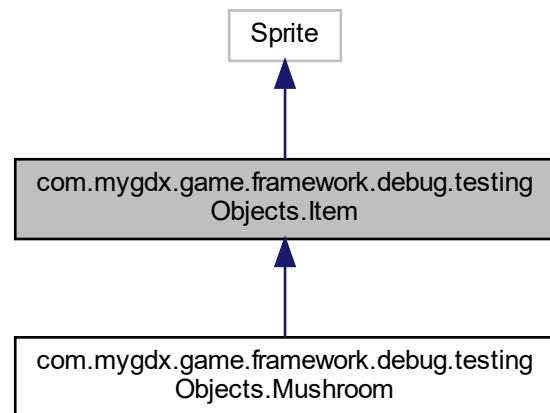
**2.70.3.7 world** World com.badlogic.gdx.game.framework.debug.world.objects.InteractiveTileObject.world [protected]

The documentation for this class was generated from the following file:

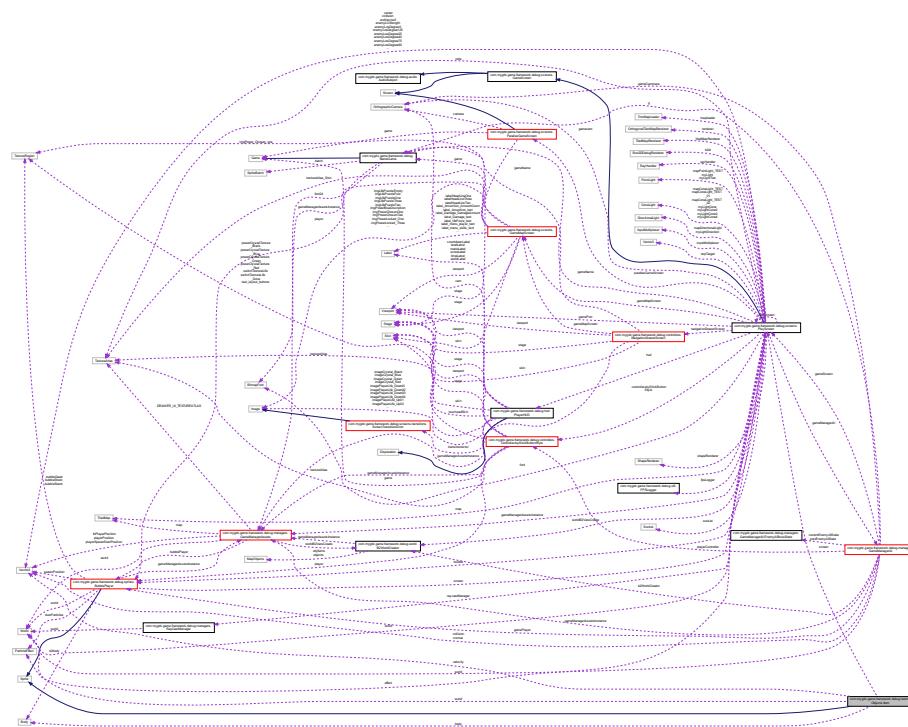
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/objects/ **InteractiveTileObject.java**

## 2.71 com.badlogic.gdx.game.framework.debug.testingObjects.Item Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.testingObjects.Item:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.testingObjects.Item:



### Public Member Functions

- `Item ( PlayScreen screen, float x, float y)`

- abstract void **defineItem** ()
- abstract void **use** ( **BubblePlayer** bubblePlayer)
- void **update** (float dt)
- void **draw** (Batch batch)
- void **destroy** ()
- void **reverseVelocity** (boolean x, boolean y)

### Protected Attributes

- **PlayScreen screen**
- World **world**
- Vector2 **velocity**
- boolean **toDestroy**
- boolean **destroyed**
- Body **body**

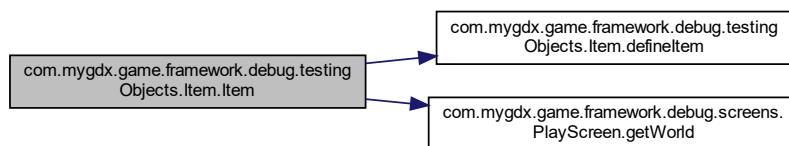
### 2.71.1 Detailed Description

Created by brentaureli on 9/24/15.

### 2.71.2 Constructor & Destructor Documentation

```
2.71.2.1 Item() com.badlogic.gdx.game.framework.debug.testingObjects.Item.Item (
    PlayScreen screen,
    float x,
    float y )
```

Here is the call graph for this function:

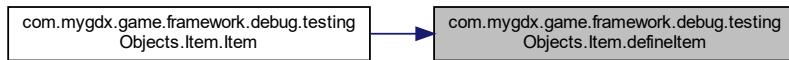


### 2.71.3 Member Function Documentation

**2.71.3.1 defineItem()** abstract void com.badlogic.gdx.game.framework.debug.testingObjects.Item.defineItem ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom** (p. ??).

Here is the caller graph for this function:



**2.71.3.2 destroy()** void com.badlogic.gdx.game.framework.debug.testingObjects.Item.destroy ( )

Here is the caller graph for this function:



**2.71.3.3 draw()** void com.badlogic.gdx.game.framework.debug.testingObjects.Item.draw ( Batch batch )

**2.71.3.4 reverseVelocity()** void com.badlogic.gdx.game.framework.debug.testingObjects.Item.reverseVelocity ( boolean x, boolean y )

**2.71.3.5 update()** void com.badlogic.gdx.game.framework.debug.testingObjects.Item.update ( float dt )

Reimplemented in **com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom** (p. ??).

**2.71.3.6 use()** abstract void com.badlogic.gdx.game.framework.debug.testingObjects.Item.use ( BubblePlayer bubblePlayer ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom** (p. ??).

#### 2.71.4 Member Data Documentation

**2.71.4.1 body** Body com.badlogic.gdx.game.framework.debug.testingObjects.Item.body [protected]

**2.71.4.2 destroyed** boolean com.badlogic.gdx.game.framework.debug.testingObjects.Item.destroyed [protected]

**2.71.4.3 screen** PlayScreen com.badlogic.gdx.game.framework.debug.testingObjects.Item.screen [protected]

**2.71.4.4 toDestroy** boolean com.badlogic.gdx.game.framework.debug.testingObjects.Item.toDestroy [protected]

**2.71.4.5 velocity** Vector2 com.badlogic.gdx.game.framework.debug.testingObjects.Item.velocity [protected]

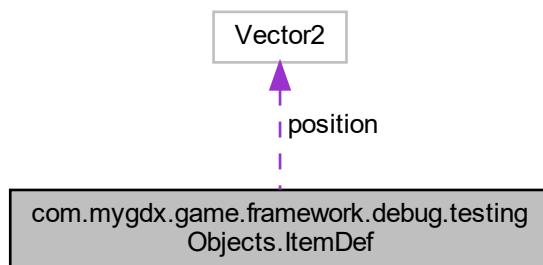
**2.71.4.6 world** World com.badlogic.gdx.game.framework.debug.testingObjects.Item.world [protected]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/ **Item.java**

## 2.72 com.badlogic.gdx.game.framework.debug.testingObjects.ItemDef Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.testingObjects.ItemDef:



## Public Member Functions

- **ItemDef** (Vector2 **position**, Class<?> **type**)

## Public Attributes

- Vector2 **position**
- Class<?> **type**

### 2.72.1 Detailed Description

Created by brentaureli on 9/24/15.

### 2.72.2 Constructor & Destructor Documentation

**2.72.2.1 ItemDef()** com.badlogic.gdx.game.framework.debug.testingObjects.ItemDef.ItemDef ( Vector2 *position*, Class<?> *type* )

### 2.72.3 Member Data Documentation

**2.72.3.1 position** Vector2 com.badlogic.gdx.game.framework.debug.testingObjects.ItemDef.position

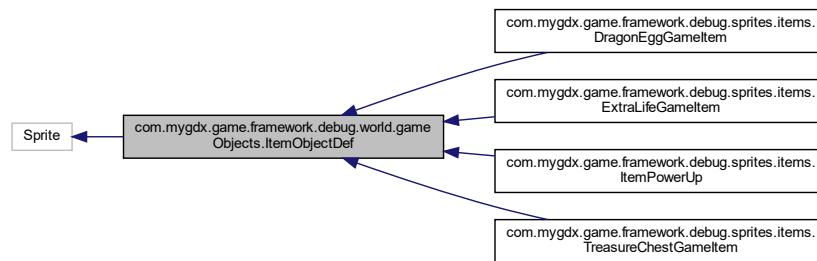
**2.72.3.2 type** Class<?> com.badlogic.gdx.game.framework.debug.testingObjects.ItemDef.type

The documentation for this class was generated from the following file:

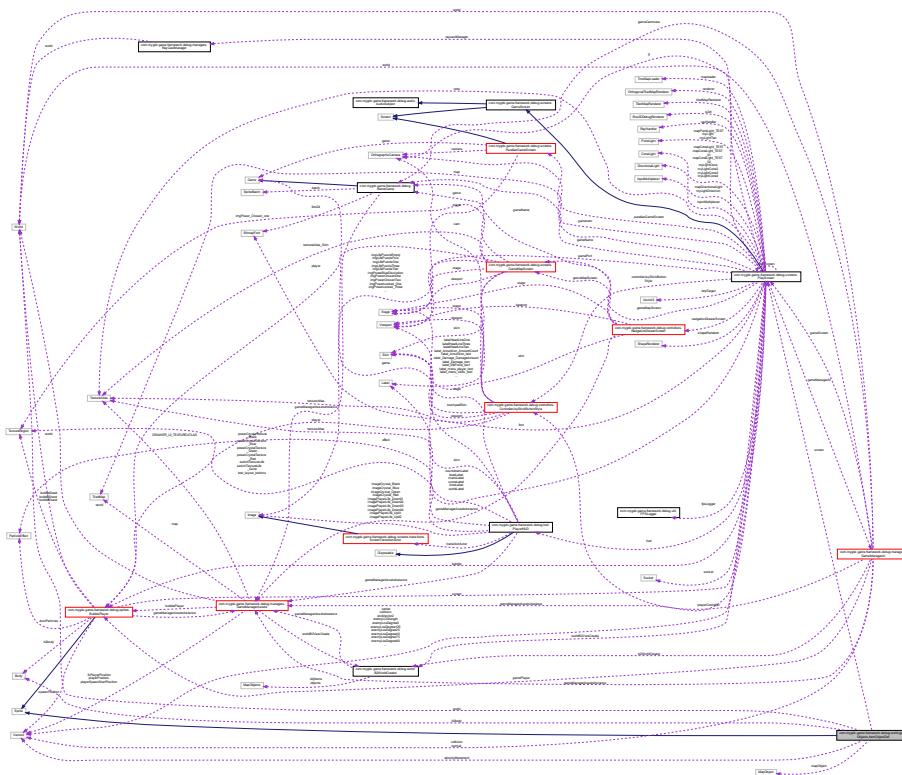
- BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/ **ItemDef.java**

## 2.73 com.badlogic.gdx.framework.debug.world.gameObjects.ItemObjectDef Class Reference

Inheritance diagram for com.badlogic.gdx.framework.debug.world.gameObjects.ItemObjectDef:



Collaboration diagram for com.badlogic.gdx.framework.debug.world.gameObjects.ItemObjectDef:



### Public Member Functions

- **ItemObjectDef ( PlayScreen screen, float x, float y, MapObject object)**
- **ItemObjectDef ( PlayScreen screen, float x, float y, String name)**
- abstract String **getObjectIdentity ()**
- abstract void **update (float dt)**
- abstract int **getObjectID ()**

## Public Attributes

- Body **b2body**
- Vector2 **velocityMovement**
- MapObject **mapObject**
- String **mapObjectString**

## Protected Member Functions

- abstract void **defineItemObject ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

## Private Attributes

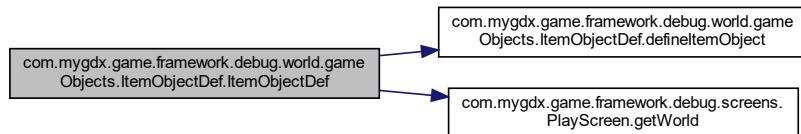
- String **objectIdentity**

### 2.73.1 Constructor & Destructor Documentation

**2.73.1.1 ItemObjectDef() [1/2]** com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.  
ItemObjectDef (

```
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

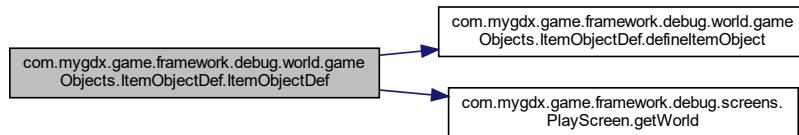
Here is the call graph for this function:



**2.73.1.2 ItemObjectDef() [2/2]** com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef. ↵

```
ItemObjectDef (
    PlayScreen screen,
    float x,
    float y,
    String name )
```

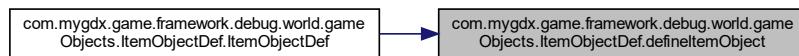
Here is the call graph for this function:

**2.73.2 Member Function Documentation****2.73.2.1 defineItemObject()** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects. ↵

```
ItemObjectDef.defineItemObject ( ) [abstract], [protected]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem** (p. ??).

Here is the caller graph for this function:

**2.73.2.2 getObjectID()** abstract int com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef. ↵

```
.getObjectID ( ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGameItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGameItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem** (p. ??).

**2.73.2.3 `getObjectIdentity()`** abstract String com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.getObjectIdentity ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGamelItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGamelItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGamelItem** (p. ??).

**2.73.2.4 `update()`** abstract void com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.items.DragonEggGamelItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ExtraLifeGamelItem** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGamelItem** (p. ??).

### 2.73.3 Member Data Documentation

**2.73.3.1 `b2body`** Body com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.b2body

**2.73.3.2 `mapObject`** MapObject com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.mapObject

**2.73.3.3 `mapObjectString`** String com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.mapObjectString

**2.73.3.4 `objectIdentity`** String com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.objectIdentity [private]

**2.73.3.5 `screen`** PlayScreen com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.screen [protected]

**2.73.3.6 velocityMovement** Vector2 com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.velocityMovement

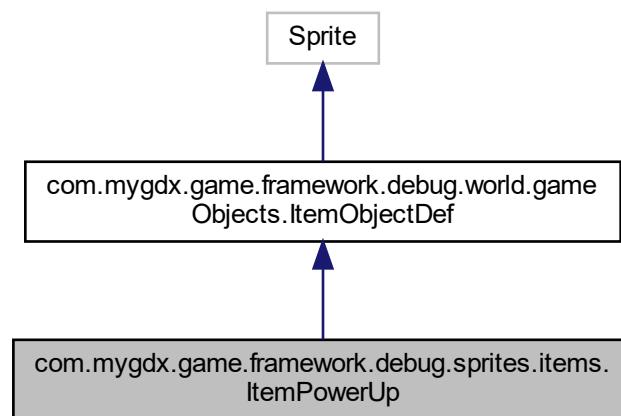
**2.73.3.7 world** World com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef.world [protected]

The documentation for this class was generated from the following file:

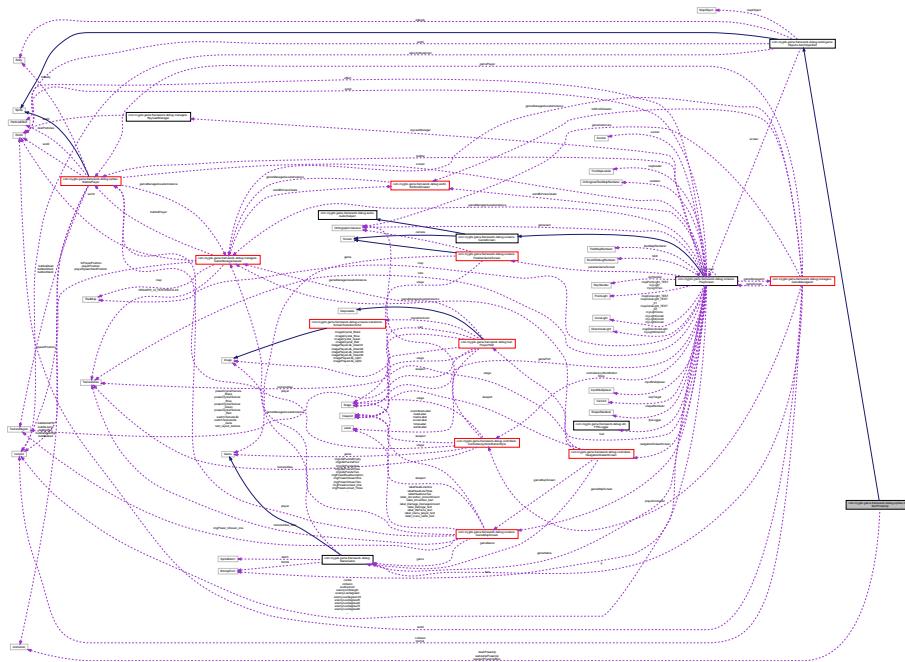
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/ **ItemObjectDef.java**

## 2.74 com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp:



Collaboration diagram for com.mygdx.game.framework.debug.sprites.items.ItemPowerUp:



### Public Member Functions

- **ItemPowerUp ( PlayScreen screen, float x, float y, MapObject object, int id)**
- String **getObjectIdentity ()**
- void **update (float dt)**
- void **setToDestroy ()**
- int **getObjectID ()**
- String **getItemPowerUpTypOfPower ()**
- void **draw (Batch batch)**

### Public Attributes

- boolean **setToDestroy**

### Protected Member Functions

- void **defineItemObject ()**

### Private Attributes

- String **objectIdentity**
- int **itemId**
- String **itemPowerUp**
- Array< TextureRegion > **textureFrames**
- Animation **wallJumpPowerUp**
- Animation **dashPowerUp**
- Animation **weaponPowerUpBlue**
- float **stateTime**
- boolean **destroyed**

## Additional Inherited Members

### 2.74.1 Constructor & Destructor Documentation

```
2.74.1.1 ItemPowerUp() com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.ItemPowerUp (  
    PlayScreen screen,  
    float x,  
    float y,  
    MapObject object,  
    int id )
```

Here is the call graph for this function:



### 2.74.2 Member Function Documentation

```
2.74.2.1 defineItemObject() void com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.defineItemObject ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

```
2.74.2.2 draw() void com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.draw (  
    Batch batch )
```

```
2.74.2.3 getItemPowerUpTypOfPower() String com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.getItemPowerUpTypOfPower ( )
```

```
2.74.2.4 getObjectID() int com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.getObjectID ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.74.2.5 `getObjectType()`** String com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.getObjectType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.74.2.6 `setToDestroy()`** void com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.setToDestroy ( )

**2.74.2.7 `update()`** void com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

### 2.74.3 Member Data Documentation

**2.74.3.1 `dashPowerUp`** Animation com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.dashPowerUp [private]

**2.74.3.2 `destroyed`** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.destroyed [private]

**2.74.3.3 `itemId`** int com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.itemId [private]

**2.74.3.4 `itemPowerUp`** String com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.itemPowerUp [private]

**2.74.3.5 `objectIdentity`** String com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.objectIdentity [private]

**2.74.3.6 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.setToDestroy

**2.74.3.7 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.stateTime [private]

**2.74.3.8 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.textureFrames [private]

**2.74.3.9 wallJumpPowerUp** Animation com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.wallJumpPowerUp [private]

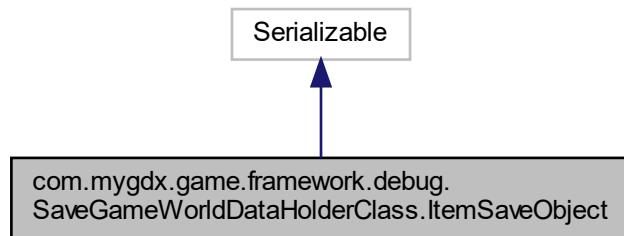
**2.74.3.10 weaponPowerUpBlue** Animation com.badlogic.gdx.game.framework.debug.sprites.items.ItemPowerUp.weaponPowerUpBlue [private]

The documentation for this class was generated from the following file:

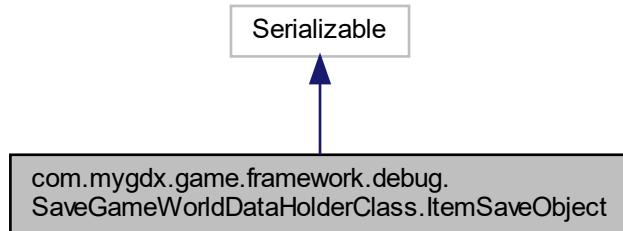
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **ItemPowerUp.java**

## 2.75 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject:



### Public Member Functions

- **ItemSaveObject** (String name, int itemId, String used)
- String **getItemName** ()
- int **getItemID** ()
- String **getItemUsed** ()
- void **setItemUsed** (String value)

### Package Attributes

- String **itemName**
- int **id**
- String **taken**

### Static Private Attributes

- static final long **serialVersionUID** = 1

#### 2.75.1 Detailed Description

Item Class - Checks if it should be created in map creation

#### 2.75.2 Constructor & Destructor Documentation

**2.75.2.1 ItemSaveObject()** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject (

```
String name,
int itemId,
String used )
```

### 2.75.3 Member Function Documentation

**2.75.3.1 getItemID()** int com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.getItemID ( )

**2.75.3.2 getItemName()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.getItemName ( )

**2.75.3.3 getItemUsed()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.getItemUsed ( )

**2.75.3.4 setItemUsed()** void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.setItemUsed ( String value )

### 2.75.4 Member Data Documentation

**2.75.4.1 id** int com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.id [package]

**2.75.4.2 itemName** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.itemName [package]

**2.75.4.3 serialVersionUID** final long com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.serialVersionUID = 1 [static], [private]

**2.75.4.4 taken** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject.taken [package]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **SaveGameWorldDataHolderClass.java**

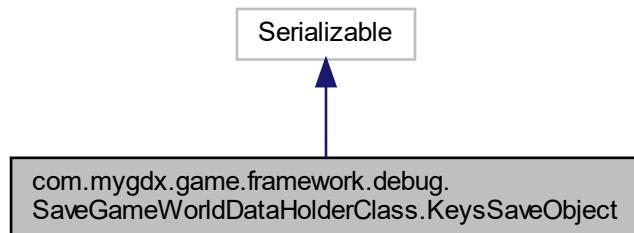
## 2.76 com.badlogic.gdx.game.framework.debug.sprites.items.KeyGameItem Class Reference

The documentation for this class was generated from the following file:

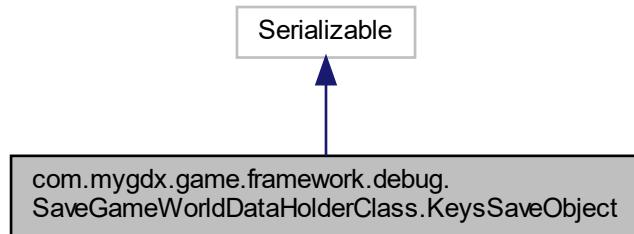
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/**KeyGameItem.java**

## 2.77 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject:



### Public Member Functions

- **KeysSaveObject** (String world, String level, String id, String doorStatus, String key)
- String **getHasKey ()**

## Package Attributes

- String **doorInnWorld**
- String **doorInnLevel**
- String **switchDoorID**
- String **keyDoorStatus**
- String **keyTypeNeeded**
- String **haveKey**

### 2.77.1 Constructor & Destructor Documentation

**2.77.1.1 KeysSaveObject()** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject (String world, String level, String id, String doorStatus, String key)

Door is in this World -> Level.

### 2.77.2 Member Function Documentation

**2.77.2.1 getKey()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject.getKey ( )

### 2.77.3 Member Data Documentation

**2.77.3.1 doorInnLevel** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject.doorInnLevel [package]

**2.77.3.2 doorInnWorld** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject.doorInnWorld [package]

**2.77.3.3 haveKey** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject.haveKey [package]

**2.77.3.4 keyDoorStatus** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
KeysSaveObject.keyDoorStatus [package]

**2.77.3.5 keyTypeNeeded** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
KeysSaveObject.keyTypeNeeded [package]

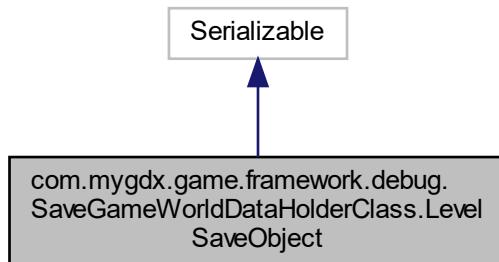
**2.77.3.6 switchDoorID** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←  
KeysSaveObject.switchDoorID [package]

The documentation for this class was generated from the following file:

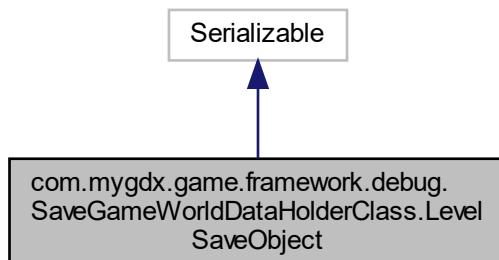
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **SaveGameWorldDataHolderClass.java**

## 2.78 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSave← Object Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSave←  
Object:



## Public Member Functions

- **LevelSaveObject** (String **level**, String haveBoss, String bossIsDead, String itemName, int itemID, String used)
- **LevelSaveObject** (String **level**, String haveBoss, String isBossDead)
- void **setLevelSaveObjectLevel** (String value)
- void **setLevelSaveObjectHaveBoss** (String value)
- void **setLevelSaveObjectBossDead** (String value)
- void **addKnownDoorSwitchArray** (String world, String **level**, String id, String status, String key)
- ArrayList< **DoorSwitchSaveObject** > **getKnownDoorSwitch** ()
- String **getLevelObjectLevel** ()
- String **getLevelObjectHaveBoss** ()
- String **getLevelObjectBossDead** ()
- ArrayList< **ItemSaveObject** > **getItemSaveObjectsHolderClassArray** ()

## Private Attributes

- String **level**
- String **levelHaveBoss**
- String **bossDead**
- ArrayList< **DoorSwitchSaveObject** > **knownDoorSwitch** = new ArrayList< **DoorSwitchSaveObject**>()
- ArrayList< **ItemSaveObject** > **itemSaveObjectsHolderClassArray** = new ArrayList< **ItemSaveObject**>()

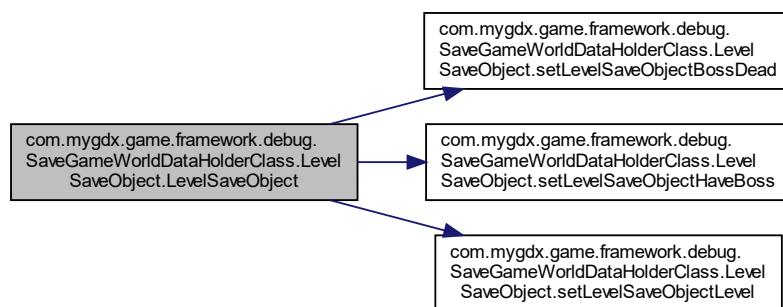
## Static Private Attributes

- static final long **serialVersionUID** = 1

### 2.78.1 Constructor & Destructor Documentation

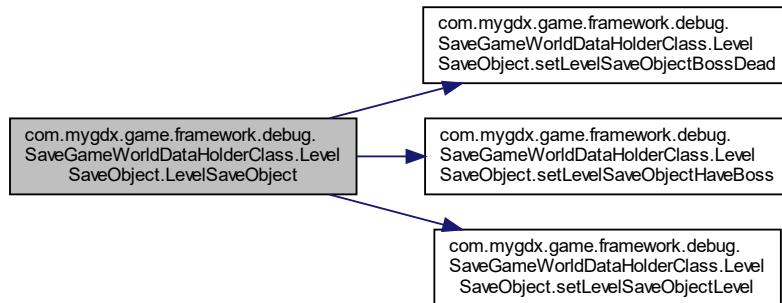
```
2.78.1.1 LevelSaveObject() [1/2] com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.←
LevelSaveObject.LevelSaveObject (
    String level,
    String haveBoss,
    String bossIsDead,
    String itemName,
    int itemID,
    String used )
```

Here is the call graph for this function:



```
2.78.1.2 LevelSaveObject() [2/2] com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject (String level, String haveBoss, String isBossDead)
```

Here is the call graph for this function:



## 2.78.2 Member Function Documentation

```
2.78.2.1 addKnownDoorSwitchArray() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.addKnownDoorSwitchArray (String world, String level, String id, String status, String key)
```

```
2.78.2.2 getItemSaveObjectsHolderClassArray() ArrayList< ItemSaveObject > com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.getItemSaveObjectsHolderClassArray ( )
```

```
2.78.2.3 getKnownDoorSwitch() ArrayList< DoorSwitchSaveObject > com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.getKnownDoorSwitch ( )
```

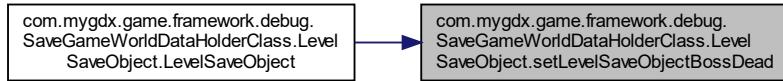
**2.78.2.4 getLevelObjectBossDead()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.getLevelObjectBossDead ( )

**2.78.2.5 getLevelObjectHaveBoss()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.getLevelObjectHaveBoss ( )

**2.78.2.6 getLevelObjectLevel()** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.getLevelObjectLevel ( )

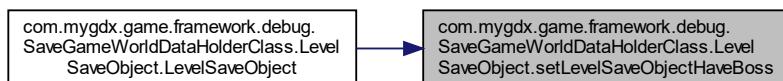
**2.78.2.7 setLevelSaveObjectBossDead()** void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.setLevelSaveObjectBossDead ( String value )

Here is the caller graph for this function:



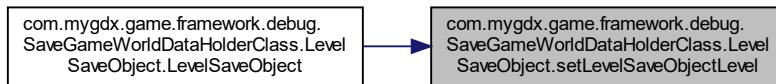
**2.78.2.8 setLevelSaveObjectHaveBoss()** void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.setLevelSaveObjectHaveBoss ( String value )

Here is the caller graph for this function:



```
2.78.2.9 setLevelSaveObjectLevel() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.setLevelSaveObjectLevel ( String value )
```

Here is the caller graph for this function:



### 2.78.3 Member Data Documentation

**2.78.3.1 bossDead** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.bossDead [private]

**2.78.3.2 itemSaveObjectsHolderClassArray** ArrayList< **ItemSaveObject**> com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.itemSaveObjectsHolderClassArray = new ArrayList< **ItemSaveObject**>() [private]

**2.78.3.3 knownDoorSwitch** ArrayList< **DoorSwitchSaveObject**> com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.knownDoorSwitch = new ArrayList< **DoorSwitchSaveObject**>() [private]

**2.78.3.4 level** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.level [private]

**2.78.3.5 levelHaveBoss** String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject.levelHaveBoss [private]

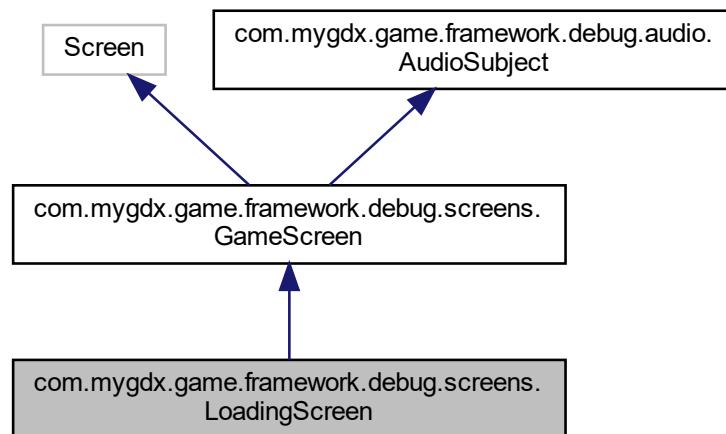
**2.78.3.6 serialVersionUID** final long com.badlogic.gdx.framework.debug.SaveGameWorldDataHolder<←  
Class.LevelSaveObject.serialVersionUID = 1 [static], [private]

The documentation for this class was generated from the following file:

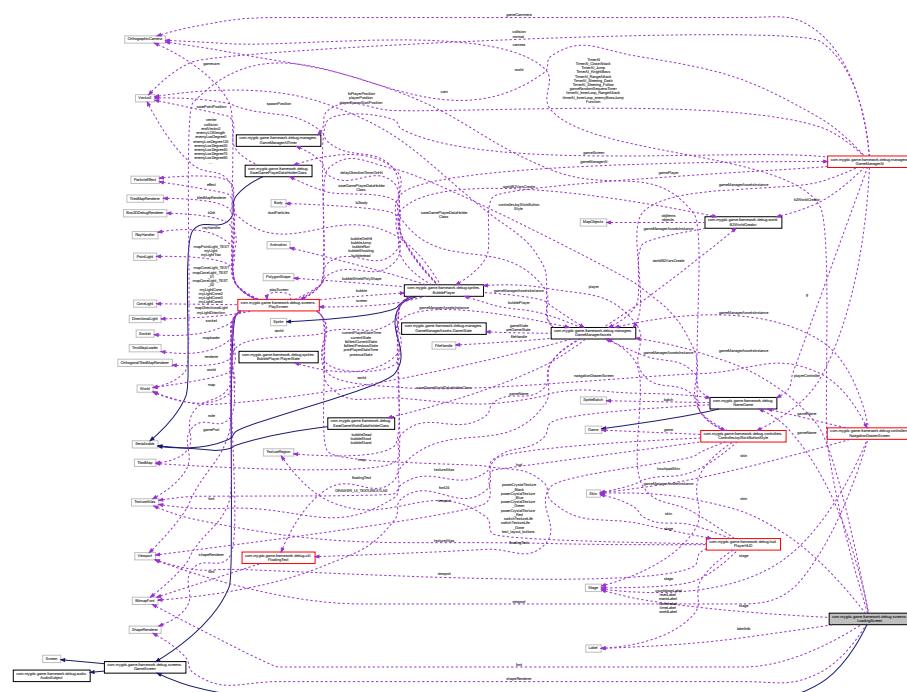
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ SaveGameWorldDataHolderClass.java

## 2.79 com.badlogic.gdx.framework.debug.screens.LoadingScreen Class Reference

Inheritance diagram for com.badlogic.gdx.framework.debug.screens.LoadingScreen:



Collaboration diagram for com.badlogic.gdx.framework.debug.screens.LoadingScreen:



## Public Member Functions

- **LoadingScreen ( NameGame game, GameManagerAssets instance)**
- void **show ()**
- void **update (float dt)**
- void **render (float dt)**
- void **resize (int width, int height)**
- void **pause ()**
- void **resume ()**
- void **hide ()**
- void **dispose ()**

## Private Member Functions

- void **queueAssets ()**
- void **initInfoLabel ()**

## Private Attributes

- **NameGame gameName**
- ShapeRenderer **shapeRenderer**
- float **progress**
- Skin **skin**
- Label **labelInfo**
- OrthographicCamera **camera**
- Stage **stage**
- int **level**
- BitmapFont **font**
- **GameManagerAssets gameManagerAssetsInstance**

### 2.79.1 Constructor & Destructor Documentation

**2.79.1.1 LoadingScreen()** com.badlogic.gdx.game.framework.debug.screens.LoadingScreen ( NameGame game, GameManagerAssets instance )

### 2.79.2 Member Function Documentation

**2.79.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.79.2.2 hide()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.hide ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.79.2.3 initInfoLabel()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.initInfoLabel ( ) [private]

**2.79.2.4 pause()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.pause ( )

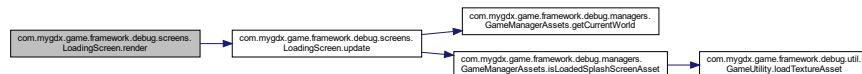
Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.79.2.5 queueAssets()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.queueAssets ( ) [private]

**2.79.2.6 render()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.render ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



**2.79.2.7 resize()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.resize ( int width, int height )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.79.2.8 resume()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.resume ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

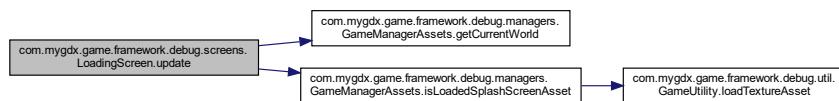
**2.79.2.9 show()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.show ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

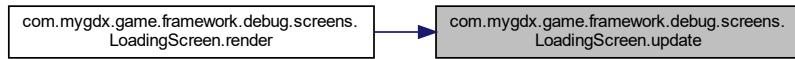
**2.79.2.10 update()** void com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



Here is the caller graph for this function:



### 2.79.3 Member Data Documentation

**2.79.3.1 camera** OrthographicCamera com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.camera [private]

**2.79.3.2 font** BitmapFont com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.font [private]

**2.79.3.3 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.gameManagerAssetsInstance [private]

**2.79.3.4 `gameName`** `NameGame` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.gameName  
[private]

**2.79.3.5 `labelInfo`** `Label` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.labelInfo [private]

**2.79.3.6 `level`** `int` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.level [private]

**2.79.3.7 `progress`** `float` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.progress [private]

**2.79.3.8 `shapeRenderer`** `ShapeRenderer` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.  
shapeRenderer [private]

**2.79.3.9 `skin`** `Skin` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.skin [private]

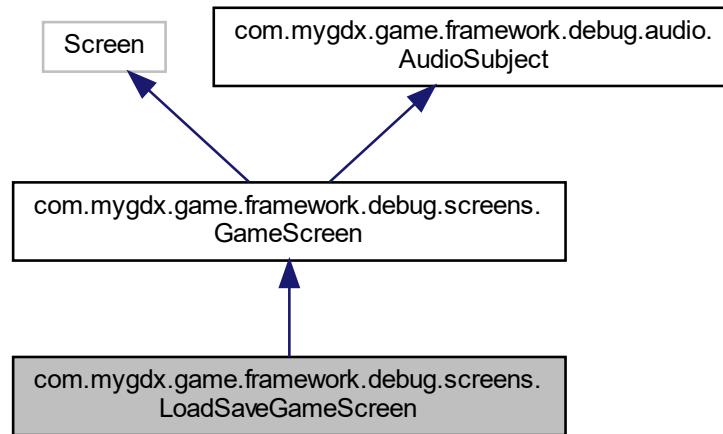
**2.79.3.10 `stage`** `Stage` com.badlogic.gdx.game.framework.debug.screens.LoadingScreen.stage [private]

The documentation for this class was generated from the following file:

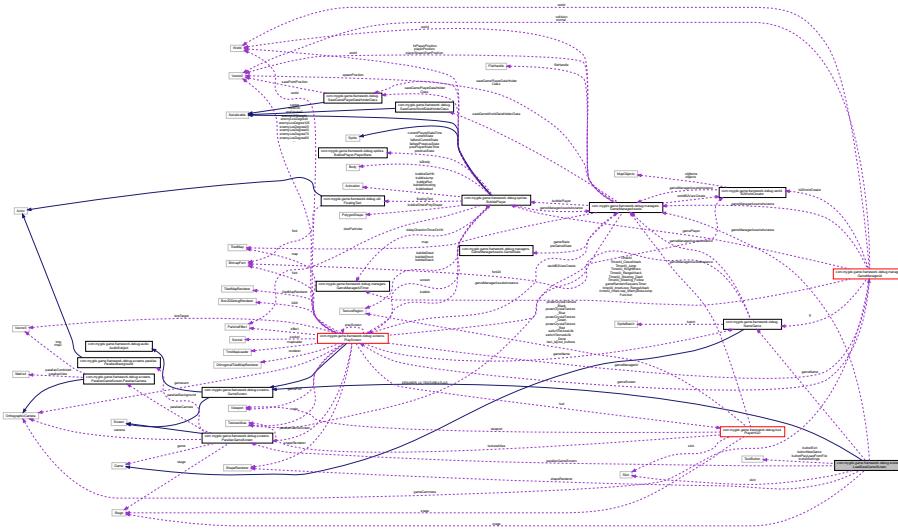
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **LoadingScreen.java**

## 2.80 com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen:



### Public Member Functions

- `LoadSaveGameScreen ( NameGame game, String l, GameManagerAssets instance)`
- `void show ()`
- `void update (float delta)`
- `void render (float delta)`
- `void resize (int width, int height)`

- void **pause** ()
- void **resume** ()
- void **hide** ()
- void **dispose** ()

#### Private Member Functions

- void **initScreenVisualObjects** ()
- void **initButtons** ()

#### Private Attributes

- **NameGame** **gameName**
- **TextButton** **buttonNewGame**
- **TextButton** **buttonPlayLoadFromFile**
- **TextButton** **buttonExit**
- **TextButton** **buttonSettings**
- **Stage** **stage**
- **Skin** **skin**
- **ShapeRenderer** **shapeRenderer**
- **ParallaxGameScreen** **parallaxGameScreen**
- **GameManagerAssets** **gameManagerAssetsInstance**
- **String** **level**

#### 2.80.1 Constructor & Destructor Documentation

```
2.80.1.1 LoadSaveGameScreen() com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.←
LoadSaveGameScreen (
    NameGame game,
    String l,
    GameManagerAssets instance )
```

#### 2.80.2 Member Function Documentation

**2.80.2.1 **dispose()**** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.dispose ( )

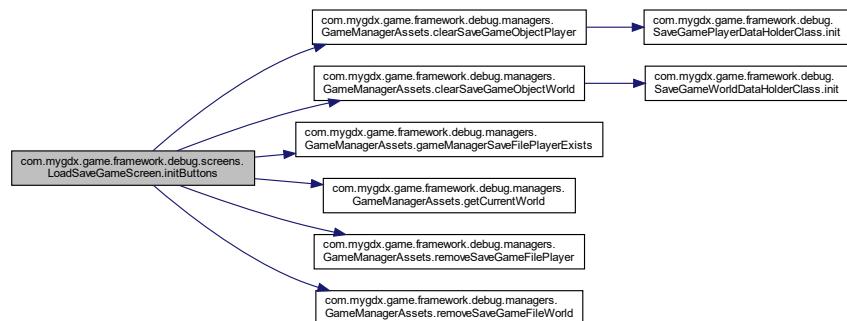
Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.80.2.2 **hide()**** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.hide ( )

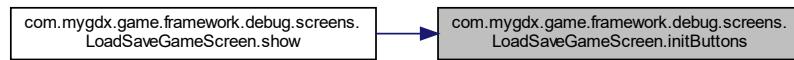
Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.80.2.3 initButtons()** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.init←  
Buttons ( ) [private]

Here is the call graph for this function:



Here is the caller graph for this function:



**2.80.2.4 initScreenVisualObjects()** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGame←  
Screen.initScreenVisualObjects ( ) [private]

BackGround (png) Image of Game and Game Image Name!!

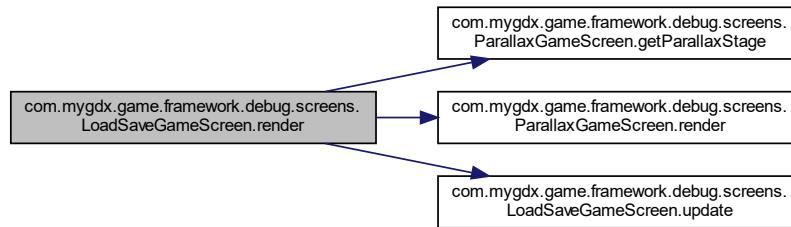
**2.80.2.5 pause()** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.pause ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.80.2.6 render()** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.render ( float delta )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



**2.80.2.7 `resize()`** `void com.badlogic.gdx.framework.debug.screens.LoadSaveGameScreen.resize ( int width, int height )`

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

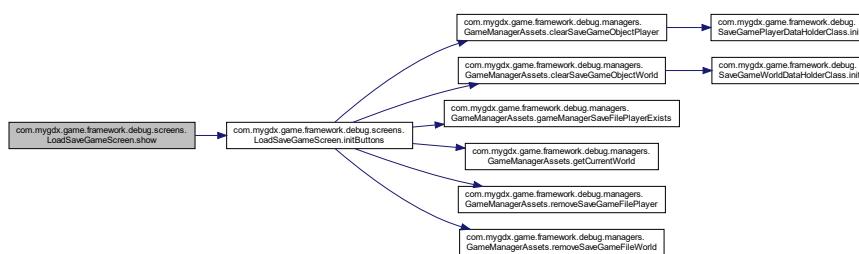
**2.80.2.8 `resume()`** `void com.badlogic.gdx.framework.debug.screens.LoadSaveGameScreen.resume ( )`

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

**2.80.2.9 `show()`** `void com.badlogic.gdx.framework.debug.screens.LoadSaveGameScreen.show ( )`

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

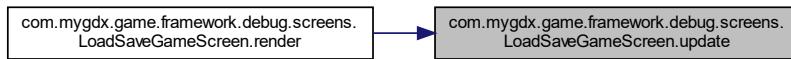
Here is the call graph for this function:



**2.80.2.10 update()** void com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.update ( float delta )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the caller graph for this function:



### 2.80.3 Member Data Documentation

**2.80.3.1 buttonExit** TextButton com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.buttonExit [private]

**2.80.3.2 buttonNewGame** TextButton com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.buttonNewGame [private]

**2.80.3.3 buttonPlayLoadFromFile** TextButton com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.buttonPlayLoadFromFile [private]

**2.80.3.4 buttonSettings** TextButton com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.buttonSettings [private]

**2.80.3.5 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.gameManagerAssetsInstance [private]

**2.80.3.6 gameName** NameGame com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.gameName [private]

**2.80.3.7 level** String com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.level [private]

**2.80.3.8 parallaxGameScreen** ParallaxGameScreen com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.parallaxGameScreen [private]

**2.80.3.9 shapeRenderer** ShapeRenderer com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.shapeRenderer [private]

**2.80.3.10 skin** Skin com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.skin [private]

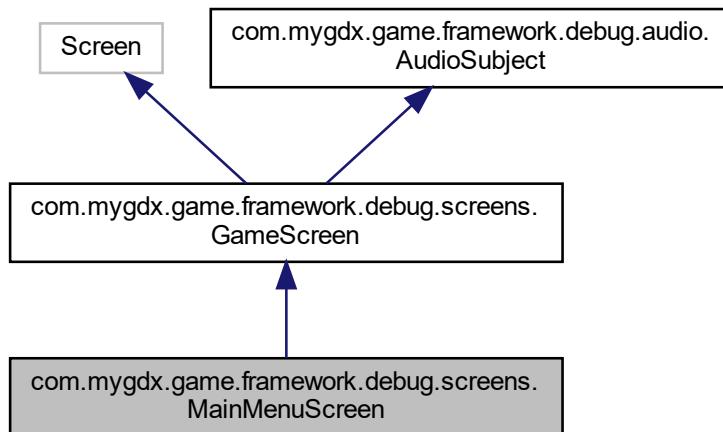
**2.80.3.11 stage** Stage com.badlogic.gdx.game.framework.debug.screens.LoadSaveGameScreen.stage [private]

The documentation for this class was generated from the following file:

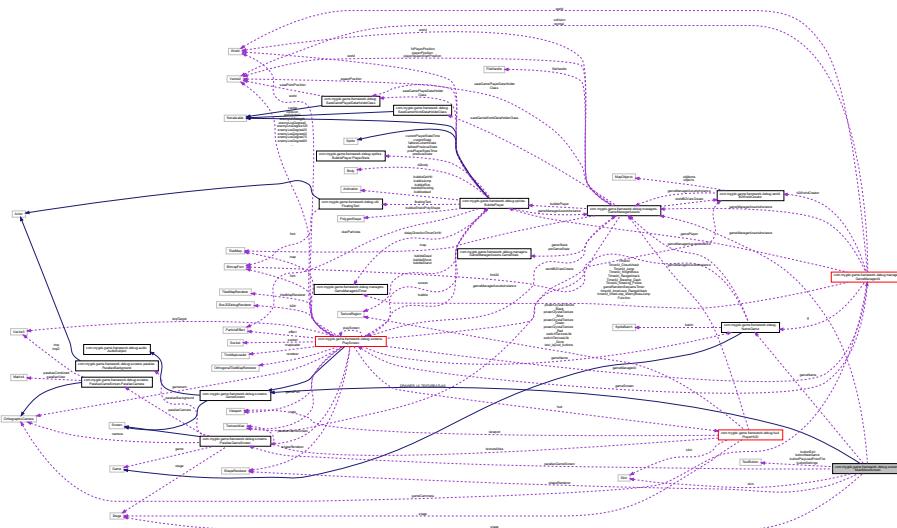
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **LoadSaveGameScreen.java**

## 2.81 com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen:



### Public Member Functions

- **MainMenuScreen ( NameGame game, String l, GameManagerAssets instance)**
- void **show ()**
- void **update (float delta)**
- void **render (float delta)**
- void **resize (int width, int height)**
- void **pause ()**
- void **resume ()**
- void **hide ()**
- void **dispose ()**

### Private Member Functions

- void **initScreenVisualObjects ()**
- void **initButtons ()**

### Private Attributes

- NameGame **gameName**
- TextButton **buttonNewGame**
- TextButton **buttonPlayLoadFromFile**
- TextButton **buttonExit**
- TextButton **buttonSettings**
- Stage **stage**
- Skin **skin**
- ShapeRenderer **shapeRenderer**
- ParallaxGameScreen **parallaxGameScreen**
- String **level**
- GameManagerAssets **gameManagerAssetsInstance**

## 2.81.1 Constructor & Destructor Documentation

**2.81.1.1 MainMenuScreen()** com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.MainMenu<--  
Screen (

```
NameGame game,
String l,
GameManagerAssets instance )
```

## 2.81.2 Member Function Documentation

**2.81.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

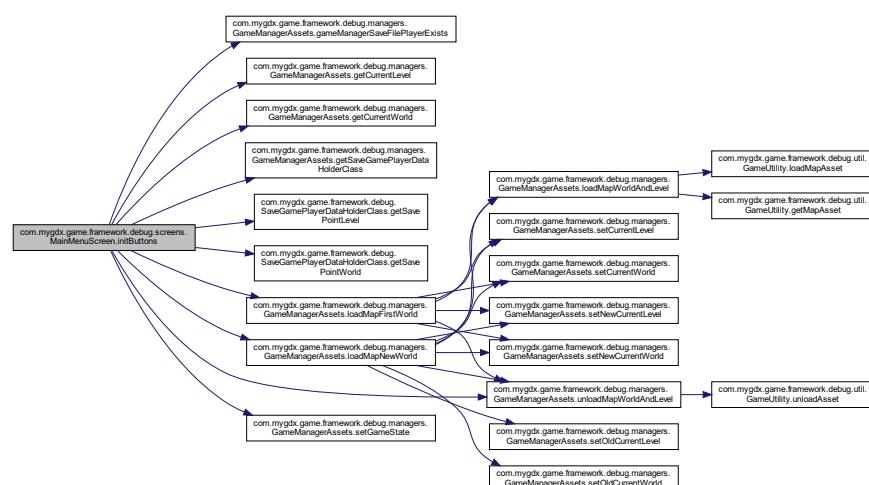
**2.81.2.2 hide()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.hide ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

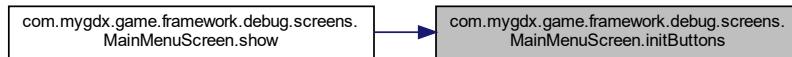
**2.81.2.3 initButtons()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.initButtons ( ) [private]

- Removed this not sure

Here is the call graph for this function:



Here is the caller graph for this function:



**2.81.2.4 initScreenVisualObjects()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.  
initScreenVisualObjects ( ) [private]

BackGround (png) Image of Game and Game Image Name!!

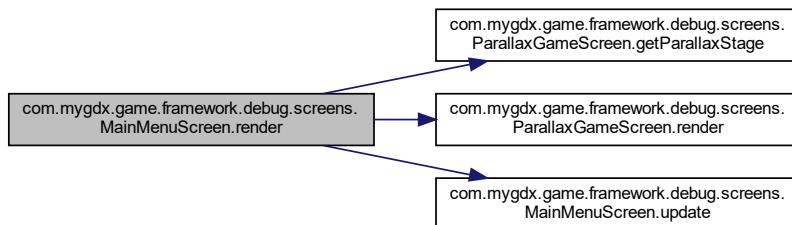
**2.81.2.5 pause()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.pause ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.81.2.6 render()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.render ( float delta )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



**2.81.2.7 resize()** void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.resize ( int width, int height )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

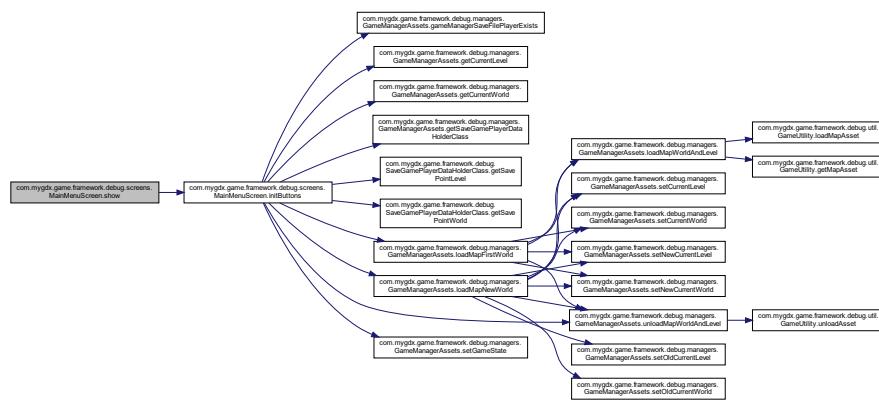
### 2.81.2.8 resume() void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.resume ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

### 2.81.2.9 show() void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.show ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

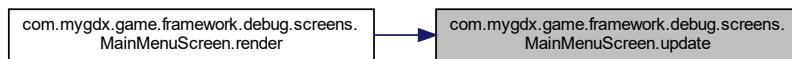
Here is the call graph for this function:



### 2.81.2.10 update() void com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.update ( float delta )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the caller graph for this function:



## 2.81.3 Member Data Documentation

### 2.81.3.1 buttonExit TextButton com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.buttonExit [private]

**2.81.3.2 buttonNewGame** TextButton com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.buttonNewGame [private]

**2.81.3.3 buttonPlayLoadFromFile** TextButton com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.buttonPlayLoadFromFile [private]

**2.81.3.4 buttonSettings** TextButton com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.buttonSettings [private]

**2.81.3.5 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.gameManagerAssetsInstance [private]

**2.81.3.6 gameName** NameGame com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.gameName [private]

**2.81.3.7 level** String com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.level [private]

**2.81.3.8 parallaxGameScreen** ParallaxGameScreen com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.parallaxGameScreen [private]

**2.81.3.9 shapeRenderer** ShapeRenderer com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.shapeRenderer [private]

**2.81.3.10 skin** Skin com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.skin [private]

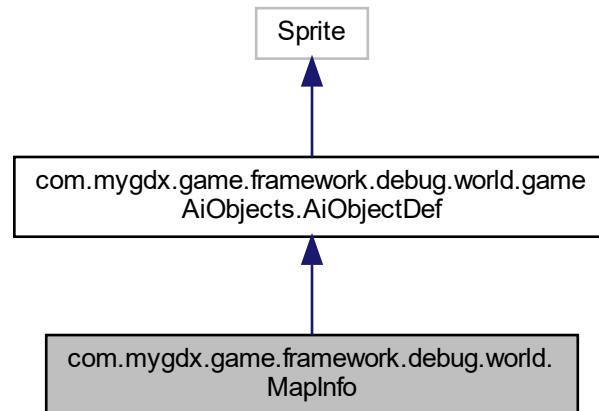
**2.81.3.11 stage** Stage com.badlogic.gdx.game.framework.debug.screens.MainMenuScreen.stage [private]

The documentation for this class was generated from the following file:

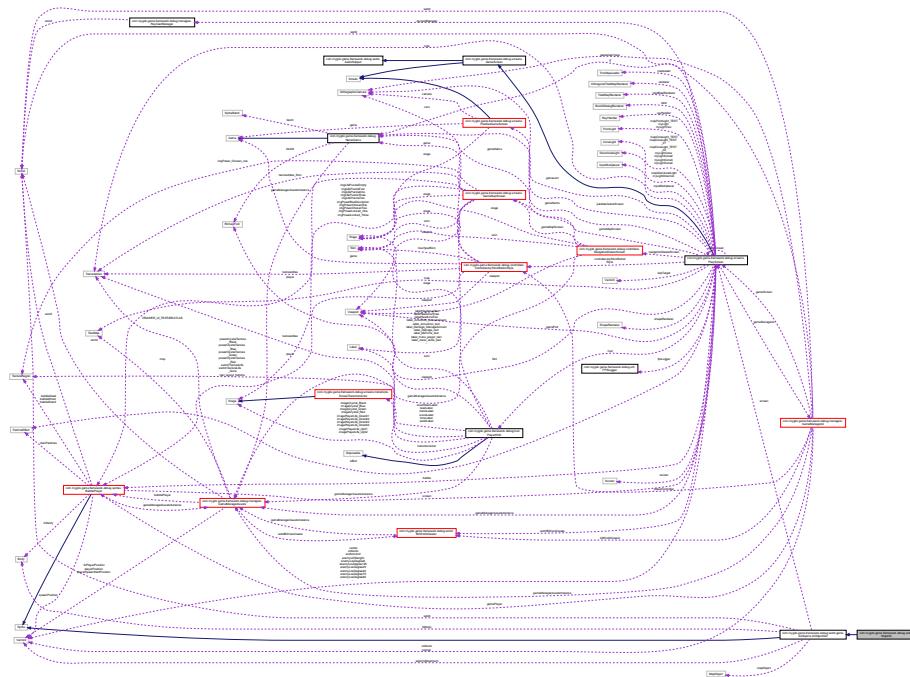
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **MainMenuScreen.java**

## 2.82 com.badlogic.gdx.game.framework.debug.world.MapInfo Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.MapInfo:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.MapInfo:



### Public Member Functions

- `MapInfo ( PlayScreen screen, float x, float y, MapObject object)`
- `String getObjectIdentity ()`

- void **update** (float dt)
- int **getObjectID** ()
- void **getHitBossSpawn** ()
- void **setPortalActivity** (String value)
- String **getPortalActivity** ()
- String **getMapInfoCurrentWorld** ()
- String **getMapInfoCurrentLevel** ()
- String **getMapInfoCurrentSavePoint** ()

### Public Attributes

- String **mapWorld**
- String **mapLevel**
- String **mapSavePoint**

### Protected Member Functions

- void **defineGameAIObject** ()

### Private Attributes

- String **objectIdentity**

### Additional Inherited Members

#### 2.82.1 Constructor & Destructor Documentation

**2.82.1.1 MapInfo()** com.badlogic.gdx.game.framework.debug.world.MapInfo.MapInfo (

```
PlayScreen screen,
float x,
float y,
MapObject object )
```

#### 2.82.2 Member Function Documentation

**2.82.2.1 defineGameAIObject()** void com.badlogic.gdx.game.framework.debug.world.MapInfo.defineGameAIObject ( ) [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.82.2.2 getHitBossSpawn()** void com.badlogic.gdx.game.framework.debug.world.MapInfo.getHitBossSpawn ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.82.2.3 getMapInfoCurrentLevel()** String com.badlogic.gdx.game.framework.debug.world.MapInfo.getMapInfoCurrentLevel ()

**2.82.2.4 getMapInfoCurrentSavePoint()** String com.badlogic.gdx.game.framework.debug.world.MapInfo.getMapInfoCurrentSavePoint ()

**2.82.2.5 getMapInfoCurrentWorld()** String com.badlogic.gdx.game.framework.debug.world.MapInfo.getMapInfoCurrentWorld ()

**2.82.2.6 getObjectID()** int com.badlogic.gdx.game.framework.debug.world.MapInfo.getObjectID ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.82.2.7 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.world.MapInfo.getObjectIdentity ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.82.2.8 getPortalActivity()** String com.badlogic.gdx.game.framework.debug.world.MapInfo.getPortalActivity ()

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.82.2.9 setPortalActivity()** void com.badlogic.gdx.game.framework.debug.world.MapInfo.setPortalActivity (String value )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

```
2.82.2.10 update() void com.badlogic.gdx.game.framework.debug.world.MapInfo.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

### 2.82.3 Member Data Documentation

**2.82.3.1 mapLevel** String com.badlogic.gdx.game.framework.debug.world.MapInfo.mapLevel

**2.82.3.2 mapSavePoint** String com.badlogic.gdx.game.framework.debug.world.MapInfo.mapSavePoint

**2.82.3.3 mapWorld** String com.badlogic.gdx.game.framework.debug.world.MapInfo.mapWorld

**2.82.3.4 objectIdentity** String com.badlogic.gdx.game.framework.debug.world.MapInfo.objectIdentity [private]

The documentation for this class was generated from the following file:

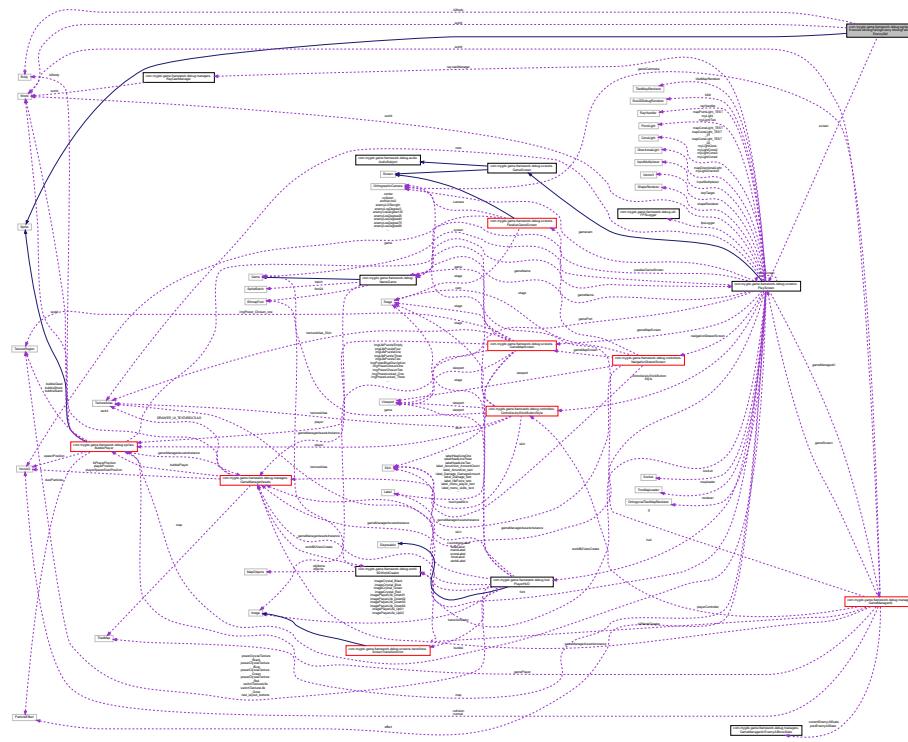
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/ **MapInfo.java**

## 2.83 com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.[←](#) MovingFallingEnemyDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef:



## Public Member Functions

- **MovingFallingEnemyDef ( PlayScreen screen, float x, float y)**
- abstract void **update (float dt)**
- abstract int **getMovingFallingEnemyObjectID ()**
- abstract void **hitWithPlayerPower ()**

## Public Attributes

- Body **b2body**

## Protected Member Functions

- abstract void **defineMovingFallingEnemy ()**

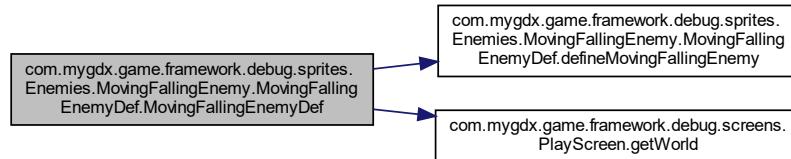
## Protected Attributes

- World **world**
- PlayScreen **screen**

### 2.83.1 Constructor & Destructor Documentation

```
2.83.1.1 MovingFallingEnemyDef() com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFalling←
Enemies.MovingFallingEnemyDef.MovingFallingEnemyDef (
    PlayScreen screen,
    float x,
    float y )
```

Here is the call graph for this function:

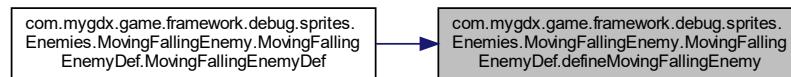


## 2.83.2 Member Function Documentation

**2.83.2.1 defineMovingFallingEnemy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.←
Enemies.MovingFallingEnemy.MovingFallingEnemyDef.defineMovingFallingEnemy ( ) [abstract],  
[protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemyEnemy**←
**Stalactite** (p. ??).

Here is the caller graph for this function:



**2.83.2.2 getMovingFallingEnemyObjectID()** abstract int com.badlogic.gdx.game.framework.debug.sprites.←
Enemies.MovingFallingEnemy.MovingFallingEnemyDef.getMovingFallingEnemyObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemyEnemy**←
**Stalactite** (p. ??).

**2.83.2.3 hitWithPlayerPower()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef.hitWithPlayerPower ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.Enemy** ← **Stalactite** (p. ??).

**2.83.2.4 update()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.Enemy** ← **Stalactite** (p. ??).

### 2.83.3 Member Data Documentation

**2.83.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef.b2body

**2.83.3.2 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef.screen [protected]

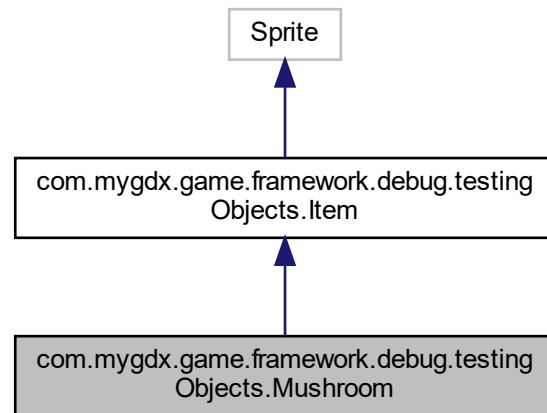
**2.83.3.3 world** World com.badlogic.gdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef.world [protected]

The documentation for this class was generated from the following file:

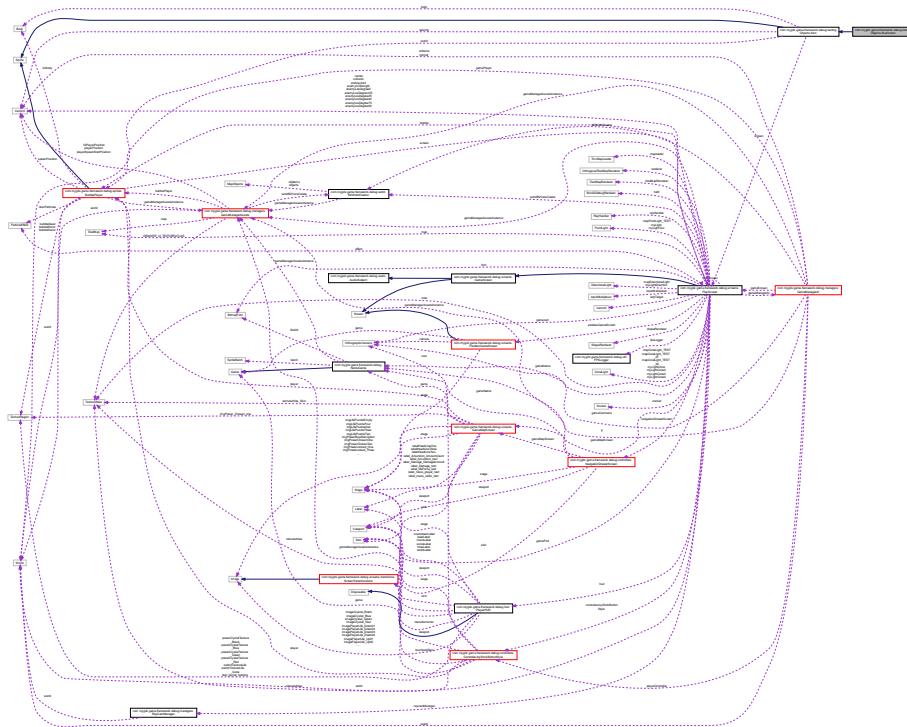
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/MovingFallingEnemy/**MovingFallingEnemyDef.java**

## 2.84 com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom:



### Public Member Functions

- **Mushroom ( PlayScreen screen, float x, float y)**

- void **defineItem**()
- void **use**(BubblePlayer p)
- void **update**(float dt)

## Additional Inherited Members

### 2.84.1 Detailed Description

Created by brentaureli on 9/24/15.

### 2.84.2 Constructor & Destructor Documentation

```
2.84.2.1 Mushroom() com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom.Mushroom (
    PlayScreen screen,
    float x,
    float y )
```

Here is the call graph for this function:



### 2.84.3 Member Function Documentation

```
2.84.3.1 defineItem() void com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom.defineItem (
    )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.testingObjects.Item** (p. ??).

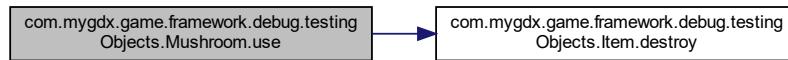
```
2.84.3.2 update() void com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.testingObjects.Item** (p. ??).

```
2.84.3.3 use() void com.badlogic.gdx.game.framework.debug.testingObjects.Mushroom.use (
    BubblePlayer p )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.testingObjects.Item** (p. ??).

Here is the call graph for this function:

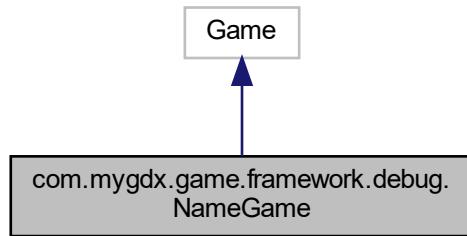


The documentation for this class was generated from the following file:

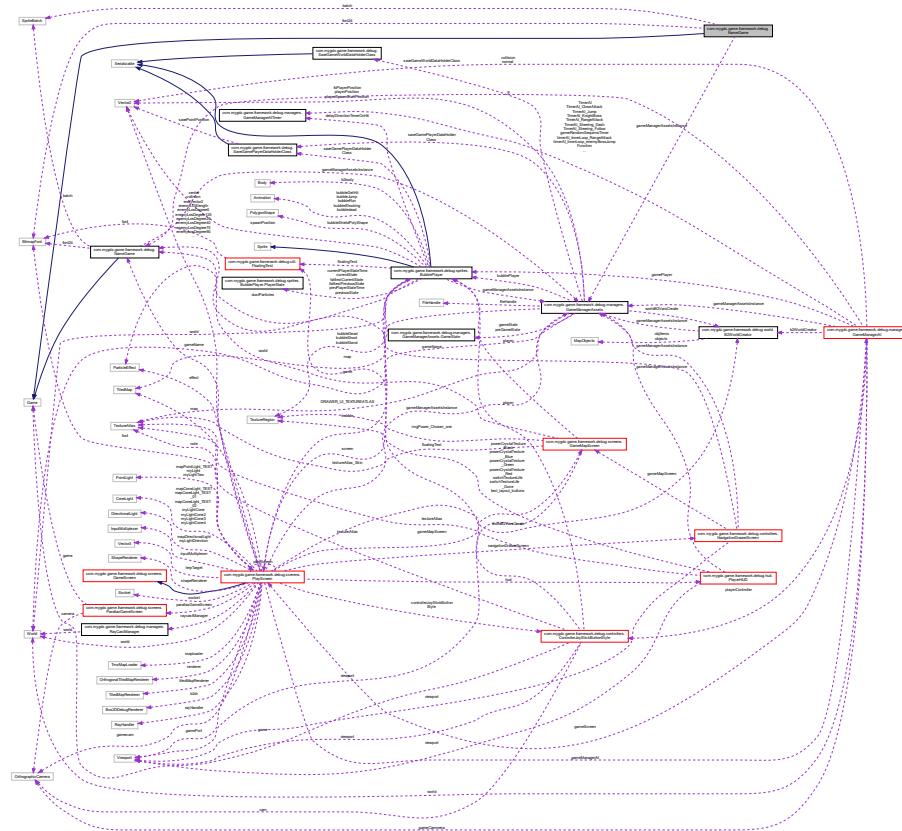
- BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/ **Mushroom.java**

## 2.85 com.badlogic.gdx.game.framework.debug.NameGame Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.NameGame:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.NameGame:



## Public Member Functions

- void **create ()**
- void **dispose ()**
- void **render ()**

## Public Attributes

- SpriteBatch **batch**
- BitmapFont **font24**
- GameManagerAssets **gameManagerAssetsInstance**

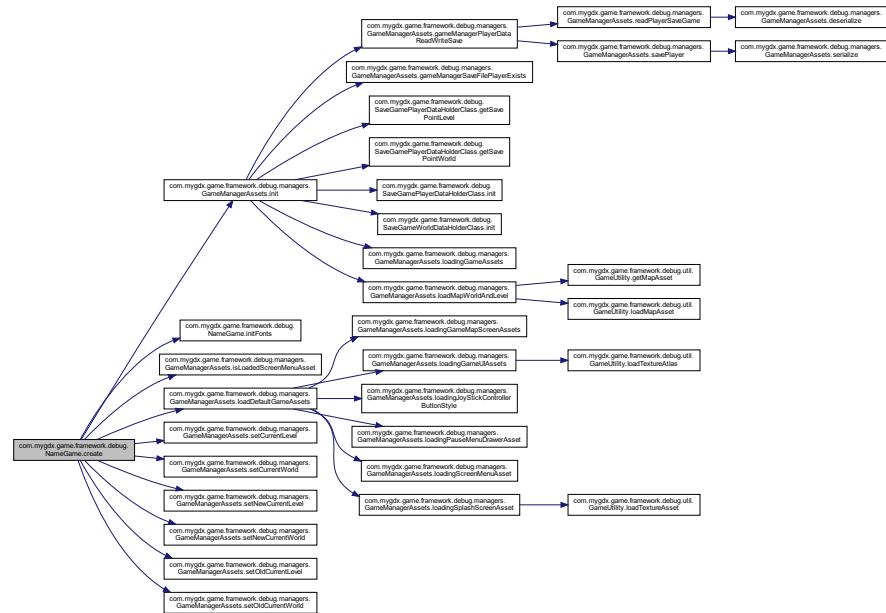
## Private Member Functions

- void **initFonts ()**

### 2.85.1 Member Function Documentation

**2.85.1.1 create()** void com.badlogic.gdx.game.framework.debug.NameGame.create ( )

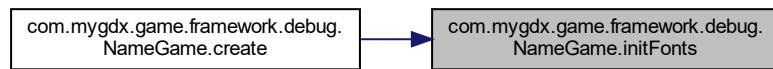
Clear's Asset manager for asset's and loads default assetsHere is the call graph for this function:



**2.85.1.2 dispose()** void com.badlogic.gdx.game.framework.debug.NameGame.dispose ()

**2.85.1.3** **initFonts()** void com.badlogic.gdx.game.framework.debug.NameGame.initFonts ( ) [private]

Here is the caller graph for this function:



**2.85.1.4 render()** void com.mygdx.game.framework.debug.NameGame.render ()

## **2.85.2 Member Data Documentation**

**2.85.2.1 batch** SpriteBatch com.badlogic.gdx.game.framework.debug.NameGame.batch

**2.85.2.2 font24** BitmapFont com.badlogic.gdx.game.framework.debug.NameGame.font24

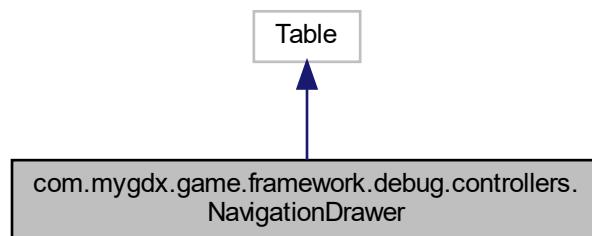
**2.85.2.3 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.NameGame.gameManagerAssetsInstance

The documentation for this class was generated from the following file:

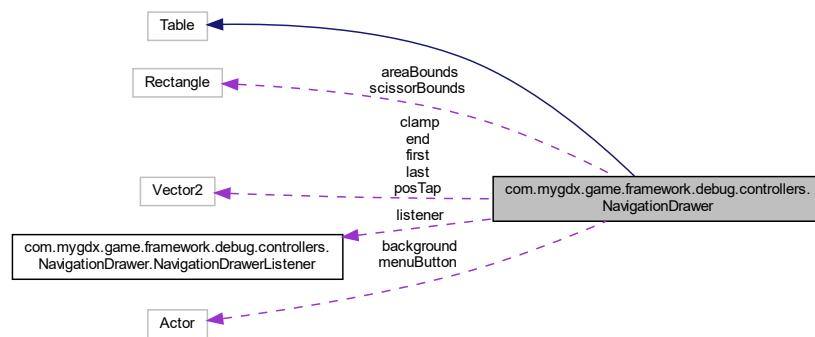
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **NameGame.java**

## 2.86 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer:



## Classes

- interface **NavigationDrawerListener**

## Public Member Functions

- void **setAreaWidth** (float **areaWidth**)
- void **setAreaHeight** (float **areaHeight**)
- **NavigationDrawer** (float width, float height)
- void **setNavigationDrawerListener** (**NavigationDrawerListener** **listener**)
- void **setWidthStartDrag** (float widthStartDrag)
- void **setWidthBackDrag** (float widthBackDrag)
- void **setSpeed** (float **speed**)
- float **getSpeed** ()
- void **showManually** (boolean **show**, float **speed**)
- void **showManually** (boolean **show**)
- void **draw** (Batch batch, float alpha)
- boolean **isCompletelyClosed** ()
- boolean **isCompletelyOpened** ()
- void **setRotateMenuButton** (Actor actor, float rotation)
- void **setEnabledDrag** (boolean **enableDrag**)
- void **setFadeBackground** (Actor **background**, float **maxFade**)

## Private Member Functions

- void **moving** ()
- void **updatePosition** ()
- void **dragging** ()
- void **backDrag** ()
- void **startDrag** ()
- void **noDrag** ()
- void **hintToOpen** ()
- boolean **toOpen** ()
- boolean **toClose** ()
- Vector2 **stgToScrX** (float x, float y)
- Vector2 **scrToStgX** (float x, float y)
- float **inputX** ()
- boolean **isTouched** ()
- void **rotateMenuButton** ()
- void **fadeBackground** ()

## Private Attributes

- float **areaWidth**
- float **areaHeight**
- final Rectangle **areaBounds** = new Rectangle()
- final Rectangle **scissorBounds** = new Rectangle()
- float **widthStart** = 30f
- float **widthBack** = 10f
- float **speed** = 10f
- Vector2 **clamp** = new Vector2()
- Vector2 **posTap** = new Vector2()

- Vector2 **end** = new Vector2()
- Vector2 **first** = new Vector2()
- Vector2 **last** = new Vector2()
- boolean **show** = false
- boolean **isTouched** = false
- boolean **isStart** = false
- boolean **isBack** = false
- boolean **auto** = false
- boolean **enableDrag** = false
- **NavigationDrawerListener** **listener**
- boolean **isMax** = false
- boolean **isMin** = false
- Actor **menuButton** = new Actor()
- boolean **isRotateMenuButton** = false
- float **menuButtonRotation** = 0f
- Actor **background** = new Actor()
- boolean **isFadeBackground** = false
- float **maxFade** = 1f

### 2.86.1 Detailed Description

Author

Crowni

### 2.86.2 Constructor & Destructor Documentation

**2.86.2.1 NavigationDrawer()** com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer. $\leftarrow$   
NavigationDrawer (

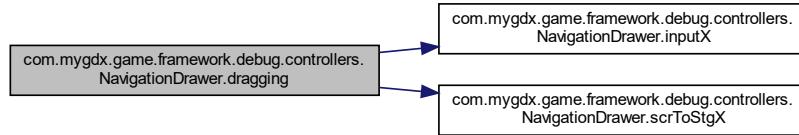
```
    float width,
    float height )
```

### 2.86.3 Member Function Documentation

**2.86.3.1 backDrag()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.backDrag  
( ) [private]

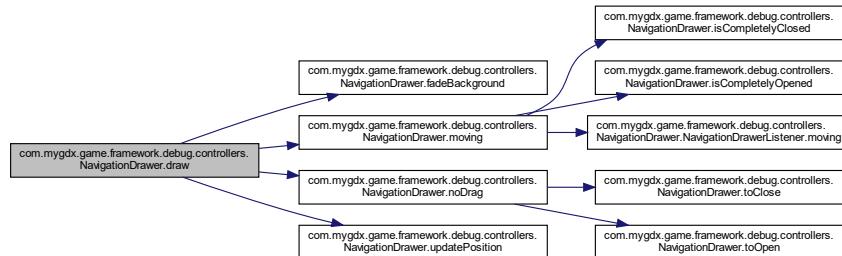
```
2.86.3.2 dragging() void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.dragging ( )
) [private]
```

Here is the call graph for this function:



```
2.86.3.3 draw() void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.draw (
    Batch batch,
    float alpha )
```

Here is the call graph for this function:



```
2.86.3.4 fadeBackground() void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.<-
fadeBackground ( ) [private]
```

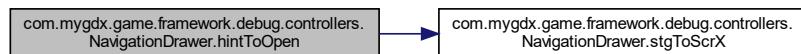
Here is the caller graph for this function:



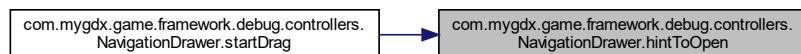
**2.86.3.5 getSpeed()** float com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.getSpeed()  
( )

**2.86.3.6 hintToOpen()** void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.hintToOpen()  
[private]

Here is the call graph for this function:

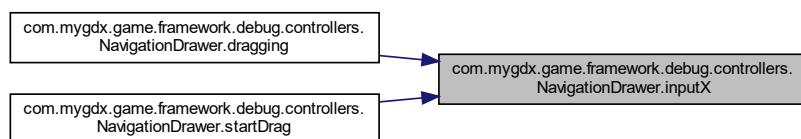


Here is the caller graph for this function:



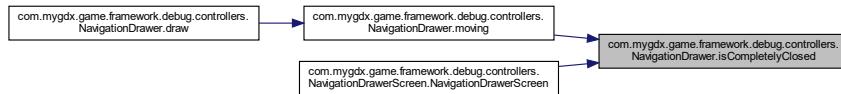
**2.86.3.7 inputX()** float com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.inputX()  
[private]

Here is the caller graph for this function:



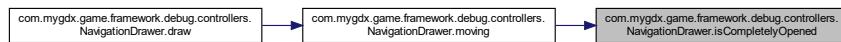
**2.86.3.8 `isCompletelyClosed()`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isCompletelyClosed ( )

Here is the caller graph for this function:



**2.86.3.9 `isCompletelyOpened()`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isCompletelyOpened ( )

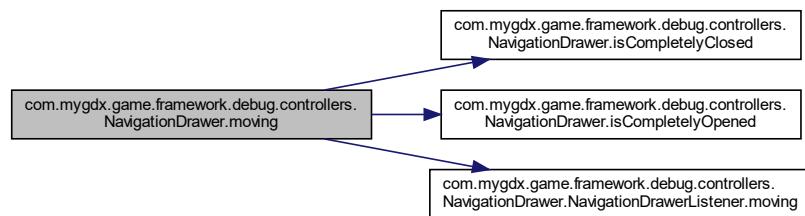
Here is the caller graph for this function:



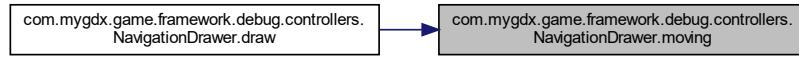
**2.86.3.10 `isTouched()`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isTouched ( ) [private]

**2.86.3.11 `moving()`** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.moving ( ) [private]

Here is the call graph for this function:

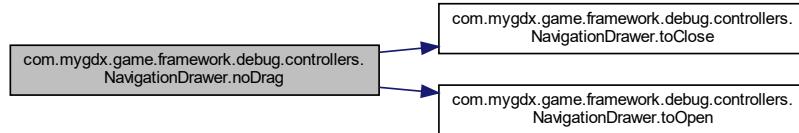


Here is the caller graph for this function:



**2.86.3.12 noDrag()** void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.noDrag ()  
[private]

Here is the call graph for this function:



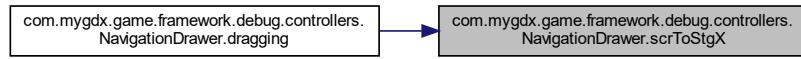
Here is the caller graph for this function:



**2.86.3.13 rotateMenuButton()** void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.rotateMenuButton () [private]

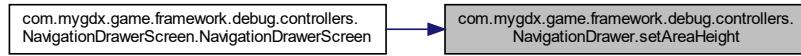
**2.86.3.14 scrToStgX()** `Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.scrToStgX ( float x, float y ) [private]`

Here is the caller graph for this function:



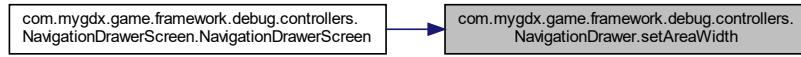
**2.86.3.15 setAreaHeight()** `void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.setAreaHeight ( float areaHeight )`

Here is the caller graph for this function:



**2.86.3.16 setAreaWidth()** `void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.setAreaWidth ( float areaWidth )`

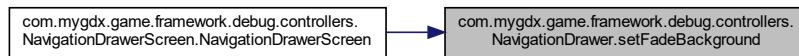
Here is the caller graph for this function:



**2.86.3.17 setEnableDrag()** `void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.setEnableDrag ( boolean enableDrag )`

```
2.86.3.18 setFadeBackground() void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.setFadeBackground ( Actor background, float maxFade )
```

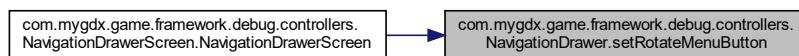
Here is the caller graph for this function:



```
2.86.3.19 setNavigationDrawerListener() void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.setNavigationDrawerListener ( NavigationDrawerListener listener )
```

```
2.86.3.20 setRotateMenuButton() void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.setRotateMenuButton ( Actor actor, float rotation )
```

Here is the caller graph for this function:



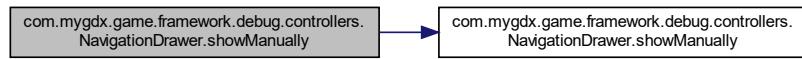
```
2.86.3.21 setSpeed() void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.setSpeed ( float speed )
```

```
2.86.3.22 setWidthBackDrag() void com.badlogic.gdx.framework.debug.controllers.NavigationDrawer.setWidthBackDrag ( float widthBackDrag )
```

```
2.86.3.23 setWidthStartDrag() void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.setWidthStartDrag (
    float widthStartDrag )
```

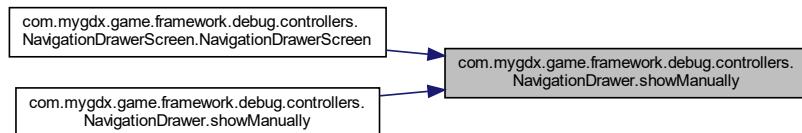
```
2.86.3.24 showManually() [1/2] void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.showManually (
    boolean show )
```

Here is the call graph for this function:



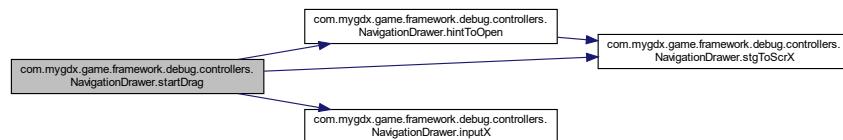
```
2.86.3.25 showManually() [2/2] void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.showManually (
    boolean show,
    float speed )
```

Here is the caller graph for this function:



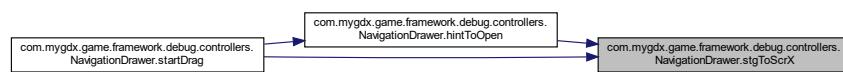
```
2.86.3.26 startDrag() void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.startDrag ( ) [private]
```

Here is the call graph for this function:



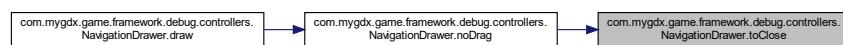
**2.86.3.27 stgToScrX()** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.stg←ToScrX ( float x, float y ) [private]

Here is the caller graph for this function:



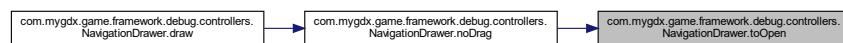
**2.86.3.28 toClose()** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.toClose () [private]

Here is the caller graph for this function:



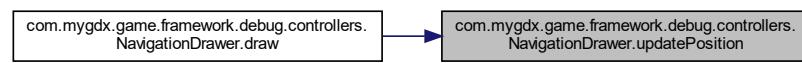
**2.86.3.29 toOpen()** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.toOpen () [private]

Here is the caller graph for this function:



**2.86.3.30 updatePosition()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.updatePosition () [private]

Here is the caller graph for this function:



## 2.86.4 Member Data Documentation

**2.86.4.1 areaBounds** final Rectangle com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.areaBounds = new Rectangle() [private]

**2.86.4.2 areaHeight** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.areaHeight [private]

**2.86.4.3 areaWidth** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.areaWidth [private]

**2.86.4.4 auto** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.auto = false [private]

**2.86.4.5 background** Actor com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.background = new Actor() [private]

Optional

**2.86.4.6 clamp** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.clamp = new Vector2() [private]

**2.86.4.7 enableDrag** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.enableDrag = false [private]

**2.86.4.8 end** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.end = new Vector2() [private]

**2.86.4.9 first** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.first = new Vector2() [private]

**2.86.4.10 `isBack`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isBack = false [private]

**2.86.4.11 `isFadeBackground`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isFadeBackground = false [private]

**2.86.4.12 `isMax`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isMax = false [private]

**2.86.4.13 `isMin`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isMin = false [private]

**2.86.4.14 `isRotateMenuButton`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isRotateMenuButton = false [private]

**2.86.4.15 `isStart`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isStart = false [private]

**2.86.4.16 `isTouched`** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.isTouched = false [private]

**2.86.4.17 `last`** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.last = new Vector2() [private]

**2.86.4.18 `listener` `NavigationDrawerListener`** com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.listener [private]

**2.86.4.19 `maxFade`** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.maxFade = 1f [private]

**2.86.4.20 menuButton** Actor com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.menuButton = new Actor() [private]

Optional

**2.86.4.21 menuButtonRotation** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.menuButtonRotation = 0f [private]

**2.86.4.22 posTap** Vector2 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.posTap = new Vector2() [private]

**2.86.4.23 scissorBounds** final Rectangle com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.scissorBounds = new Rectangle() [private]

**2.86.4.24 show** boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.show = false [private]

**2.86.4.25 speed** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.speed = 10f [private]

**2.86.4.26 widthBack** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.widthBack = 10f [private]

**2.86.4.27 widthStart** float com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.widthStart = 30f [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **NavigationDrawer.java**

## 2.87 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.NavigationDrawerListener Interface Reference

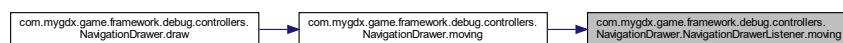
### Public Member Functions

- void **moving** (Vector2 **clamp**)

### 2.87.1 Member Function Documentation

**2.87.1.1 moving()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer.NavigationDrawerListener.moving ( Vector2 clamp )

Here is the caller graph for this function:

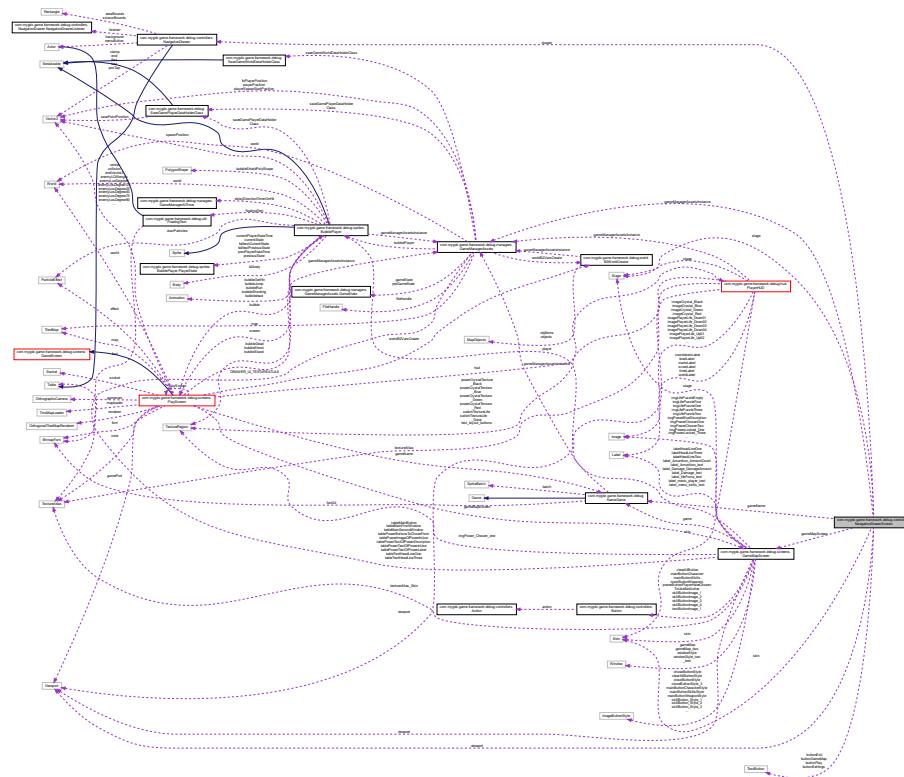


The documentation for this interface was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **NavigationDrawer.java**

## 2.88 com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen:



## Public Member Functions

- **NavigationDrawerScreen** ( **NameGame** game, float nav\_width, float nav\_height, **GameManagerAssets** instance)
- void **initMenuButtons** ()
- boolean **getGameMapShow** ()
- void **update** ()
- void **update** (float dt)
- void **render** (float delta)
- Stage **getStage** ()
- **NavigationDrawer** **setPauseMenuActive** ()
- void **resize** (int width, int height)
- void **dispose** ()

## Package Attributes

- final **NavigationDrawer** drawer

## Private Attributes

- Viewport **viewport**
- Stage **stage**
- **NameGame** **gameName**
- **GameMapScreen** **gameMapScreen**
- TextButton **buttonPlay**
- TextButton **buttonExit**
- TextButton **buttonSettings**
- TextButton **buttonGameMap**
- Skin **skin**
- boolean **gameMapShow** = false
- **GameManagerAssets** **gameManagerAssetsInstance**

### 2.88.1 Constructor & Destructor Documentation

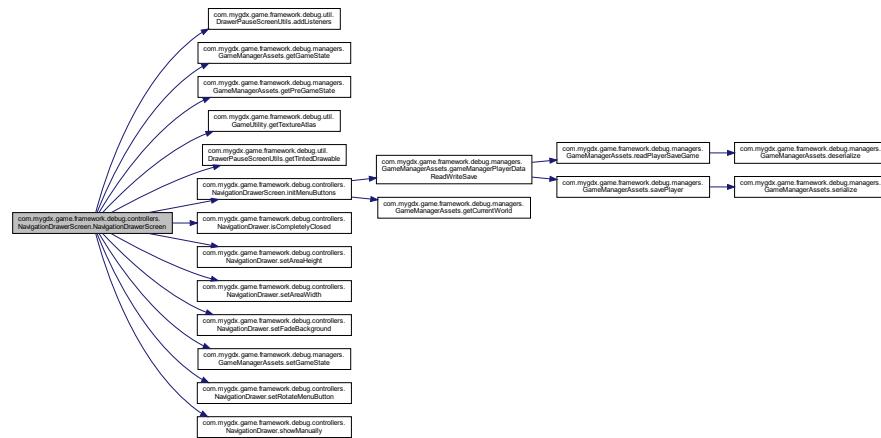
```
2.88.1.1 NavigationDrawerScreen() com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawer<-->
Screen.NavigationDrawerScreen (
    NameGame game,
    float nav_width,
    float nav_height,
    GameManagerAssets instance )
```

Remember to chose witch Listener we use ; Image's or Skin / Texture button's

Optional

set all the other buttons visible

We can use this for Main Pause Menu **Button** (p. ??), and if we want to use Image as buttons within the menu we can use this listenerHere is the call graph for this function:



## 2.88.2 Member Function Documentation

**2.88.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.dispose ()

**2.88.2.2 getGameMapShow()** boolean com.badlogic.gdx.game.framework.debug.controllers.Navigation←  
DrawerScreen.getGameMapShow ( )

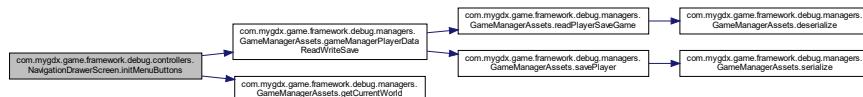
**2.88.2.3 getStage()** Stage com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.getStage ( )

Here is the caller graph for this function:

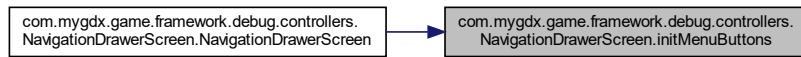


**2.88.2.4 initMenuButtons()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.initMenuButtons ( )

We gone use this if we like to use skin and buttons for menu!!! Here is the call graph for this function:



Here is the caller graph for this function:



**2.88.2.5 render()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.render ( float delta )

**2.88.2.6 resize()** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.resize ( int width, int height )

**2.88.2.7 setPauseMenuActive()** NavigationDrawer com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.setPauseMenuActive ( )

**2.88.2.8 update() [1/2]** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.update ( )

**2.88.2.9 update() [2/2]** void com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.update ( float dt )

### 2.88.3 Member Data Documentation

**2.88.3.1 buttonExit** `TextButton com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.buttonExit [private]`

**2.88.3.2 buttonGameMap** `TextButton com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.buttonGameMap [private]`

**2.88.3.3 buttonPlay** `TextButton com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.buttonPlay [private]`

**2.88.3.4 buttonSettings** `TextButton com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.buttonSettings [private]`

**2.88.3.5 drawer** `final NavigationDrawer com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.drawer [package]`

**2.88.3.6 gameManagerAssetsInstance** `GameManagerAssets com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.gameManagerAssetsInstance [private]`

**2.88.3.7 gameMapScreen** `GameMapScreen com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.gameMapScreen [private]`

**2.88.3.8 gameMapShow** `boolean com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.gameMapShow = false [private]`

**2.88.3.9 gameName** `NameGame com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.gameName [private]`

**2.88.3.10 skin** Skin com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.skin  
[private]

**2.88.3.11 stage** Stage com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.stage  
[private]

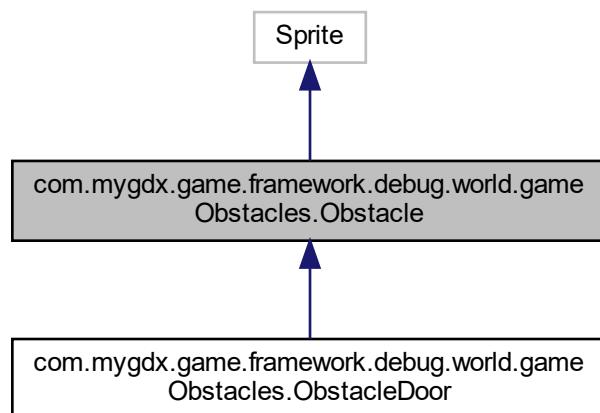
**2.88.3.12 viewport** Viewport com.badlogic.gdx.game.framework.debug.controllers.NavigationDrawerScreen.viewport  
[private]

The documentation for this class was generated from the following file:

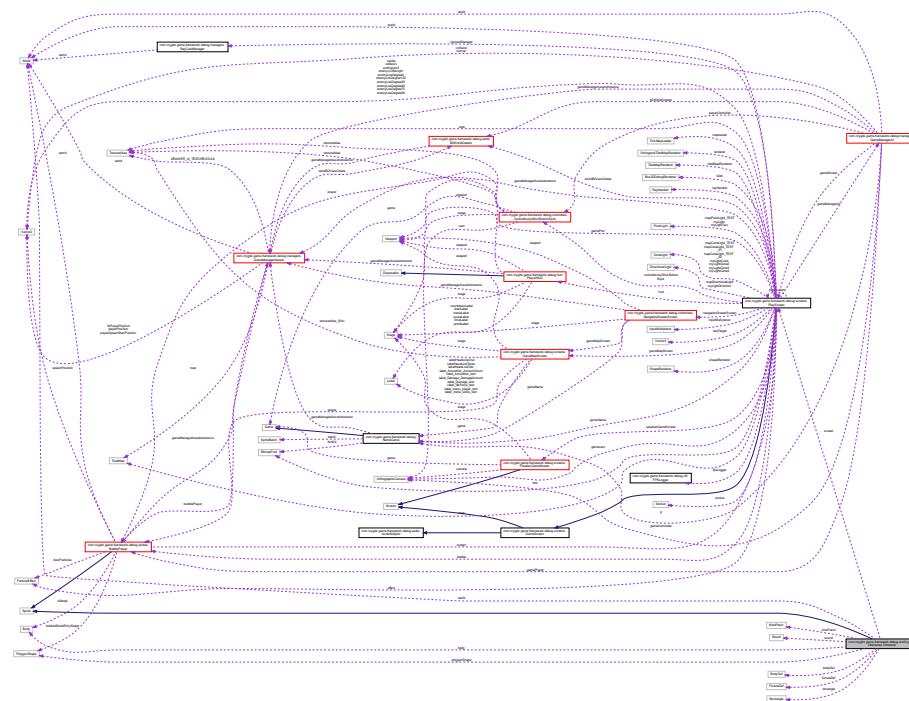
- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **NavigationDrawerScreen.java**

## 2.89 com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle:



### Public Member Functions

- **Obstacle ( PlayScreen screen, float x, float y, MapObject rectangleObject)**
- **Obstacle ( PlayScreen screen, float x, float y, PolylineMapObject polylineObject)**
- void **create ( PlayScreen screen, float x, float y, MapObject rectangleObject)**
- float **getWidth ()**
- float **getHeight ()**
- float **getX ()**
- float **getY ()**
- BodyType **getBodyType ()**
- void **setX (float X)**
- void **setY (float Y)**
- void **setInitialState (MapObject mapObject)**
- void **active ( BubblePlayer player)**
- void **update (float dt)**
- void **activateOpen ()**
- void **activateClose ()**
- void **activateOpenAfterBossDeath ()**
- void **soundPause ()**
- void **soundResume ()**
- void **dispose ()**

### Public Attributes

- Body **body**
- float **posX**
- float **posY**
- float **width**
- float **height**
- float **angle**
- int **associationNumber**
- boolean **active**

## Protected Attributes

- World **world**
- **PlayScreen screen**
- BodyDef **bodyDef**
- FixtureDef **fixtureDef**
- PolygonShape **polygonShape**
- Rectangle **rectangle**
- NinePatch **ninePatch**
- String **stringTextureRegion**
- Sound **sound**
- short **categoryBits** = 0001

### 2.89.1 Constructor & Destructor Documentation

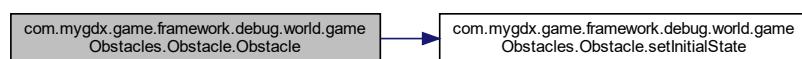
**2.89.1.1 Obstacle() [1/2]** com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.Obstacle  
(

```
    PlayScreen screen,
    float x,
    float y,
    MapObject rectangleObject )
```

**2.89.1.2 Obstacle() [2/2]** com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.Obstacle  
(

```
    PlayScreen screen,
    float x,
    float y,
    PolylineMapObject polylineObject )
```

Here is the call graph for this function:



### 2.89.2 Member Function Documentation

**2.89.2.1 activateClose()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.←  
activateClose ( )

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

**2.89.2.2 activateOpen()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.activateOpen ( )

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

**2.89.2.3 activateOpenAfterBossDeath()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.activateOpenAfterBossDeath ( )

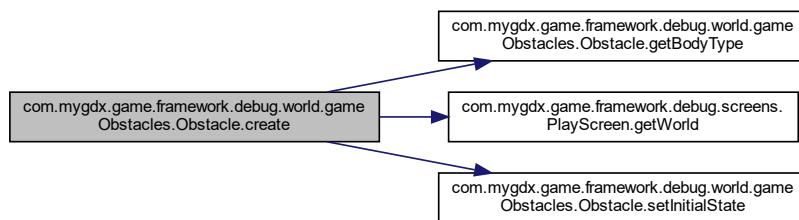
Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

**2.89.2.4 active()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.active ( BubblePlayer player )

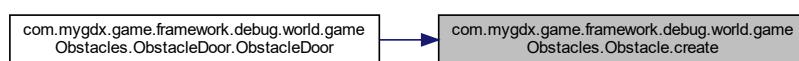
Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

**2.89.2.5 create()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.create ( PlayScreen screen, float x, float y, MapObject rectangleObject )

Here is the call graph for this function:



Here is the caller graph for this function:

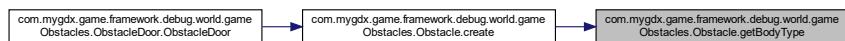


**2.89.2.6 dispose()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.dispose ( )

**2.89.2.7 getBodyType()** BodyType com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.getBodyType ( )

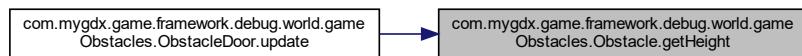
Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

Here is the caller graph for this function:



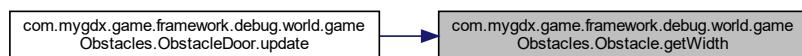
**2.89.2.8 getHeight()** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.getHeight ( )

Here is the caller graph for this function:



**2.89.2.9 getWidth()** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.getWidth ( )

Here is the caller graph for this function:

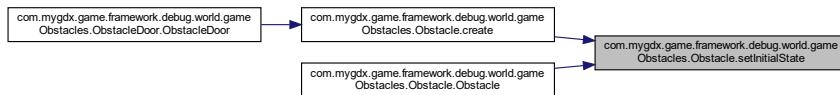


**2.89.2.10 getX()** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.getX ( )

**2.89.2.11 getY()** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.getY ( )

**2.89.2.12 setInitialState()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.setInitialState ( MapObject mapObject )

Here is the caller graph for this function:



**2.89.2.13 setX()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.setX ( float X )

**2.89.2.14 setY()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.setY ( float Y )

**2.89.2.15 soundPause()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.soundPause ( )

**2.89.2.16 soundResume()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.soundResume ( )

**2.89.2.17 update()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.update ( float dt )

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor** (p. ??).

## 2.89.3 Member Data Documentation

**2.89.3.1 active** boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.active

**2.89.3.2 angle** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.angle

**2.89.3.3 associationNumber** int com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.associationNumber

**2.89.3.4 body** Body com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.body

**2.89.3.5 bodyDef** BodyDef com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.bodyDef  
[protected]

**2.89.3.6 categoryBits** short com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.categoryBits = 0001 [protected]

**2.89.3.7 fixtureDef** FixtureDef com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.fixtureDef [protected]

**2.89.3.8 height** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.height

**2.89.3.9 ninePatch** NinePatch com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.ninePatch [protected]

**2.89.3.10 polygonShape** PolygonShape com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.polygonShape [protected]

**2.89.3.11 posX** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.posX

**2.89.3.12 posY** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.posY

**2.89.3.13 rectangle** Rectangle com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.rectangle [protected]

**2.89.3.14 screen** PlayScreen com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.screen [protected]

**2.89.3.15 sound** Sound com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.sound [protected]

**2.89.3.16 stringTextureRegion** String com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.stringTextureRegion [protected]

**2.89.3.17 width** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.width

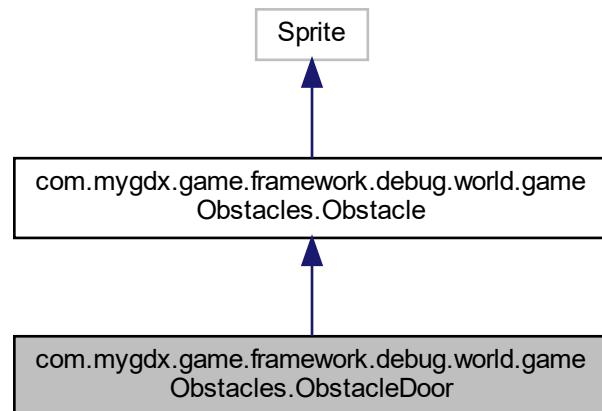
**2.89.3.18 world** World com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle.world [protected]

The documentation for this class was generated from the following file:

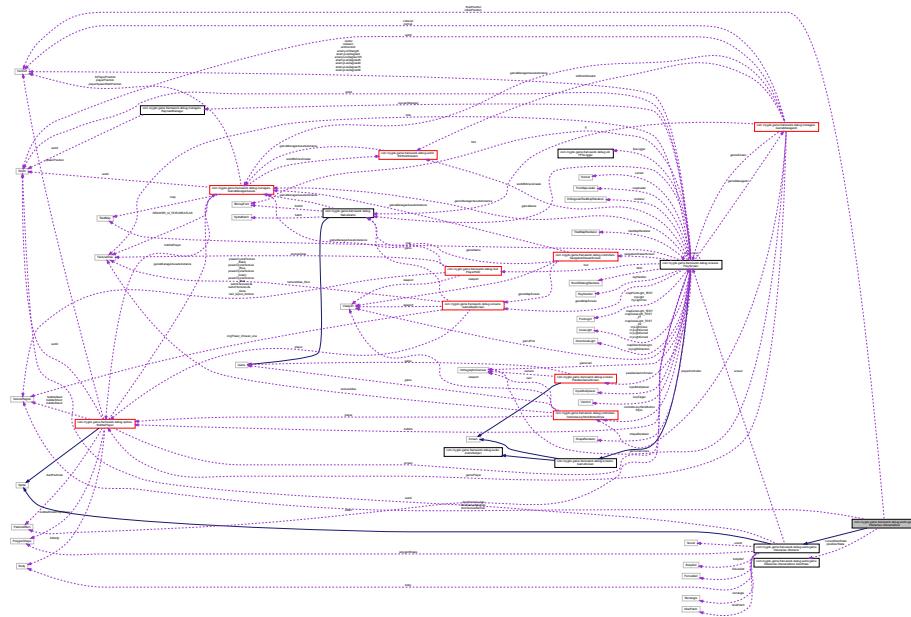
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObstacles/**Obstacle.java**

## 2.90 com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor:



### Classes

- enum **DoorState**

## Public Member Functions

- **ObstacleDoor** (`PlayScreen screen`, float x, float y, `MapObject rectangleObject`)
- `BodyType getBodyType ()`
- `void active (BubblePlayer player)`
- `void update (float dt)`
- `TextureRegion getFrame (float dt)`
- `void activateOpenAfterBossDeath ()`
- `void activateClose ()`
- `void activateOpen ()`
- `boolean getIsBooActivDoorOpenIsFinished ()`
- `void setIsBooActivDoorOpenIsFinished (boolean value)`
- `boolean getIsBooActivDoorClosesIsFinished ()`
- `void setIsBooActivDoorClosesIsFinished (boolean value)`
- `void draw (Batch batch)`

## Private Attributes

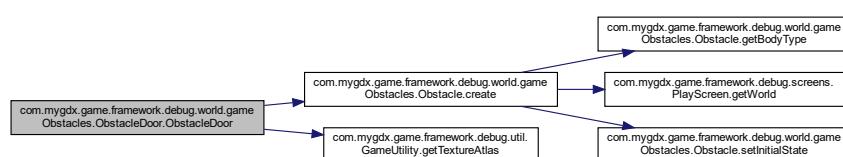
- `DoorState currentDoorState`
- `DoorState prevDoorState`
- float `speed = 5`
- float `doorAngle`
- float `doorScale`
- `Vector2 initialPosition`
- `Vector2 finalPosition`
- `TextureRegion doorTextureNormal`
- `TextureRegion doorTextureMedium`
- `TextureRegion doorTextureLarge`
- boolean `booActivDoorOpenIsFinished`
- boolean `booActivDoorClosesIsFinished`
- boolean `activateOpenAfterBossDeathBool`
- String `doorSize`

## Additional Inherited Members

### 2.90.1 Constructor & Destructor Documentation

```
2.90.1.1 ObstacleDoor() com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.<-
ObstacleDoor (
    PlayScreen screen,
    float x,
    float y,
    MapObject rectangleObject )
```

Here is the call graph for this function:



## 2.90.2 Member Function Documentation

**2.90.2.1 activateClose()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.activateClose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

**2.90.2.2 activateOpen()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.activateOpen ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

**2.90.2.3 activateOpenAfterBossDeath()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.activateOpenAfterBossDeath ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

**2.90.2.4 active()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.active ( BubblePlayer player )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

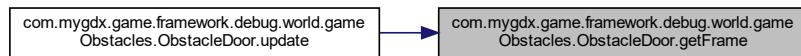
**2.90.2.5 draw()** void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.draw ( Batch batch )

**2.90.2.6 getBodyType()** BodyType com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.getBodyType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

```
2.90.2.7 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.getFrame (
    float dt )
```

Here is the caller graph for this function:



```
2.90.2.8 getIsBooActivDoorClosesFinished() boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.getIsBooActivDoorCloseIsFinished ( )
```

```
2.90.2.9 getIsBooActivDoorOpensFinished() boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.getIsBooActivDoorOpenIsFinished ( )
```

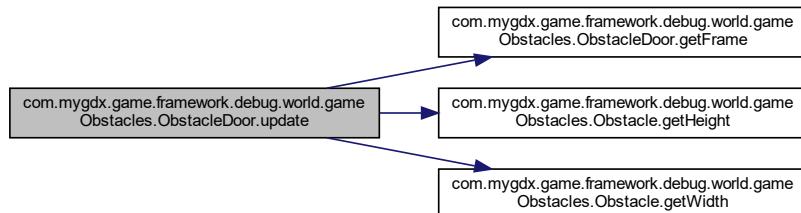
```
2.90.2.10 setIsBooActivDoorClosesFinished() void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.setIsBooActivDoorCloseIsFinished (
    boolean value )
```

```
2.90.2.11 setIsBooActivDoorOpensFinished() void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.setIsBooActivDoorOpenIsFinished (
    boolean value )
```

```
2.90.2.12 update() void com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObstacles.Obstacle** (p. ??).

Here is the call graph for this function:



### 2.90.3 Member Data Documentation

**2.90.3.1 activateOpenAfterBossDeathBool** boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.activateOpenAfterBossDeathBool [private]

**2.90.3.2 booActivDoorClosesFinished** boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.booActivDoorCloseIsFinished [private]

**2.90.3.3 booActivDoorOpenIsFinished** boolean com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.booActivDoorOpenIsFinished [private]

**2.90.3.4 currentDoorState** DoorState com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.currentDoorState [private]

**2.90.3.5 doorAngle** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorAngle [private]

**2.90.3.6 doorScale** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorScale [private]

**2.90.3.7 doorSize** String com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorSize [private]

**2.90.3.8 doorTextureLarge** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorTextureLarge [private]

**2.90.3.9 doorTextureMedium** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorTextureMedium [private]

**2.90.3.10 doorTextureNormal** TextureRegion com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.doorTextureNormal [private]

**2.90.3.11 finalPosition** Vector2 com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.finalPosition [private]

**2.90.3.12 initialPosition** Vector2 com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.initialPosition [private]

**2.90.3.13 prevDoorState** DoorState com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.prevDoorState [private]

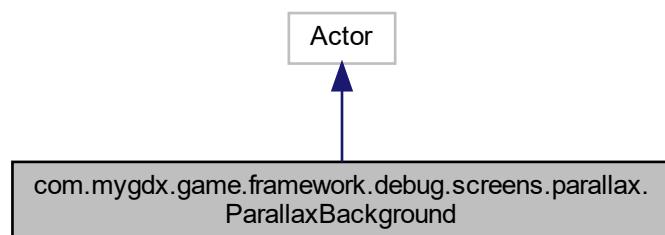
**2.90.3.14 speed** float com.badlogic.gdx.game.framework.debug.world.gameObstacles.ObstacleDoor.speed = 5 [private]

The documentation for this class was generated from the following file:

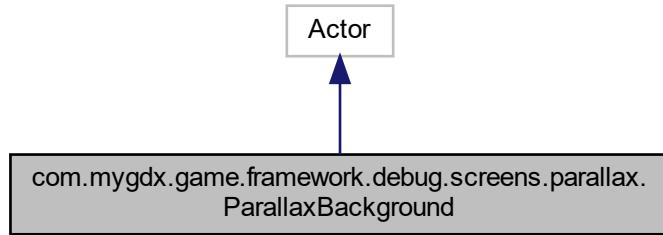
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObstacles/**ObstacleDoor.java**

## 2.91 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground:



### Public Member Functions

- **ParallaxBackground** (Array< Texture > textures)
- void **setSpeed** (int newSpeed)
- void **draw** (Batch batch, float parentAlpha)

### Private Attributes

- int **scroll**
- Array< Texture > **layers**
- final int **LAYER\_SPEED\_DIFFERENCE** = 1
- float **x**
- float **y**
- float **width**
- float **height**
- float **scaleX**
- float **scaleY**
- int **originX**
- int **originY**
- int **rotation**
- int **srcY**
- int **srcX**
- boolean **flipX**
- boolean **flipY**
- int **speed**

#### 2.91.1 Detailed Description

Created by julienvillegas on 20/01/2017.

#### 2.91.2 Constructor & Destructor Documentation

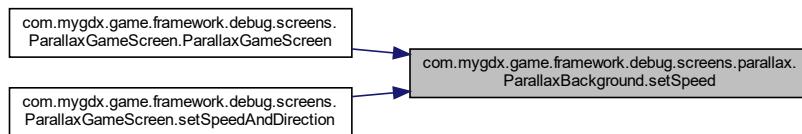
**2.91.2.1 ParallaxBackground()** com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.←  
 ParallaxBackground ( Array< Texture > textures )

### 2.91.3 Member Function Documentation

**2.91.3.1 draw()** void com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.draw ( Batch batch, float parentAlpha )

**2.91.3.2 setSpeed()** void com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.←  
 setSpeed ( int newSpeed )

Here is the caller graph for this function:



### 2.91.4 Member Data Documentation

**2.91.4.1 flipX** boolean com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.flipX  
 [private]

**2.91.4.2 flipY** boolean com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.flipY  
 [private]

**2.91.4.3 heigth** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.←  
 heigth [private]

**2.91.4.4 LAYER\_SPEED\_DIFFERENCE** final int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.LAYER\_SPEED\_DIFFERENCE = 1 [private]

**2.91.4.5 layers** Array<Texture> com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.layers [private]

**2.91.4.6 originX** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.originX [private]

**2.91.4.7 originY** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.originY [private]

**2.91.4.8 rotation** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.rotation [private]

**2.91.4.9 scaleX** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.scaleX [private]

**2.91.4.10 scaleY** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.scaleY [private]

**2.91.4.11 scroll** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.scroll [private]

**2.91.4.12 speed** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.speed [private]

**2.91.4.13 srcX** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.srcX [private]

**2.91.4.14 srcY** int com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.srcY  
[private]

**2.91.4.15 width** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.width  
[private]

**2.91.4.16 x** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.x [private]

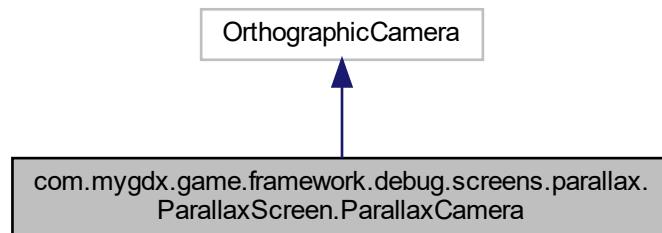
**2.91.4.17 y** float com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxBackground.y [private]

The documentation for this class was generated from the following file:

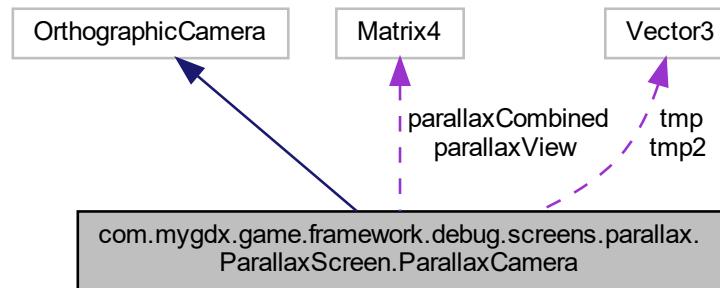
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/parallax/ **ParallaxBackground.java**

## **2.92 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.Parallax← Camera Class Reference**

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera:



## Public Member Functions

- **ParallaxCamera** (float viewportWidth, float viewportHeight)
- Matrix4 **calculateParallaxMatrix** (float parallaxX, float parallaxY)

## Package Attributes

- Matrix4 **parallaxView** = new Matrix4()
- Matrix4 **parallaxCombined** = new Matrix4()
- Vector3 **tmp** = new Vector3()
- Vector3 **tmp2** = new Vector3()

### 2.92.1 Constructor & Destructor Documentation

**2.92.1.1 ParallaxCamera()** com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera (

```

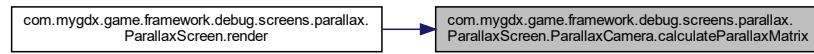
ParallaxCamera.ParallaxCamera (
    float viewportWidth,
    float viewportHeight )

```

### 2.92.2 Member Function Documentation

```
2.92.2.1 calculateParallaxMatrix() Matrix4 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera.calculateParallaxMatrix ( float parallaxX, float parallaxY )
```

Here is the caller graph for this function:



### 2.92.3 Member Data Documentation

```
2.92.3.1 parallaxCombined Matrix4 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera.parallaxCombined = new Matrix4() [package]
```

```
2.92.3.2 parallaxView Matrix4 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera.parallaxView = new Matrix4() [package]
```

```
2.92.3.3 tmp Vector3 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera.tmp = new Vector3() [package]
```

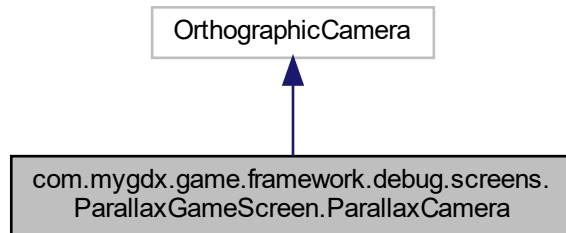
```
2.92.3.4 tmp2 Vector3 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera.tmp2 = new Vector3() [package]
```

The documentation for this class was generated from the following file:

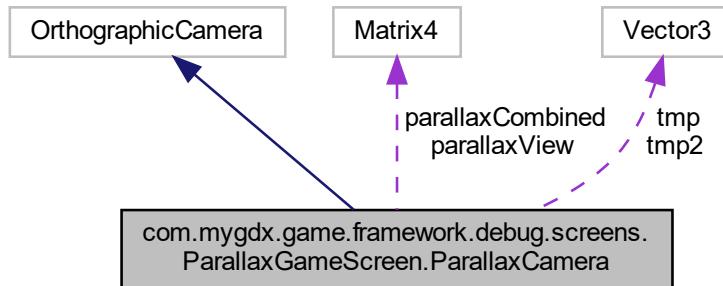
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/parallax/ **ParallaxScreen.java**

## 2.93 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera:



### Public Member Functions

- **ParallaxCamera** (float viewportWidth, float viewportHeight)
- Matrix4 **calculateParallaxMatrix** (float parallaxX, float parallaxY)

### Package Attributes

- Matrix4 **parallaxView** = new Matrix4()
- Matrix4 **parallaxCombined** = new Matrix4()
- Vector3 **tmp** = new Vector3()
- Vector3 **tmp2** = new Vector3()

### 2.93.1 Constructor & Destructor Documentation

**2.93.1.1 ParallaxCamera()** com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera (

```
    float viewportWidth,
    float viewportHeight )
```

### 2.93.2 Member Function Documentation

**2.93.2.1 calculateParallaxMatrix()** Matrix4 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera.calculateParallaxMatrix (

```
    float parallaxX,
    float parallaxY )
```

### 2.93.3 Member Data Documentation

**2.93.3.1 parallaxCombined** Matrix4 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera.parallaxCombined = new Matrix4() [package]

**2.93.3.2 parallaxView** Matrix4 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera.parallaxView = new Matrix4() [package]

**2.93.3.3 tmp** Vector3 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera.tmp = new Vector3() [package]

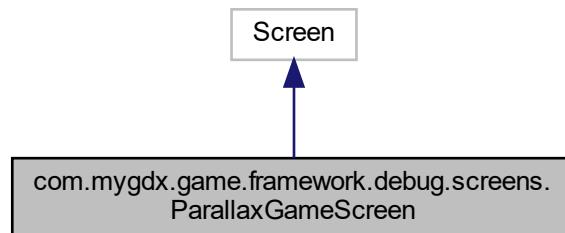
**2.93.3.4 tmp2** Vector3 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera.tmp2 = new Vector3() [package]

The documentation for this class was generated from the following file:

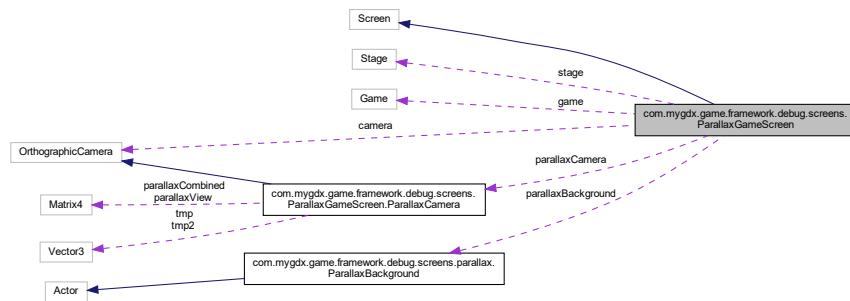
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **ParallaxGameScreen.java**

## 2.94 com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen:



### Classes

- class **ParallaxCamera**

### Public Member Functions

- **ParallaxGameScreen** (Game aGame)
- void **setSpeedAndDirection** (int value)
- Stage **getParallaxStage** ()
- void **show** ()
- void **render** (float delta)
- void **resize** (int width, int height)
- void **pause** ()
- void **resume** ()
- void **hide** ()
- void **dispose** ()

## Package Attributes

- **ParallaxBackground parallaxBackground**

## Private Attributes

- Stage stage
- Game game
- OrthographicCamera camera
- ParallaxCamera parallaxCamera

### 2.94.1 Constructor & Destructor Documentation

**2.94.1.1 ParallaxGameScreen()** com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.  
ParallaxGameScreen ( Game aGame )

Here is the call graph for this function:

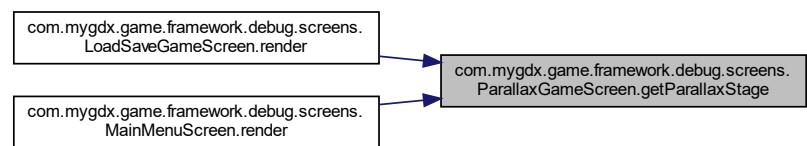


### 2.94.2 Member Function Documentation

**2.94.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.dispose ( )

**2.94.2.2 getParallaxStage()** Stage com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.  
getParallaxStage ( )

Here is the caller graph for this function:

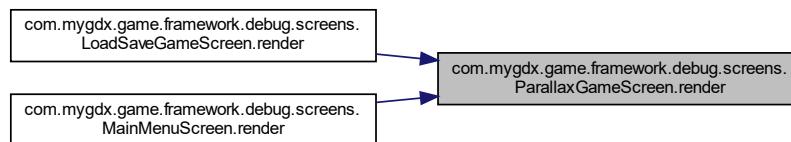


**2.94.2.3 `hide()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.hide ( )

**2.94.2.4 `pause()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.pause ( )

**2.94.2.5 `render()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.render ( float delta )

Here is the caller graph for this function:

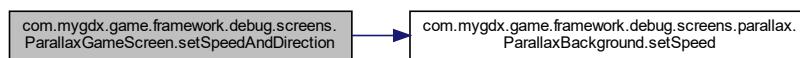


**2.94.2.6 `resize()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.resize ( int width, int height )

**2.94.2.7 `resume()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.resume ( )

**2.94.2.8 `setSpeedAndDirection()`** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.setSpeedAndDirection ( int value )

Here is the call graph for this function:



**2.94.2.9 show()** void com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.show ( )

### 2.94.3 Member Data Documentation

**2.94.3.1 camera** OrthographicCamera com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.camera [private]

**2.94.3.2 game** Game com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.game [private]

**2.94.3.3 parallaxBackground** ParallaxBackground com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.parallaxBackground [package]

**2.94.3.4 parallaxCamera** ParallaxCamera com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.parallaxCamera [private]

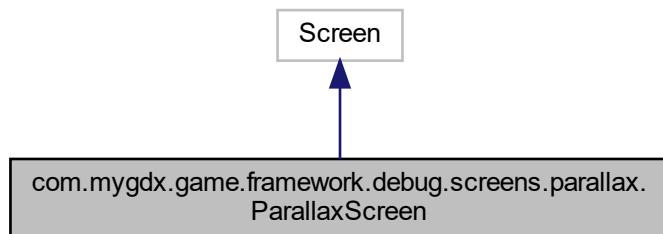
**2.94.3.5 stage** Stage com.badlogic.gdx.game.framework.debug.screens.ParallaxGameScreen.stage [private]

The documentation for this class was generated from the following file:

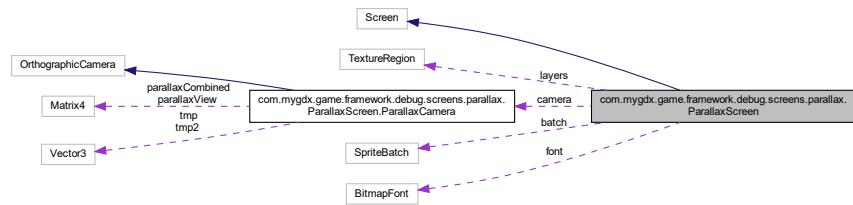
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **ParallaxGameScreen.java**

## 2.95 com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen:



## Classes

- class **ParallaxCamera**

## Public Member Functions

- void **show()**
- void **render**(float delta)
- void **resize**(int width, int height)
- void **pause()**
- void **resume()**
- void **hide()**
- void **dispose()**

## Package Attributes

- TextureRegion[] **layers**
- **ParallaxCamera** **camera**
- SpriteBatch **batch**
- BitmapFont **font**

### 2.95.1 Member Function Documentation

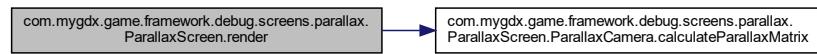
**2.95.1.1 dispose()** void com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.dispose( )

**2.95.1.2 hide()** void com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.hide( )

**2.95.1.3 pause()** void com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.pause( )

**2.95.1.4 render()** void com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.render ( float delta )

Here is the call graph for this function:



**2.95.1.5 resize()** void com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.resize ( int width, int height )

**2.95.1.6 resume()** void com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.resume ( )

**2.95.1.7 show()** void com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.show ( )

## 2.95.2 Member Data Documentation

**2.95.2.1 batch** SpriteBatch com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.  
batch [package]

**2.95.2.2 camera** ParallaxCamera com.badlogic.gdx.framework.debug.screens.parallax.Parallax  
Screen.camera [package]

**2.95.2.3 font** BitmapFont com.badlogic.gdx.framework.debug.screens.parallax.ParallaxScreen.font  
[package]

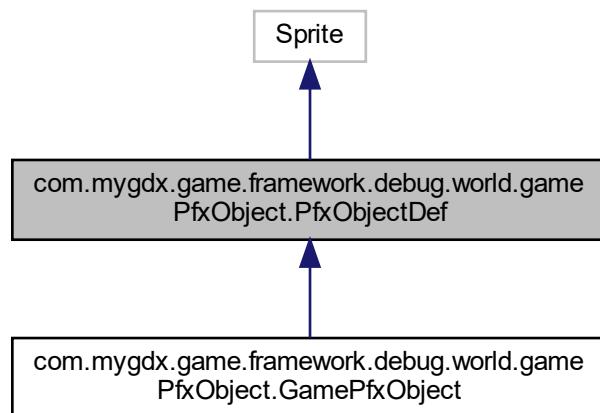
**2.95.2.4 layers** TextureRegion [ ] com.badlogic.gdx.game.framework.debug.screens.parallax.ParallaxScreen.layers [package]

The documentation for this class was generated from the following file:

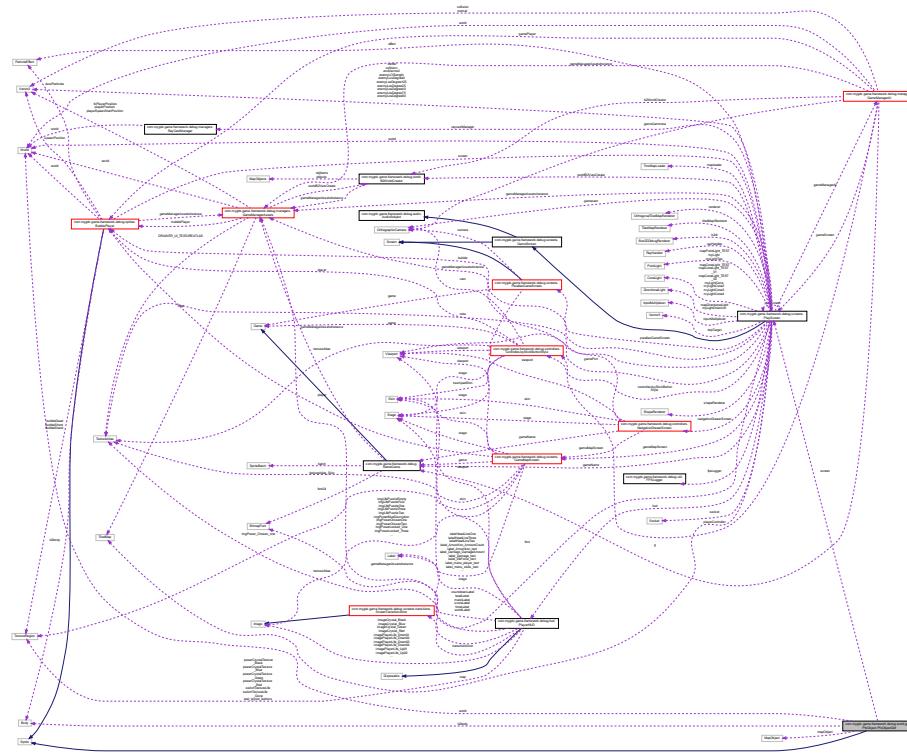
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/parallax/ **ParallaxScreen.java**

## 2.96 com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef:



## Public Member Functions

- `PfxObjectDef ( PlayScreen screen, float x, float y, MapObject object)`
- abstract String `getObjectIdentity ()`
- abstract void `update (float dt)`
- abstract int `getObjectID ()`

## Public Attributes

- Body `b2body`
- MapObject `mapObject`

## Protected Member Functions

- abstract void `defineGamePfxObject ()`

## Protected Attributes

- World `world`
- PlayScreen `screen`

## Private Attributes

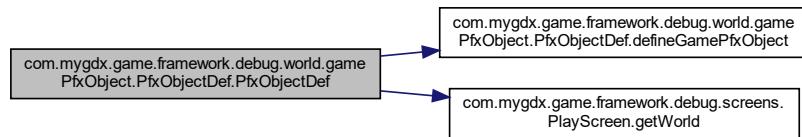
- String `objectIdentity`

## 2.96.1 Constructor & Destructor Documentation

**2.96.1.1 PfxObjectDef()** com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.PfxObjectDef (

```
PlayScreen screen,
float x,
float y,
MapObject object )
```

Here is the call graph for this function:

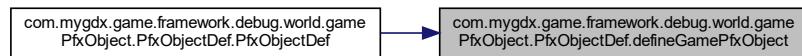


## 2.96.2 Member Function Documentation

**2.96.2.1 defineGamePfxObject()** abstract void com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.defineGamePfxObject ( ) [abstract], [protected]

Reimplemented in `com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject` (p. ??).

Here is the caller graph for this function:



**2.96.2.2 getObjectID()** abstract int com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.getObjectID ( ) [abstract]

Reimplemented in `com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject` (p. ??).

**2.96.2.3 `getObjectIdentity()`** abstract String com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.getObjectIdentity ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject** (p. ??).

**2.96.2.4 `update()`** abstract void com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.world.gamePfxObject.GamePfxObject** (p. ??).

### 2.96.3 Member Data Documentation

**2.96.3.1 `b2body`** Body com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.b2body

**2.96.3.2 `mapObject`** MapObject com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.mapObject

**2.96.3.3 `objectIdentity`** String com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.objectIdentity [private]

**2.96.3.4 `screen`** PlayScreen com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.screen [protected]

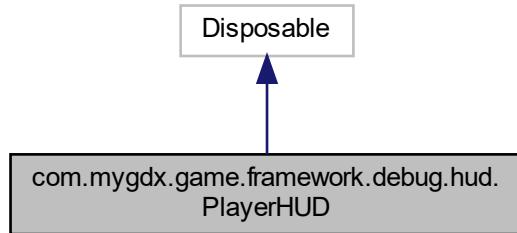
**2.96.3.5 `world`** World com.badlogic.gdx.game.framework.debug.world.gamePfxObject.PfxObjectDef.world [protected]

The documentation for this class was generated from the following file:

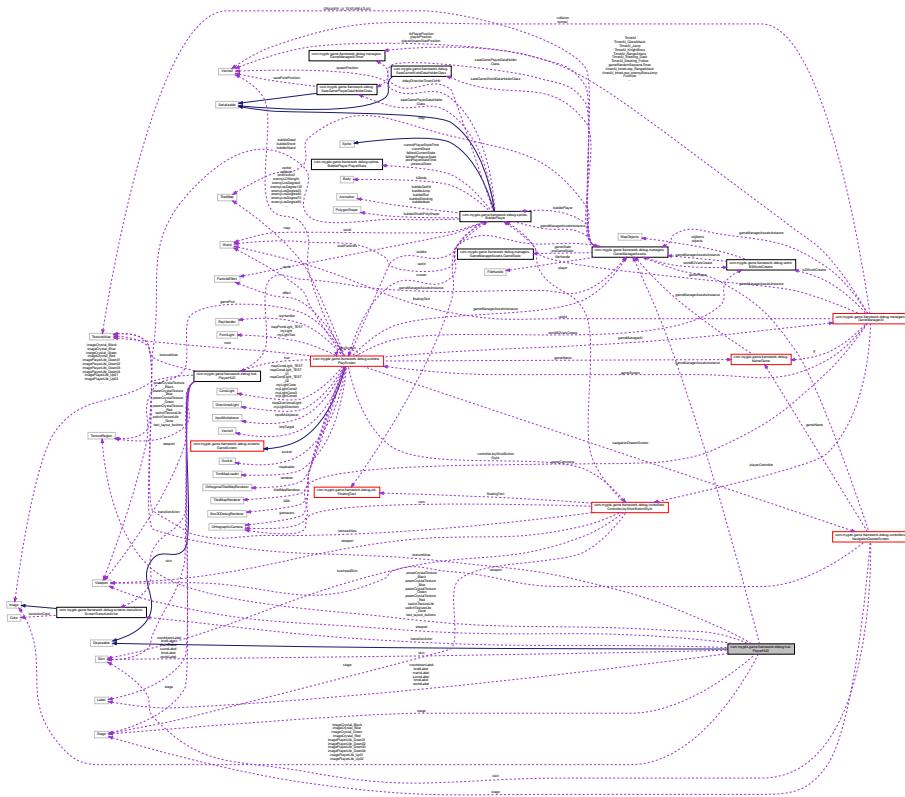
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gamePfxObject/ **PfxObjectDef.java**

## 2.97 com.badlogic.gdx.game.framework.debug.hud.PlayerHUD Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.hud.PlayerHUD:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.hud.PlayerHUD:



### Public Member Functions

- **PlayerHUD (SpriteBatch sb, int lifeOfPlayer, GameManagerAssets instance)**
- void **setLifeVisible (int life)**
- void **addTransitionToScreen ()**
- void **AddTransitionToScreenFadeOut ()**

- void **update** (float dt, int pLive)
- void **render** (float dt)
- void **resize** (int width, int height)
- void **dispose** ()
- boolean **isTimeUp** ()

#### Static Public Member Functions

- static void **addScore** (int value)

#### Public Attributes

- Stage **stage**

#### Private Attributes

- Viewport **viewport**
- Integer **worldTimer**
- boolean **timeUp**
- float **timeCount**
- Label **countdownLabel**
- Label **timeLabel**
- Label **levelLabel**
- Label **worldLabel**
- Label **marioLabel**
- TextureAtlas **textureAtlas**
- Image **imagePlayerLife\_Up01**
- Image **imagePlayerLife\_Up02**
- Image **imagePlayerLife\_Up03**
- Image **imagePlayerLife\_Up04**
- Image **imagePlayerLife\_Down01**
- Image **imagePlayerLife\_Down02**
- Image **imagePlayerLife\_Down03**
- Image **imagePlayerLife\_Down04**
- Image **imageCrystal\_Red**
- Image **imageCrystal\_Blue**
- Image **imageCrystal\_Black**
- Image **imageCrystal\_Green**
- TextureRegion **switchTextureLife**
- TextureRegion **switchTextureLife\_Gone**
- TextureRegion **powerCrystalTexture\_Red**
- TextureRegion **powerCrystalTexture\_Blue**
- TextureRegion **powerCrystalTexture\_Black**
- TextureRegion **powerCrystalTexture\_Green**
- TextureRegion **test\_layout\_buttons**
- Image **imageTest\_layout\_buttons**
- ScreenTransitionActor **transitionActor**
- Skin **skin**
- int **playerLife**
- boolean **fadeout**
- GameManagerAssets **gameManagerAssetsInstance**

## Static Private Attributes

- static Integer **score**
- static Label **scoreLabel**

### 2.97.1 Constructor & Destructor Documentation

**2.97.1.1 PlayerHUD()** com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.PlayerHUD (

```
    SpriteBatch sb,
    int lifeOfPlayer,
    GameManagerAssets instance )
```

Here is the call graph for this function:



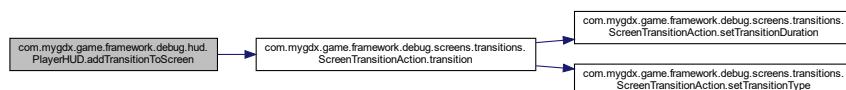
### 2.97.2 Member Function Documentation

**2.97.2.1 addScore()** static void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.addScore (

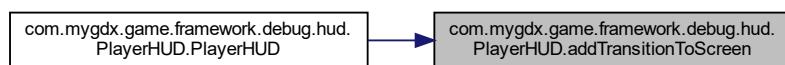
```
    int value ) [static]
```

**2.97.2.2 addTransitionToScreen()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.addTransitionToScreen ( )

Here is the call graph for this function:

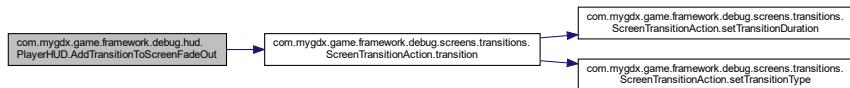


Here is the caller graph for this function:



**2.97.2.3 AddTransitionToScreenFadeOut()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD. $\leftarrow$  AddTransitionToScreenFadeOut ( )

Here is the call graph for this function:

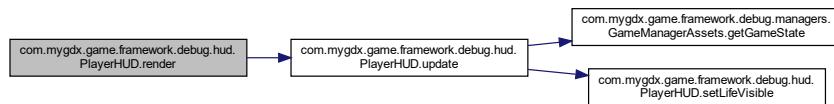


**2.97.2.4 dispose()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.dispose ( )

**2.97.2.5 isTimeUp()** boolean com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.isTimeUp ( )

**2.97.2.6 render()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.render ( float dt )

Here is the call graph for this function:



**2.97.2.7 resize()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.resize ( int width, int height )

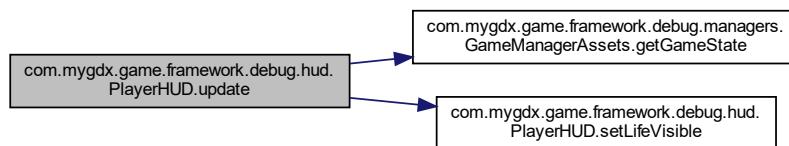
**2.97.2.8 setLifeVisible()** void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.setLifeVisible ( int life )

Here is the caller graph for this function:



```
2.97.2.9 update() void com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.update (
    float dt,
    int pLive )
```

Here is the call graph for this function:



Here is the caller graph for this function:



### 2.97.3 Member Data Documentation

**2.97.3.1 countdownLabel** Label com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.countdownLabel [private]

**2.97.3.2 fadeout** boolean com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.fadeout [private]

**2.97.3.3 gameManagerAssetsInstance** GameManagerAssets com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.gameManagerAssetsInstance [private]

**2.97.3.4 imageCrystal\_Black** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imageCrystal\_Black [private]

**2.97.3.5 imageCrystal\_Blue** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imageCrystal\_Blue [private]

**2.97.3.6 imageCrystal\_Green** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imageCrystal\_Green [private]

**2.97.3.7 imageCrystal\_Red** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imageCrystal\_Red [private]

**2.97.3.8 imagePlayerLife\_Down01** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Down01 [private]

**2.97.3.9 imagePlayerLife\_Down02** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Down02 [private]

**2.97.3.10 imagePlayerLife\_Down03** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Down03 [private]

**2.97.3.11 imagePlayerLife\_Down04** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Down04 [private]

**2.97.3.12 imagePlayerLife\_Up01** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Up01 [private]

**2.97.3.13 imagePlayerLife\_Up02** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Up02 [private]

**2.97.3.14 imagePlayerLife\_Up03** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.imagePlayerLife\_Up03 [private]

**2.97.3.15 imagePlayerLife\_Up04** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.image<→  
PlayerLife\_Up04 [private]

**2.97.3.16 imageTest\_layout\_buttons** Image com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.image<→  
Test\_layout\_buttons [private]

**2.97.3.17 levelLabel** Label com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.levelLabel [private]

**2.97.3.18 marioLabel** Label com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.marioLabel [private]

**2.97.3.19 playerLife** int com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.playerLife [private]

**2.97.3.20 powerCrystalTexture\_Black** TextureRegion com.badlogic.gdx.game.framework.debug.hud.Player<→  
HUD.powerCrystalTexture\_Black [private]

**2.97.3.21 powerCrystalTexture\_Blue** TextureRegion com.badlogic.gdx.game.framework.debug.hud.Player<→  
HUD.powerCrystalTexture\_Blue [private]

**2.97.3.22 powerCrystalTexture\_Green** TextureRegion com.badlogic.gdx.game.framework.debug.hud.Player<→  
HUD.powerCrystalTexture\_Green [private]

**2.97.3.23 powerCrystalTexture\_Red** TextureRegion com.badlogic.gdx.game.framework.debug.hud.Player<→  
HUD.powerCrystalTexture\_Red [private]

**2.97.3.24 score** Integer com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.score [static], [private]

**2.97.3.25 scoreLabel** Label com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.scoreLabel [static], [private]

**2.97.3.26 skin** Skin com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.skin [private]

**2.97.3.27 stage** Stage com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.stage

**2.97.3.28 switchTextureLife** TextureRegion com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.switch← TextureLife [private]

**2.97.3.29 switchTextureLife\_Gone** TextureRegion com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.← switchTextureLife\_Gone [private]

**2.97.3.30 test\_layout\_buttons** TextureRegion com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.test← \_layout\_buttons [private]

**2.97.3.31 textureAtlas** TextureAtlas com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.textureAtlas [private]

**2.97.3.32 timeCount** float com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.timeCount [private]

**2.97.3.33 timeLabel** Label com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.timeLabel [private]

**2.97.3.34 timeUp** boolean com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.timeUp [private]

**2.97.3.35 transitionActor** `ScreenTransitionActor` `com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.transitionActor` [private]

**2.97.3.36 viewport** `Viewport` `com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.viewport` [private]

**2.97.3.37 worldLabel** `Label` `com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.worldLabel` [private]

**2.97.3.38 worldTimer** `Integer` `com.badlogic.gdx.game.framework.debug.hud.PlayerHUD.worldTimer` [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/hud/ **PlayerHUD.java**

## 2.98 com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState Enum Reference

### Public Attributes

- **FALLING**
- **JUMPING**
- **IDLE**
- **ONBALLONE**
- **SHOOTING**
- **RUNNING**
- **HIT**
- **DEAD**

### 2.98.1 Member Data Documentation

**2.98.1.1 DEAD** `com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.DEAD`

**2.98.1.2 FALLING** `com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.FALLING`

**2.98.1.3 HIT** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.HIT

**2.98.1.4 IDLE** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.IDLE

**2.98.1.5 JUMPING** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.JUMPING

**2.98.1.6 ONBALLONE** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.ONBALLONE

**2.98.1.7 RUNNING** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.RUNNING

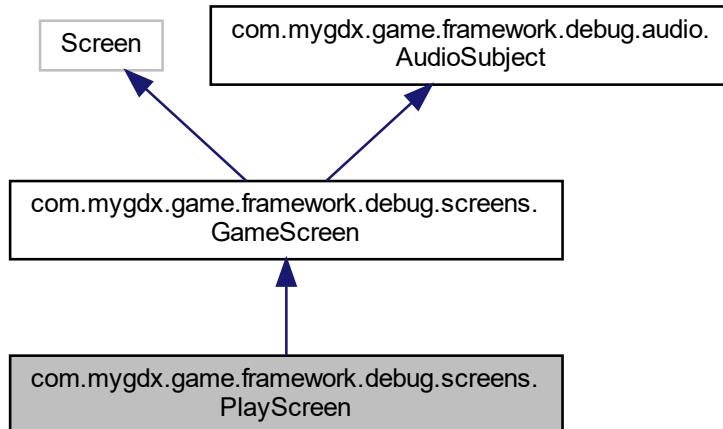
**2.98.1.8 SHOOTING** com.badlogic.gdx.game.framework.debug.sprites.BubblePlayer.PlayerState.SHOOTING

The documentation for this enum was generated from the following file:

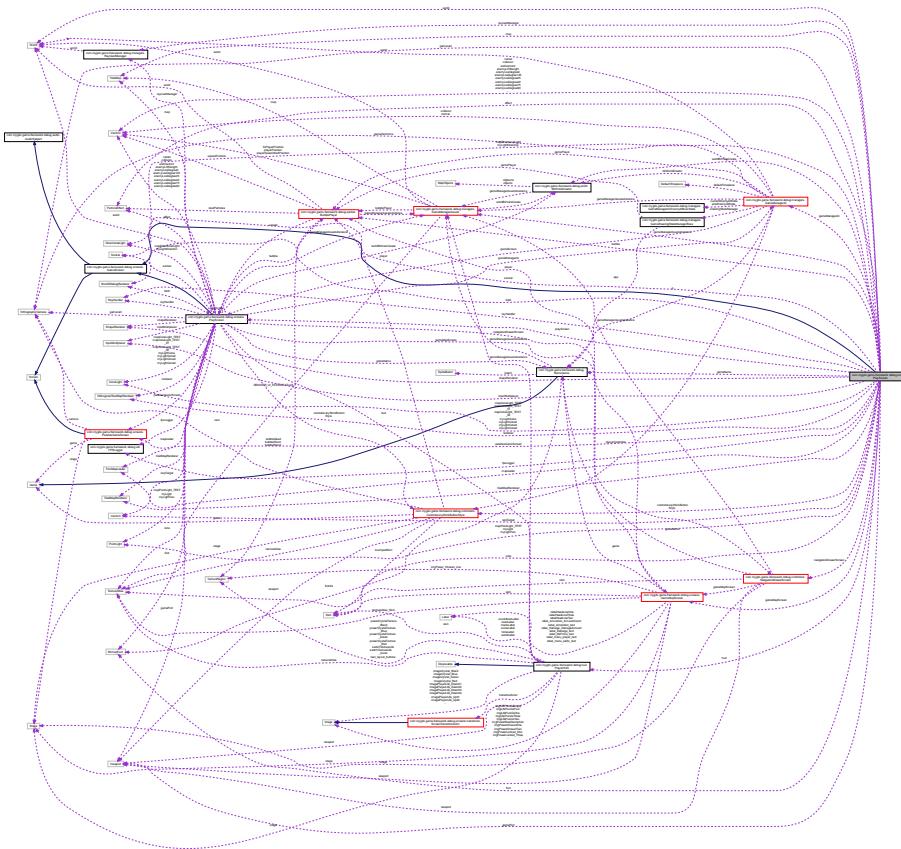
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/ **BubblePlayer.java**

## 2.99 com.badlogic.gdx.game.framework.debug.screens.PlayScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.PlayScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.PlayScreen:



## Public Member Functions

- **PlayScreen ( NameGame game, String mapW, String mapL, GameManagerAssets instance)**
- void **connectSocket ()**
- void **configSocketEvents ()**
- void **show ()**
- void **update (float dt)**
- void **render (float dt)**
- boolean **gameWorldMapChange ()**
- boolean **gameLevelMapChange ()**
- boolean **gameOver ()**
- World **getWorld ()**
- TiledMap **getMap ()**
- void **resize (int width, int height)**
- void **pause ()**
- void **resume ()**
- void **hide ()**
- void **dispose ()**
- Vector3 **boundaryOfPlayer (Vector3 position, float startX, float startY, float with, float height)**
- Vector2 **rotatePoint (Vector2 center, Vector2 point, float angle)**

## Static Public Member Functions

- static void **boundary (OrthographicCamera camera, float startX, float startY, float with, float height)**

### Static Protected Attributes

- static final String **TAG** = null

### Package Attributes

- String **id**
- HashMap< String, **BubblePlayer** > **friendlyPlayers**
- TiledMapRenderer **tiledMapRenderer**
- **NavigationDrawerScreen** **navigationDrawerScreen**
- **ControllerJoyStickButtonStyle** **controllerJoyStickButtonStyle**
- float **statTime** = 0
- Vector3 **lerpTarget**
- int **levelWidth** = 0
- int **levelHeight** = 0
- Vector2 **rayDir** = new Vector2()
- Vector2 **rayEnd** = new Vector2()
- Vector2 **center** = new Vector2()
- ShapeRenderer **shapeRenderer**
- float[] **aabb** = new float[10]
- float[] **angleLinetesting** = new float[10]
- Array< Body > **bodiesWithinArea** = new Array<Body>()
- Array< **BubblePlayer** > **testPlayerAABB** = new Array< **BubblePlayer**>()
- Array< Body > **bodyList** = new Array<Body>()
- **RayCastManager** **raycastManager**
- Vector2 **enemyRayPointCenter** = new Vector2()
- Vector2 **enemyLosDegree40** = new Vector2()
- Vector2 **enemyLosDegree25** = new Vector2()
- Vector2 **enemyLosDegree0** = new Vector2()
- Vector2 **enemyLosDegree75** = new Vector2()
- Vector2 **enemyLosDegree90** = new Vector2()
- Vector2 **enemyLosDegree125** = new Vector2()
- Vector2 **collision** = new Vector2()
- Vector2 **normal** = new Vector2()
- boolean **directionFacingRight**
- int **numRays** = 10
- float **angle** = 0
- Vector2 **vertxVectorP1** = new Vector2()
- Vector2 **vertxVectorP2** = new Vector2()
- Vector2 **vertxVectorP3** = new Vector2()
- Vector2 **vertxVectorP4** = new Vector2()
- Vector2 **enemyLOSlength** = new Vector2(0.5f,0f)
- float **lowerX**
- float **lowerY**
- float **upperX**
- float **upperY**
- **GameMapScreen** **gameMapScreen**
- float **startX**
- float **startY**
- ParticleEffect **effect**
- TextureAtlas **note**
- **FPSLogger** **fpsLogger**
- int **soundJumpControllerNormalJump** = 0
- int **soundJumpControllerNormalWallJump** = 0

## Static Package Attributes

- static final float **STEEP\_TIME** = 1f / 60f

## Private Member Functions

- void **handleInput** (float dt)

## Private Attributes

- Socket **socket**
- NameGame **gameName**
- String **mapLevel**
- String **mapWorld**
- OrthographicCamera **gamecam**
- Viewport **gamePort**
- PlayerHUD **hud**
- TmxMapLoader **maploader**
- TiledMap **map**
- OrthogonalTiledMapRenderer **renderer**
- float **backgroundTime**
- float **accumulator** = 0
- World **world**
- Box2DDebugRenderer **b2dr**
- B2WorldCreator **worldB2VarsCreate**
- GameManagerAI **gameManagerAI**
- BubblePlayer **bubble**
- RayHandler **rayHandler**
- PointLight **myLight**
- PointLight **myLightTwo**
- PointLight **mapPointLight\_TEST**
- ConeLight **mapConeLight\_TEST**
- ConeLight **mapConeLight\_TEST\_01**
- ConeLight **mapConeLight\_TEST\_02**
- DirectionalLight **mapDirectionalLight**
- ConeLight **myLightCone**
- ConeLight **myLightCone2**
- ConeLight **myLightCone3**
- ConeLight **myLightCone4**
- DirectionalLight **myLightDriection**
- ArrayList< Button > **main\_action\_bar\_buttons\_list**
- ArrayList< Button > **quick\_bar\_buttons\_list**
- InputMultiplexer **inputMultiplexer**
- Vector2 **startVector2**
- Vector2 **endVector2**
- Vector2 **vecPoint**
- Vector2 **vecNormal**
- float **dist**
- BitmapFont **font**
- ParallaxGameScreen **parallaxGameScreen**
- GameManagerAssets **gameManagerAssetsInstance**
- PlayScreen **playScreen**
- int **testVar**

## 2.99.1 Constructor & Destructor Documentation

### 2.99.1.1 PlayScreen() com.badlogic.gdx.framework.debug.screens.PlayScreen.PlayScreen (

```
NameGame game,  
String mapW,  
String mapL,  
GameManagerAssets instance )
```

font for Buttons Counter How many Bullets left and FSP debug Counter etc

OrthogonalTiledMapRenderer(TiledMap map, float unitScale)

changed - we sett camera pos out from player spawn post

BOX2D LIGHT STUFF BEGIN

this sets the spawn pos from the new map or old get it's spawn pos 0

We have to keep the old pos from map world if we die

We have to use the new pos if we travel a level

creates the player in our game world

WorldMapChange or LevelMapChange are true

World -MapChange is true

Level -MapChange is true

Start of Game - No save Game - should start with low life = 1.

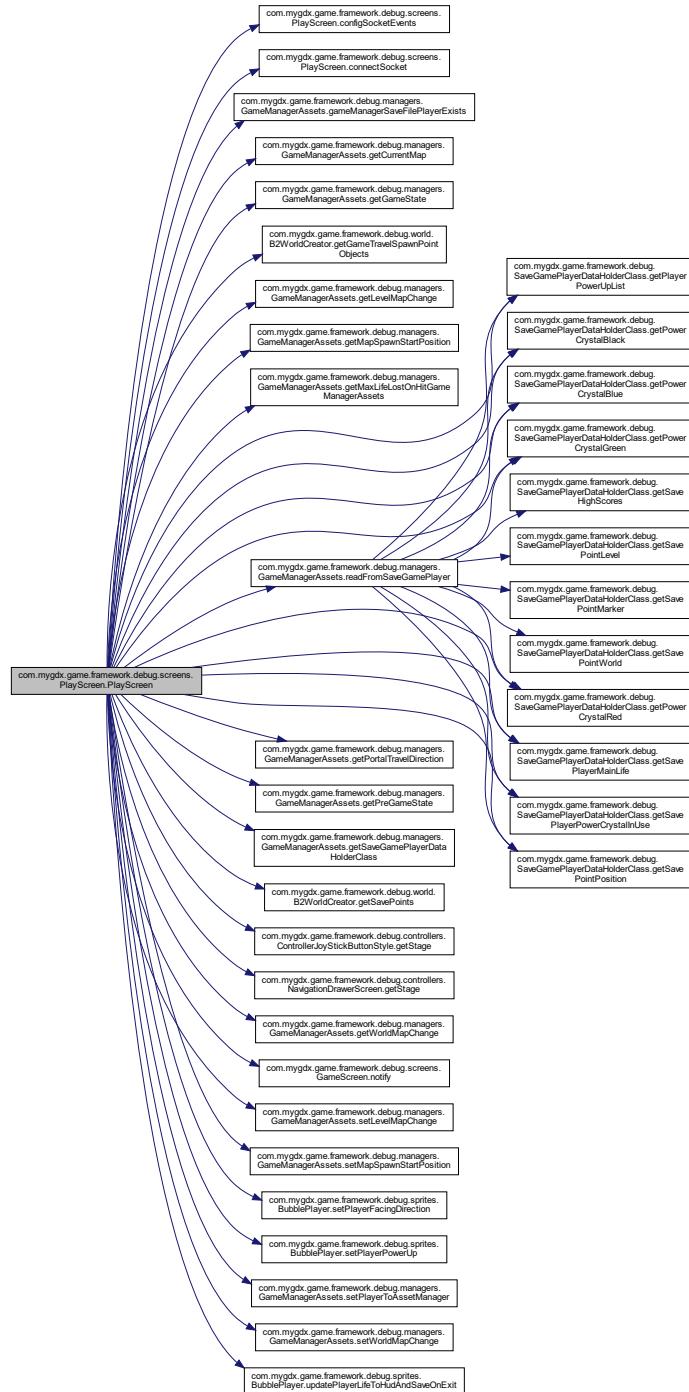
in bubble player init() -this was a virtual method ArrayList on null object ref - testing here !!!

-check save game for powers-

Create updateAllSpawnLifeFromEnemy lights

AI - Manager

World - Set the contact listenerHere is the call graph for this function:



## 2.99.2 Member Function Documentation

**2.99.2.1 boundary()** static void com.badlogic.gdx.framework.debug.screens.PlayScreen.boundary ( OrthographicCamera camera,

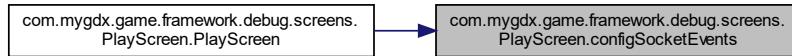
```
float startX,  
float startY,  
float width,  
float height ) [static]
```

**2.99.2.2 boundaryOfPlayer()** Vector3 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.boundaryOfPlayer (

```
Vector3 position,  
float startX,  
float startY,  
float width,  
float height )
```

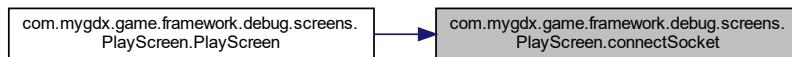
**2.99.2.3 configSocketEvents()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.configSocketEvents ( )

NetWork Here is the caller graph for this function:



**2.99.2.4 connectSocket()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.connectSocket ( )

Here is the caller graph for this function:



**2.99.2.5 dispose()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.6 gameLevelMapChange()** boolean com.badlogic.gdx.game.framework.debug.screens.PlayScreen.  
gameLevelMapChange ( )

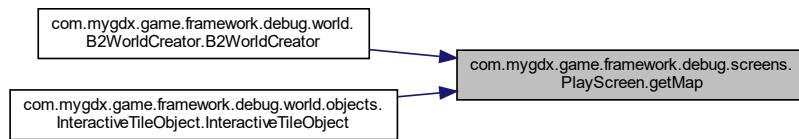
**2.99.2.7 gameOver()** boolean com.badlogic.gdx.game.framework.debug.screens.PlayScreen.gameOver ( )

**2.99.2.8 gameWorldMapChange()** boolean com.badlogic.gdx.game.framework.debug.screens.PlayScreen.  
gameWorldMapChange ( )

this starts World Map change - player get's it from onPortalHit

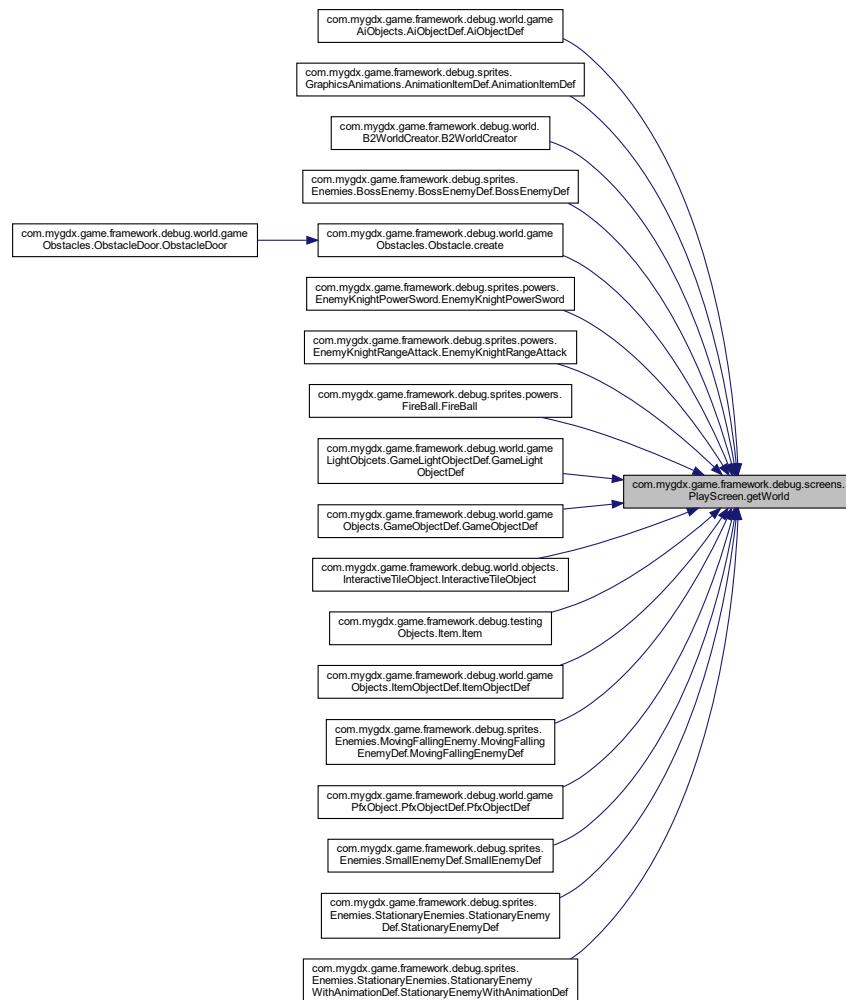
**2.99.2.9 getMap()** TiledMap com.badlogic.gdx.game.framework.debug.screens.PlayScreen.getMap ( )

Here is the caller graph for this function:



**2.99.2.10 getWorld()** World com.badlogic.gdx.game.framework.debug.screens.PlayScreen.getWorld ( )

Here is the caller graph for this function:



**2.99.2.11 handleInput()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.handleInput ( float dt ) [private]

Jump Sound Normal jump - need falling test -Or sound will play if a sound is stored and we fall down a platform

Jump Sound Controller Normal jump

Jump Sound Wall jump ? Never sett controllerSound to 1 ?

Jump Sound Controller Wall jump

**2.99.2.12 hide()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.hide ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.13 pause()** void com.mygdx.game.framework.debug.screens.PlayScreen.pause ( )

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.14 render()** void com.mygdx.game.framework.debug.screens.PlayScreen.render ( float dt )

Internal Clock for CoolTime on UI Buttons

don' know if needed, and take away parallax as bad with particle effect

this draws very close to screen eye effect rain on phone screen sort of

Debug Line Renderer

Debug Line Renderer

Save point (texture update) NB!! have to be drawn be for the Player

Game Doors Texture update when moving

Game Doors Texture update when moving Boss is dead Open door again!!

Only need this if we wan't hidden Switch with Texture

Render enemy debug - comment out - to se hit box only

Only Draw what player can se and is active

Moving Falling Enemy Stalgmites

Render ExtraLife Dropped from Dead EnemyA

Render DragonEgg Dropped from Dead SmallEnemyDef

Enemy spikes Update - don't need this if no animation ???

Render Visual Graphics Animation Grass etc - Behind visual Graphics

Render Visual Graphics Animation Grass etc - Behind visual Graphics

Testing running it in front

could this work ??? copy hud way of doing it ???

This works with out parallax dull's it out !!??

Counter left to shoot and info about buttons TEST

fx -Pick up Message Line ?? test ??

Crystal power Left side info

Crystal power Left side info

Debug line

RayHandler light Render & update

Testing : just to show it for now, this is of course very wrong how to sett it... etc. ???!!! Map internal box view

Testing : just to show it for now, this is of course very wrong how to sett it... etc. ???!!! Map internal box view

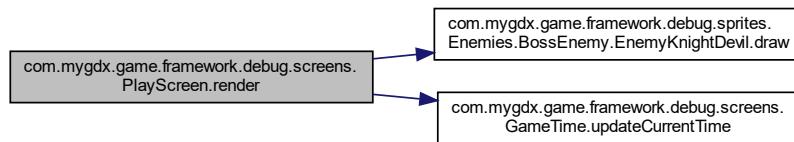
if one have more then one life left and fall to far spawn at last save point else back to menu!! and from there Play ->> last spawn point

load the last save game, gets world, level from saveGame

currentWorld currentLevel | newCurrentWorld newCurrentLevel are set by GameManagerAsset on call to onPortalTravelHit

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



**2.99.2.15 `resize()`** void com.badlogic.gdx.framework.debug.screens.PlayScreen.resize ( int width, int height )

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.16 `resume()`** void com.badlogic.gdx.framework.debug.screens.PlayScreen.resume ( )

Reimplemented from **com.badlogic.gdx.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.17 `rotatePoint()`** Vector2 com.badlogic.gdx.framework.debug.screens.PlayScreen.rotatePoint ( Vector2 center, Vector2 point, float angle )

**2.99.2.18 show()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.show ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.99.2.19 update()** void com.badlogic.gdx.game.framework.debug.screens.PlayScreen.update ( float dt )

Updates gui buttons cool down timer

Door Switches

Hidden Switches

The Door's

activable obstacle

SavePoint's get savePoint number, go through the list, Update all points not active, change texture to false!!

Boss Spawn Point AI - Marker

All the games Portals -Level & New Worlds-

All the games Hidden transition Portals -Level & New Worlds- No texture

Extra life, extraDragonEgg, extraTreasureChest, playerPowerUP etc

Update graphics Grass etc

Update graphics Grass etc

Moving Falling Enemy Stalgmites

Enemy spikes Update

Tak away Black bars -Screen-

Make the Camera not stutter with use of boundary

for Seen where player is falling a long time !!!

this works over all - but on map Size small or lager the textManager wont work

if we use gamePort.getWorldWidth() / 2 or if we use gamecam.viewportWidth() / 2

and 0.0 on startY && startX the text is good and camera to left up/down is good but not right up/down

map 40 - 20.

test on map 20 - 10 || here the text is out of sync but not far off the player height && width !!

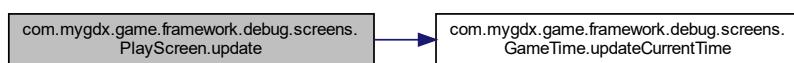
change now startX && Y from 0.0 to a number !! se again

update our game camera with correct coordinates after changes

RayHandler lights etc

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



### 2.99.3 Member Data Documentation

**2.99.3.1 aabb** float [] com.badlogic.gdx.game.framework.debug.screens.PlayScreen.aabb = new float[10] [package]

**2.99.3.2 accumulator** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.accumulator = 0 [private]

**2.99.3.3 angle** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.angle = 0 [package]

**2.99.3.4 angleLinetesting** float [] com.badlogic.gdx.game.framework.debug.screens.PlayScreen.angleLinetesting = new float[10] [package]

**2.99.3.5 b2dr** Box2DDrawable com.badlogic.gdx.game.framework.debug.screens.PlayScreen.b2dr [private]

**2.99.3.6 backgroundTime** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.backgroundTime [private]

**2.99.3.7 bodiesWithinArea** Array<Body> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.bodiesWithinArea = new Array<Body>() [package]

**2.99.3.8 bodyList** Array<Body> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.bodyList = new Array<Body>() [package]

**2.99.3.9 bubble** BubblePlayer com.badlogic.gdx.game.framework.debug.screens.PlayScreen.bubble [private]

**2.99.3.10 center** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.center = new Vector2()  
[package]

**2.99.3.11 collision** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.collision = new  
Vector2() [package]

**2.99.3.12 controllerJoyStickButtonStyle** ControllerJoyStickButtonStyle com.badlogic.gdx.game.framework.debug.screens.PlayScreen.controllerJoyStickButtonStyle [package]

**2.99.3.13 directionFacingRight** boolean com.badlogic.gdx.game.framework.debug.screens.PlayScreen.directionFacingRight [package]

**2.99.3.14 dist** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.dist [private]

**2.99.3.15 effect** ParticleEffect com.badlogic.gdx.game.framework.debug.screens.PlayScreen.effect [package]  
ParticleEffect testing

**2.99.3.16 endVector2** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.endVector2  
[private]

**2.99.3.17 enemyLosDegree0** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree0 = new Vector2() [package]

**2.99.3.18 enemyLosDegree125** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree125 = new Vector2() [package]

**2.99.3.19 enemyLosDegree25** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree25 = new Vector2() [package]

**2.99.3.20 enemyLosDegree40** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree40 = new Vector2() [package]

**2.99.3.21 enemyLosDegree75** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree75 = new Vector2() [package]

**2.99.3.22 enemyLosDegree90** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLosDegree90 = new Vector2() [package]

**2.99.3.23 enemyLOSlength** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyLOSlength = new Vector2(0.5f,0f) [package]

**2.99.3.24 enemyRayPointCenter** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.enemyRayPointCenter = new Vector2() [package]

**2.99.3.25 font** BitmapFont com.badlogic.gdx.game.framework.debug.screens.PlayScreen.font [private]

**2.99.3.26 fpsLogger** FPSLogger com.badlogic.gdx.game.framework.debug.screens.PlayScreen.fpsLogger [package]

**2.99.3.27 friendlyPlayers** HashMap<String, BubblePlayer> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.friendlyPlayers [package]

**2.99.3.28 gamecam** OrthographicCamera com.badlogic.gdx.game.framework.debug.screens.PlayScreen.gamecam [private]

**2.99.3.29 gameManagerAI** GameManagerAI com.badlogic.gdx.game.framework.debug.screens.PlayScreen.gameManagerAI [private]

**2.99.3.30 gameManagerAssetsInstance** `GameManagerAssets` `com.mygdx.game.framework.debug.screens.PlayScreen.gameManagerAssetsInstance` [private]

**2.99.3.31 gameMapScreen** `GameMapScreen` `com.mygdx.game.framework.debug.screens.PlayScreen.gameMapScreen` [package]

Start testing Var's

**2.99.3.32 gameName** `NameGame` `com.mygdx.game.framework.debug.screens.PlayScreen.gameName` [private]

**2.99.3.33 gamePort** `Viewport` `com.mygdx.game.framework.debug.screens.PlayScreen.gamePort` [private]

**2.99.3.34 hud** `PlayerHUD` `com.mygdx.game.framework.debug.screens.PlayScreen.hud` [private]

**2.99.3.35 id** `String` `com.mygdx.game.framework.debug.screens.PlayScreen.id` [package]

**2.99.3.36 inputMultiplexer** `InputMultiplexer` `com.mygdx.game.framework.debug.screens.PlayScreen.inputMultiplexer` [private]

**2.99.3.37 lerpTarget** `Vector3` `com.mygdx.game.framework.debug.screens.PlayScreen.lerpTarget` [package]

**2.99.3.38 levelHeight** `int` `com.mygdx.game.framework.debug.screens.PlayScreen.levelHeight = 0` [package]

**2.99.3.39 levelWidth** `int` `com.mygdx.game.framework.debug.screens.PlayScreen.levelWidth = 0` [package]

**2.99.3.40 lowerX** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.lowerX [package]

**2.99.3.41 lowerY** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.lowerY [package]

**2.99.3.42 main\_action\_bar\_buttons\_list** ArrayList<Button> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.main\_action\_bar\_buttons\_list [private]

**2.99.3.43 map** TiledMap com.badlogic.gdx.game.framework.debug.screens.PlayScreen.map [private]

**2.99.3.44 mapConeLight\_TEST** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapConeLight\_TEST [private]

**2.99.3.45 mapConeLight\_TEST\_01** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapConeLight\_TEST\_01 [private]

**2.99.3.46 mapConeLight\_TEST\_02** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapConeLight\_TEST\_02 [private]

**2.99.3.47 mapDirectionalLight** DirectionalLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapDirectionalLight [private]

**2.99.3.48 mapLevel** String com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapLevel [private]

**2.99.3.49 maploader** TmxMapLoader com.badlogic.gdx.game.framework.debug.screens.PlayScreen.maploader [private]

**2.99.3.50 mapPointLight\_TEST** PointLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.  
mapPointLight\_TEST [private]

**2.99.3.51 mapWorld** String com.badlogic.gdx.game.framework.debug.screens.PlayScreen.mapWorld [private]

**2.99.3.52 myLight** PointLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLight [private]

**2.99.3.53 myLightCone** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLightCone  
[private]

**2.99.3.54 myLightCone2** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLight  
Cone2 [private]

**2.99.3.55 myLightCone3** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLight  
Cone3 [private]

**2.99.3.56 myLightCone4** ConeLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLight  
Cone4 [private]

**2.99.3.57 myLightDriection** DirectionalLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.  
myLightDriection [private]

**2.99.3.58 myLightTwo** PointLight com.badlogic.gdx.game.framework.debug.screens.PlayScreen.myLightTwo  
[private]

**2.99.3.59 navigationDrawerScreen** NavigationDrawerScreen com.badlogic.gdx.game.framework.debug.  
screens.PlayScreen.navigationDrawerScreen [package]

**2.99.3.60 normal** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.normal = new Vector2()  
[package]

**2.99.3.61 note** TextureAtlas com.badlogic.gdx.game.framework.debug.screens.PlayScreen.note [package]

**2.99.3.62 numRays** int com.badlogic.gdx.game.framework.debug.screens.PlayScreen.numRays = 10 [package]

**2.99.3.63 parallaxGameScreen** ParallaxGameScreen com.badlogic.gdx.game.framework.debug.screens.PlayScreen.parallaxGameScreen [private]

**2.99.3.64 playScreen** PlayScreen com.badlogic.gdx.game.framework.debug.screens.PlayScreen.playScreen [private]

**2.99.3.65 quick\_bar\_buttons\_list** ArrayList<Button> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.quick\_bar\_buttons\_list [private]

**2.99.3.66 raycastManager** RayCastManager com.badlogic.gdx.game.framework.debug.screens.PlayScreen.raycastManager [package]

**2.99.3.67 rayDir** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.rayDir = new Vector2()  
[package]

**2.99.3.68 rayEnd** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.rayEnd = new Vector2()  
[package]

**2.99.3.69 rayHandler** RayHandler com.badlogic.gdx.game.framework.debug.screens.PlayScreen.rayHandler [private]

**2.99.3.70 renderer** OrthogonalTiledMapRenderer com.badlogic.gdx.game.framework.debug.screens.PlayScreen.renderer [private]

**2.99.3.71 shapeRenderer** ShapeRenderer com.badlogic.gdx.game.framework.debug.screens.PlayScreen.shapeRenderer [package]

**2.99.3.72 socket** Socket com.badlogic.gdx.game.framework.debug.screens.PlayScreen.socket [private]

**2.99.3.73 soundJumpControllerNormalJump** int com.badlogic.gdx.game.framework.debug.screens.PlayScreen.soundJumpControllerNormalJump = 0 [package]

**2.99.3.74 soundJumpControllerNormalWallJump** int com.badlogic.gdx.game.framework.debug.screens.PlayScreen.soundJumpControllerNormalWallJump = 0 [package]

**2.99.3.75 startVector2** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.startVector2 [private]

**2.99.3.76 startX** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.startX [package]

**2.99.3.77 startY** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.startY [package]

**2.99.3.78 statTime** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.statTime = 0 [package]

**2.99.3.79 STEEP\_TIME** final float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.STEEP\_TIME = 1f / 60f [static], [package]

**2.99.3.80 TAG** final String com.badlogic.gdx.game.framework.debug.screens.PlayScreen.TAG = null [static], [protected]

**2.99.3.81 testPlayerAABB** Array< **BubblePlayer**> com.badlogic.gdx.game.framework.debug.screens.PlayScreen.testPlayerAABB = new Array< **BubblePlayer**>() [package]

**2.99.3.82 testVar** int com.badlogic.gdx.game.framework.debug.screens.PlayScreen.testVar [private]

**2.99.3.83 tiledMapRenderer** TiledMapRenderer com.badlogic.gdx.game.framework.debug.screens.PlayScreen.tiledMapRenderer [package]

**2.99.3.84 upperX** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.upperX [package]

**2.99.3.85 upperY** float com.badlogic.gdx.game.framework.debug.screens.PlayScreen.upperY [package]

**2.99.3.86 vecNormal** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vecNormal [private]

**2.99.3.87 vecPoint** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vecPoint [private]

**2.99.3.88 vertxVectorP1** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vertxVectorP1 = new Vector2() [package]

**2.99.3.89 vertxVectorP2** Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vertxVectorP2 = new Vector2() [package]

**2.99.3.90 `vertxVectorP3`** `Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vertxVector←`  
`P3 = new Vector2() [package]`

**2.99.3.91 `vertxVectorP4`** `Vector2 com.badlogic.gdx.game.framework.debug.screens.PlayScreen.vertxVector←`  
`P4 = new Vector2() [package]`

**2.99.3.92 `world`** `World com.badlogic.gdx.game.framework.debug.screens.PlayScreen.world [private]`

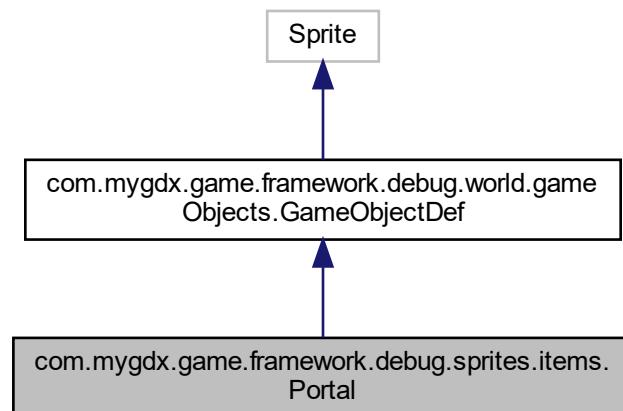
**2.99.3.93 `worldB2VarsCreate B2WorldCreator`** `B2WorldCreator com.badlogic.gdx.game.framework.debug.screens.Play←`  
`Screen.worldB2VarsCreate [private]`

The documentation for this class was generated from the following file:

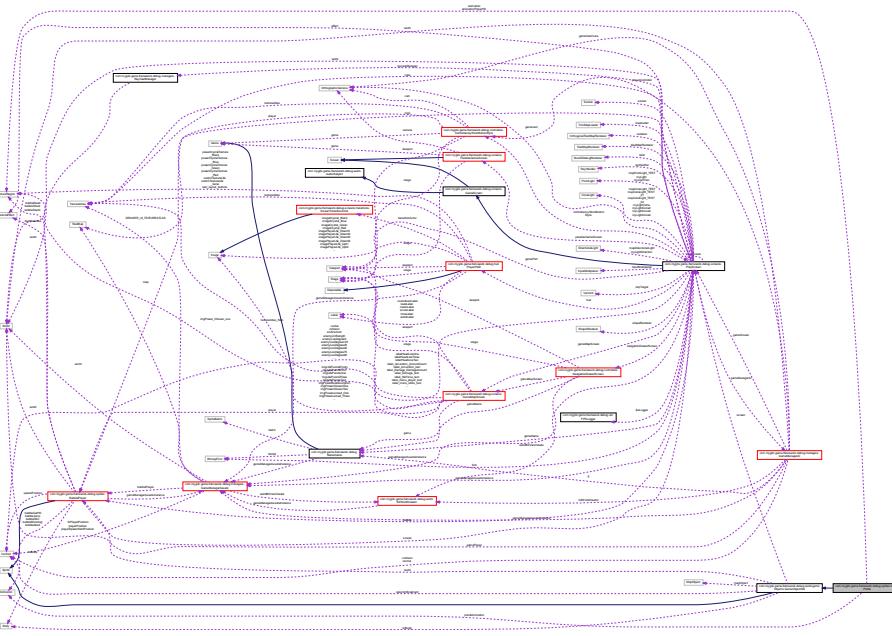
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ **PlayScreen.java**

## 2.100 com.badlogic.gdx.game.framework.debug.sprites.items.Portal Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.Portal:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.Portal:



## Public Member Functions

- **Portal ( PlayScreen screen, float x, float y, MapObject object)**
- String **getObjectIdentity ()**
- void **update (float dt)**
- TextureRegion **getFrame (float dt)**
- int **getObjectID ()**
- void **onSavePointHit (Vector2 player, String world, String level, String savePoint)**
- void **onGameObjectHitChangeTexture (Boolean textureChange)**
- void **onPortalTravelHit (String travelFrom, String travelTo)**
- void **setRunDoors (boolean t)**
- void **active (Array< Obstacle > obstacles)**
- void **activeAfterBossDeath (Array< Obstacle > obstacles)**
- void **getHitBossSpawn ()**
- String **getPortalMapTravelType ()**
- String **getThisPortalMapWorld ()**
- String **getThisPortalMapLevel ()**
- String **getPortalID ()**
- String **getPortalMapDestination ()**
- String **getMapPortalDirectionTravelId ()**
- void **draw (Batch batch)**

## Public Attributes

- String **mapTravelType**
- String **mapPortalId**
- String **mapWorld**
- String **mapLevel**
- String **mapDestination**
- String **mapPortalDirectionTravelId**

## Protected Member Functions

- void **defineGameObject** ()

## Private Attributes

- String **objectIdentity**
- boolean **savePointBooleanHit**
- TextureRegion **animationPlayerHit**
- TextureRegion **animation**
- Animation **portalAnimation**
- Array< TextureRegion > **textureFrames**
- float **stateTime**
- boolean **setToDestroy**
- boolean **destroyed**

## Additional Inherited Members

### 2.100.1 Detailed Description

Portals - "GAME\_PORTAL" -START- DESTINATION (PORTAL NR) FUNCTION (START) PORTAL (ID) TYPE (LEVEL) / (WORLD)

-END- FUNCTION (END) PORTAL (ID) TYPE (LEVEL) / -(WORLD)- We don't need as we travel to **SavePoint** (p. ??) 0

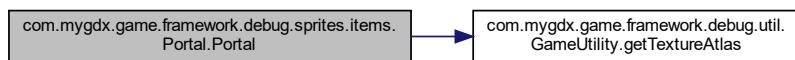
TYPE (WORLD) - DESTINATION (PORTAL NR = ALWAYS 0 (SAVE\_POINT) ) -TRAVEL TO NEW MAP- TYPE (LEVEL) - DESTINATION (PORTAL NR) -TRAVEL WITH INN THE MAP-

### 2.100.2 Constructor & Destructor Documentation

**2.100.2.1 Portal()** com.badlogic.gdx.game.framework.debug.sprites.items.Portal.Portal (

```
PlayScreen screen,
float x,
float y,
MapObject object )
```

Here is the call graph for this function:



### 2.100.3 Member Function Documentation

**2.100.3.1 active()** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.active ( Array< **Obstacle** > obstacles )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.2 activeAfterBossDeath()** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.activeAfterBossDeath ( Array< **Obstacle** > obstacles )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.3 defineGameObject()** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.defineGameObject ( ) [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.4 draw()** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.draw ( Batch batch )

**2.100.3.5 getFrame()** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getFrame ( float dt )

**2.100.3.6 getHitBossSpawn()** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getHitBossSpawn ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.7 getMapPortalDirectionTravelId()** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getMapPortalDirectionTravelId ( )

**2.100.3.8 `getObjectID()`** int com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.9 `getObjectIdentity()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.10 `getPortalID()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getPortalID ( )

**2.100.3.11 `getPortalMapDestination()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getPortalMapDestination ( )

**2.100.3.12 `getPortalMapTravelType()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getPortalMapTravelType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.100.3.13 `getThisPortalMapLevel()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getThisPortalMapLevel ( )

**2.100.3.14 `getThisPortalMapWorld()`** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.getThisPortalMapWorld ( )

**2.100.3.15 `onGameObjectHitChangeTexture()`** void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.onGameObjectHitChangeTexture ( Boolean textureChange )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.100.3.16 onPortalTravelHit() void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.onPortalTravelHit ( String travelFrom, String travelTo )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.100.3.17 onSavePointHit() void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.onSavePointHit ( Vector2 player, String world, String level, String savePoint )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

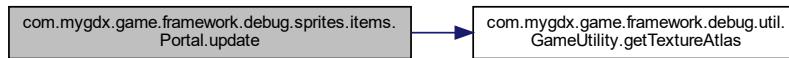
```
2.100.3.18 setRunDoors() void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.setRunDoors ( boolean t )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.100.3.19 update() void com.badlogic.gdx.game.framework.debug.sprites.items.Portal.update ( float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

Here is the call graph for this function:



## 2.100.4 Member Data Documentation

```
2.100.4.1 animation TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items.Portal.animation [private]
```

**2.100.4.2 animationPlayerHit** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items. $\leftarrow$   
Portal.animationPlayerHit [private]

**2.100.4.3 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.items.Portal.destroyed  
[private]

**2.100.4.4 mapDestination** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.map $\leftarrow$   
Destination

**2.100.4.5 mapLevel** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.mapLevel

**2.100.4.6 mapPortalDirectionTravelId** String com.badlogic.gdx.game.framework.debug.sprites.items. $\leftarrow$   
Portal.mapPortalDirectionTravelId

**2.100.4.7 mapPortalId** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.mapPortalId

**2.100.4.8 mapTravelType** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.mapTravel $\leftarrow$   
Type

**2.100.4.9 mapWorld** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.mapWorld

**2.100.4.10 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.Portal.object $\leftarrow$   
Identity [private]

**2.100.4.11 portalAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.Portal. $\leftarrow$   
portalAnimation [private]

**2.100.4.12 savePointBooleanHit** boolean com.badlogic.gdx.game.framework.debug.sprites.items.Portal.  
savePointBooleanHit [private]

**2.100.4.13 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.items.Portal.setTo  
Destroy [private]

**2.100.4.14 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.Portal.stateTime [private]

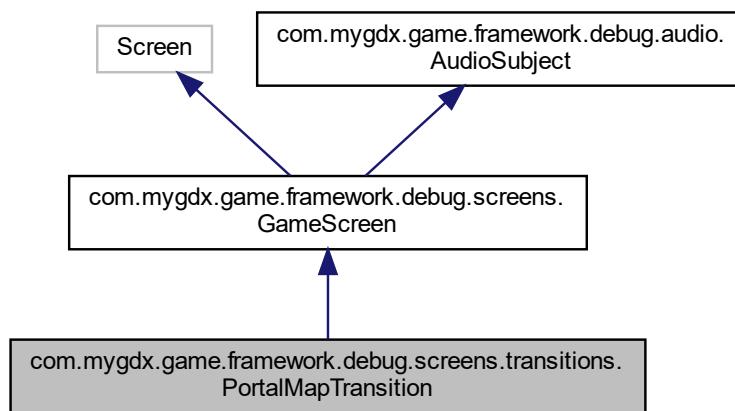
**2.100.4.15 textureFrames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.items.  
Portal.textureFrames [private]

The documentation for this class was generated from the following file:

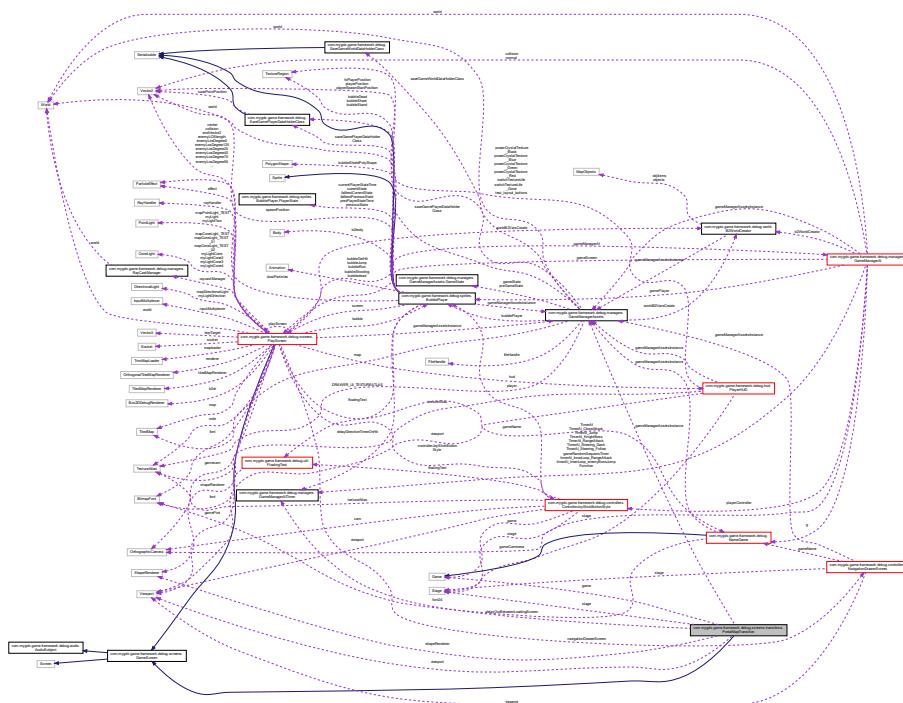
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **Portal.java**

## 2.101 com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition:



## Public Member Functions

- **PortalMapTransition** (Game **game**, String **w**, String **l**, **GameManagerAssets** instance)
- void **update** (float **dt**)
- void **render** (float **delta**)
- void **resize** (int **width**, int **height**)
- void **pause** ()
- void **resume** ()
- void **hide** ()
- void **dispose** ()

## Private Attributes

- Viewport **viewport**
- Stage **stage**
- Game **game**
- String **mapWorld**
- String **mapLevel**
- ShapeRenderer **shapeRenderer**
- float **progress**
- GameManagerAITimer **delayOurBetweenLoadingScreen**
- GameManagerAssets **gameManagerAssetsInstance**

### 2.101.1 Constructor & Destructor Documentation

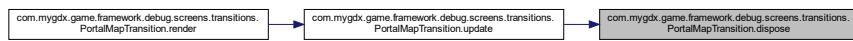
```
2.101.1.1 PortalMapTransition() com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition (Game game, String w, String l, GameManagerAssets instance)
```

## 2.101.2 Member Function Documentation

```
2.101.2.1 dispose() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.dispose ()
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the caller graph for this function:



```
2.101.2.2 hide() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.hide ()
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

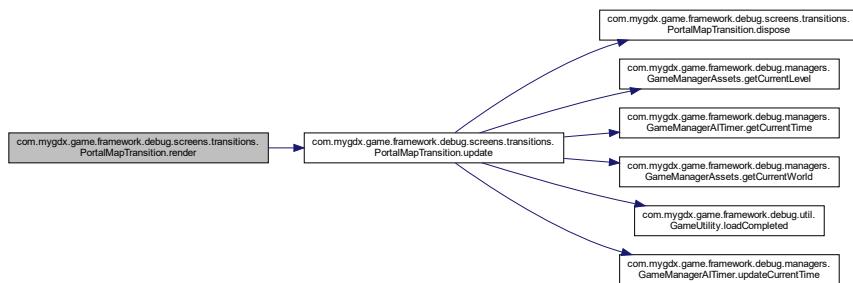
```
2.101.2.3 pause() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.pause ()
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

```
2.101.2.4 render() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.render (
    float delta )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



```
2.101.2.5 resize() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.resize (
    int width,
    int height )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

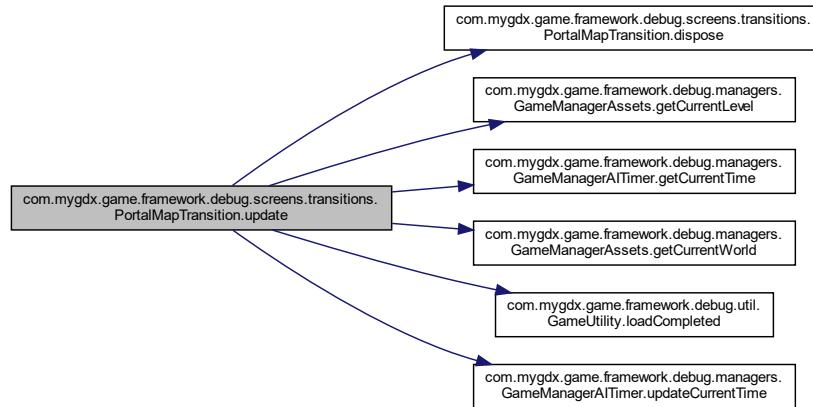
```
2.101.2.6 resume() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.resume ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

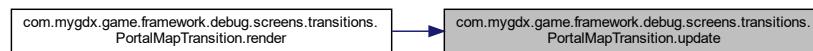
```
2.101.2.7 update() void com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



Here is the caller graph for this function:



### 2.101.3 Member Data Documentation

**2.101.3.1 delayOurBetweenLoadingScreen** `GameManagerAITimer` `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.delayOurBetweenLoadingScreen` [private]

**2.101.3.2 game** `Game` `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.game` [private]

**2.101.3.3 gameManagerAssetsInstance** `GameManagerAssets` `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.gameManagerAssetsInstance` [private]

**2.101.3.4 mapLevel** `String` `com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.mapLevel` [private]

**2.101.3.5 mapWorld** String com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.mapWorld [private]

**2.101.3.6 progress** float com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.progress [private]

**2.101.3.7 shapeRenderer** ShapeRenderer com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.shapeRenderer [private]

**2.101.3.8 stage** Stage com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.stage [private]

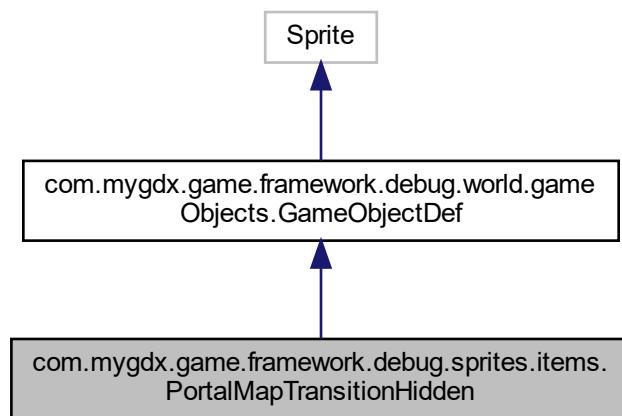
**2.101.3.9 viewport** Viewport com.badlogic.gdx.game.framework.debug.screens.transitions.PortalMapTransition.viewport [private]

The documentation for this class was generated from the following file:

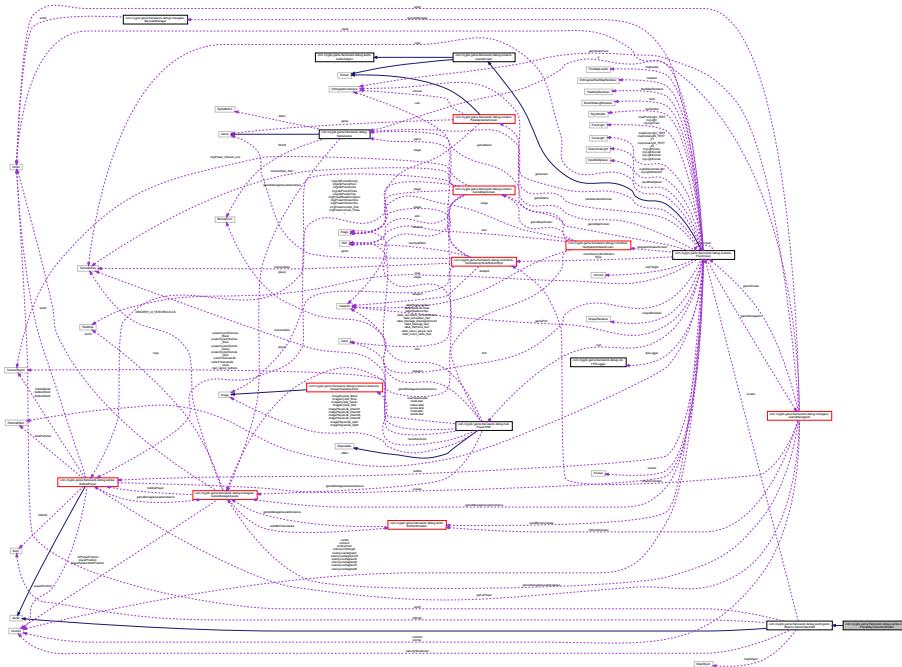
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/ **PortalMapTransition.java**

## 2.102 com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden:



## Public Member Functions

- **PortalMapTransitionHidden ( PlayScreen screen, float x, float y, MapObject object)**
- String **getObjectIdentity ()**
- void **update (float dt)**
- int **getObjectID ()**
- void **onSavePointHit (Vector2 player, String world, String level, String savePoint)**
- void **onGameObjectHitChangeTexture (Boolean textureChange)**
- void **onPortalTravelHit (String travelFrom, String travelTo)**
- void **setRunDoors (boolean t)**
- void **active (Array< Obstacle > obstacles)**
- void **activeAfterBossDeath (Array< Obstacle > obstacles)**
- void **getHitBossSpawn ()**
- String **getPortalMapTravelType ()**
- String **getThisPortalMapWorld ()**
- String **getThisPortalMapLevel ()**
- String **getPortalID ()**
- String **getPortalMapDestinationLevel ()**
- String **getPortalMapDestinationWorld ()**
- String **getMapPortalDirectionTraveld ()**
- String **getMapPortalSensorDirectionTraveld ()**
- String **getActive ()**
- Vector2 **getSpawnPointFromPortal ()**

## Public Attributes

- String **mapTravelType**
- String **mapPortalId**
- String **mapWorld**
- String **mapLevel**
- String **mapTravelLevel**
- String **mapTravelWorld**
- String **mapSensorDirection**
- String **mapPortalDirectionTravelId**
- boolean **time\_to\_reDefineVertical**

## Protected Member Functions

- void **defineGameObjectVertical ()**
- void **defineGameObject ()**

## Private Attributes

- String **objectIdentity**
- boolean **savePointBooleanHit**
- float **stateTime**
- boolean **setToDestroy**
- boolean **destroyed**
- String **active**

## Additional Inherited Members

### 2.102.1 Constructor & Destructor Documentation

```
2.102.1.1 PortalMapTransitionHidden() com.badlogic.gdx.game.framework.debug.sprites.items.PortalMap←  
TransitionHidden.PortalMapTransitionHidden (←  
    PlayScreen screen,  
    float x,  
    float y,  
    MapObject object )
```

### 2.102.2 Member Function Documentation

```
2.102.2.1 active() void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition←  
Hidden.active (←  
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.102.2.2 activeAfterBossDeath() void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.activeAfterBossDeath (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.102.2.3 defineGameObject() void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.defineGameObject () [protected]
```

HORIZONTAL Sensor

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.102.2.4 defineGameObjectVertical() void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.defineGameObjectVertical () [protected]
```

VERTICAL Sensor Here is the caller graph for this function:



```
2.102.2.5 getActive() String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getActive ()
```

```
2.102.2.6 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getHitBossSpawn ()
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.102.2.7 getMapPortalDirectionTraveld() String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getMapPortalDirectionTraveld ()
```

**2.102.2.8 getMapPortalSensorDirectionTravelId()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getMapPortalSensorDirectionTravelId ( )

**2.102.2.9 getObjectID()** int com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getObjectID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.10 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.11 getPortalID()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getPortalID ( )

**2.102.2.12 getPortalMapDestinationLevel()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getPortalMapDestinationLevel ( )

**2.102.2.13 getPortalMapDestinationWorld()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getPortalMapDestinationWorld ( )

**2.102.2.14 getPortalMapTravelType()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getPortalMapTravelType ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.15 getSpawnPointFromPortal()** Vector2 com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getSpawnPointFromPortal ( )

**2.102.2.16 getThisPortalMapLevel()** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getThisPortalMapLevel ( )

**2.102.2.17 `getThisPortalMapWorld()`** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.getThisPortalMapWorld ( )

**2.102.2.18 `onGameObjectHitChangeTexture()`** void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.onGameObjectHitChangeTexture ( Boolean textureChange )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.19 `onPortalTravelHit()`** void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.onPortalTravelHit ( String travelFrom, String travelTo )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.20 `onSavePointHit()`** void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.onSavePointHit ( Vector2 player, String world, String level, String savePoint )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.21 `setRunDoors()`** void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.setRunDoors ( boolean t )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.102.2.22 `update()`** void com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

Here is the call graph for this function:



### 2.102.3 Member Data Documentation

**2.102.3.1 active** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.active [private]

**2.102.3.2 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.destroyed [private]

**2.102.3.3 mapLevel** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.mapLevel

**2.102.3.4 mapPortalDirectionTravelId** String com.badlogic.gdx.game.framework.debug.sprites.items.<→  
PortalMapTransitionHidden.mapPortalDirectionTravelId

**2.102.3.5 mapPortalId** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.mapPortalId

**2.102.3.6 mapSensorDirection** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMap<→  
TransitionHidden.mapSensorDirection

**2.102.3.7 mapTravelLevel** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.mapTravelLevel

**2.102.3.8 mapTravelType** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.mapTravelType

**2.102.3.9 mapTravelWorld** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<→  
Hidden.mapTravelWorld

**2.102.3.10 mapWorld** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<Hidden.mapWorld>

**2.102.3.11 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<Hidden.objectIdentity> [private]

**2.102.3.12 savePointBooleanHit** boolean com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.savePointBooleanHit [private]

**2.102.3.13 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<Hidden.setToDestroy> [private]

**2.102.3.14 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransition<Hidden.stateTime> [private]

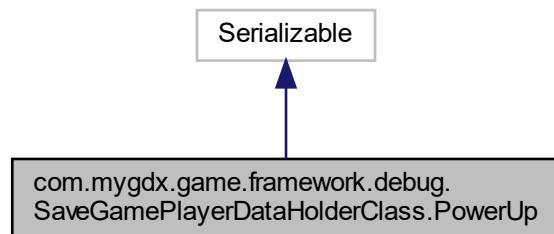
**2.102.3.15 time\_to\_reDefineVertical** boolean com.badlogic.gdx.game.framework.debug.sprites.items.PortalMapTransitionHidden.time\_to\_reDefineVertical

The documentation for this class was generated from the following file:

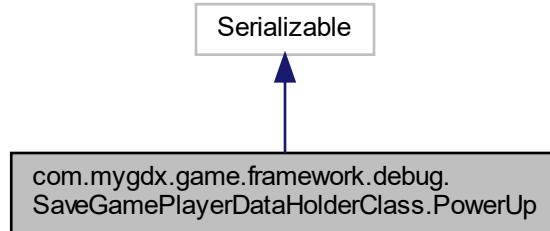
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **PortalMapTransitionHidden.java**

## **2.103 com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.PowerUp Class Reference**

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.PowerUp:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.PowerUp:



### Public Member Functions

- **PowerUp** (String pName)
- String **getPowerName** ()

### Package Attributes

- String **powerName**

#### 2.103.1 Constructor & Destructor Documentation

**2.103.1.1 PowerUp()** com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.PowerUp.  
PowerUp ( String pName )

#### 2.103.2 Member Function Documentation

**2.103.2.1 getPowerName()** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolder  
Class.PowerUp.getPowerName ( )

#### 2.103.3 Member Data Documentation

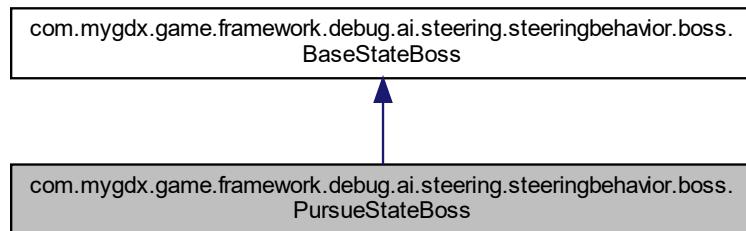
**2.103.3.1 powerName** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.←  
PowerUp.powerName [package]

The documentation for this class was generated from the following file:

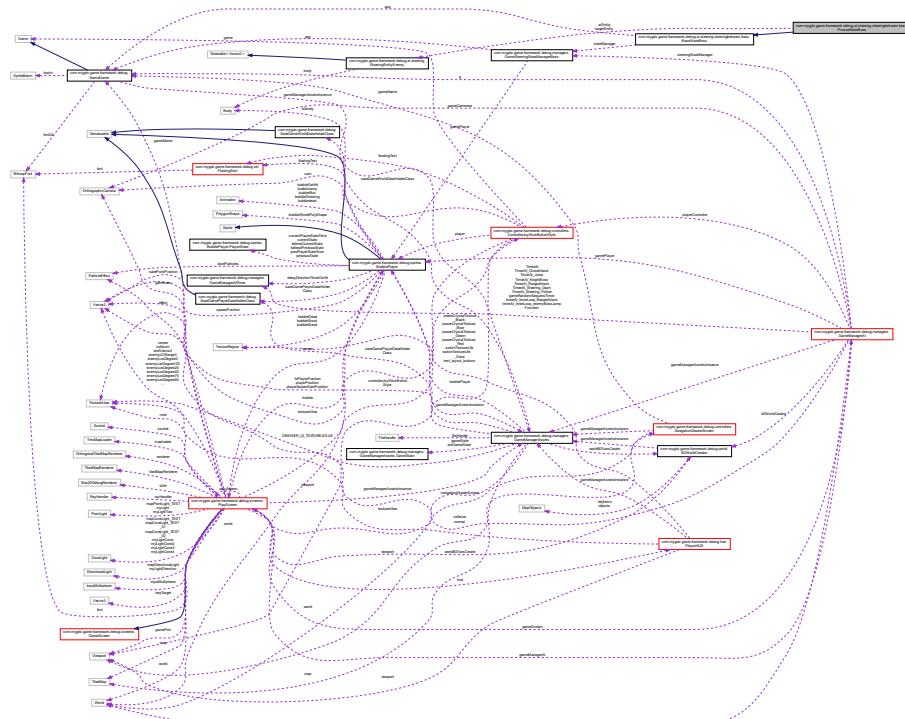
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ SaveGamePlayerDataHolderClass.java

## 2.104 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.Pursue← StateBoss Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.Pursue←  
Boss:



## Public Member Functions

- **PursueStateBoss** (**NameGame** app, **GameSteeringStateManagerBoss** gameSteeringStateManagerBoss, **BubblePlayer** player, **Array< BossEnemyDef >** enemyList, float velocity, int radius)
- void **input** ()
- void **update** (float dt)
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

## Package Attributes

- **SteeringEntityEnemy** aiEntity
- float **linearSpeed** = 10f

## Private Attributes

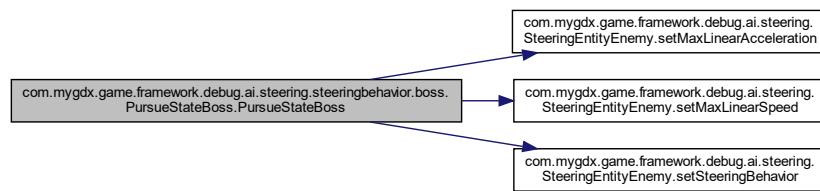
- **SteeringEntityEnemy** targetEntity

## Additional Inherited Members

### 2.104.1 Constructor & Destructor Documentation

```
2.104.1.1 PursueStateBoss() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.PursueStateBoss (
    NameGame app,
    GameSteeringStateManagerBoss gameSteeringStateManagerBoss,
    BubblePlayer player,
    Array< BossEnemyDef > enemyList,
    float velocity,
    int radius )
```

Here is the call graph for this function:



### 2.104.2 Member Function Documentation

**2.104.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.104.2.2 input()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.104.2.3 render()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

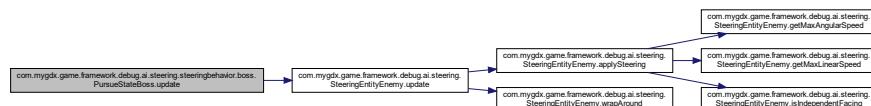
**2.104.2.4 resize()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.resize ( int w, int h )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.104.2.5 update()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

Here is the call graph for this function:



## 2.104.3 Member Data Documentation

**2.104.3.1 aiEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.  
boss.PursueStateBoss.aiEntity [package]

**2.104.3.2 linearSpeed** float com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.  
boss.PursueStateBoss.linearSpeed = 10f [package]

**2.104.3.3 targetEntity SteeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.  
boss.PursueStateBoss.targetEntity [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/**PursueStateBoss.java**

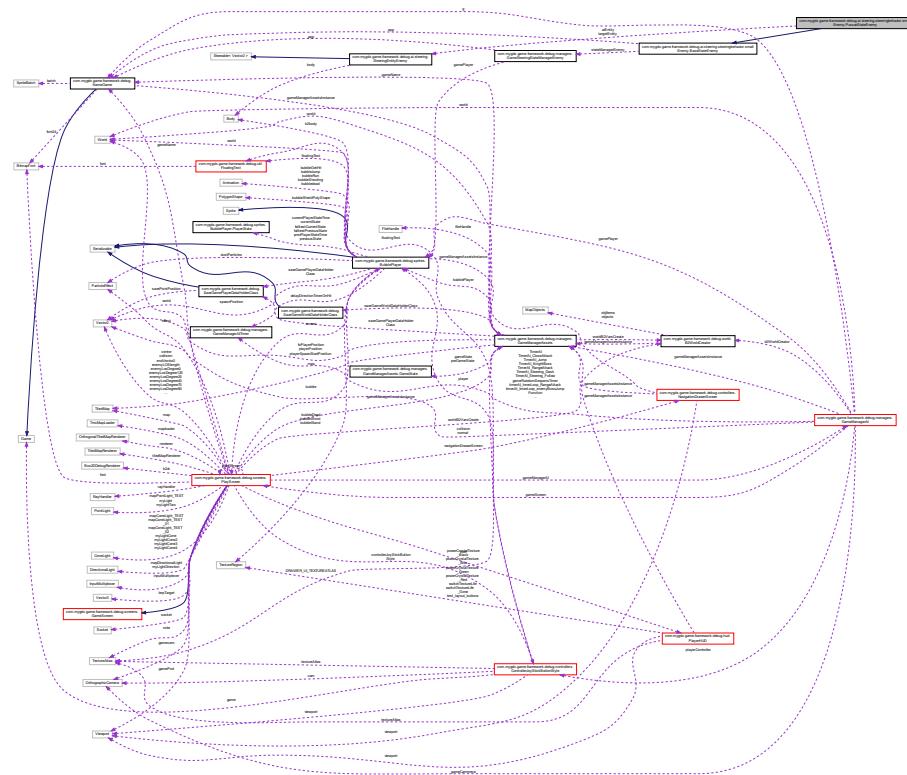
## **2.105 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy Class Reference**

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy:

StateEnemy:



## Public Member Functions

- **PursueStateEnemy** ( NameGame app, GameSteeringStateManagerEnemy gameSteeringState ← ManagerEnemy, BubblePlayer player, Array< SmallEnemyDef > enemyList, float velocity, int radius)
- void **input** ()
- void **update** (float dt)
- void **render** ()
- void **resize** (int w, int h)
- void **dispose** ()

## Package Attributes

- SteeringEntityEnemy aiEntity

## Private Attributes

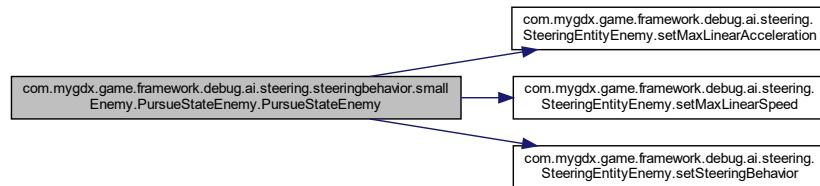
- SteeringEntityEnemy targetEntity

## Additional Inherited Members

### 2.105.1 Constructor & Destructor Documentation

```
2.105.1.1 PursueStateEnemy() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.PursueStateEnemy (
    NameGame app,
    GameSteeringStateManagerEnemy gameSteeringStateManagerEnemy,
    BubblePlayer player,
    Array< SmallEnemyDef > enemyList,
    float velocity,
    int radius )
```

Here is the call graph for this function:



## 2.105.2 Member Function Documentation

**2.105.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

**2.105.2.2 input()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

**2.105.2.3 render()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

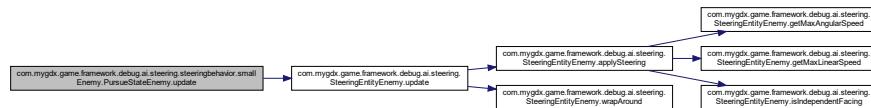
```
2.105.2.4 resize() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.resize (
    int w,
    int h )
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy](#) (p. ??).

```
2.105.2.5 update() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.update (
    float dt )
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy](#) (p. ??).

Here is the call graph for this function:



## 2.105.3 Member Data Documentation

**2.105.3.1 aiEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.aiEntity [package]

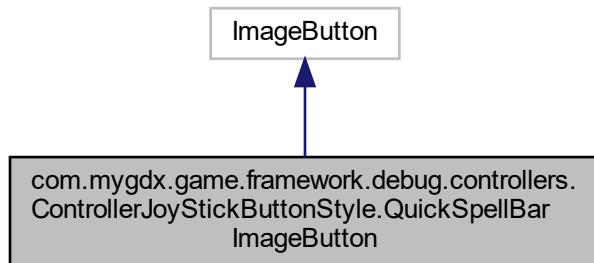
**2.105.3.2 targetEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueStateEnemy.targetEntity [private]

The documentation for this class was generated from the following file:

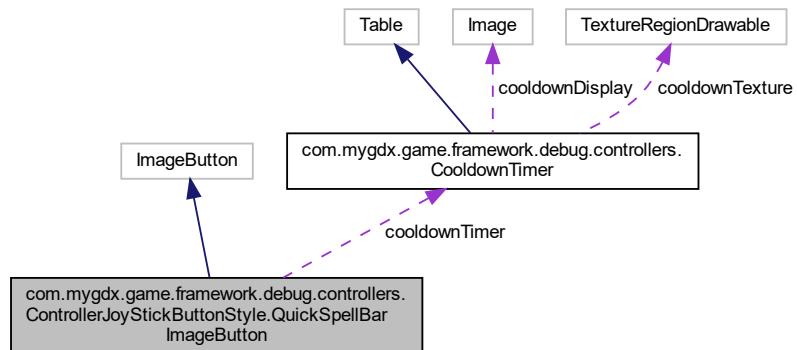
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/smallEnemy/**PursueStateEnemy.java**

## 2.106 com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton:



### Public Member Functions

- **QuickSpellBarImageButton** (ImageButtonStyle imageButtonStyle, float **cooldown**)
- boolean **isOnCooldown** ()
- float **getCooldownTriggerTime** ()
- void **setCooldownTriggerTime** (float **cooldownTriggerTime**)
- float **getRemainingCooldownTime** ()
- float **getRemainingCooldownPercentage** ()
- void **update** ()

**Private Attributes**

- final **CooldownTimer** cooldownTimer
- final float cooldown
- float cooldownTriggerTime = -Float.MAX\_VALUE

**2.106.1 Detailed Description**

visual cool down timer

**2.106.2 Constructor & Destructor Documentation**

```
2.106.2.1 QuickSpellBarImageButton() com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.QuickSpellBarImageButton (
    ImageButtonStyle imageButtonStyle,
    float cooldown )
```

**2.106.3 Member Function Documentation**

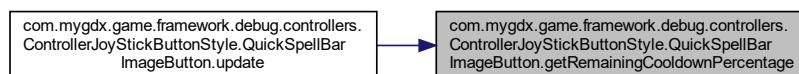
```
2.106.3.1 getCooldownTriggerTime() float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.getCooldownTriggerTime ( )
```

```
2.106.3.2 getRemainingCooldownPercentage() float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.getRemainingCooldownPercentage ( )
```

Here is the call graph for this function:

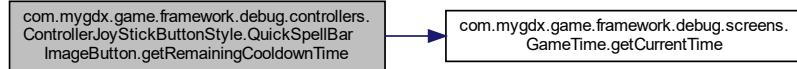


Here is the caller graph for this function:

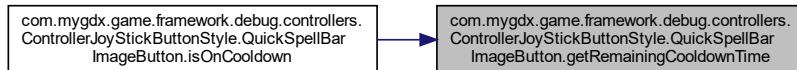


```
2.106.3.3 getRemainingCooldownTime() float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.getRemainingCooldownTime ( )
```

Here is the call graph for this function:

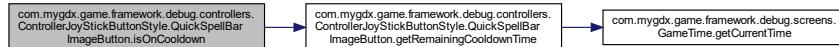


Here is the caller graph for this function:



```
2.106.3.4 isOnCooldown() boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.isOnCooldown ( )
```

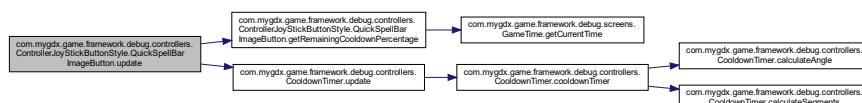
Here is the call graph for this function:



```
2.106.3.5 setCooldownTriggerTime() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.setCooldownTriggerTime ( float cooldownTriggerTime )
```

```
2.106.3.6 update() void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.update ( )
```

Here is the call graph for this function:



## 2.106.4 Member Data Documentation

**2.106.4.1 cooldown** final float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.cooldown [private]

**2.106.4.2 cooldownTimer** final CooldownTimer com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.cooldownTimer [private]

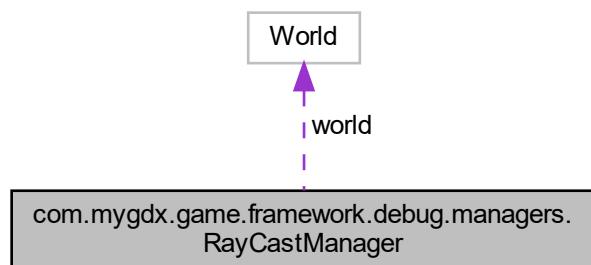
**2.106.4.3 cooldownTriggerTime** float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton.cooldownTriggerTime = -Float.MAX\_VALUE [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **ControllerJoyStickButtonStyle.java**

## 2.107 com.badlogic.gdx.game.framework.debug.managers.RayCastManager Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.managers.RayCastManager:



### Classes

- class **RayCastRequest**

## Public Member Functions

- **RayCastManager** (World w, float budgeT)
- boolean **addRequest** (int pri, Vector2 p1, Vector2 p2, RayCastCallback cb)
- void **update** ()

## Private Attributes

- float **budgetTime**
- World **world**
- PriorityQueue< **RayCastRequest** > **requestQueue**

## Static Private Attributes

- static final String **TAG** = "RaycastManager"

### 2.107.1 Constructor & Destructor Documentation

**2.107.1.1 RayCastManager()** com.badlogic.gdx.game.framework.debug.managers.RayCastManager RayCastManager ( World w, float budgeT )

### 2.107.2 Member Function Documentation

**2.107.2.1 addRequest()** boolean com.badlogic.gdx.game.framework.debug.managers.RayCastManager.addRequest ( int pri, Vector2 p1, Vector2 p2, RayCastCallback cb )

**2.107.2.2 update()** void com.badlogic.gdx.game.framework.debug.managers.RayCastManager.update ( )

### 2.107.3 Member Data Documentation

**2.107.3.1 budgetTime** float com.badlogic.gdx.game.framework.debug.managers.RayCastManager.budgetTime  
[private]

**2.107.3.2 requestQueue** PriorityQueue< RayCastRequest> com.badlogic.gdx.game.framework.debug.managers.RayCastManager.requestQueue [private]

**2.107.3.3 TAG** final String com.badlogic.gdx.game.framework.debug.managers.RayCastManager.TAG = "Raycast Manager" [static], [private]

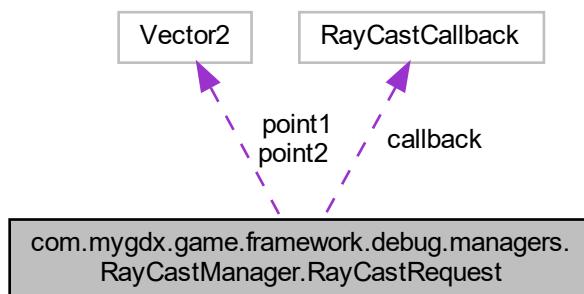
**2.107.3.4 world** World com.badlogic.gdx.game.framework.debug.managers.RayCastManager.world [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **RayCastManager.java**

## 2.108 com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest:



### Public Member Functions

- RayCastRequest** (int pri, Vector2 p1, Vector2 p2, RayCastCallback cb)

## Public Attributes

- final int **priority**
- final Vector2 **point1**
- final Vector2 **point2**
- final RayCastCallback **callback**

### 2.108.1 Constructor & Destructor Documentation

**2.108.1.1 RayCastRequest()** com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest (int *pri*, Vector2 *p1*, Vector2 *p2*, RayCastCallback *cb*)

### 2.108.2 Member Data Documentation

**2.108.2.1 callback** final RayCastCallback com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest.callback

**2.108.2.2 point1** final Vector2 com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest.point1

**2.108.2.3 point2** final Vector2 com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest.point2

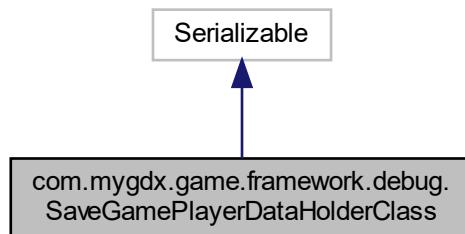
**2.108.2.4 priority** final int com.badlogic.gdx.game.framework.debug.managers.RayCastManager.RayCastRequest.priority

The documentation for this class was generated from the following file:

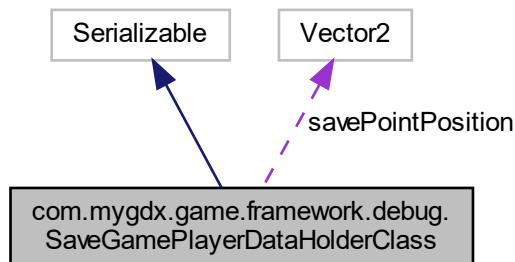
- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/ **RayCastManager.java**

## 2.109 com.badlogic.gdx.framework.debug.SaveGamePlayerDataHolderClass Class Reference

Inheritance diagram for com.badlogic.gdx.framework.debug.SaveGamePlayerDataHolderClass:



Collaboration diagram for com.badlogic.gdx.framework.debug.SaveGamePlayerDataHolderClass:



### Classes

- class **PowerUp**

### Public Member Functions

- void **init ()**
- String **getSavePointWorld ()**
- String **getSavePointLevel ()**
- String **getSavePointMarker ()**
- Vector2 **getSavePointPosition ()**
- ArrayList< PowerUp > **getPlayerPowerUpList ()**
- String **getSavePlayerPowerCrystallInUse ()**
- void **setSavePlayerPoserCrystallInUse (String v)**

- void **setPlayerPowerTree** (String value)
- int **getSavePlayerMainLife** ()
- float **getSaveHighScores** ()
- void **setSavePointWorld** (String w)
- void **setSavePointLevel** (String l)
- void **setSavePointMarker** (String s)
- void **setSavePointPosition** (Vector2 pos)
- void **setSavePlayerMainLife** (int mainL)
- void **setSaveHighScores** (float value)
- int **getPowerCrystalGreen** ()
- void **setSavePointPowerCrystalGreen** (int v)
- int **getPowerCrystalBlack** ()
- void **setSavePointPowerCrystalBlack** (int v)
- int **getPowerCrystalBlue** ()
- void **setSavePointPowerCrystalBlue** (int v)
- int **getPowerCrystalRed** ()
- void **setSavePointPowerCrystalRed** (int v)

#### Package Attributes

- int **playerMainLife**

#### Private Attributes

- float **highScores**
- Vector2 **savePointPosition**
- String **world**
- String **level**
- String **savePointID**
- int **powerCrystalGreen**
- int **powerCrystalBlack**
- int **powerCrystalBlue**
- int **powerCrystalRed**
- String **powerCrystallInUse**
- ArrayList< **PowerUp** > **playerPowerUpList** = new ArrayList< **PowerUp**>()

#### Static Private Attributes

- static final long **serialVersionUID** = 1

#### 2.109.1 Member Function Documentation

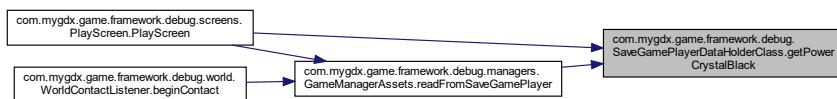
**2.109.1.1 getPlayerPowerUpList()** `ArrayList< PowerUp > com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getPlayerPowerUpList ( )`

Here is the caller graph for this function:



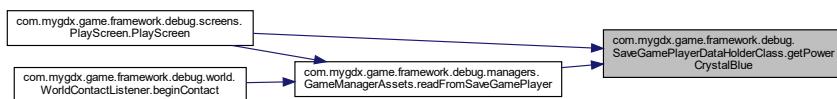
**2.109.1.2 getPowerCrystalBlack()** `int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getPowerCrystalBlack ( )`

Here is the caller graph for this function:



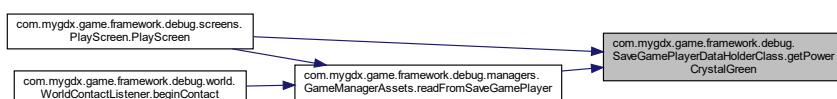
**2.109.1.3 getPowerCrystalBlue()** `int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getPowerCrystalBlue ( )`

Here is the caller graph for this function:



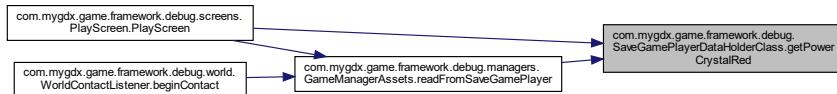
**2.109.1.4 getPowerCrystalGreen()** `int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getPowerCrystalGreen ( )`

Here is the caller graph for this function:



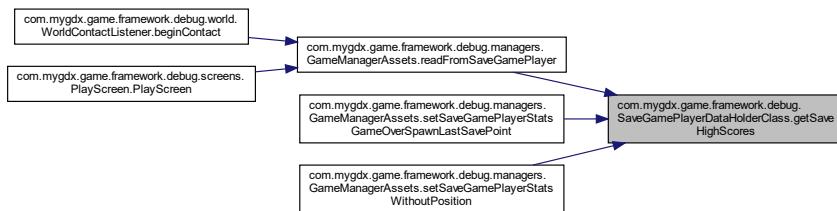
```
2.109.1.5 getPowerCrystalRed() int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolder->
Class.getPowerCrystalRed ( )
```

Here is the caller graph for this function:



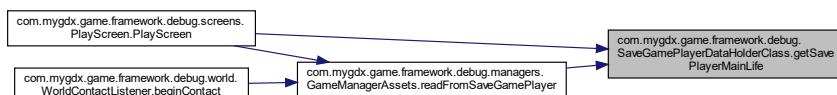
```
2.109.1.6 getSaveHighScores() float com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolder->
Class.getSaveHighScores ( )
```

Here is the caller graph for this function:



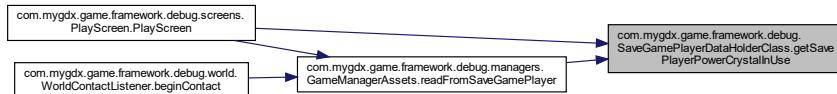
```
2.109.1.7 getSavePlayerMainLife() int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolder->
Class.getSavePlayerMainLife ( )
```

Here is the caller graph for this function:



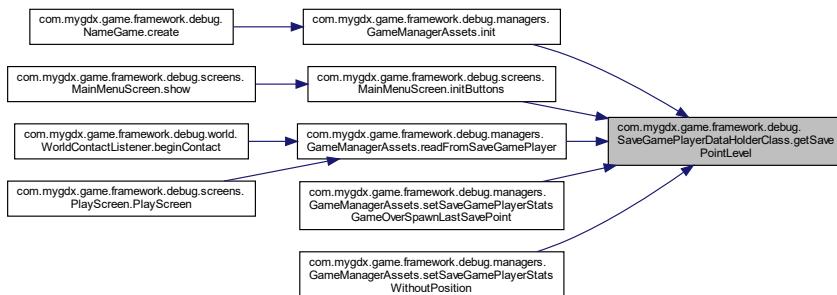
**2.109.1.8 getSavePlayerPowerCrystalInUse()** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getSavePlayerPowerCrystalInUse ( )

Here is the caller graph for this function:



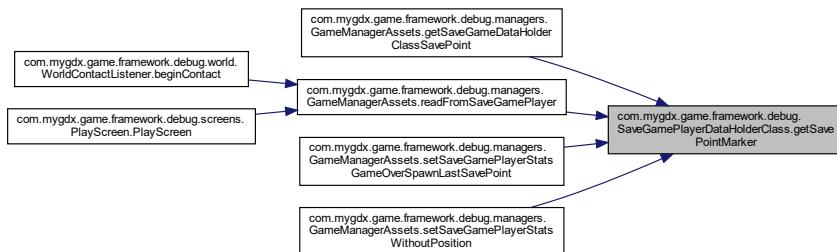
**2.109.1.9 getSavePointLevel()** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getSavePointLevel ( )

Here is the caller graph for this function:



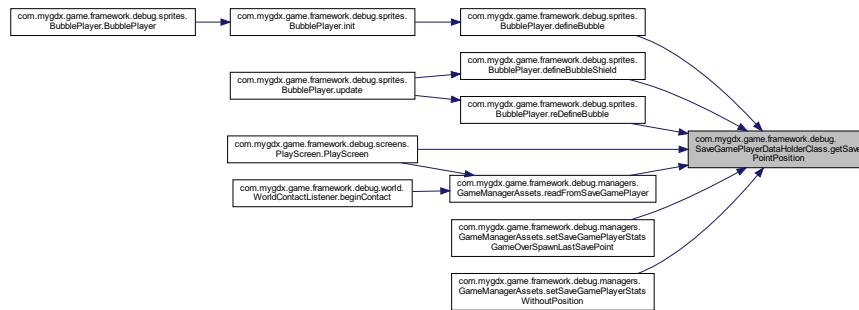
**2.109.1.10 getSavePointMarker()** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.getSavePointMarker ( )

Here is the caller graph for this function:



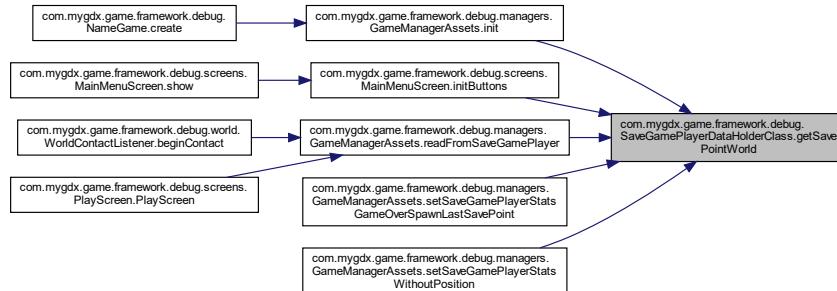
**2.109.1.11 getSavePointPosition()** `Vector2 com.badlogic.gdx.game.framework.debug.SaveGameDataHolderClass.getSavePointPosition ()`

Here is the caller graph for this function:



**2.109.1.12 getSavePointWorld()** `String com.badlogic.gdx.game.framework.debug.SaveGameDataHolderClass.getSavePointWorld ()`

Here is the caller graph for this function:



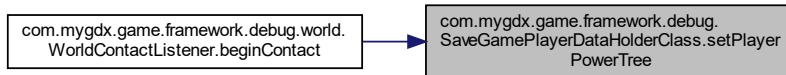
**2.109.1.13 init()** `void com.badlogic.gdx.game.framework.debug.SaveGameDataHolderClass.init ()`

Here is the caller graph for this function:



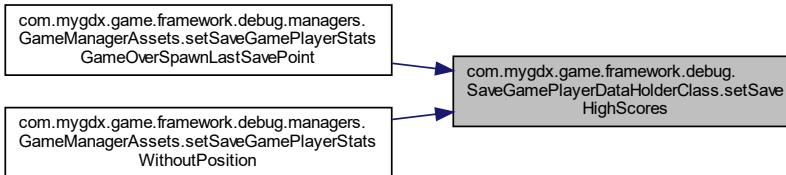
```
2.109.1.14 setPlayerPowerTree() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setPlayerPowerTree (
    String value )
```

Here is the caller graph for this function:



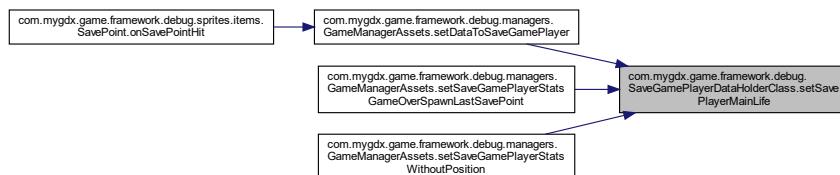
```
2.109.1.15 setSaveHighScores() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSaveHighScores (
    float value )
```

Here is the caller graph for this function:



```
2.109.1.16 setSavePlayerMainLife() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePlayerMainLife (
    int mainL )
```

Here is the caller graph for this function:



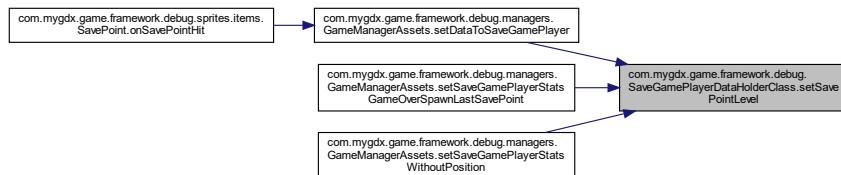
```
2.109.1.17 setSavePlayerPoserCrystalInUse() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePlayerPoserCrystalInUse (
    String v )
```

Here is the caller graph for this function:



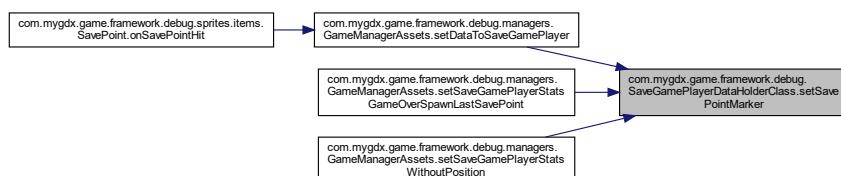
```
2.109.1.18 setSavePointLevel() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointLevel (
    String l )
```

Here is the caller graph for this function:



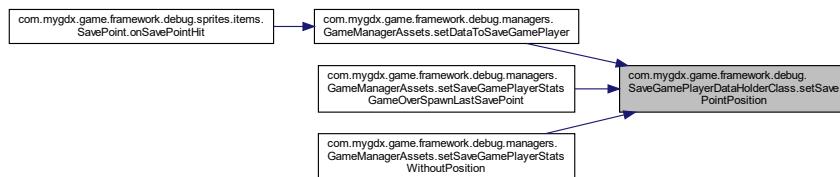
```
2.109.1.19 setSavePointMarker() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointMarker (
    String s )
```

Here is the caller graph for this function:



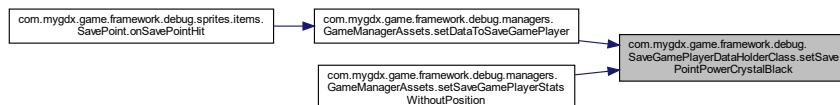
```
2.109.1.20 setSavePointPosition() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointPosition (
    Vector2 pos )
```

Here is the caller graph for this function:



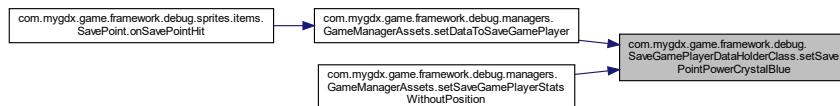
```
2.109.1.21 setSavePointPowerCrystalBlack() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointPowerCrystalBlack (
    int v )
```

Here is the caller graph for this function:



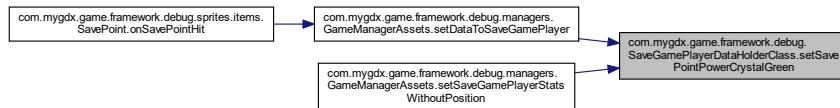
```
2.109.1.22 setSavePointPowerCrystalBlue() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointPowerCrystalBlue (
    int v )
```

Here is the caller graph for this function:



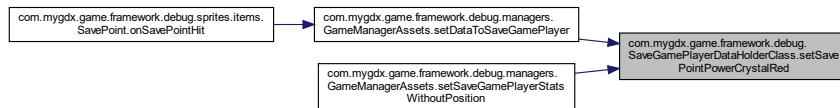
```
2.109.1.23 setSavePointPowerCrystalGreen() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointPowerCrystalGreen (
    int v )
```

Here is the caller graph for this function:



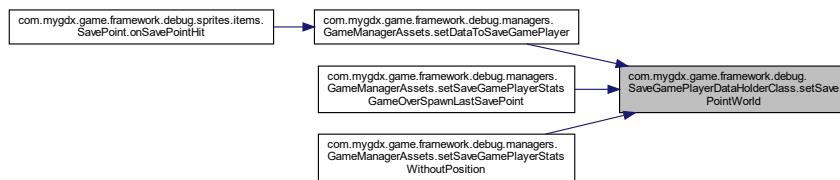
```
2.109.1.24 setSavePointPowerCrystalRed() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointPowerCrystalRed (
    int v )
```

Here is the caller graph for this function:



```
2.109.1.25 setSavePointWorld() void com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.setSavePointWorld (
    String w )
```

Here is the caller graph for this function:



## 2.109.2 Member Data Documentation

**2.109.2.1 highScores** float com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.highScores [private]

**2.109.2.2 level** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.level [private]

**2.109.2.3 playerMainLife** int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.playerMainLife [package]

**2.109.2.4 playerPowerUpList** ArrayList< PowerUp> com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.playerPowerUpList = new ArrayList< PowerUp>() [private]

**2.109.2.5 powerCrystalBlack** int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.powerCrystalBlack [private]

**2.109.2.6 powerCrystalBlue** int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.powerCrystalBlue [private]

**2.109.2.7 powerCrystalGreen** int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.powerCrystalGreen [private]

**2.109.2.8 powerCrystalInUse** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.powerCrystalInUse [private]

**2.109.2.9 powerCrystalRed** int com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.powerCrystalRed [private]

**2.109.2.10 savePointID** String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.savePointID [private]

**2.109.2.11 savePointPosition** `Vector2 com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolder<→  
Class.savePointPosition [private]`

**2.109.2.12 serialVersionUID** `final long com.badlogic.gdx.game.framework.debug.SaveGamePlayerData←  
HolderClass.serialVersionUID = 1 [static], [private]`

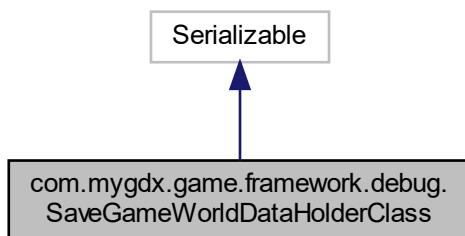
**2.109.2.13 world** `String com.badlogic.gdx.game.framework.debug.SaveGamePlayerDataHolderClass.world  
[private]`

The documentation for this class was generated from the following file:

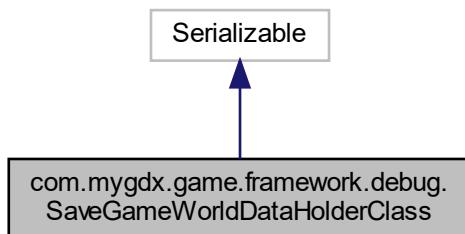
- `BubbleDragon/core/src/com/mygdx/game/framework/debug/SaveGamePlayerDataHolderClass.java`

## 2.110 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass Class Reference

Inheritance diagram for `com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass`:



Collaboration diagram for `com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass`:



## Classes

- class **DoorSwitchSaveObject**
- class **ItemSaveObject**
- class **KeysSaveObject**
- class **LevelSaveObject**
- class **WorldSaveObject**

## Public Member Functions

- void **init ()**
- void **setFirstWorld** (String world, String level, String haveBoss, String isBossDead, String itemName, int itemID, String used)
- void **setWorldAndLevelInfo** (String world, String level, String haveBoss, String isBossDead)
- void **addWorldAndLevelsMapInfo** (String world, String level, String haveBoss, String isBossDead)
- void **addWorldAndLevelsSpawnItem** (String world, String level, String itemName, int itemID, String used)
- void **addWorldAndLevels\_Old** (String world, String level, String haveBoss, String isBossDead, String item←Name, int itemID, String used)
- void **lookUpItemSetItemUsedWorldContactListener** (String world, String level, String itemName, int item←ID)
- void **lookUpAddDoorSwitchToLevel** (String world, String level, String switchID, String status, String key)
- String **lookUpItemSetCreationVarB2World** (String world, String level, String itemName, int itemID)
- void **lookUpEnemyBossSetBossDefeated** (String world, String level)
- String **lookUpEnemyBossGetBossDefeated** (String world, String level)
- String **lookUpEnemyBossSetCreationVarB2World** (String world, String level)
- String **lookUpLevelEnemyBossGetName** (String world, String level)
- ArrayList< **WorldSaveObject** > **getKnownWorldsList ()**

## Private Attributes

- ArrayList< **WorldSaveObject** > **knownWorlds**

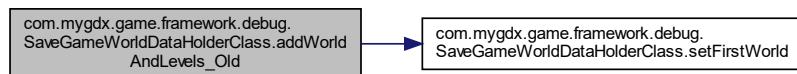
## Static Private Attributes

- static final long **serialVersionUID** = 1

## 2.110.1 Member Function Documentation

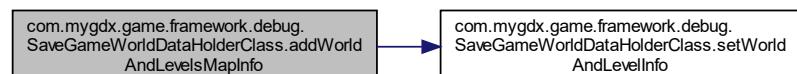
```
2.110.1.1 addWorldAndLevels_Old() void com.badlogic.gdx.game.framework.debug.SaveGameDataHolderClass.addWorldAndLevels_Old (
    String world,
    String level,
    String haveBoss,
    String isBossDead,
    String itemName,
    int itemID,
    String used )
```

Here is the call graph for this function:

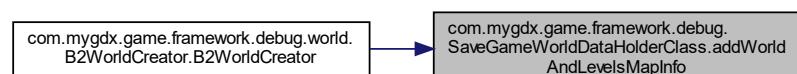


```
2.110.1.2 addWorldAndLevelsMapInfo() void com.badlogic.gdx.game.framework.debug.SaveGameDataHolderClass.addWorldAndLevelsMapInfo (
    String world,
    String level,
    String haveBoss,
    String isBossDead )
```

Here is the call graph for this function:

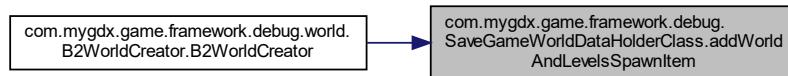


Here is the caller graph for this function:



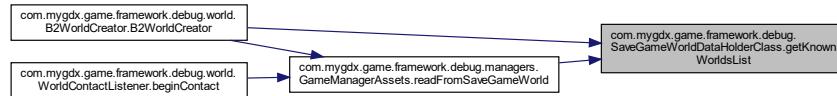
```
2.110.1.3 addWorldAndLevelsSpawnItem() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.addWorldAndLevelsSpawnItem ( String world, String level, String itemName, int itemID, String used )
```

Here is the caller graph for this function:



```
2.110.1.4 getKnownWorldsList() ArrayList< WorldSaveObject > com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.getKnownWorldsList ( )
```

Here is the caller graph for this function:



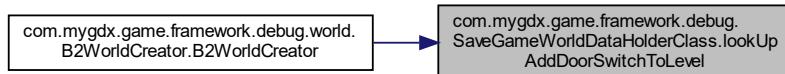
```
2.110.1.5 init() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.init ( )
```

Here is the caller graph for this function:



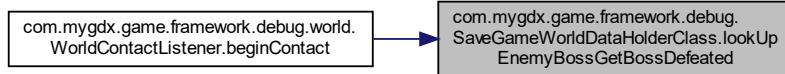
```
2.110.1.6 lookUpAddDoorSwitchToLevel() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpAddDoorSwitchToLevel (
    String world,
    String level,
    String switchID,
    String status,
    String key )
```

Used inn B2WorldCreator add all doors switch to Save World Object Class Here is the caller graph for this function:



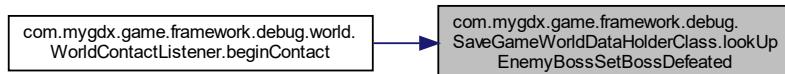
```
2.110.1.7 lookUpEnemyBossGetBossDefeated() String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpEnemyBossGetBossDefeated (
    String world,
    String level )
```

Here is the caller graph for this function:



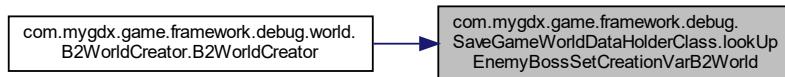
```
2.110.1.8 lookUpEnemyBossSetBossDefeated() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpEnemyBossSetBossDefeated (
    String world,
    String level )
```

Here is the caller graph for this function:



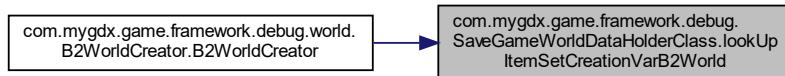
```
2.110.1.9 lookUpEnemyBossSetCreationVarB2World() String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpEnemyBossSetCreationVarB2World (
    String world,
    String level )
```

Here is the caller graph for this function:



```
2.110.1.10 lookUpItemSetCreationVarB2World() String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpItemSetCreationVarB2World (
    String world,
    String level,
    String itemName,
    int itemID )
```

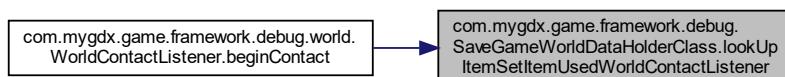
Here is the caller graph for this function:



```
2.110.1.11 lookUpItemsetItemUsedWorldContactListener() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpItemsetItemUsedWorldContactListener (
    String world,
    String level,
    String itemName,
    int itemID )
```

Used int World contactListener - Contact

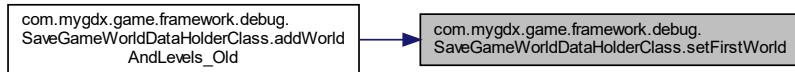
Here is the caller graph for this function:



```
2.110.1.12 lookUpLevelEnemyBossGetName() String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.lookUpLevelEnemyBossGetName (
    String world,
    String level )
```

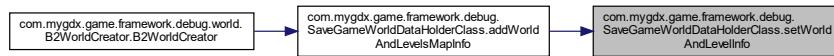
```
2.110.1.13 setFirstWorld() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.setFirstWorld (
    String world,
    String level,
    String haveBoss,
    String isBossDead,
    String itemName,
    int itemID,
    String used )
```

first init actual set the Save with first World , Level etc !!! Here is the caller graph for this function:



```
2.110.1.14 setWorldAndLevelInfo() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.setWorldAndLevelInfo (
    String world,
    String level,
    String haveBoss,
    String isBossDead )
```

Used with "MAP\_INFO" called if no world found in method - addWorldAndLevelMapInfo Here is the caller graph for this function:



## 2.110.2 Member Data Documentation

```
2.110.2.1 knownWorlds ArrayList<WorldSaveObject> com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.knownWorlds [private]
```

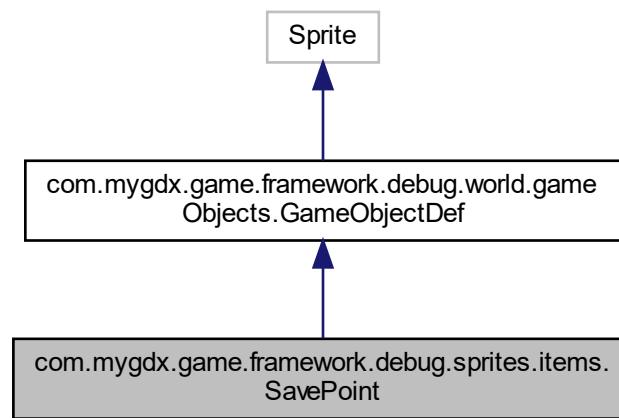
**2.110.2.2 serialVersionUID** final long com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolder<--  
Class serialVersionUID = 1 [static], [private]

The documentation for this class was generated from the following file:

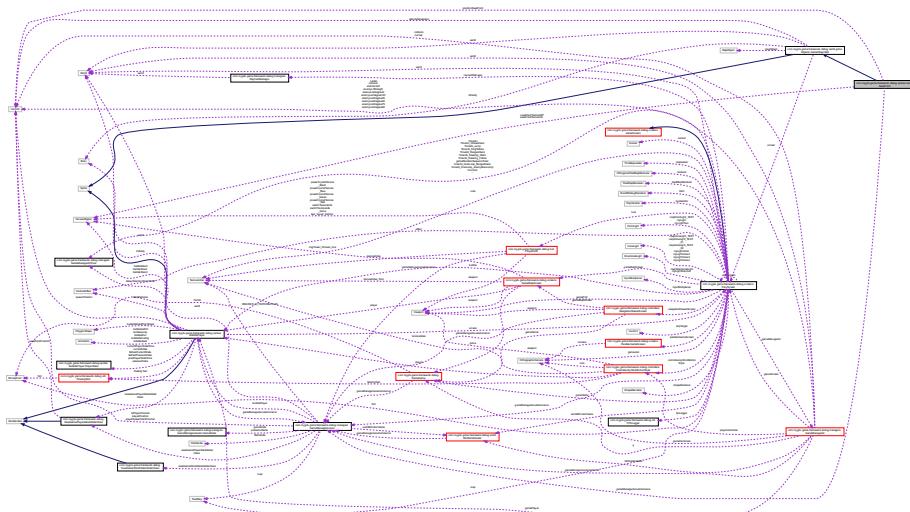
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **SaveGameWorldDataHolderClass.java**

## 2.111 com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint:



## Public Member Functions

- `SavePoint ( PlayScreen screen, float x, float y, MapObject object, GameManagerAssets instance)`
- `String getObjectIdentity ()`
- `String getMapSavePointVisible ()`
- `void update (float dt)`
- `int getObjectID ()`
- `TextureRegion getFrame (float dt)`
- `void setSavePointTextureOff ()`
- `void setSavePointTextureOn ()`
- `void onSavePointHit (Vector2 player, String mapWorld, String mapLevel, String savePoint)`
- `void onGameObjectHitChangeTexture (Boolean textureChange)`
- `void onPortalTravelHit (String travelFrom, String travelTo)`
- `void setRunDoors (boolean t)`
- `boolean getSavePointUsed ()`
- `void active (Array< Obstacle > obstacles)`
- `void activeAfterBossDeath (Array< Obstacle > obstacles)`
- `void getHitBossSpawn ()`
- `Vector2 getPositionSavePoint ()`
- `String getWorld ()`
- `String getLevel ()`
- `String getSavePoint ()`
- `String getPortalMapTravelType ()`
- `void draw (Batch batch)`

## Public Attributes

- `String mapWorld`
- `String mapLevel`
- `String mapSavePoint`
- `String mapSavePointVisible`
- `Vector2 positionSavePoint`

## Protected Member Functions

- `void defineGameObject ()`

## Private Attributes

- `TextureRegion savePointTextureOn`
- `TextureRegion savePointTextureOff`
- `boolean savePointBooleanHit`
- `String objectIdentity`
- `GameManagerAssets gameManagerAssetsInstance`

## Additional Inherited Members

### 2.111.1 Constructor & Destructor Documentation

```
2.111.1.1 SavePoint() com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.SavePoint (  
    PlayScreen screen,  
    float x,  
    float y,  
    MapObject object,  
    GameManagerAssets instance )
```

Here is the call graph for this function:



## 2.111.2 Member Function Documentation

```
2.111.2.1 active() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.active (  
    Array< Obstacle > obstacles )
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef](#) (p. ??).

```
2.111.2.2 activeAfterBossDeath() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.activeAfterBossDeath (  
    Array< Obstacle > obstacles )
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef](#) (p. ??).

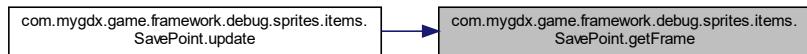
```
2.111.2.3 defineGameObject() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.defineGameObject ( ) [protected]
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef](#) (p. ??).

```
2.111.2.4 draw() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.draw (  
    Batch batch )
```

```
2.111.2.5 getFrame() TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getFrame ( float dt )
```

Here is the caller graph for this function:



```
2.111.2.6 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getHitBossSpawn ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.111.2.7 getLevel() String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getLevel ( )
```

```
2.111.2.8 getMapSavePointVisible() String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getMapSavePointVisible ( )
```

```
2.111.2.9 getObjectID() int com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getObjectID ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.111.2.10 getObjectIdentity() String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getObjectIdentity ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.111.2.11 getPortalMapTravelType() String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getPortalMapTravelType ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.111.2.12 `getPositionSavePoint()`** `Vector2 com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getPositionSavePoint ()`

**2.111.2.13 `getSavePoint()`** `String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getSavePoint ()`

**2.111.2.14 `getSavePointUsed()`** `boolean com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getSavePointUsed ()`

**2.111.2.15 `getWorld()`** `String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.getWorld ()`

**2.111.2.16 `onGameObjectHitChangeTexture()`** `void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.onGameObjectHitChangeTexture ( Boolean textureChange )`

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

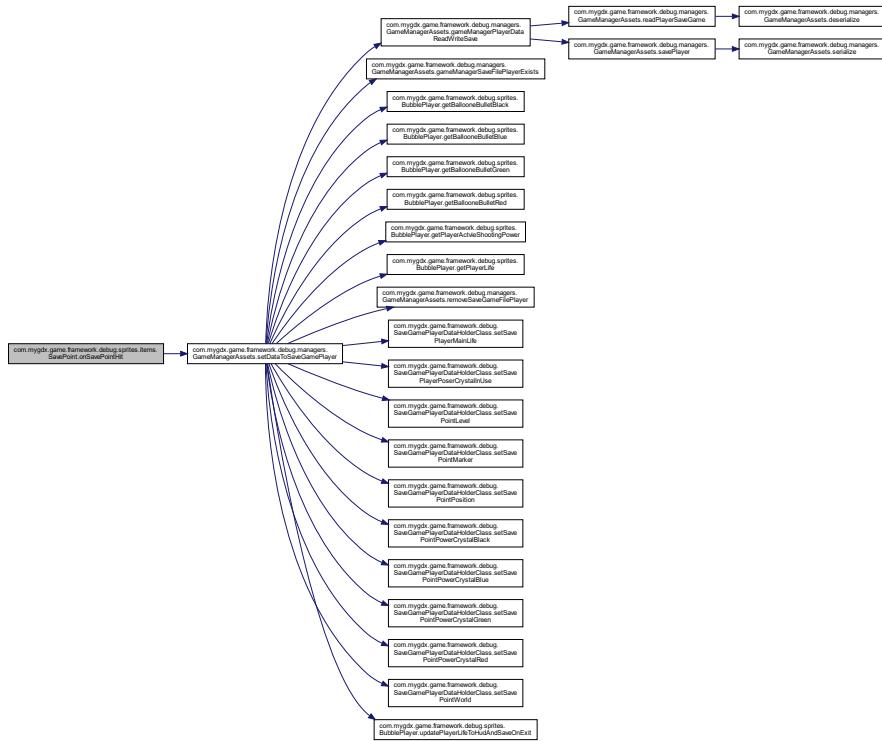
**2.111.2.17 `onPortalTravelHit()`** `void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.onPortalTravelHit ( String travelFrom, String travelTo )`

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.111.2.18 onSavePointHit() void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.onSavePointHit ( Vector2 player, String mapWorld, String mapLevel, String savePoint )
```

Reimplemented from [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef](#) (p. ??).

Here is the call graph for this function:



**2.111.2.19 setRunDoors()** void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.setRunDoors ( boolean t )

Reimplemented from [com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef](#) (p. ??).

**2.111.2.20 setSavePointTextureOff()** void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.setSavePointTextureOff ( )

**2.111.2.21 setSavePointTextureOn()** void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.setSavePointTextureOn ( )

**2.111.2.22 update()** void com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

Here is the call graph for this function:



### 2.111.3 Member Data Documentation

**2.111.3.1 gameManagerAssetsInstance** **GameManagerAssets** com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.gameManagerAssetsInstance [private]

**2.111.3.2 mapLevel** String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.mapLevel

**2.111.3.3 mapSavePoint** String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.mapSavePoint

**2.111.3.4 mapSavePointVisible** String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.mapSavePointVisible

**2.111.3.5 mapWorld** String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.mapWorld

**2.111.3.6 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.objectIdentity [private]

**2.111.3.7 positionSavePoint** Vector2 com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.positionSavePoint

**2.111.3.8 savePointBooleanHit** boolean com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.savePointBooleanHit [private]

**2.111.3.9 savePointTextureOff** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.savePointTextureOff [private]

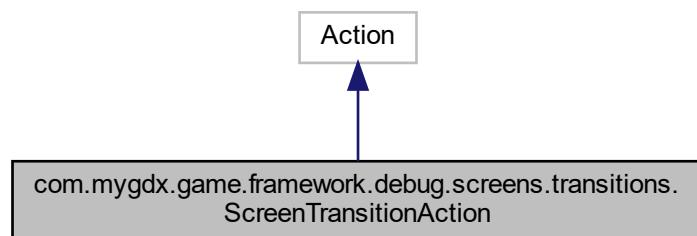
**2.111.3.10 savePointTextureOn** TextureRegion com.badlogic.gdx.game.framework.debug.sprites.items.SavePoint.savePointTextureOn [private]

The documentation for this class was generated from the following file:

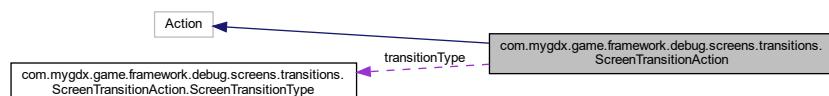
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ **SavePoint.java**

## 2.112 com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction:



**Classes**

- enum **ScreenTransitionType**

**Public Member Functions**

- **ScreenTransitionAction ()**
- **ScreenTransitionAction ( ScreenTransitionType type, float duration)**
- boolean **act (float delta)**
- **ScreenTransitionType getTransitionType ()**
- void **setTransitionType ( ScreenTransitionType transitionType)**
- float **getTransitionDuration ()**
- void **setTransitionDuration (float transitionDuration)**

**Static Public Member Functions**

- static **ScreenTransitionAction transition ( ScreenTransitionType type, float duration)**

**Private Attributes**

- **ScreenTransitionType transitionType = ScreenTransitionType.NONE**
- float **transitionDuration = 2.5f**

**2.112.1 Constructor & Destructor Documentation**

**2.112.1.1 ScreenTransitionAction() [1/2]** com.badlogic.gdx.game.framework.debug.screens.transitions.  
ScreenTransitionAction.ScreenTransitionAction ( )

**2.112.1.2 ScreenTransitionAction() [2/2]** com.badlogic.gdx.game.framework.debug.screens.transitions.  
ScreenTransitionAction.ScreenTransitionAction (   
    **ScreenTransitionType type,**  
    **float duration** )

**2.112.2 Member Function Documentation**

**2.112.2.1 act()** boolean com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.act (   
    **float delta** )

**2.112.2.2 getTransitionDuration()** float com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.getTransitionDuration ( )

**2.112.2.3 getTransitionType()** ScreenTransitionType com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.getTransitionType ( )

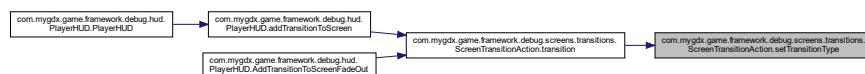
**2.112.2.4 setTransitionDuration()** void com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.setTransitionDuration ( float transitionDuration )

Here is the caller graph for this function:



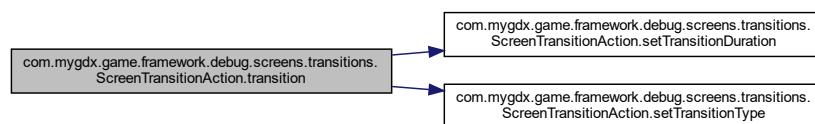
**2.112.2.5 setTransitionType()** void com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.setTransitionType ( ScreenTransitionType transitionType )

Here is the caller graph for this function:

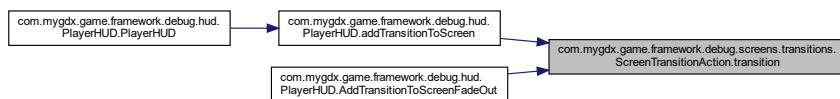


**2.112.2.6 transition()** static ScreenTransitionAction com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.transition ( ScreenTransitionType type, float duration ) [static]

Here is the call graph for this function:



Here is the caller graph for this function:



### 2.112.3 Member Data Documentation

**2.112.3.1 transitionDuration** float com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.transitionDuration = 2.5f [private]

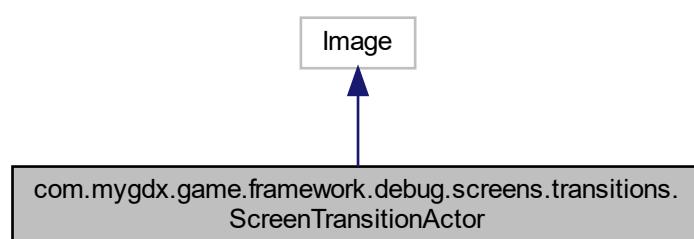
**2.112.3.2 transitionType** ScreenTransitionType com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction.transitionType = ScreenTransitionType.NONE [private]

The documentation for this class was generated from the following file:

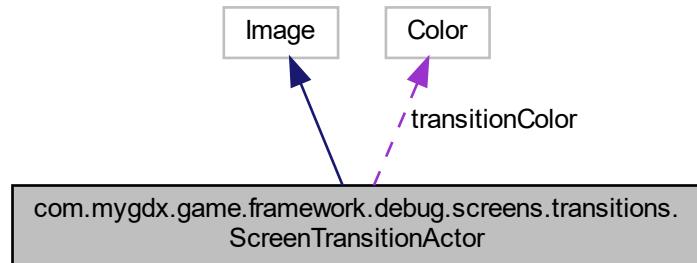
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/**Action.java**
- ScreenTransition**

## 2.113 com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionActor Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionActor:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionActor:



#### Public Member Functions

- **ScreenTransitionActor ()**
- **ScreenTransitionActor (Color color)**
- **Color `getTransitionColor ()`**
- **void `setTransitionColor (Color transitionColor)`**

#### Private Member Functions

- **void `init ()`**

#### Private Attributes

- **Color `transitionColor = Color.BLACK`**

#### 2.113.1 Detailed Description

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#### 2.113.2 Constructor & Destructor Documentation

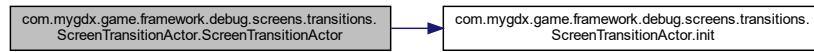
**2.113.2.1 ScreenTransitionActor() [1/2]** com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionActor.ScreenTransitionActor ( )

Here is the call graph for this function:



**2.113.2.2 ScreenTransitionActor() [2/2]** com.badlogic.gdx.framework.debug.screens.transitions.ScreenTransitionActor (Color color)

Here is the call graph for this function:

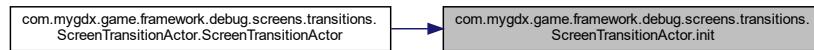


### 2.113.3 Member Function Documentation

**2.113.3.1 getTransitionColor()** Color com.badlogic.gdx.framework.debug.screens.transitions.ScreenTransitionActor.getTransitionColor ()

**2.113.3.2 init()** void com.badlogic.gdx.framework.debug.screens.transitions.ScreenTransitionActor.init () [private]

Here is the caller graph for this function:



**2.113.3.3 setTransitionColor()** void com.badlogic.gdx.framework.debug.screens.transitions.ScreenTransitionActor.setTransitionColor (Color transitionColor)

### 2.113.4 Member Data Documentation

**2.113.4.1 transitionColor** Color com.badlogic.gdx.framework.debug.screens.transitions.ScreenTransitionActor.transitionColor = Color.BLACK [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/ **ScreenTransitionActor.java**

## 2.114 com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransition ← Action.ScreenTransitionType Enum Reference

### Public Attributes

- FADE\_IN
- FADE\_OUT
- NONE

#### 2.114.1 Member Data Documentation

**2.114.1.1 FADE\_IN** com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction ← ScreenTransitionType.FADE\_IN

**2.114.1.2 FADE\_OUT** com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransition ← Action.ScreenTransitionType.FADE\_OUT

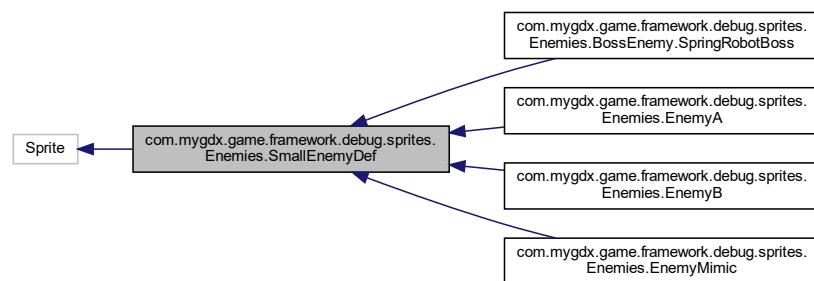
**2.114.1.3 NONE** com.badlogic.gdx.game.framework.debug.screens.transitions.ScreenTransitionAction ← ScreenTransitionType.NONE

The documentation for this enum was generated from the following file:

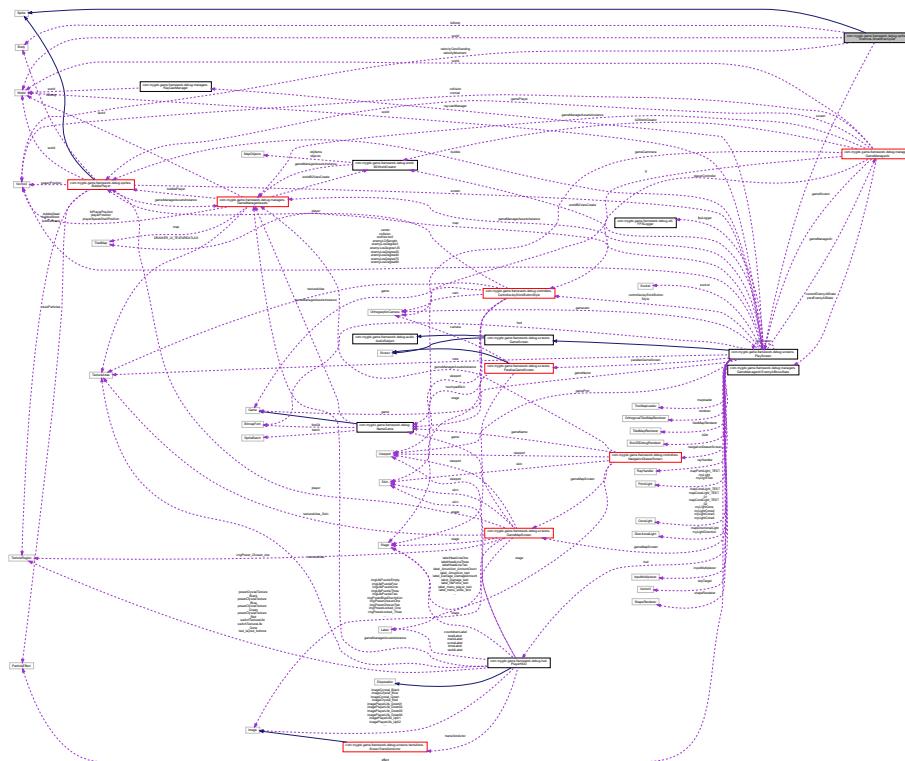
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/**Action.java**
- **ScreenTransition** ←

## 2.115 com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef:



## Public Member Functions

- **SmallEnemyDef ( PlayScreen screen, float x, float y)**
- abstract void **update (float dt)**
- abstract void **hitWithBullet ( BalloneBullet bullet)**
- abstract void **hitWithBullet (String bulletColor)**
- abstract void **hitByEnemy ( SmallEnemyDef smallEnemyDef)**
- abstract void **closeAttack ( SmallEnemyDef smallEnemyDef)**
- abstract void **rangeAttack ( SmallEnemyDef smallEnemyDef)**
- abstract void **rangeAttackFrenzy ( SmallEnemyDef smallEnemyDef, boolean right)**
- abstract void **frenzyAttack ( SmallEnemyDef smallEnemyDef, float seed)**
- abstract void **seekerAttack ( SmallEnemyDef smallEnemyDef)**
- abstract void **closeAttackEnd ( SmallEnemyDef smallEnemyDef)**
- abstract int **getEnemyID ()**
- abstract boolean **getEnemyFaceDirection ()**
- void **reverseVelocity (boolean x, boolean y)**

## Public Attributes

- Body **b2body**
- Vector2 **velocityMovement**
- Vector2 **velocityZeroStanding**

## Protected Member Functions

- abstract void **defineEnemy ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

## Private Attributes

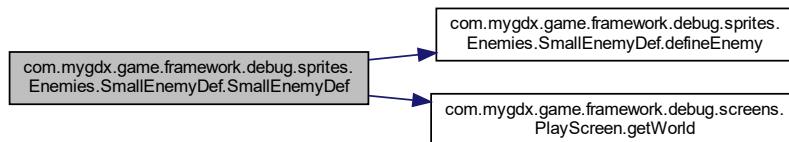
- float **stateTimer**

### 2.115.1 Constructor & Destructor Documentation

**2.115.1.1 SmallEnemyDef()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef. SmallEnemyDef (

```
    PlayScreen screen,
    float x,
    float y )
```

Here is the call graph for this function:



### 2.115.2 Member Function Documentation

**2.115.2.1 closeAttack()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.closeAttack (

```
    SmallEnemyDef smallEnemyDef ) [abstract]
```

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

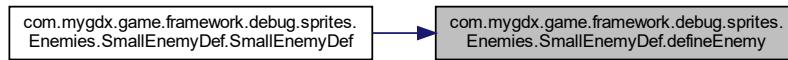
```
2.115.2.2 closeAttackEnd() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←
EnemyDef.closeAttackEnd (
    SmallEnemyDef smallEnemyDef ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

```
2.115.2.3 defineEnemy() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←
EnemyDef.defineEnemy ( ) [abstract], [protected]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

Here is the caller graph for this function:



```
2.115.2.4 frenzyAttack() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←
EnemyDef.frenzyAttack (
    SmallEnemyDef smallEnemyDef,
    float seed ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

```
2.115.2.5 getEnemyFaceDirection() abstract boolean com.badlogic.gdx.game.framework.debug.sprites.←
Enemies.SmallEnemyDef.getEnemyFaceDirection ( ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

**2.115.2.6 getEnemyID()** abstract int com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←  
EnemyDef.getEnemyID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

**2.115.2.7 hitByEnemy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←  
EnemyDef.hitByEnemy (   
    **SmallEnemyDef** smallEnemyDef ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

**2.115.2.8 hitWithBullet() [1/2]** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
SmallEnemyDef.hitWithBullet (   
    **BalloneBullet** bullet ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

**2.115.2.9 hitWithBullet() [2/2]** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.←  
SmallEnemyDef.hitWithBullet (   
    String bulletColor ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

**2.115.2.10 rangeAttack()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.Small←  
EnemyDef.rangeAttack (   
    **SmallEnemyDef** smallEnemyDef ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA** (p. ??), **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB** (p. ??), and **com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic** (p. ??).

```
2.115.2.11 rangeAttackFrenzy() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.rangeAttackFrenzy ( SmallEnemyDef smallEnemyDef, boolean right ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

```
2.115.2.12 reverseVelocity() void com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.reverseVelocity ( boolean x, boolean y )
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??).

```
2.115.2.13 seekerAttack() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.seekerAttack ( SmallEnemyDef smallEnemyDef ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

```
2.115.2.14 update() abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.update ( float dt ) [abstract]
```

Reimplemented in [com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyA](#) (p. ??), [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyB](#) (p. ??), and [com.badlogic.gdx.game.framework.debug.sprites.Enemies.EnemyMimic](#) (p. ??).

## 2.115.3 Member Data Documentation

**2.115.3.1 b2body** Body [com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.b2body](#)

**2.115.3.2 screen** `PlayScreen` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.screen` [protected]

**2.115.3.3 stateTimer** `float` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.stateTimer` [private]

**2.115.3.4 velocityCeroStanding** `Vector2` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.velocityCeroStanding`

**2.115.3.5 velocityMovment** `Vector2` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.velocityMovment`

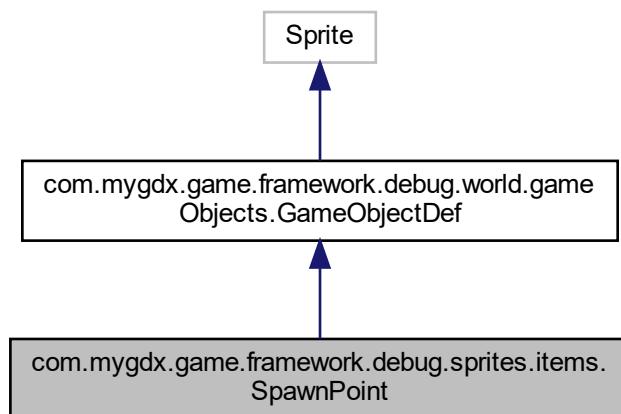
**2.115.3.6 world** `World` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef.world` [protected]

The documentation for this class was generated from the following file:

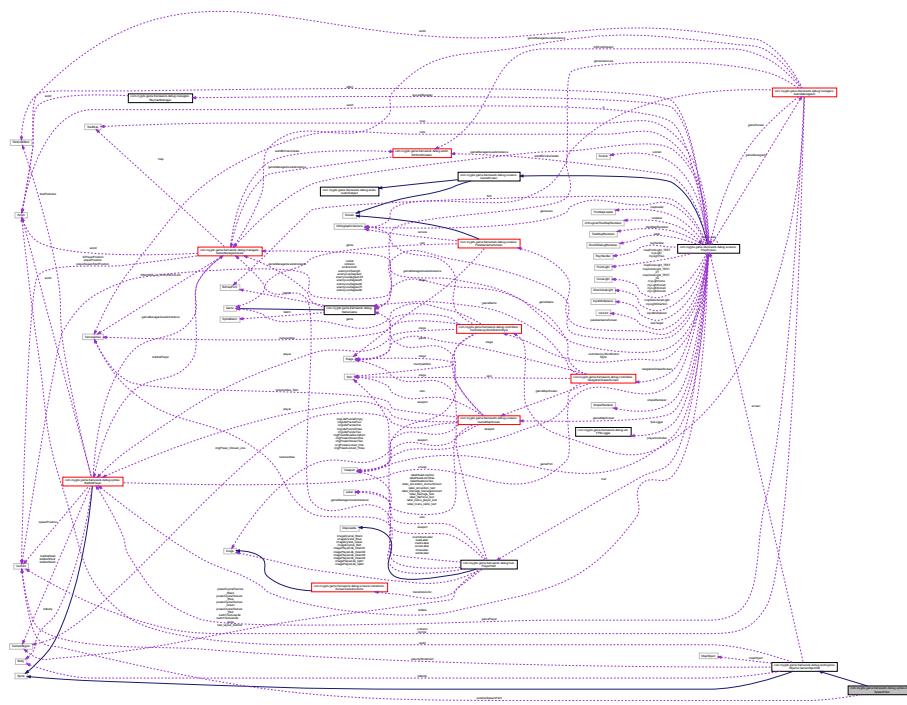
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/ **SmallEnemyDef.java**

## 2.116 com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint:



## Public Member Functions

- **SpawnPoint ( PlayScreen screen, float x, float y, MapObject object)**
- String **getObjectIdentity ()**
- void **update (float dt)**
- int **getObjectID ()**
- void **onSavePointHit (Vector2 player, String world, String level, String savePoint)**
- void **onGameObjectHitChangeTexture (Boolean textureChange)**
- String **getPortalMapTravelType ()**
- void **onPortalTravelHit (String travelFrom, String travelTo)**
- void **setRunDoors (boolean t)**
- void **active (Array< Obstacle > obstacles)**
- void **activeAfterBossDeath (Array< Obstacle > obstacles)**
- void **getHitBossSpawn ()**

## Public Attributes

- String **mapWorld**
- String **mapLevel**
- String **mapSpawnPoint**
- Vector2 **positionSpawnPoint**

## Protected Member Functions

- void **defineGameObject ()**

## Private Attributes

- boolean **spawnPointBooleanHit**
- String **objectIdentity**

## Additional Inherited Members

### 2.116.1 Constructor & Destructor Documentation

```
2.116.1.1 SpawnPoint() com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint (
    PlayScreen screen,
    float x,
    float y,
    MapObject object )
```

### 2.116.2 Member Function Documentation

```
2.116.2.1 active() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.active (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.116.2.2 activeAfterBossDeath() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.activeAfterBossDeath (
    Array< Obstacle > obstacles )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.116.2.3 defineGameObject() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.defineGameObject ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.116.2.4 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.getHitBossSpawn ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.5 getObjectId()** int com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.getObjectID()  
( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.6 getObjectIdentity()** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.getObjectNameIdentity()  
( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.7 getPortalMapTravelType()** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.getPortalMapTravelType()  
( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.8 onGameObjectHitChangeTexture()** void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.onGameobjectHitChangeTexture(  
Boolean textureChange )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.9 onPortalTravelHit()** void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.onPortalTravelHit(  
String travelFrom,  
String travelTo )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

**2.116.2.10 onSavePointHit()** void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.onSavePointHit(  
Vector2 player,  
String world,  
String level,  
String savePoint )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.116.2.11 setRunDoors() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.setRunDoors ( boolean t )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

```
2.116.2.12 update() void com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.update ( float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.GameObjectDef** (p. ??).

### 2.116.3 Member Data Documentation

**2.116.3.1 mapLevel** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.mapLevel

**2.116.3.2 mapSpawnPoint** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.mapSpawnPoint

**2.116.3.3 mapWorld** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.mapWorld

**2.116.3.4 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.objectIdentity [private]

**2.116.3.5 positionSpawnPoint** Vector2 com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.positionSpawnPoint

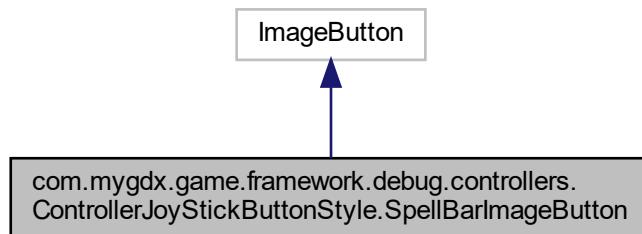
**2.116.3.6 spawnPointBooleanHit** boolean com.badlogic.gdx.game.framework.debug.sprites.items.SpawnPoint.spawnPointBooleanHit [private]

The documentation for this class was generated from the following file:

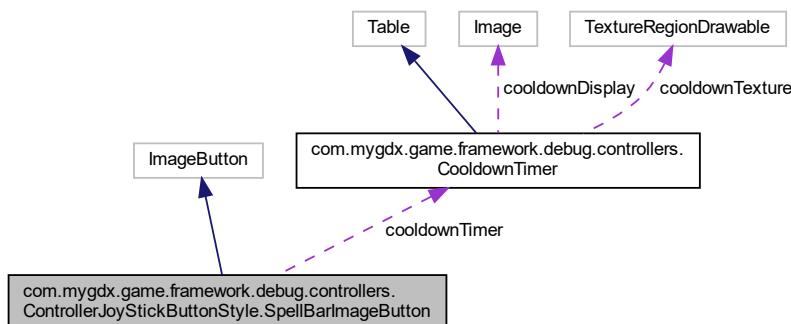
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/**SpawnPoint.java**

## 2.117 com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton:



### Public Member Functions

- **SpellBarImageButton** (ImageButtonStyle imageButtonStyle, float **cooldown**)
- boolean **isOnCooldown** ()
- float **getCooldownTriggerTime** ()
- void **setCooldownTriggerTime** (float **cooldownTriggerTime**)
- float **getRemainingCooldownTime** ()
- float **getRemainingCooldownPercentage** ()
- void **update** ()

### Private Attributes

- final **CooldownTimer cooldownTimer**
- final float **cooldown**
- float **cooldownTriggerTime** = -Float.MAX\_VALUE

### 2.117.1 Detailed Description

Represents a button of the spell bar component.

#### Author

serhiy cool down timer but not visual

### 2.117.2 Constructor & Destructor Documentation

```
2.117.2.1 SpellBarImageButton() com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStick←
ButtonStyle.SpellBarImageButton.SpellBarImageButton (
    ImageButtonStyle imageButtonStyle,
    float cooldown )
```

### 2.117.3 Member Function Documentation

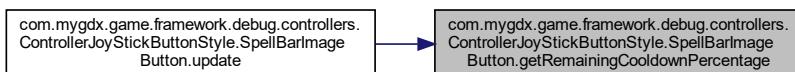
```
2.117.3.1 getCooldownTriggerTime() float com.badlogic.gdx.game.framework.debug.controllers.Controller←
JoyStickButtonStyle.SpellBarImageButton.getCooldownTriggerTime ( )
```

```
2.117.3.2 getRemainingCooldownPercentage() float com.badlogic.gdx.game.framework.debug.controllers.←
ControllerJoyStickButtonStyle.SpellBarImageButton.getRemainingCooldownPercentage ( )
```

Here is the call graph for this function:

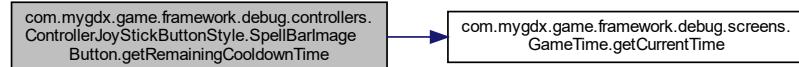


Here is the caller graph for this function:

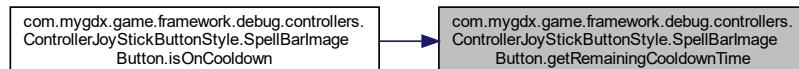


**2.117.3.3 getRemainingCooldownTime()** float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.getRemainingCooldownTime ( )

Here is the call graph for this function:



Here is the caller graph for this function:



**2.117.3.4 isOnCooldown()** boolean com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.isOnCooldown ( )

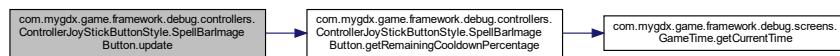
Here is the call graph for this function:



**2.117.3.5 setCooldownTriggerTime()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.setCooldownTriggerTime ( float cooldownTriggerTime )

**2.117.3.6 update()** void com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.update ( )

Here is the call graph for this function:



#### 2.117.4 Member Data Documentation

**2.117.4.1 cooldown** final float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.cooldown [private]

**2.117.4.2 cooldownTimer** final CooldownTimer com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.cooldownTimer [private]

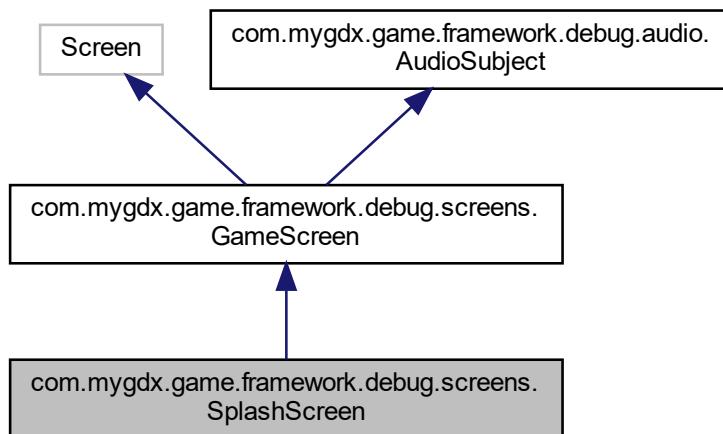
**2.117.4.3 cooldownTriggerTime** float com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton.cooldownTriggerTime = -Float.MAX\_VALUE [private]

The documentation for this class was generated from the following file:

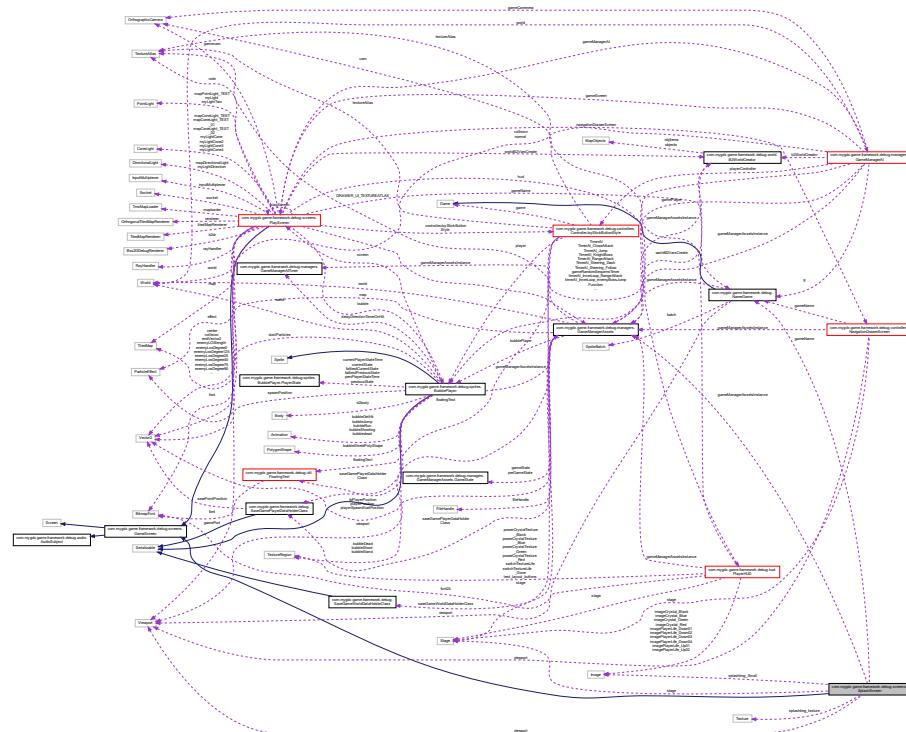
- BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ **ControllerJoyStickButtonStyle.java**

#### 2.118 com.badlogic.gdx.game.framework.debug.screens.SplashScreen Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.screens.SplashScreen:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.screens.SplashScreen:



## Public Member Functions

- **SplashScreen ( NameGame game, String level, GameManagerAssets instance)**
- void **show ()**
- void **render (float dt)**
- void **resize (int width, int height)**
- void **update (float dt)**
- void **hide ()**
- void **dispose ()**

## Private Attributes

- Stage **stage**
- NameGame **gameName**
- Viewport **viewport**
- Image **splashImg\_Small**
- Texture **splashImg\_texture**
- GameManagerAssets **gameManagerAssetsInstance**

### 2.118.1 Constructor & Destructor Documentation

```
2.118.1.1 SplashScreen() com.badlogic.gdx.game.framework.debug.screens.SplashScreen (  
    NameGame game,  
    String level,  
    GameManagerAssets instance )
```

Here is the call graph for this function:



## 2.118.2 Member Function Documentation

**2.118.2.1 `dispose()`** void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.118.2.2 `hide()`** void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.hide ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

**2.118.2.3 `render()`** void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.render ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the call graph for this function:



```
2.118.2.4 resize() void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.resize ( int width, int height )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

```
2.118.2.5 show() void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.show ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

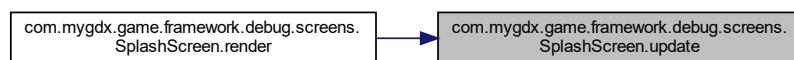
Here is the call graph for this function:



```
2.118.2.6 update() void com.badlogic.gdx.game.framework.debug.screens.SplashScreen.update ( float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.screens.GameScreen** (p. ??).

Here is the caller graph for this function:



### 2.118.3 Member Data Documentation

```
2.118.3.1 gameManagerAssetsInstance GameManagerAssets com.badlogic.gdx.game.framework.debug.← screens.SplashScreen.gameManagerAssetsInstance [private]
```

```
2.118.3.2 gameName NameGame com.badlogic.gdx.game.framework.debug.screens.SplashScreen.gameName [private]
```

**2.118.3.3 splashImg\_Small** Image com.badlogic.gdx.game.framework.debug.screens.SplashScreen.splash←  
Img\_Small [private]

**2.118.3.4 splashImg\_texture** Texture com.badlogic.gdx.game.framework.debug.screens.SplashScreen.←  
splashImg\_texture [private]

**2.118.3.5 stage** Stage com.badlogic.gdx.game.framework.debug.screens.SplashScreen.stage [private]

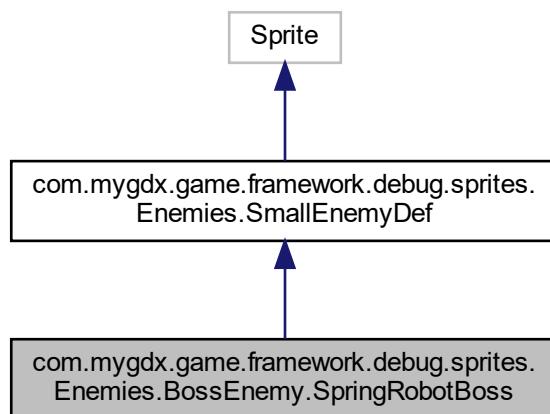
**2.118.3.6 viewport** Viewport com.badlogic.gdx.game.framework.debug.screens.SplashScreen.viewport [private]

The documentation for this class was generated from the following file:

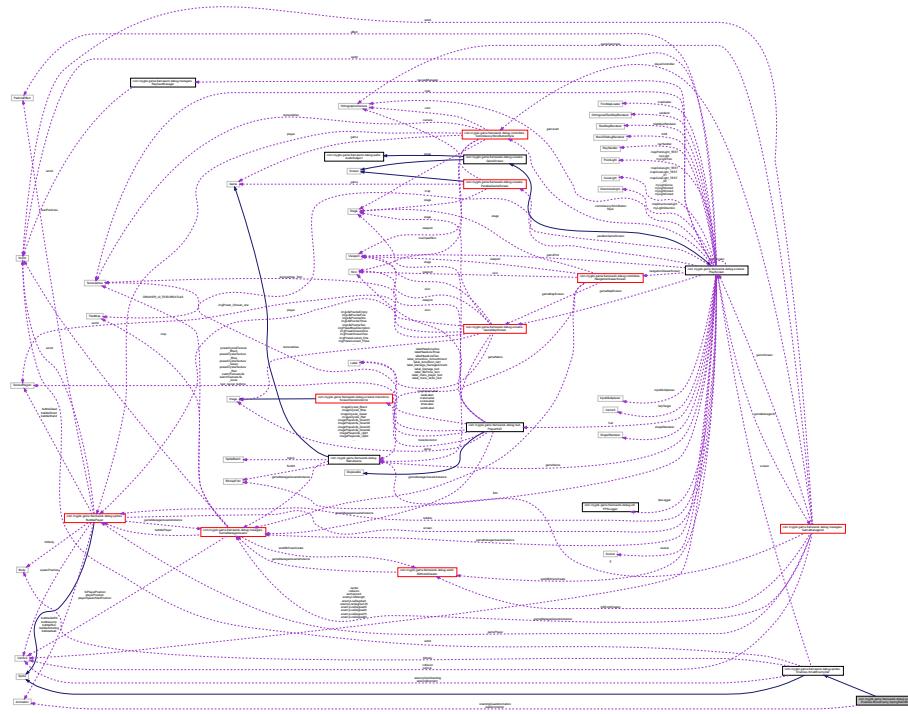
- BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/**SplashScreen.java**

## **2.119 com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss** ← **Boss Class Reference**

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss:



## Public Member Functions

- **SpringRobotBoss** (`PlayScreen screen`, float x, float y, int idOfEnemyFromTiledMap)
- void **update** (float dt)
- void **hitWithBullet** (`BalloneBullet bullet`)
- void **hitWithBullet** (String bulletColor)
- void **hitByEnemy** (`SmallEnemyDef smallEnemyDef`)
- void **closeAttack** (`SmallEnemyDef smallEnemyDef`)
- void **rangeAttack** (`SmallEnemyDef smallEnemyDef`)
- void **rangeAttackFrenzy** (`SmallEnemyDef smallEnemyDef`, boolean right)
- void **frenzyAttack** (`SmallEnemyDef smallEnemyDef`, float seed)
- void **seekerAttack** (`SmallEnemyDef smallEnemyDef`)
- void **closeAttackEnd** (`SmallEnemyDef smallEnemyDef`)
- int **getEnemyID** ()
- boolean **getEnemyFaceDirection** ()

## Protected Member Functions

- void **defineEnemy** ()

## Private Attributes

- float **stateTimer**
- Animation **walkAnimation**
- Animation **standingGuardAnimation**
- Array< TextureRegion > **frames**
- boolean **setToDestroy**

- boolean **destroyed**
- boolean **runningRight**
- boolean **enemyIsDead**
- boolean **enemyIsHit**
- int **enemyLife** = 2
- int **enemyID**

## Additional Inherited Members

### 2.119.1 Constructor & Destructor Documentation

**2.119.1.1 SpringRobotBoss()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.SpringRobotBoss (

```
PlayScreen screen,
float x,
float y,
int idOfEnemyFromTiledMap )
```

Here is the call graph for this function:



### 2.119.2 Member Function Documentation

**2.119.2.1 closeAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.closeAttack (

```
SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.2 closeAttackEnd()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.closeAttackEnd (

```
SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.3 defineEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.defineEnemy ( ) [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.4 frenzyAttack()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.frenzyAttack (   
    **SmallEnemyDef** smallEnemyDef,  
    float seed )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.5 getEnemyFaceDirection()** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.Boss←  
Enemy.SpringRobotBoss.getEnemyFaceDirection ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.6 getEnemyID()** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.getEnemyID ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.7 hitByEnemy()** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.hitByEnemy (   
    **SmallEnemyDef** smallEnemyDef )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.8 hitWithBullet() [1/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.hitWithBullet (   
    **BalloneBullet** bullet )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

**2.119.2.9 hitWithBullet() [2/2]** void com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.hitWithBullet (   
    String bulletColor )

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.119.2.10 rangeAttack() void com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.rangeAttack (←  
    SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.119.2.11 rangeAttackFrenzy() void com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.rangeAttackFrenzy (←  
    SmallEnemyDef smallEnemyDef,  
    boolean right )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.119.2.12 seekerAttack() void com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.seekerAttack (←  
    SmallEnemyDef smallEnemyDef )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

```
2.119.2.13 update() void com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobot←  
Boss.update (←  
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.sprites.Enemies.SmallEnemyDef** (p. ??).

## 2.119.3 Member Data Documentation

```
2.119.3.1 destroyed boolean com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.Spring←  
RobotBoss.destroyed [private]
```

```
2.119.3.2 enemyID int com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobot←  
Boss.enemyID [private]
```

```
2.119.3.3 enemyIsDead boolean com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.←  
SpringRobotBoss.enemyIsDead [private]
```

**2.119.3.4 enemyIsHit** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.enemyIsHit [private]

**2.119.3.5 enemyLife** int com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.enemyLife = 2 [private]

**2.119.3.6 frames** Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.frames [private]

**2.119.3.7 runningRight** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.runningRight [private]

**2.119.3.8 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.setToDestroy [private]

**2.119.3.9 standingGuardAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.standingGuardAnimation [private]

**2.119.3.10 stateTimer** float com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.stateTimer [private]

**2.119.3.11 walkAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss.walkAnimation [private]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/ **SpringRobotBoss.java**

## 2.120 com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State Enum Reference

### Public Attributes

- **FSM**
- **PUSHDOWN**
- **TREES**
- **HOMESTATE**
- **INACTIVE**
- **ACTIVE**
- **FLOCK**
- **FORMATION**
- **PURSUE**
- **PURSUE\_AI\_MARKER**
- **WANDER**
- **WANDER\_AI\_MARKER**
- **ASTAR**
- **HIERARCHICAL**

### 2.120.1 Member Data Documentation

**2.120.1.1 ACTIVE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.ACTIVE

**2.120.1.2 ASTAR** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.ASTAR

**2.120.1.3 FLOCK** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.FLOCK

**2.120.1.4 FORMATION** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.FORMATION

**2.120.1.5 FSM** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.FSM

**2.120.1.6 HIERARCHICAL** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.HIERARCHICAL

**2.120.1.7 HOMESTATE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.HOMESTATE

**2.120.1.8 INACTIVE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.INACTIVE

**2.120.1.9 PURSUE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.PURSUE

**2.120.1.10 PURSUE\_AI\_MARKER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.PURSUE\_AI\_MARKER

**2.120.1.11 PUSHDOWN** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.PUSHDOWN

**2.120.1.12 TREES** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.TREES

**2.120.1.13 WANDER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.WANDER

**2.120.1.14 WANDER\_AI\_MARKER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State.WANDER\_AI\_MARKER

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/**GameSteeringStateManagerBoss.java**

## 2.121 com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManager<-- Enemy.State Enum Reference

### Public Attributes

- **FSM**
- **PUSHDOWN**
- **TREES**
- **HOMESTATE**
- **INACTIVE**
- **ACTIVE**
- **FLOCK**
- **FORMATION**
- **PURSUE**
- **PURSUE\_AI\_MARKER**
- **WANDER**
- **WANDER\_AI\_MARKER**
- **ASTAR**
- **HIERARCHICAL**

### 2.121.1 Member Data Documentation

**2.121.1.1 ACTIVE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.<--  
State.ACTIVE

**2.121.1.2 ASTAR** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.<--  
State.ASTAR

**2.121.1.3 FLOCK** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.<--  
State.FLOCK

**2.121.1.4 FORMATION** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.<--  
State.FORMATION

**2.121.1.5 FSM** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.FSM

**2.121.1.6 HIERARCHICAL** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.HIERARCHICAL

**2.121.1.7 HOMESTATE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.HOMESTATE

**2.121.1.8 INACTIVE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.INACTIVE

**2.121.1.9 PURSUE** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.PURSUE

**2.121.1.10 PURSUE\_AI\_MARKER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.PURSUE\_AI\_MARKER

**2.121.1.11 PUSHDOWN** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.PUSHDOWN

**2.121.1.12 TREES** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.TREES

**2.121.1.13 WANDER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.WANDER

**2.121.1.14 WANDER\_AI\_MARKER** com.badlogic.gdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State.WANDER\_AI\_MARKER

The documentation for this enum was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/**GameSteeringStateManagerEnemy.java**

## 2.122 com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.StateBullet ↵ Animation Enum Reference

### Public Attributes

- **START\_OF\_ANIMATION\_BULLET**
- **END\_OF\_ANIMATION\_BULLET**

#### 2.122.1 Member Data Documentation

**2.122.1.1 END\_OF\_ANIMATION\_BULLET** com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.StateBulletAnimation.END\_OF\_ANIMATION\_BULLET

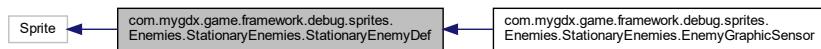
**2.122.1.2 START\_OF\_ANIMATION\_BULLET** com.badlogic.gdx.game.framework.debug.sprites.powers.BalloneBullet.StateBulletAnimation.START\_OF\_ANIMATION\_BULLET

The documentation for this enum was generated from the following file:

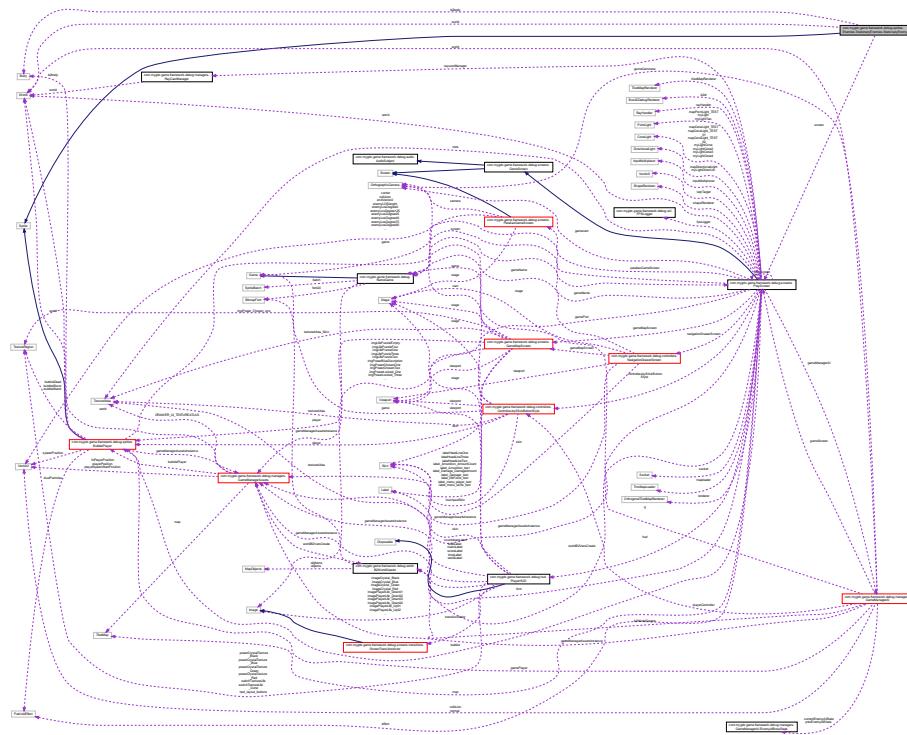
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/ **BalloneBullet.java**

## 2.123 com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies. ↵ StationaryEnemyDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef:



## Public Member Functions

- **StationaryEnemyDef ( PlayScreen screen, float x, float y)**
- abstract void **update (float dt)**
- abstract int **getStationaryEnemyObjectID ()**
- abstract void **hitWithPlayerPower ()**

## Public Attributes

- Body **b2body**

## Protected Member Functions

- abstract void **defineStationaryEnemy ()**

## Protected Attributes

- World **world**
- PlayScreen **screen**

### 2.123.1 Detailed Description

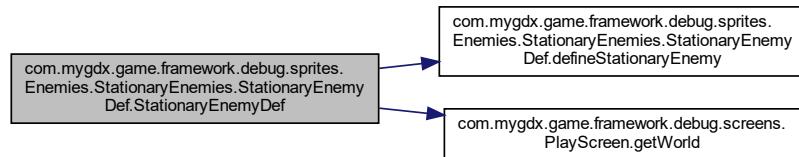
A Sensor Def abstract Class for now

## 2.123.2 Constructor & Destructor Documentation

**2.123.2.1 StationaryEnemyDef()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.StationaryEnemyDef (

```
PlayScreen screen,
float x,
float y )
```

Here is the call graph for this function:

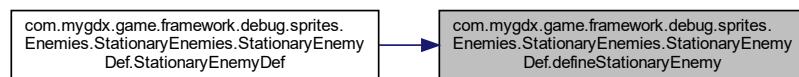


## 2.123.3 Member Function Documentation

**2.123.3.1 defineStationaryEnemy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.defineStationaryEnemy ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor** (p. ??).

Here is the caller graph for this function:



**2.123.3.2 getStationaryEnemyObjectID()** abstract int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.getStationaryEnemyObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor** (p. ??).

**2.123.3.3 hitWithPlayerPower()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.hitWithPlayerPower ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor** (p. ??).

**2.123.3.4 update()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor** (p. ??).

## 2.123.4 Member Data Documentation

**2.123.4.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.b2body

**2.123.4.2 screen** PlayScreen com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.screen [protected]

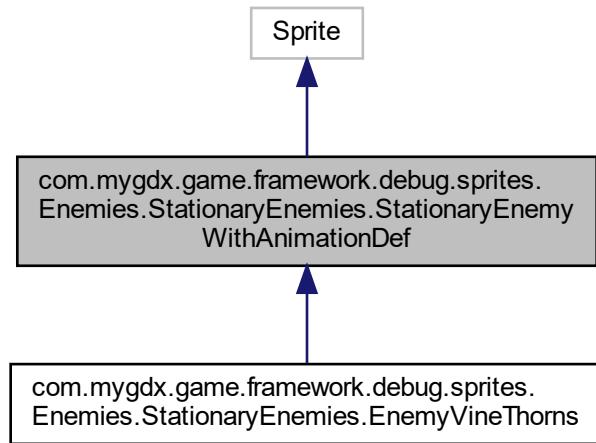
**2.123.4.3 world** World com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef.world [protected]

The documentation for this class was generated from the following file:

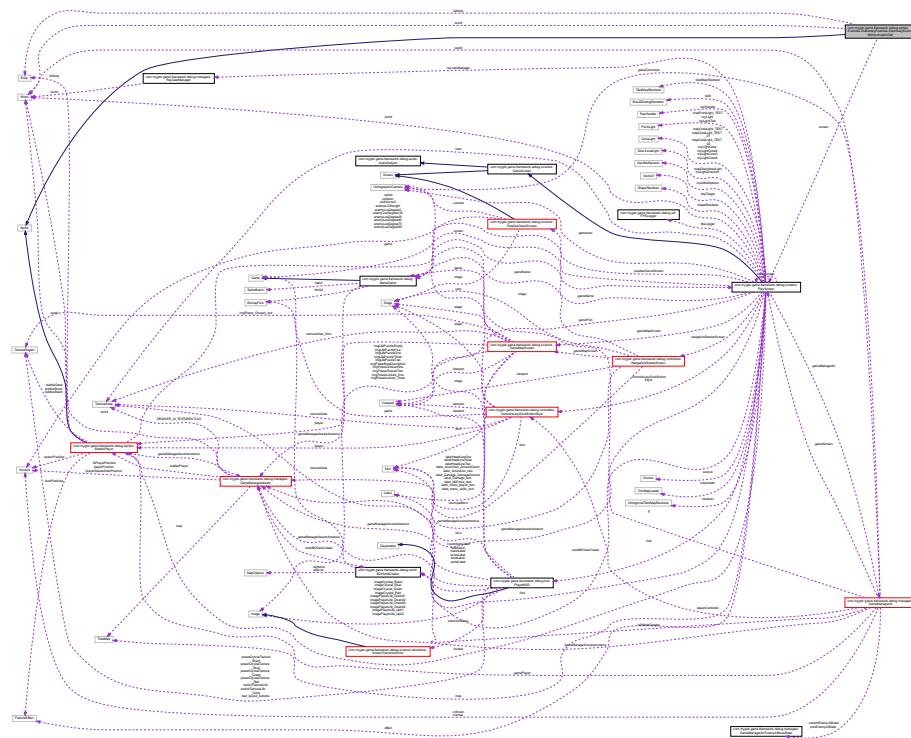
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/StationaryEnemies/**StationaryEnemyDef.java**

## 2.124 com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.[←](#) StationaryEnemyWithAnimationDef Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef:



## Public Member Functions

- **StationaryEnemyWithAnimationDef ( PlayScreen screen, float x, float y)**
- abstract void **update (float dt)**
- abstract int **getStationaryEnemyObjectID ()**
- abstract void **hitWithPlayerPower ()**

## Public Attributes

- Body **b2body**

## Protected Member Functions

- abstract void **defineStationaryEnemy ()**

## Protected Attributes

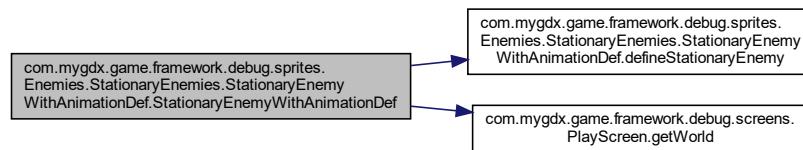
- World **world**
- **PlayScreen screen**

### 2.124.1 Constructor & Destructor Documentation

**2.124.1.1 StationaryEnemyWithAnimationDef()** com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.StationaryEnemyWithAnimationDef (

```
PlayScreen screen,
float x,
float y )
```

Here is the call graph for this function:



### 2.124.2 Member Function Documentation

**2.124.2.1 defineStationaryEnemy()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.defineStationaryEnemy ( ) [abstract], [protected]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVine** ← **Thorns** (p. ??).

Here is the caller graph for this function:



**2.124.2.2 getStationaryEnemyObjectID()** abstract int com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.getStationaryEnemyObjectID ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVine** ← **Thorns** (p. ??).

**2.124.2.3 hitWithPlayerPower()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.hitWithPlayerPower ( ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVine** ← **Thorns** (p. ??).

**2.124.2.4 update()** abstract void com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.update ( float dt ) [abstract]

Reimplemented in **com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVine** ← **Thorns** (p. ??).

## 2.124.3 Member Data Documentation

**2.124.3.1 b2body** Body com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef.b2body

**2.124.3.2 screen** `PlayScreen` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.`←  
`StationaryEnemyWithAnimationDef.screen` [protected]

**2.124.3.3 world** `World` `com.badlogic.gdx.game.framework.debug.sprites.Enemies.StationaryEnemies.`←  
`StationaryEnemyWithAnimationDef.world` [protected]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/StationaryEnemies/**StationaryEnemyWithAnimationDef.java**

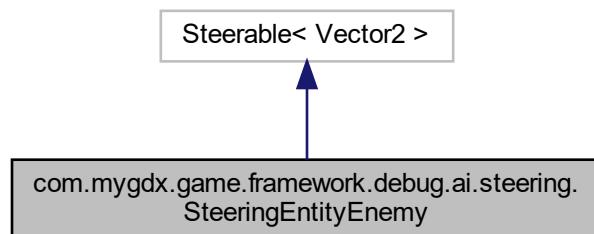
## 2.125 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.Steerable Class Reference

The documentation for this class was generated from the following file:

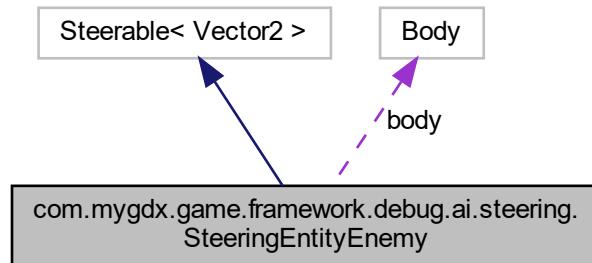
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/**Steerable.java**

## 2.126 com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy:



### Public Member Functions

- `SteeringEntityEnemy (Body body, boolean independentFacing, float boundingRadius)`
- `Body getBody ()`
- `void setBody (Body body)`
- `boolean isIndependentFacing ()`
- `void setIndependentFacing (boolean independentFacing)`
- `Vector2 getPosition ()`
- `float getOrientation ()`
- `void setOrientation (float orientation)`
- `Vector2 getLinearVelocity ()`
- `float getAngularVelocity ()`
- `float getBoundingRadius ()`
- `boolean isTagged ()`
- `void setTagged (boolean tagged)`
- `Location< Vector2 > newLocation ()`
- `float vectorToAngle (Vector2 vector)`
- `Vector2 angleToVector (Vector2 outVector, float angle)`
- `SteeringBehavior< Vector2 > getSteeringBehavior ()`
- `void setSteeringBehavior (SteeringBehavior< Vector2 > steeringBehavior)`
- `void update (float deltaTime)`
- `float getMaxLinearSpeed ()`
- `void setMaxLinearSpeed (float maxLinearSpeed)`
- `float getMaxLinearAcceleration ()`
- `void setMaxLinearAcceleration (float maxLinearAcceleration)`
- `float getMaxAngularSpeed ()`
- `void setMaxAngularSpeed (float maxAngularSpeed)`
- `float getMaxAngularAcceleration ()`
- `void setMaxAngularAcceleration (float maxAngularAcceleration)`
- `float getZeroLinearSpeedThreshold ()`
- `void setZeroLinearSpeedThreshold (float value)`

### Protected Member Functions

- `void applySteering (SteeringAcceleration< Vector2 > steering, float deltaTime)`
- `void wrapAround (float maxX, float maxY)`

### Protected Attributes

- SteeringBehavior< Vector2 > **steeringBehavior**

### Package Attributes

- Body **body**
- boolean **tagged**
- boolean **independentFacing**
- float **boundingRadius**
- float **maxLinearSpeed**
- float **maxLinearAcceleration**
- float **maxAngularSpeed**
- float **maxAngularAcceleration**

### Static Private Attributes

- static final SteeringAcceleration< Vector2 > **steeringOutput** = new SteeringAcceleration<Vector2>(new Vector2())

## 2.126.1 Constructor & Destructor Documentation

```
2.126.1.1 SteeringEntityEnemy() com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy (Body body, boolean independentFacing, float boundingRadius)
```

## 2.126.2 Member Function Documentation

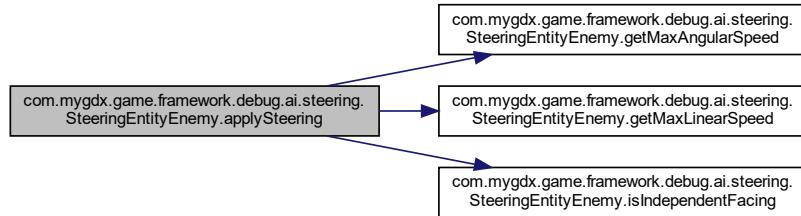
```
2.126.2.1 angleToVector() Vector2 com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.angleToVector (Vector2 outVector, float angle)
```

Here is the call graph for this function:

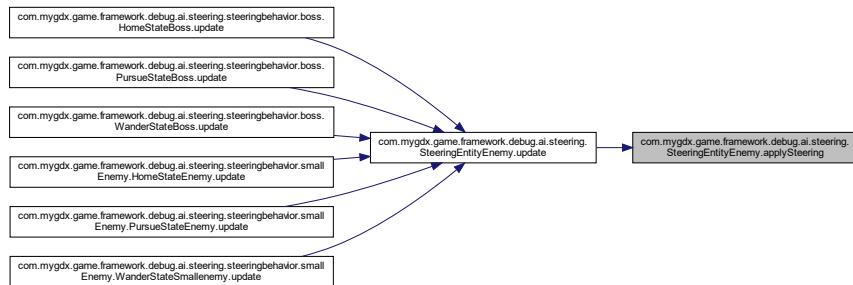


```
2.126.2.2 applySteering() void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity<-->
Enemy.applySteering (
    SteeringAcceleration< Vector2 > steering,
    float deltaTime ) [protected]
```

Here is the call graph for this function:



Here is the caller graph for this function:



```
2.126.2.3 getAngularVelocity() float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity<-->
Enemy.getAngularVelocity ( )
```

```
2.126.2.4 getBody() Body com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.get<-->
Body ( )
```

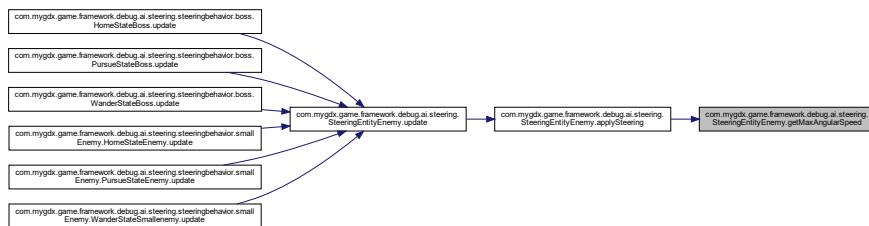
```
2.126.2.5 getBoundingRadius() float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity<-->
EntityEnemy.getBoundingRadius ( )
```

**2.126.2.6 getLinearVelocity()** `Vector2 com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getLinearVelocity ()`

**2.126.2.7 getMaxAngularAcceleration()** `float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getMaxAngularAcceleration ()`

**2.126.2.8 getMaxAngularSpeed()** `float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getMaxAngularSpeed ()`

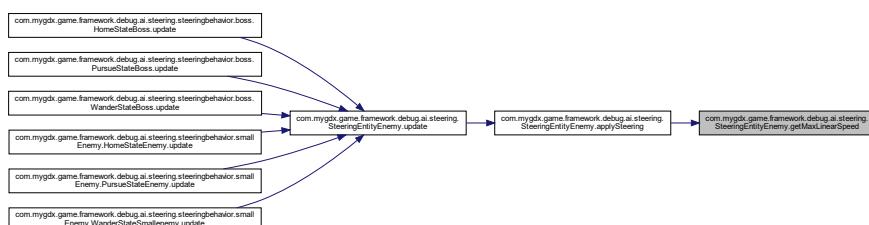
Here is the caller graph for this function:



**2.126.2.9 getMaxLinearAcceleration()** `float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getMaxLinearAcceleration ()`

**2.126.2.10 getMaxLinearSpeed()** `float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getMaxLinearSpeed ()`

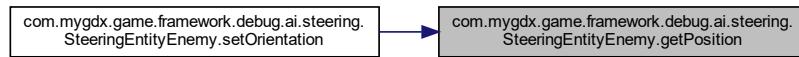
Here is the caller graph for this function:



**2.126.2.11 getOrientation()** float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getOrientation ( )

**2.126.2.12 getPosition()** Vector2 com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getPosition ( )

Here is the caller graph for this function:

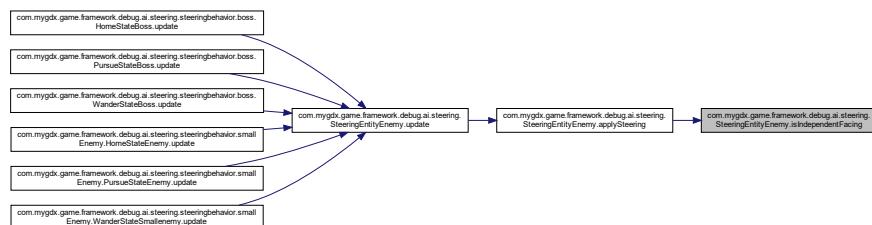


**2.126.2.13 getSteeringBehavior()** SteeringBehavior< Vector2 > com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getSteeringBehavior ( )

**2.126.2.14 getZeroLinearSpeedThreshold()** float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.getZeroLinearSpeedThreshold ( )

**2.126.2.15 isIndependentFacing()** boolean com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.isIndependentFacing ( )

Here is the caller graph for this function:



**2.126.2.16 isTagged()** boolean com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.isTagged ( )

**2.126.2.17 newLocation()** Location< Vector2 > com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.newLocation ( )

**2.126.2.18 setBody()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setBody ( Body body )

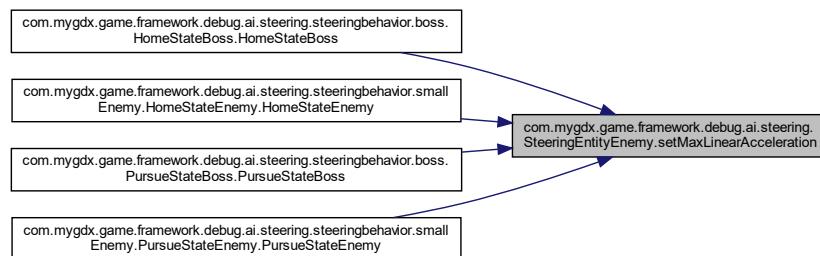
**2.126.2.19 setIndependentFacing()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setIndependentFacing ( boolean independentFacing )

**2.126.2.20 setMaxAngularAcceleration()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setMaxAngularAcceleration ( float maxAngularAcceleration )

**2.126.2.21 setMaxAngularSpeed()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setMaxAngularSpeed ( float maxAngularSpeed )

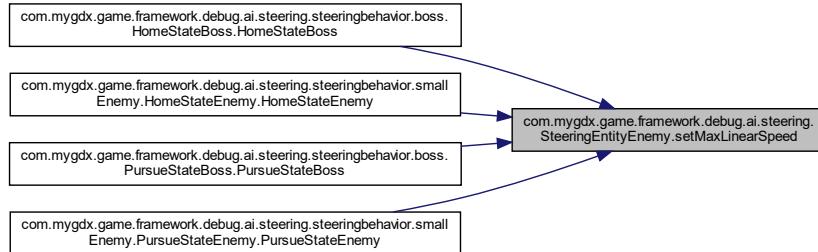
**2.126.2.22 setMaxLinearAcceleration()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setMaxLinearAcceleration ( float maxLinearAcceleration )

Here is the caller graph for this function:



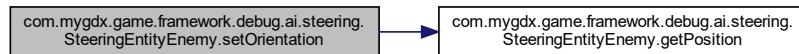
```
2.126.2.23 setMaxLinearSpeed() void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setMaxLinearSpeed (
    float maxLinearSpeed )
```

Here is the caller graph for this function:



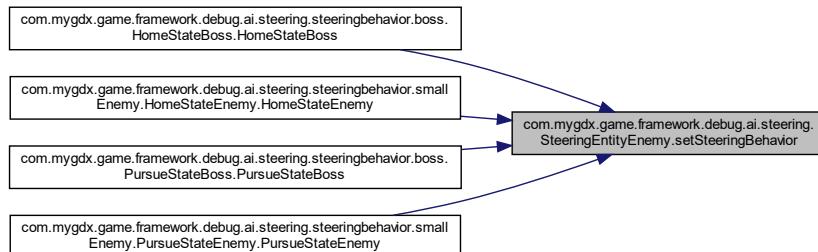
```
2.126.2.24 setOrientation() void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setOrientation (
    float orientation )
```

Here is the call graph for this function:



```
2.126.2.25 setSteeringBehavior() void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setSteeringBehavior (
    SteeringBehavior< Vector2 > steeringBehavior )
```

Here is the caller graph for this function:

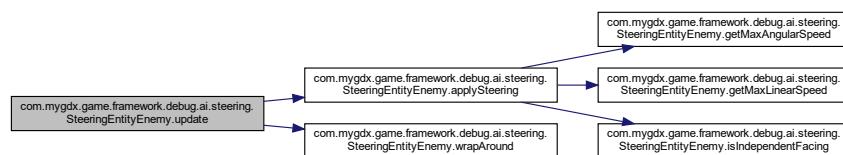


**2.126.2.26 setTagged()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setTagged ( boolean tagged )

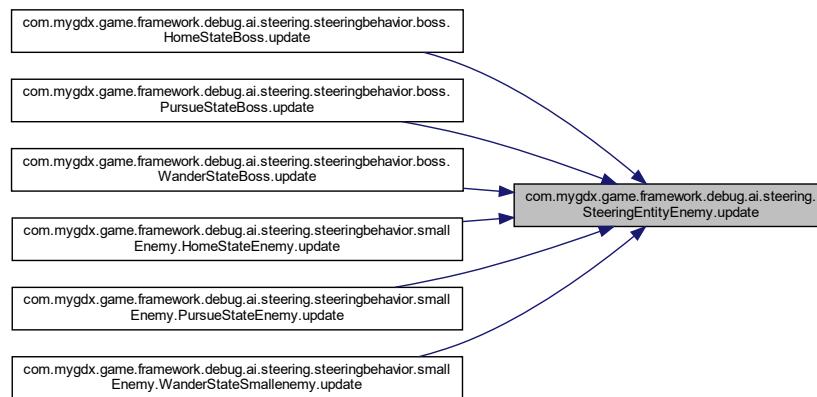
**2.126.2.27 setZeroLinearSpeedThreshold()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.setZeroLinearSpeedThreshold ( float value )

**2.126.2.28 update()** void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.update ( float deltaTime )

Here is the call graph for this function:



Here is the caller graph for this function:



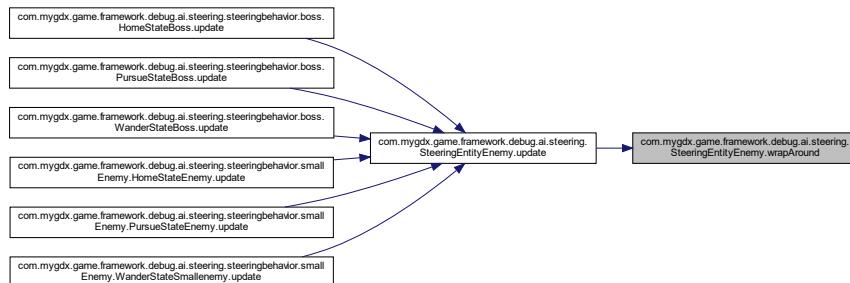
```
2.126.2.29 vectorToAngle() float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity->
Enemy.vectorToAngle (
    Vector2 vector )
```

Here is the call graph for this function:



```
2.126.2.30 wrapAround() void com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy->
wrapAround (
    float maxX,
    float maxY ) [protected]
```

Here is the caller graph for this function:



### 2.126.3 Member Data Documentation

**2.126.3.1 body** Body com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.body [package]

**2.126.3.2 boundingRadius** float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity->
Enemy.boundingRadius [package]

**2.126.3.3 independentFacing** boolean com.badlogic.gdx.game.framework.debug.ai.steering.Steering<→  
EntityEnemy.independentFacing [package]

**2.126.3.4 maxAngularAcceleration** float com.badlogic.gdx.game.framework.debug.ai.steering.Steering<→  
EntityEnemy.maxAngularAcceleration [package]

**2.126.3.5 maxAngularSpeed** float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity<→  
Enemy.maxAngularSpeed [package]

**2.126.3.6 maxLinearAcceleration** float com.badlogic.gdx.game.framework.debug.ai.steering.Steering<→  
EntityEnemy.maxLinearAcceleration [package]

**2.126.3.7 maxLinearSpeed** float com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntity<→  
Enemy.maxLinearSpeed [package]

**2.126.3.8 steeringBehavior** SteeringBehavior<Vector2> com.badlogic.gdx.game.framework.debug.ai.<→  
steering.SteeringEntityEnemy.steeringBehavior [protected]

**2.126.3.9 steeringOutput** final SteeringAcceleration<Vector2> com.badlogic.gdx.game.framework.debug.<→  
ai.steering.SteeringEntityEnemy.steeringOutput = new SteeringAcceleration<Vector2>(new Vector2())  
[static], [private]

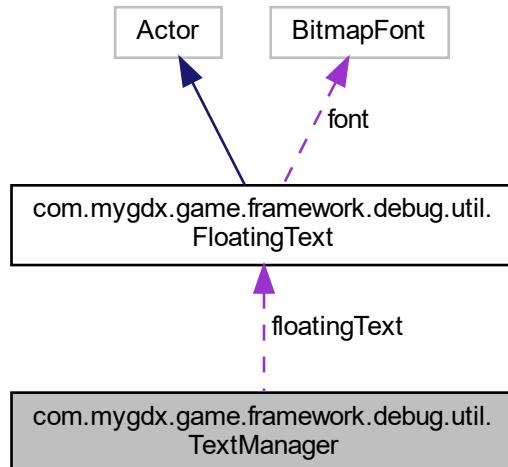
**2.126.3.10 tagged** boolean com.badlogic.gdx.game.framework.debug.ai.steering.SteeringEntityEnemy.<→  
tagged [package]

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/ **SteeringEntityEnemy.java**

## 2.127 com.badlogic.gdx.game.framework.debug.util.TextManager Class Reference

Collaboration diagram for com.badlogic.gdx.game.framework.debug.util.TextManager:



### Public Member Functions

- void **initCreateFloatingText** (String text, float posX, float posY, float deltaY)

### Private Attributes

- **FloatingText floatingText**

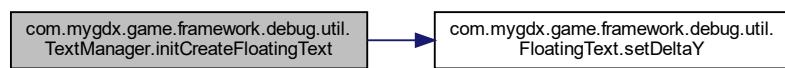
#### 2.127.1 Member Function Documentation

**2.127.1.1 initCreateFloatingText()** void com.badlogic.gdx.game.framework.debug.util.TextManager.initCreateFloatingText (

```

        String text,
        float posX,
        float posY,
        float deltaY )
  
```

Here is the call graph for this function:



## 2.127.2 Member Data Documentation

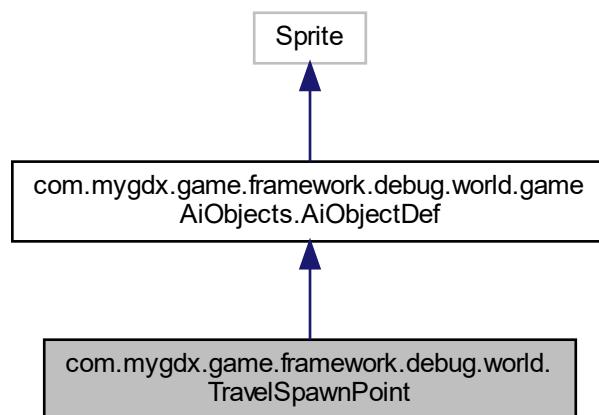
**2.127.2.1 floatingText** `FloatingText` com.badlogic.gdx.game.framework.debug.util.TextManager.floatingText [private]

The documentation for this class was generated from the following file:

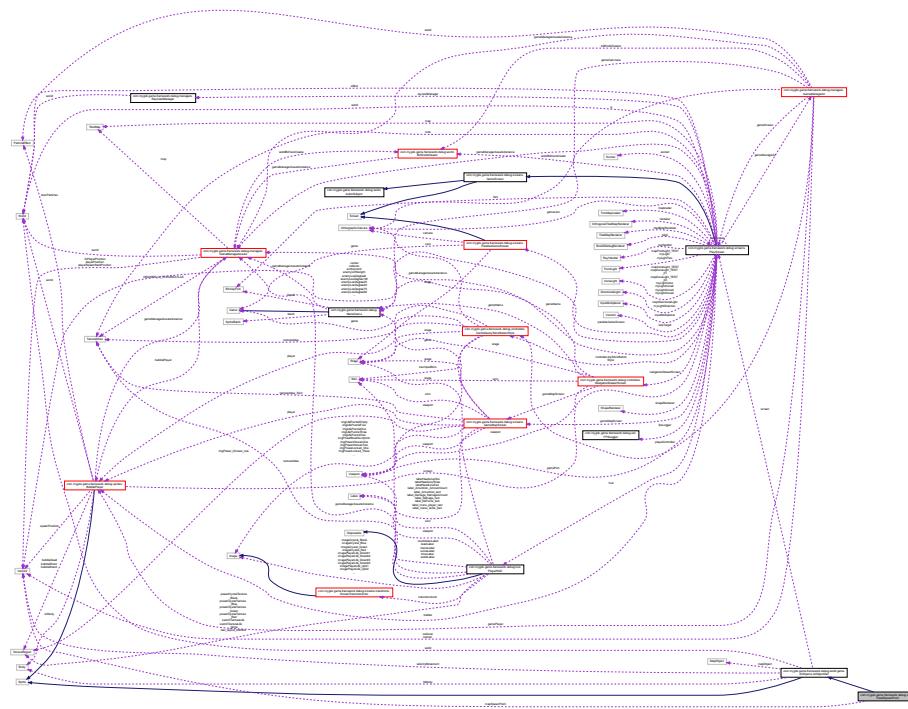
- BubbleDragon/core/src/com/mygdx/game/framework/debug/util/ `TextManager.java`

## 2.128 com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint:



Collaboration diagram for com.mygdx.game.framework.debug.world.TravelSpawnPoint:



### Public Member Functions

- **TravelSpawnPoint ( PlayScreen screen, float x, float y, MapObject object)**
- String **getObjectIdentity ()**
- void **update (float dt)**
- int **getObjectID ()**
- void **getHitBossSpawn ()**
- void **setPortalActivity (String value)**
- String **getPortalActivity ()**
- String **getMapInfoCurrentWorld ()**
- String **getMapInfoCurrentLevel ()**
- Vector2 **getSpawnPoint ()**

### Public Attributes

- String **mapId**
- String **mapWorld**
- String **mapLevel**
- Vector2 **mapSpawnPoint**

### Protected Member Functions

- void **defineGameAIObject ()**

### Private Attributes

- String **objectIdentity**

## Additional Inherited Members

### 2.128.1 Constructor & Destructor Documentation

```
2.128.1.1 TravelSpawnPoint() com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.TravelSpawnPoint ( PlayScreen screen, float x, float y, MapObject object )
```

### 2.128.2 Member Function Documentation

```
2.128.2.1 defineGameAIObject() void com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.defineGameAIObject ( ) [protected]
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

```
2.128.2.2 getHitBossSpawn() void com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.getHitBossSpawn ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

```
2.128.2.3 getMapInfoCurrentLevel() String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.getMapInfoCurrentLevel ( )
```

```
2.128.2.4 getMapInfoCurrentWorld() String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.getMapInfoCurrentWorld ( )
```

```
2.128.2.5 getObjectID() int com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.getObjectID ( )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.128.2.6 `getObjectIdentity()`** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.get←  
ObjectIdentity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.128.2.7 `getPortalActivity()`** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.get←  
PortalActivity ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.128.2.8 `getSpawnPoint()`** Vector2 com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.get←  
SpawnPoint ( )

**2.128.2.9 `setPortalActivity()`** void com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.set←  
PortalActivity (   
    String value )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

**2.128.2.10 `update()`** void com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.update (   
    float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameAiObjects.AiObjectDef** (p. ??).

### 2.128.3 Member Data Documentation

**2.128.3.1 `mapId`** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.mapId

**2.128.3.2 `mapLevel`** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.mapLevel

**2.128.3.3 `mapSpawnPoint`** Vector2 com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.map←  
SpawnPoint

2.128.3.4 **mapWorld** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.mapWorld

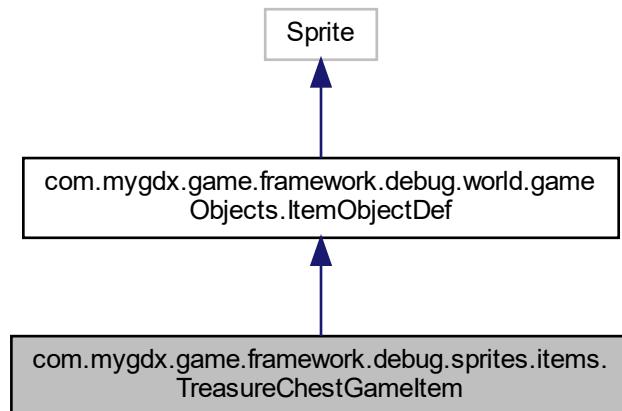
2.128.3.5 **objectIdentity** String com.badlogic.gdx.game.framework.debug.world.TravelSpawnPoint.objectIdentity [private]

The documentation for this class was generated from the following file:

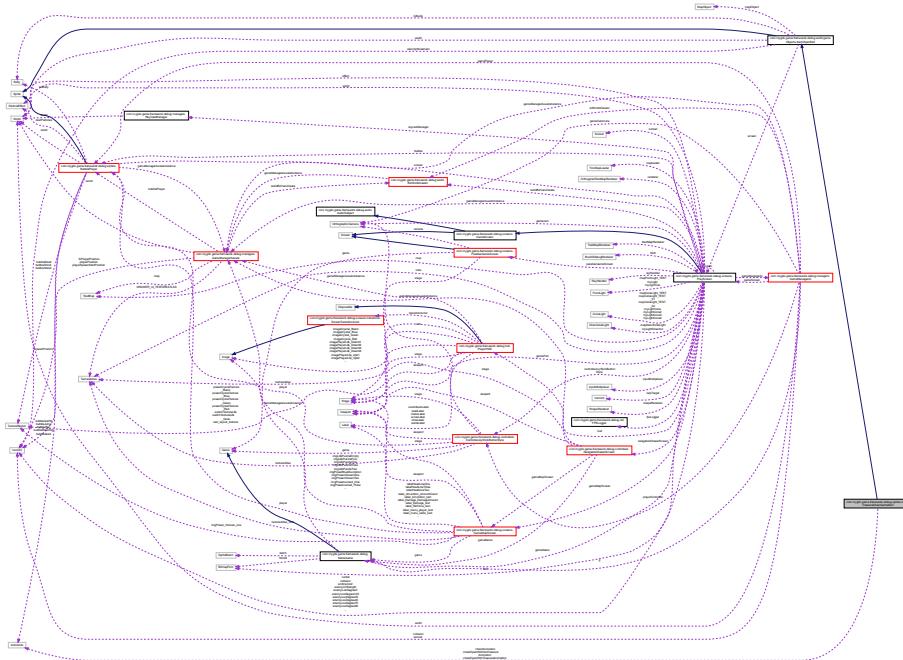
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/ **TravelSpawnPoint.java**

## 2.129 com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGamelItem:



### Public Member Functions

- **TreasureChestGamelItem** (`PlayScreen screen`, float x, float y, `MapObject object`, int id)
- **TreasureChestGamelItem** (`PlayScreen screen`, float x, float y, String name, int id)
- String **getObjectIdentity** ()
- void **update** (float dt)
- int **getObjectID** ()
- void **setChangeTexture** ()
- void **setToDestroy** ()
- void **draw** (Batch batch)

### Public Attributes

- boolean **setToDestroy**

### Protected Member Functions

- void **defineItemObject** ()

### Private Attributes

- String **objectIdentity**
- Array< TextureRegion > **textureFrames**
- Animation **chestAnimation**
- Animation **chestOpenWithTreasureAnimation**
- Animation **chestOpenWithOutTreasureAnimation**
- int **happenOnTime**
- float **stateTime**
- boolean **destroyed**
- boolean **changeTextureBool**
- int **enemyDeadOrMapSpawnID**

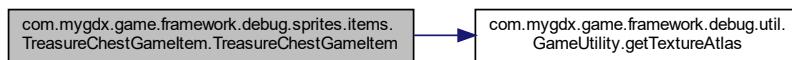
## Additional Inherited Members

### 2.129.1 Constructor & Destructor Documentation

**2.129.1.1 TreasureChestGameItem() [1/2]** com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.TreasureChestGameItem (

```
PlayScreen screen,
float x,
float y,
MapObject object,
int id )
```

Here is the call graph for this function:



**2.129.1.2 TreasureChestGameItem() [2/2]** com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.TreasureChestGameItem (

```
PlayScreen screen,
float x,
float y,
String name,
int id )
```

Here is the call graph for this function:



### 2.129.2 Member Function Documentation

**2.129.2.1 defineItemObject()** void com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.defineItemObject ( ) [protected]

Reimplemented from **com.badlogic.gdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

```
2.129.2.2 draw() void com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.draw  
(  
    Batch batch )
```

**2.129.2.3 `getObjectID()`** int com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.getObjectID ( )

Reimplemented from **com.mygdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.129.2.4 `getObjectIdentity()`** String com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.getObjectIdentity ( )

Reimplemented from **com.mygdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

**2.129.2.5 `setChangeTexture()`** void com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.setChangeTexture ( )

**2.129.2.6 `setToDestroy()`** void com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.setToDestroy ( )

```
2.129.2.7 update() void com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.update (  
    float dt )
```

Had to twick the With and Height to be same pos close & open

Reimplemented from **com.mygdx.game.framework.debug.world.gameObjects.ItemObjectDef** (p. ??).

## 2.129.3 Member Data Documentation

**2.129.3.1 `changeTextureBool`** boolean com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem.changeTextureBool [private]

**2.129.3.2 chestAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.chestAnimation [private]

**2.129.3.3 chestOpenWithOutTreasureAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.chestOpenWithOutTreasureAnimation [private]

**2.129.3.4 chestOpenWithTreasureAnimation** Animation com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.chestOpenWithTreasureAnimation [private]

**2.129.3.5 destroyed** boolean com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.destroyed [private]

**2.129.3.6 enemyDeadOrMapSpawnID** int com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.enemyDeadOrMapSpawnID [private]

**2.129.3.7 happenOnTime** int com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.happenOnTime [private]

**2.129.3.8 objectIdentity** String com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.objectIdentity [private]

**2.129.3.9 setToDestroy** boolean com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.setToDestroy

**2.129.3.10 stateTime** float com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.stateTime [private]

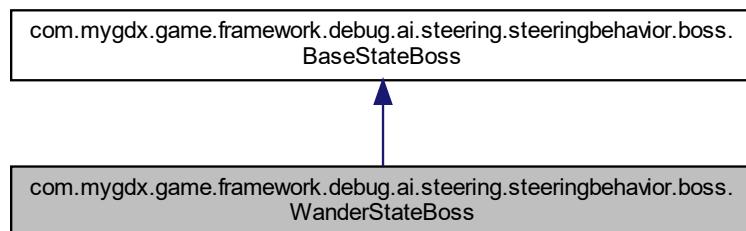
**2.129.3.11 textureFrames** `Array<TextureRegion> com.badlogic.gdx.game.framework.debug.sprites.items.TreasureChestGameItem.textureFrames [private]`

The documentation for this class was generated from the following file:

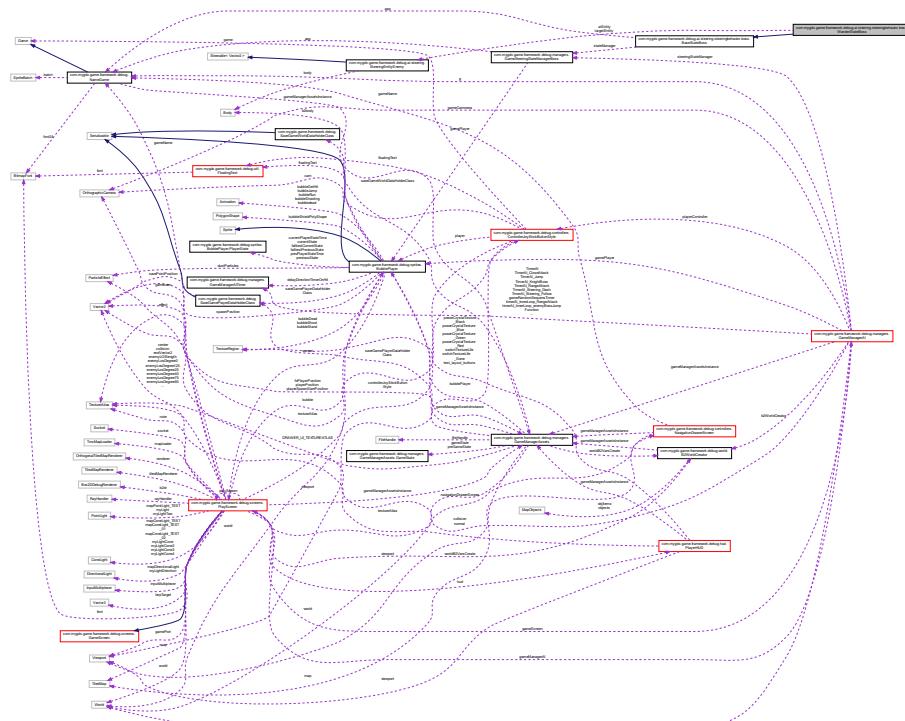
- BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/**TreasureChestGameItem.java**

## 2.130 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss:



## Public Member Functions

- **WanderStateBoss** (`NameGame app, GameSteeringStateManagerBoss gameSteeringStateManagerBoss, BubblePlayer player, Array< BossEnemyDef > enemyList, Array< GameAIObject > objects)`
- `void input()`
- `void update(float dt)`
- `void render()`
- `void resize(int w, int h)`
- `void dispose()`

## Private Attributes

- `SteeringEntityEnemy targetEntity`
- `SteeringEntityEnemy aiEntity`
- `Array< SteeringEntityEnemy > aiEntityList = new Array< SteeringEntityEnemy>()`
- `Array< BossEnemyDef > enemyListFromGameBoss = new Array< BossEnemyDef>()`
- `Array< SmallEnemyDef > enemyListFromGameSmall = new Array< SmallEnemyDef>()`
- `Array< GameAIObject > gameAIObjects = new Array< GameAIObject>()`

## Additional Inherited Members

### 2.130.1 Constructor & Destructor Documentation

```
2.130.1.1 WanderStateBoss() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.WanderStateBoss (
    NameGame app,
    GameSteeringStateManagerBoss gameSteeringStateManagerBoss,
    BubblePlayer player,
    Array< BossEnemyDef > enemyList,
    Array< GameAIObject > objects )
```

### 2.130.2 Member Function Documentation

```
2.130.2.1 dispose() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.dispose ( )
```

Reimplemented from `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss` (p. ??).

```
2.130.2.2 input() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.input ( )
```

Reimplemented from `com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss` (p. ??).

---

**2.130.2.3 render()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

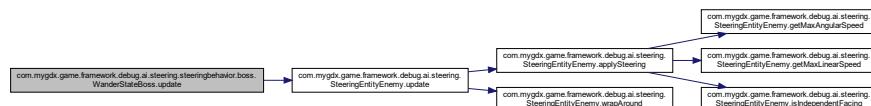
**2.130.2.4 resize()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.resize ( int w, int h )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

**2.130.2.5 update()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.update ( float dt )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss** (p. ??).

Here is the call graph for this function:



### 2.130.3 Member Data Documentation

**2.130.3.1 aiEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.aiEntity [private]

**2.130.3.2 aiEntityList** Array<**SteeringEntityEnemy**> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.aiEntityList = new Array<**SteeringEntityEnemy**>() [private]

```
2.130.3.3 enemyListFromGameBoss Array< BossEnemyDef> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.enemyListFromGameBoss = new Array< BossEnemyDef>() [private]
```

```
2.130.3.4 enemyListFromGameSmall Array< SmallEnemyDef> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.enemyListFromGameSmall = new Array< SmallEnemyDef>() [private]
```

```
2.130.3.5 gameAIObjects Array< GameAIObject> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.gameAIObjects = new Array< GameAIObject>() [private]
```

```
2.130.3.6 targetEntity SteeringEntityEnemy com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss.targetEntity [private]
```

The documentation for this class was generated from the following file:

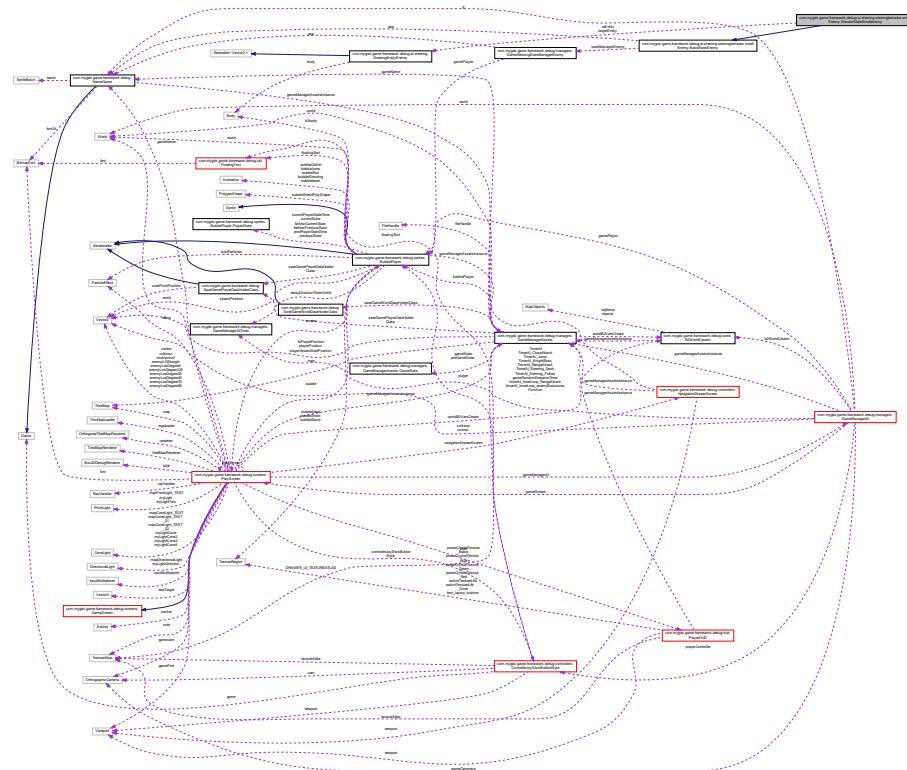
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/**WanderStateBoss.java**

## 2.131 com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy:



## Public Member Functions

- **WanderStateSmallenemy ( NameGame app, GameSteeringStateManagerEnemy gameSteeringState, ManagerEnemy, BubblePlayer player, Array< SmallEnemyDef > enemyList, Array< GameAIObject > objects)**
- void **input ()**
- void **update (float dt)**
- void **render ()**
- void **resize (int w, int h)**
- void **dispose ()**

## Private Attributes

- **SteeringEntityEnemy targetEntity**
- **SteeringEntityEnemy aiEntity**
- **Array< SteeringEntityEnemy > aiEntityList = new Array< SteeringEntityEnemy>()**
- **Array< SmallEnemyDef > enemyListFromGameSmall = new Array< SmallEnemyDef>()**
- **Array< GameAIObject > gameAIObjects = new Array< GameAIObject>()**

## Additional Inherited Members

### 2.131.1 Constructor & Destructor Documentation

```
2.131.1.1 WanderStateSmallenemy() com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.WanderStateSmallenemy (
    NameGame app,
    GameSteeringStateManagerEnemy gameSteeringStateManagerEnemy,
    BubblePlayer player,
    Array< SmallEnemyDef > enemyList,
    Array< GameAIObject > objects )
```

## 2.131.2 Member Function Documentation

**2.131.2.1 dispose()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.dispose ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

**2.131.2.2 input()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.input ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

**2.131.2.3 render()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.render ( )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

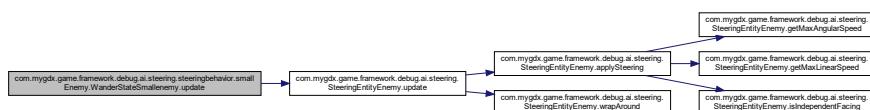
**2.131.2.4 resize()** void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.resize (
 int w,
 int h )

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

```
2.131.2.5 update() void com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.update (
    float dt )
```

Reimplemented from **com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy** (p. ??).

Here is the call graph for this function:



### 2.131.3 Member Data Documentation

**2.131.3.1 aiEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.aiEntity [private]

**2.131.3.2 aiEntityList** Array<**SteeringEntityEnemy**> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.aiEntityList = new Array<**SteeringEntityEnemy**>() [private]

**2.131.3.3 enemyListFromGameSmall** Array<**SmallEnemyDef**> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.enemyListFromGameSmall = new Array<**SmallEnemyDef**>() [private]

**2.131.3.4 gameAIObjects** Array<**GameAIObject**> com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.gameAIObjects = new Array<**GameAIObject**>() [private]

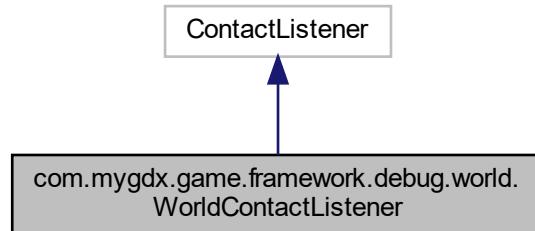
**2.131.3.5 targetEntity steeringEntityEnemy** com.badlogic.gdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderStateSmallenemy.targetEntity [private]

The documentation for this class was generated from the following file:

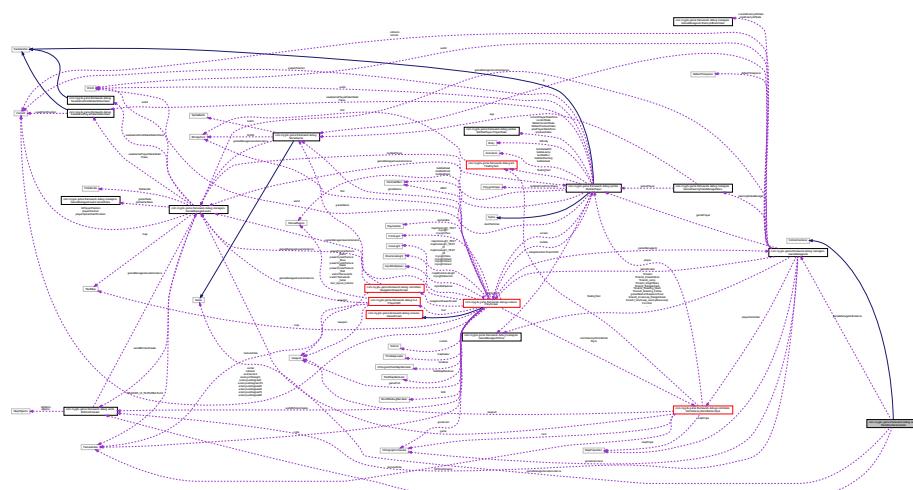
- BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/smallEnemy/WanderStateSmallenemy.java

## 2.132 com.badlogic.gdx.framework.debug.world.WorldContactListener Class Reference

Inheritance diagram for com.badlogic.gdx.framework.debug.world.WorldContactListener:



Collaboration diagram for com.badlogic.gdx.framework.debug.world.WorldContactListener:



### Public Member Functions

- **WorldContactListener** ( **B2WorldCreator** w, **GameManagerAssets** instanceAsset, **GameManagerAI** instanceAI)
- void **beginContact** (Contact contact)
- void **endContact** (Contact contact)
- void **preSolve** (Contact contact, Manifold oldManifold)
- void **postSolve** (Contact contact, ContactImpulse impulse)

### Package Attributes

- **B2WorldCreator** b2WorldCreator

## Private Attributes

- **GameManagerAssets gameManagerAssetsInstance**
- **GameManagerAI gameManagerAllInstance**
- float **enemy\_close\_attack\_bit\_Timer** = 0
- float **enemy\_range\_attack\_bit\_Timer** = 0

### 2.132.1 Constructor & Destructor Documentation

```
2.132.1.1 WorldContactListener() com.badlogic.gdx.game.framework.debug.world.WorldContactListener.←
WorldContactListener (←
    B2WorldCreator w,←
    GameManagerAssets instanceAsset,←
    GameManagerAI instanceAI )
```

### 2.132.2 Member Function Documentation

```
2.132.2.1 beginContact() void com.badlogic.gdx.game.framework.debug.world.WorldContactListener.begin←
Contact (←
    Contact contact )
```

Player & Enemy Contact -With: Ground & Wall's

Player fixA | Ground fixB

Ground fixA | Player fixB

Player fixA | Wall fixB

Wall fixA | Player fixB

Changed Enemy groupIndex

SmallEnemyDef fixA | Ground fixB

Ground fixA | SmallEnemyDef fixB

Begin Object On floor test

ItemObject fixA | Ground fixB

Ground fixA | ItemObject fixB

END Object On floor test

SmallEnemyDef fixA | Wall fixB

Wall fixA | SmallEnemyDef fixB

Player's Powers Contact -With Ground & Wall's

All other contact's for now !!

case | if player touch the SmallEnemyDef

A Trigger to Start: Range | attack

A Trigger to Start: Close | attack

SmallEnemyDef vrs Player - Think its ok - fixA and fixB can change place's

Close Attack - fixA = SmallEnemyDef / fixB = Player

Range Attack - fixA = SmallEnemyDef / fixB = Player

EnemyB flying - fixA = SmallEnemyDef / fixB = Player

Close Attack - fixB = SmallEnemyDef / fixA = Player

Range Attack - fixB = SmallEnemyDef / fixA = Player

Range Attack - fixB = SmallEnemyDef / fixA = Player

Player vrs SmallEnemyDef Think its ok - fixA and fixB can change place's

then it's "CLOSED" or Boss Door, Defeated - Closed up -

Check for Key - if Key is found Open Door, Else - Print "YOU DON'T HAVE THE KEY FOR THIS DOOR" !!!

Set boss dead Save World Object

Player is saving, We save Known World & Level's and used Item's to file

Player is saving, We save Known World & Level's and used Item's to file

GAME\_AI\_OBJECT\_BIT Player collide with AI Markers

GAME\_AI\_OBJECT\_BIT Enemies collide with AI Markers

Case fixA

EnemyA

EnemyB

EnemyKnightDevil Boss

Case fixB

EnemyA

EnemyB

EnemyKnightDevil Boss

All Items with in the game collision

-FIX A- EX\_LIFE

-FIX B- EX\_LIFE

-FIX A- POWER\_UP

checks power item - sett's it used -true-

set's Player's power's

delete's player save file, save's a new one with Player Power

set item to destroy

Debug

-FIX B- POWER\_UP

checks power item - sett's it used -true-

set's Player's power's

delete's player save file, save's a new one with Player Power

set item to destroy

Debug

BLUE AMO

-FIX A- DRAGON EGG

-FIX B- DRAGON EGG

RED AMO

-FIX A- DRAGON EGG

-FIX B- DRAGON EGG

BLACK AMO

-FIX A- DRAGON EGG

-FIX B- DRAGON EGG

-FIX A- CHEST

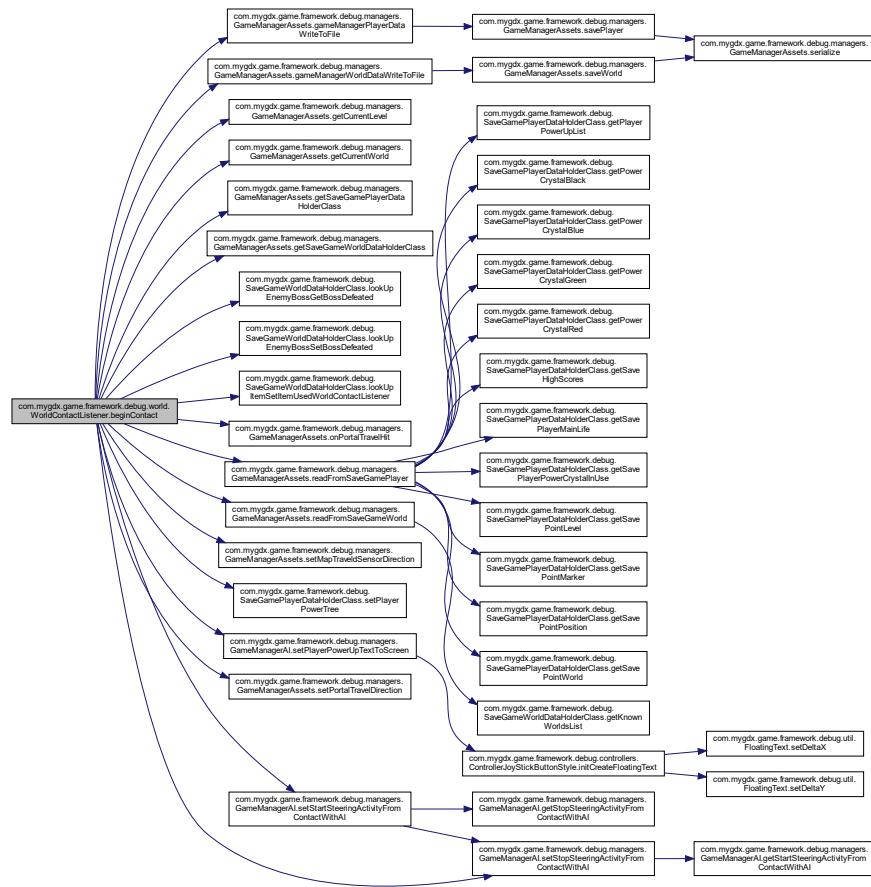
-FIX B- CHEST

EnemyA hit one and other reverse Velocity

Change Velocity when enemy -SmallEnemyDef (EnemyA) hits wall's and Sealing Bit

Not sure EnemyB should collide with Walls and Sealing

Not sure EnemyB should collide with Walls and SealingHere is the call graph for this function:



**2.132.2.2 endContact()** void com.badlogic.gdx.game.framework.debug.world.WorldContactListener.endContact ( Contact contact )

Player fixA | Ground fixB

Ground fixA | Player fixB

Player fixA | Wall fixB

Wall fixA | Player fixB

SmallEnemyDef fixA | Ground fixB

Ground fixA | SmallEnemyDef fixB

SmallEnemyDef fixA | Wall fixB

Wall fixA | SmallEnemyDef fixB

```
2.132.2.3 postSolve() void com.badlogic.gdx.game.framework.debug.world.WorldContactListener.postSolve  
(  
    Contact contact,  
    ContactImpulse impulse )
```

```
2.132.2.4 preSolve() void com.badlogic.gdx.game.framework.debug.world.WorldContactListener.preSolve (  
    Contact contact,  
    Manifold oldManifold )
```

### 2.132.3 Member Data Documentation

```
2.132.3.1 b2WorldCreator B2WorldCreator com.badlogic.gdx.game.framework.debug.world.WorldContact←  
Listener.b2WorldCreator [package]
```

```
2.132.3.2 enemy_close_attack_bit_Timer float com.badlogic.gdx.game.framework.debug.world.World←  
ContactListener.enemy_close_attack_bit_Timer = 0 [private]
```

```
2.132.3.3 enemy_range_attack_bit_Timer float com.badlogic.gdx.game.framework.debug.world.World←  
ContactListener.enemy_range_attack_bit_Timer = 0 [private]
```

```
2.132.3.4 gameManagerAllInstance GameManagerAI com.badlogic.gdx.game.framework.debug.world.World←  
ContactListener.gameManagerAllInstance [private]
```

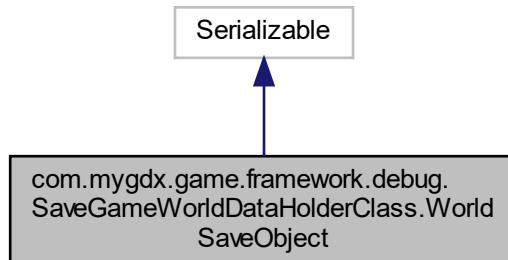
```
2.132.3.5 gameManagerAssetsInstance GameManagerAssets com.badlogic.gdx.game.framework.debug.←  
world.WorldContactListener.gameManagerAssetsInstance [private]
```

The documentation for this class was generated from the following file:

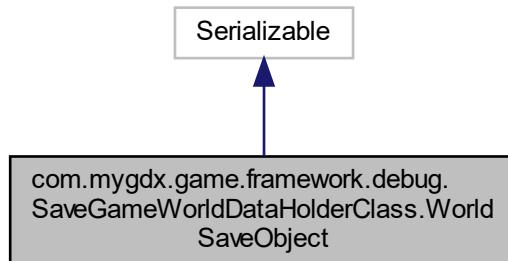
- BubbleDragon/core/src/com/mygdx/game/framework/debug/world/ **WorldContactListener.java**

## 2.133 com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject Class Reference

Inheritance diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject:



Collaboration diagram for com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject:



### Public Member Functions

- **WorldSaveObject** (String **world**, String lev, String boss, String isDead, String itemName, int itemID, String used)
- **WorldSaveObject** (String **world**, String level, String boss, String isDead)
- **WorldSaveObject** (String **world**, String level, String itemName, int itemID, String used)
- void **setWorldObjectWorld** (String value)
- String **getWorldObjectWorld** ()
- ArrayList< **LevelSaveObject** > **getWorldObjectListLevels** ()
- void **addWorldObjectLevels** (String level, String haveBoss, String isBossDead, String itemName, int itemID, String used)
- void **addWorldObjectLevels** (String level, String haveBoss, String isBossDead)

## Private Attributes

- String **world**
- ArrayList< **LevelSaveObject** > **levelObjectHolderClassArray** = new ArrayList< **LevelSaveObject**>()

## Static Private Attributes

- static final long **serialVersionUID** = 1

### 2.133.1 Detailed Description

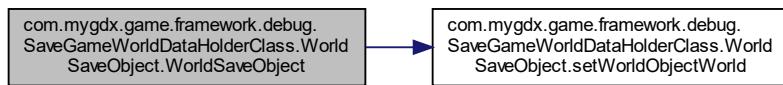
World Class and Level Class

### 2.133.2 Constructor & Destructor Documentation

**2.133.2.1 WorldSaveObject() [1/3]** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolder←  
Class.WorldSaveObject.WorldSaveObject (

```
    String world,
    String lev,
    String boss,
    String isDead,
    String itemName,
    int itemID,
    String used )
```

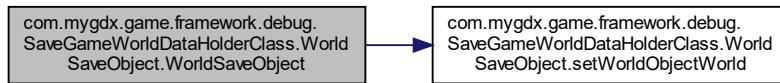
Here is the call graph for this function:



**2.133.2.2 WorldSaveObject() [2/3]** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolder<→  
Class.WorldSaveObject.WorldSaveObject (

```
    String world,
    String level,
    String boss,
    String isDead )
```

first entry - List should be empty Here is the call graph for this function:



**2.133.2.3 WorldSaveObject() [3/3]** com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolder<→  
Class.WorldSaveObject.WorldSaveObject (

```
    String world,
    String level,
    String itemName,
    int itemID,
    String used )
```

### 2.133.3 Member Function Documentation

**2.133.3.1 addWorldObjectLevels() [1/2]** void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.addWorldObjectLevels (

```
    String level,
    String haveBoss,
    String isBossDead )
```

**2.133.3.2 addWorldObjectLevels() [2/2]** void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.addWorldObjectLevels (

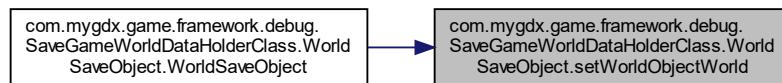
```
    String level,
    String haveBoss,
    String isBossDead,
    String itemName,
    int itemID,
    String used )
```

```
2.133.3.3 getWorldObjectListLevels() ArrayList< LevelSaveObject > com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.getWorldObjectListLevels ( )
```

```
2.133.3.4 getWorldObjectWorld() String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.getWorldObjectWorld ( )
```

```
2.133.3.5 setWorldObjectWorld() void com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.setWorldObjectWorld ( String value )
```

Here is the caller graph for this function:



## 2.133.4 Member Data Documentation

```
2.133.4.1 levelObjectHolderClassArray ArrayList< LevelSaveObject > com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.levelObjectHolderClassArray = new ArrayList< LevelSaveObject >() [private]
```

```
2.133.4.2 serialVersionUID final long com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.serialVersionUID = 1 [static], [private]
```

```
2.133.4.3 world String com.badlogic.gdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject.world [private]
```

The documentation for this class was generated from the following file:

- BubbleDragon/core/src/com/mygdx/game/framework/debug/ **SaveGameWorldDataHolderClass.java**

## 3 File Documentation

### 3.1 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
BaseStateBoss.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss.BaseStateBoss`

#### Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss`

### 3.2 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
FlockStateBoss.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss.FlockStateBoss`

#### Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss`

### 3.3 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
HomeStateBoss.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss.HomeStateBoss`

#### Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss`

### 3.4 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
PursueStateBoss.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss.PursueStateBoss`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss`

### 3.5 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/boss/  
WanderStateBoss.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss.WanderStateBoss`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.boss`

### 3.6 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/  
FormationState.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.FORMATIONSTATE`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior`

### 3.7 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/small-  
Enemy/BaseStateEnemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.BaseStateEnemy`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy`

### 3.8 Bubble

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/small-  
Enemy/HomeStateEnemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.HomeState-  
Enemy`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy`

## 3.9 Bubble←

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/small←  
Enemy/PursueStateEnemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.PursueState←  
Enemy`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy`

## 3.10 Bubble←

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/small←  
Enemy/WanderStateSmallenemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy.WanderState←  
Smallenemy`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.smallEnemy`

## 3.11 Bubble←

Dragon/core/src/com/mygdx/game/framework/debug/ai/steering/steeringbehavior/←  
Steerable.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.steeringbehavior.Steerable`

## Packages

- package `com.mygdx.game.framework.debug.ai.steering.steeringbehavior`

## 3.12 BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/steering/Steering← EntityEnemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.ai.steering.SteeringEntityEnemy`

**Packages**

- package `com.mygdx.game.framework.debug.ai.steering`

**3.13 BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/utils/B2DSteeringUtils.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.ai.utils.B2DSteeringUtils`

**Packages**

- package `com.mygdx.game.framework.debug.ai.utils`

**3.14 BubbleDragon/core/src/com/mygdx/game/framework/debug/ai/utils/EntityLocation.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.ai.utils.EntityLocation`

**Packages**

- package `com.mygdx.game.framework.debug.ai.utils`

**3.15 BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ AudioManager.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.audio.AudioManager`

**Packages**

- package `com.mygdx.game.framework.debug.audio`

**3.16 BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/ AudioObserver.java File Reference****Classes**

- interface `com.mygdx.game.framework.debug.audio.AudioObserver`
- enum `com.mygdx.game.framework.debug.audio.AudioObserver.AudioTypeEvent`
- enum `com.mygdx.game.framework.debug.audio.AudioObserver.AudioCommand`

**Packages**

- package `com.mygdx.game.framework.debug.audio`

## 3.17 BubbleDragon/core/src/com/mygdx/game/framework/debug/audio/Subject.java File Reference

**Classes**

- interface `com.mygdx.game.framework.debug.audio.AudioSubject`

**Packages**

- package `com.mygdx.game.framework.debug.audio`

## 3.18 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/Action.java File Reference

**Classes**

- class `com.mygdx.game.framework.debug.controllers.Action`

**Packages**

- package `com.mygdx.game.framework.debug.controllers`

## 3.19 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/Button.java File Reference

**Classes**

- class `com.mygdx.game.framework.debug.controllers.Button`

**Packages**

- package `com.mygdx.game.framework.debug.controllers`

## 3.20 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/ControllerJoyStickButtonStyle.java File Reference

**Classes**

- class `com.mygdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle`
- class `com.mygdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.SpellBarImageButton`
- class `com.mygdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle.QuickSpellBarImageButton`

## Packages

- package **com.mygdx.game.framework.debug.controllers**

### **3.21 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/← CooldownTimer.java File Reference**

## Classes

- class **com.mygdx.game.framework.debug.controllers.CooldownTimer**

## Packages

- package **com.mygdx.game.framework.debug.controllers**

### **3.22 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/← NavigationDrawer.java File Reference**

## Classes

- class **com.mygdx.game.framework.debug.controllers.NavigationDrawer**
- interface **com.mygdx.game.framework.debug.controllers.NavigationDrawer.NavigationDrawerListener**

## Packages

- package **com.mygdx.game.framework.debug.controllers**

### **3.23 BubbleDragon/core/src/com/mygdx/game/framework/debug/controllers/← NavigationDrawerScreen.java File Reference**

## Classes

- class **com.mygdx.game.framework.debug.controllers.NavigationDrawerScreen**

## Packages

- package **com.mygdx.game.framework.debug.controllers**

### **3.24 BubbleDragon/core/src/com/mygdx/game/framework/debug/hud/PlayerHUD.java File Reference**

## Classes

- class **com.mygdx.game.framework.debug.hud.PlayerHUD**

## Packages

- package `com.mygdx.game.framework.debug.hud`

## 3.25 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/GameManagerAI.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.managers.GameManagerAI`
- enum `com.mygdx.game.framework.debug.managers.GameManagerAI.EnemyAIBossState`

## Packages

- package `com.mygdx.game.framework.debug.managers`

## 3.26 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/GameManagerAITimer.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.managers.GameManagerAITimer`

## Packages

- package `com.mygdx.game.framework.debug.managers`

## 3.27 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/GameManagerAssets.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.managers.GameManagerAssets`
- enum `com.mygdx.game.framework.debug.managers.GameManagerAssets.GameState`

## Packages

- package `com.mygdx.game.framework.debug.managers`

## 3.28 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/GameSteeringStateManagerBoss.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.managers.GameSteeringStateManagerBoss`
- enum `com.mygdx.game.framework.debug.managers.GameSteeringStateManagerBoss.State`

## Packages

- package `com.mygdx.game.framework.debug.managers`

### 3.29 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/GameSteeringStateManagerEnemy.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.managers.GameSteeringStateManagerEnemy`
- enum `com.mygdx.game.framework.debug.managers.GameSteeringStateManagerEnemy.State`

## Packages

- package `com.mygdx.game.framework.debug.managers`

### 3.30 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/RayCastManager.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.managers.RayCastManager`
- class `com.mygdx.game.framework.debug.managers.RayCastManager.RayCastRequest`

## Packages

- package `com.mygdx.game.framework.debug.managers`

### 3.31 BubbleDragon/core/src/com/mygdx/game/framework/debug/managers/util/CameraStyle.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.managers.util.CameraStyle`

## Packages

- package `com.mygdx.game.framework.debug.managers.util`

### 3.32 BubbleDragon/core/src/com/mygdx/game/framework/debug/NameGame.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.NameGame`

## Packages

- package `com.mygdx.game.framework.debug`

### 3.33 BubbleDragon/core/src/com/mygdx/game/framework/debug/SaveGamePlayerDataHolderClass.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.SaveGamePlayerDataHolderClass`
- class `com.mygdx.game.framework.debug.SaveGamePlayerDataHolderClass.PowerUp`

## Packages

- package `com.mygdx.game.framework.debug`

### 3.34 BubbleDragon/core/src/com/mygdx/game/framework/debug/SaveGameWorldDataHolderClass.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass`
- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass.WorldSaveObject`
- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass.LevelSaveObject`
- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass.ItemSaveObject`
- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass.KeysSaveObject`
- class `com.mygdx.game.framework.debug.SaveGameWorldDataHolderClass.DoorSwitchSaveObject`

## Packages

- package `com.mygdx.game.framework.debug`

### 3.35 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/GameMapScreen.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.screens.GameMapScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

### 3.36 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/GameOverScreen.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.screens.GameOverScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

### 3.37 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/GameScreen.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.screens.GameScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

### 3.38 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/GameTime.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.screens.GameTime`

## Packages

- package `com.mygdx.game.framework.debug.screens`

### 3.39 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens>LoadingScreen.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.screens>LoadingScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

### 3.40 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/LoadSaveGameScreen.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.screens.LoadSaveGameScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

## 3.41 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/MainMenuScreen.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.screens.MainMenuScreen`

## Packages

- package `com.mygdx.game.framework.debug.screens`

## 3.42 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/parallax/ParallaxBackground.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.screens.parallax.ParallaxBackground`

## Packages

- package `com.mygdx.game.framework.debug.screens.parallax`

## 3.43 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/parallax/ParallaxScreen.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.screens.parallax.ParallaxScreen`
- class `com.mygdx.game.framework.debug.screens.parallax.ParallaxScreen.ParallaxCamera`

## Packages

- package `com.mygdx.game.framework.debug.screens.parallax`

## 3.44 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/ParallaxGameScreen.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.screens.ParallaxGameScreen`
- class `com.mygdx.game.framework.debug.screens.ParallaxGameScreen.ParallaxCamera`

**Packages**

- package `com.mygdx.game.framework.debug.screens`

**3.45 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/PlayScreen.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.screens.PlayScreen`

**Packages**

- package `com.mygdx.game.framework.debug.screens`

**3.46 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/SplashScreen.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.screens.SplashScreen`

**Packages**

- package `com.mygdx.game.framework.debug.screens`

**3.47 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/PortalMapTransition.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.screens.transitions.PortalMapTransition`

**Packages**

- package `com.mygdx.game.framework.debug.screens.transitions`

**3.48 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/ScreenTransitionAction.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.screens.transitions.ScreenTransitionAction`
- enum `com.mygdx.game.framework.debug.screens.transitions.ScreenTransitionAction.ScreenTransitionType`

## Packages

- package `com.mygdx.game.framework.debug.screens.transitions`

## 3.49 BubbleDragon/core/src/com/mygdx/game/framework/debug/screens/transitions/ScreenTransitionActor.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.screens.transitions.ScreenTransitionActor`

## Packages

- package `com.mygdx.game.framework.debug.screens.transitions`

## 3.50 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/BubblePlayer.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.BubblePlayer`
- enum `com.mygdx.game.framework.debug.sprites.BubblePlayer.PlayerState`

## Packages

- package `com.mygdx.game.framework.debug.sprites`

## 3.51 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/BossEnemyDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.BossEnemyDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy`

## 3.52 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/BossEnemy/EnemyKnightDevil.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossState`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.EnemyKnightDevil.EnemyBossActionState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy`

### 3.53 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/ BossEnemy/SpringRobotBoss.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy.SpringRobotBoss`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy`

### 3.54 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/ EnemyA.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.EnemyA`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.EnemyA.EnemyState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies`

### 3.55 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/ EnemyB.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.EnemyB`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.EnemyB.EnemyState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies`

### 3.56 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/ EnemyMimic.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.EnemyMimic`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.EnemyMimic.EnemyState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies`

## 3.57 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/MovingFallingEnemy/EnemyStalactite.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite`
- enum `com.mygdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.EnemyStalactite.EnemyState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy`

## 3.58 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/MovingFallingEnemy/MovingFallingEnemyDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy.MovingFallingEnemyDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.MovingFallingEnemy`

## 3.59 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/SmallEnemyDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.SmallEnemyDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies`

## 3.60 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/state/EnemyAState.java File Reference

### Classes

- enum `com.mygdx.game.framework.debug.sprites.Enemies.state.EnemyAState`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.state`

### 3.61 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/← StationaryEnemies/EnemyGraphicSensor.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyGraphicSensor`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies`

### 3.62 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/← StationaryEnemies/EnemyVineThorns.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies.EnemyVineThorns`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies`

### 3.63 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/← StationaryEnemies/StationaryEnemyDef.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies`

### 3.64 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/Enemies/← StationaryEnemies/StationaryEnemyWithAnimationDef.java File Reference

#### Classes

- class `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies.StationaryEnemyWithAnimationDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.Enemies.StationaryEnemies`

## 3.65 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/GraphicsAnimations/← AnimationItemDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.GraphicsAnimations.AnimationItemDef`

## Packages

- package `com.mygdx.game.framework.debug.sprites.GraphicsAnimations`

## 3.66 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/GraphicsAnimations/← Grass.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.GraphicsAnimations.Grass`

## Packages

- package `com.mygdx.game.framework.debug.sprites.GraphicsAnimations`

## 3.67 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/← DragonEggGamelItem.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.items.DragonEggGamelItem`

## Packages

- package `com.mygdx.game.framework.debug.sprites.items`

## 3.68 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/ExtraLifeGamelItem.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.items.ExtraLifeGamelItem`

**Packages**

- package `com.mygdx.game.framework.debug.sprites.items`

**3.69 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/Item ← PowerUp.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.sprites.items.ItemPowerUp`

**Packages**

- package `com.mygdx.game.framework.debug.sprites.items`

**3.70 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/Key ← GameItem.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.sprites.items.KeyGameItem`

**Packages**

- package `com.mygdx.game.framework.debug.sprites.items`

**3.71 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/Portal ← Portal.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.sprites.items.Portal`

**Packages**

- package `com.mygdx.game.framework.debug.sprites.items`

**3.72 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/PortalMapTransitionHidden.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.sprites.items.PortalMapTransitionHidden`

## Packages

- package `com.mygdx.game.framework.debug.sprites.items`

## 3.73 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/SavePoint.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.items.SavePoint`

## Packages

- package `com.mygdx.game.framework.debug.sprites.items`

## 3.74 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/SpawnPoint.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.items.SpawnPoint`

## Packages

- package `com.mygdx.game.framework.debug.sprites.items`

## 3.75 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/items/TreasureChestGameItem.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.items.TreasureChestGameItem`

## Packages

- package `com.mygdx.game.framework.debug.sprites.items`

## 3.76 BubbleDragon/core/src/com/mygdx/game/framework/debug/sprites/powers/BalloneBullet.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.sprites.powers.BalloneBullet`
- enum `com.mygdx.game.framework.debug.sprites.powers.BalloneBullet.StateBulletAnimation`

## Packages

- package **com.mygdx.game.framework.debug.sprites.powers**

### 3.77 BubbleDragon/core/src/com/mygdx/game/framework/debug sprites/powers/ ← **EnemyBullet.java** File Reference

#### Classes

- class **com.mygdx.game.framework.debug.sprites.powers.EnemyBullet**

## Packages

- package **com.mygdx.game.framework.debug.sprites.powers**

### 3.78 BubbleDragon/core/src/com/mygdx/game/framework/debug sprites/powers/ ← **EnemyKnightPowerSword.java** File Reference

#### Classes

- class **com.mygdx.game.framework.debug.sprites.powers.EnemyKnightPowerSword**

## Packages

- package **com.mygdx.game.framework.debug.sprites.powers**

### 3.79 BubbleDragon/core/src/com/mygdx/game/framework/debug sprites/powers/ ← **EnemyKnightRangeAttack.java** File Reference

#### Classes

- class **com.mygdx.game.framework.debug.sprites.powers.EnemyKnightRangeAttack**

## Packages

- package **com.mygdx.game.framework.debug.sprites.powers**

### 3.80 BubbleDragon/core/src/com/mygdx/game/framework/debug sprites/powers/Fire ← **Ball.java** File Reference

#### Classes

- class **com.mygdx.game.framework.debug.sprites.powers.FireBall**

## Packages

- package `com.mygdx.game.framework.debug.sprites.powers`

## [3.81 BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/Item.java File Reference](#) ↵

### Classes

- class `com.mygdx.game.framework.debug.testingObjects.Item`

## Packages

- package `com.mygdx.game.framework.debug.testingObjects`

## [3.82 BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/ItemDef.java File Reference](#) ↵

### Classes

- class `com.mygdx.game.framework.debug.testingObjects.ItemDef`

## Packages

- package `com.mygdx.game.framework.debug.testingObjects`

## [3.83 BubbleDragon/core/src/com/mygdx/game/framework/debug/testingObjects/Mushroom.java File Reference](#) ↵

### Classes

- class `com.mygdx.game.framework.debug.testingObjects.Mushroom`

## Packages

- package `com.mygdx.game.framework.debug.testingObjects`

## [3.84 BubbleDragon/core/src/com/mygdx/game/framework/debug/util/DrawerPauseScreenUtils.java File Reference](#) ↵

### Classes

- class `com.mygdx.game.framework.debug.util.DrawerPauseScreenUtils`

**Packages**

- package **com.mygdx.game.framework.debug.util**

**3.85 BubbleDragon/core/src/com/mygdx/game/framework/debug/util/FloatingText.java**  
**File Reference****Classes**

- class **com.mygdx.game.framework.debug.util.FloatingText**

**Packages**

- package **com.mygdx.game.framework.debug.util**

**3.86 BubbleDragon/core/src/com/mygdx/game/framework/debug/util/FPSLogger.java**  
**File Reference****Classes**

- class **com.mygdx.game.framework.debug.util.FPSLogger**

**Packages**

- package **com.mygdx.game.framework.debug.util**

**3.87 BubbleDragon/core/src/com/mygdx/game/framework/debug/util/GameUtility.java**  
**File Reference****Classes**

- class **com.mygdx.game.framework.debug.util.GameUtility**

**Packages**

- package **com.mygdx.game.framework.debug.util**

**3.88 BubbleDragon/core/src/com/mygdx/game/framework/debug/util/TextManager.java**  
**File Reference****Classes**

- class **com.mygdx.game.framework.debug.util.TextManager**

## Packages

- package `com.mygdx.game.framework.debug.util`

## 3.89 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/B2WorldCreator.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.B2WorldCreator`

## Packages

- package `com.mygdx.game.framework.debug.world`

## 3.90 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameAiObjects/AiObjectDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameAiObjects.AiObjectDef`

## Packages

- package `com.mygdx.game.framework.debug.world.gameAiObjects`

## 3.91 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameAiObjects/GameAIObject.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameAiObjects.GameAIObject`

## Packages

- package `com.mygdx.game.framework.debug.world.gameAiObjects`

## 3.92 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameLightObjcets/GameLightObject.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameLightObjcets.GameLightObject`

## Packages

- package `com.mygdx.game.framework.debug.world.gameLightObjcets`

### 3.93 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameLightObjcets/GameLightObjectDef.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.world.gameLightObjcets.GameLightObjectDef`

## Packages

- package `com.mygdx.game.framework.debug.world.gameLightObjcets`

### 3.94 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/GameObjectDef.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.world.gameObjects.GameObjectDef`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObjects`

### 3.95 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/GameObjectSwitchDoor.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchDoor`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObjects`

### 3.96 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/GameObjectSwitchHidden.java File Reference

## Classes

- class `com.mygdx.game.framework.debug.world.gameObjects.GameObjectSwitchHidden`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObjects`

## 3.97 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gameObjects/← ItemObjectDef.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameObjects.ItemObjectDef`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObjects`

## 3.98 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/game← Obstacles/Obstacle.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameObstacles.Obstacle`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObstacles`

## 3.99 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/game← Obstacles/ObstacleDoor.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gameObstacles.ObstacleDoor`
- enum `com.mygdx.game.framework.debug.world.gameObstacles.ObstacleDoor.DoorState`

## Packages

- package `com.mygdx.game.framework.debug.world.gameObstacles`

## 3.100 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gamePfx← Object/GamePfxObject.java File Reference

### Classes

- class `com.mygdx.game.framework.debug.world.gamePfxObject.GamePfxObject`

**Packages**

- package `com.mygdx.game.framework.debug.world.gamePfxObject`

**3.101 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/gamePfxObject/PfxObjectDef.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.world.gamePfxObject.PfxObjectDef`

**Packages**

- package `com.mygdx.game.framework.debug.world.gamePfxObject`

**3.102 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/MapInfo.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.world.MapInfo`

**Packages**

- package `com.mygdx.game.framework.debug.world`

**3.103 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/objects/InteractiveTileObject.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.world.objects.InteractiveTileObject`

**Packages**

- package `com.mygdx.game.framework.debug.world.objects`

**3.104 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/TravelSpawnPoint.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.world.TravelSpawnPoint`

**Packages**

- package `com.mygdx.game.framework.debug.world`

**3.105 BubbleDragon/core/src/com/mygdx/game/framework/debug/world/WorldContactListener.java File Reference****Classes**

- class `com.mygdx.game.framework.debug.world.WorldContactListener`

**Packages**

- package `com.mygdx.game.framework.debug.world`

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222  
xProductBodyShiftFRONT  
com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy  
222  
xProductFRONT  
com.mygdx.game.framework.debug.sprites.Enemies.BossEnemy  
222  
zoom

com.badlogic.gdx.game.framework.debug.controllers.ControllerJoyStickButtonStyle,  
110