

# Class Drop



Namespace: [Entity](#).

Assembly: Spicy\_Invaders.dll

Drop Class which is an MoveableEntity which drops from certain enemies. Use for upgrading players weapon, firerate, etc.

```
public class Drop : MoveableEntity
```

## Inheritance

[object](#) ← [MoveableEntity](#) ← Drop

## Inherited Members

[MoveableEntity.TravelDirection](#) , [MoveableEntity.Position](#) , [MoveableEntity.Velocity](#) ,  
[MoveableEntity.Move\(Direction\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Constructors

## Drop(int, int, DropType)



Constructor

```
public Drop(int x, int y, DropType dropType)
```

## Parameters

x [int](#)

It's current x pos

y [int](#)

It's current x pos

dropType [DropType](#)

The type of drop it is.

# Properties

# Type



The type of weapon drop

```
public DropType Type { get; set; }
```

Property Value

[DropType](#)