ControlScreen Class Composition Relations

com.mygdx.game.game.screens.game

C ControlScreen

- ☐ String imgPath
- ☐ Texture texture
- ☐ SpriteBatch batch
- ☐ Main game
- ☐ CustomInputProcessor inputProcessor
- ☐ OrthographicCamera camera
- ☐ Button playButton
- ☐ float buttonShowDelay
- ☐ Timer.Task buttonShowTask

- ● void show()
- ● void render(float)
- ● void resize(int,int)
- ● void pause()
- ● void resume()
- ● void hide()
- ● void dispose()
- ● void play()

has

has

com.mygdx.game.game.components.ui

C Button

- ☐ Main game
- ☐ Rectangle rectangle
- ☐ float x
- ☐ float y
- ☐ float width
- ☐ float height
- ☐ String name
- ☐ String imgPath
- ☐ Texture texture
- ☐ SpriteBatch batch
- ☐ boolean visibility
- ☐ Sprite sprite
- ☐ boolean active

- ● Texture getTexture()
- ● void setTexture(Texture)
- ● SpriteBatch getBatch()
- ● void setBatch(SpriteBatch)
- ● Sprite getSprite()
- ● void setSprite(Sprite)
- ● boolean getVisibility()
- ● void setVisibility(boolean)
- ● boolean isActive()
- ● void setActive(boolean)
- ● void setButtonColor(Color)
- ● float getX()
- ● void setX(float)
- ● float getY()
- ● void setY(float)
- ● float getWidth()
- ● void setWidth(float)
- ● float getHeight()
- ● void setHeight(float)
- ● String getName()
- ● void setName(String)
- ● Rectangle getBound()

com.mygdx.game.engine.input

C CustomInputProcessor

- ● boolean mouseClicked(int)
- ● boolean keyDown(int)
- ● boolean keyUp(int)
- ● boolean keyTyped(char)
- ● boolean touchDown(int,int,int,int)
- ● boolean touchUp(int,int,int,int)
- ● boolean touchDragged(int,int,int)
- ● boolean mouseMoved(int,int)
- ● boolean scrolled(float,float)
- ● boolean mouseHoverOver(T)