

24. 총알 위치 수정 및 컬러키 통한 이미지 배경 제거

```
void CMinion::Fire()
{
    CObject* pBullet = CMoveObject::CreateCloneObj( "Bullet", "MinionBullet", m_pPlayer );

    ((CMoveObject*)pBullet)->SetAngle( PI );

    float x = GetLeft() - (pBullet->GetSize().x * (1.f - pBullet->GetPivot().x));
    float y = GetCenter().y;

    pBullet->SetPos( x, y );
}
```

Minion

$m_tPos.x - m_tSize.x * m_tPivot.x$

```
void CPlayer::Fire()
{
    CObject* pBullet = CMoveObject::CreateCloneObj( "Bullet", "PlayerBullet", m_pPlayer );

    // Get middle point of right
    POSITION tPos;
    tPos.x = GetRight() + pBullet->GetSize().x * pBullet->GetPivot().x;
    tPos.y = GetCenter().y;

    pBullet->SetPos( tPos );
}
```

Player

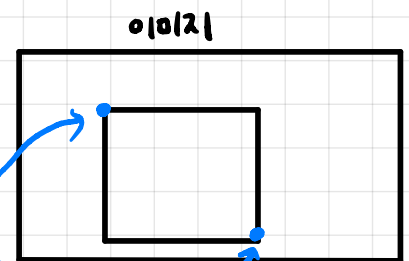
```
if( m_pTexture )
{
    POSITION tPos = m_tPos - m_tSize * m_tPivot;
    POSITION camPos = GET_SINGLE( CCamera )->GetPos();

    tPos = tPos - camPos;

    if( m_pTexture->GetColorKeyEnable() )
    {
        TransparentBlt( hDC, tPos.x, tPos.y, m_tSize.x, m_tSize.y,
            m_pTexture->GetDC(), 0, 0, m_tSize.x, m_tSize.y, m_pTexture->GetColorKey() );
    }
    else
    {
        BitBlt( hDC, tPos.x, tPos.y, m_tSize.x, m_tSize.y, m_pTexture->GetDC(), 0, 0, SRCCOPY );
    }
}
```

Object

이미지의 둘러싸자 위치



컬러키 값에 해당하는 색상을 제외하고 이미지를 출력시킴.

```
#include "Texture.h"
#include "../Core/PathManager.h"

CTexture::CTexture()
:
    m_hMemDC( nullptr ),
    m_bColorKeyEnable( false ),
    m_ColorKey( RGB( 255, 0, 255 ) )
{
}

CTexture::~CTexture()
{
    SelectObject( m_hMemDC, m_hOldBitmap );
    DeleteObject( m_hBitmap );
    DeleteDC( m_hMemDC );
}

void CTexture::SetColorKey( unsigned char r, unsigned char g, unsigned char b )
{
    m_ColorKey = RGB( r, g, b );
    m_bColorKeyEnable = true;
}

void CTexture::SetColorKey( COLORREF colorKey )
{
    m_ColorKey = colorKey;
    m_bColorKeyEnable = true;
}
```

Texture

컬러키 사용여부

컬러키 값