Military Madness

Notes:

May 16: Got project running after modifying some code.

* Loading gif files with FileInputStream works.
  + InputStream doesn’t work; commented out.
* Can load maps and run game now.
* TODO: define key constants to replace numeric codes in Game.java -> main thread.
  + 3: ?
  + 10: ? Use 17: CTRL
  + 16: SHIFT
  + 32: SPACE\_BAR
  + 37: ARROW\_LEFT
  + 38: ARROW\_UP
  + 39: ARROW\_RIGHT
  + 40: ARROW\_DOWN
  + 65: LETTER\_A
  + 68: LETTER\_D
  + 83: LETTER\_S
  + 87: LETTER\_W
  + 1: MOUSE\_LEFT\_BTN
  + 3 :MOUSE\_RIGHT\_BTN
  + 2: MOUSE\_MIDDLE\_BTN
* DONE
* TODO: Add a drop-down list to replace input box for entering map to load at start.
* Found a site with all images, boards/maps, setups, passwords and cheats and description of game factorials : <https://strategywiki.org/wiki/Military_Madness>
* TODO: map designer: add transparency to map icons for overlaying map gif images.
* Unit image size: 32 px x 32 px
  + Copied map unit image size: 35 px x 35 px (after scale => double)
    - difference of 91.4206 % ; slightly too large
    - Map scaled to 1.92 %, and the copied unit image is smaller in dimension by 1 px.; however, visually, the images line up on the map properly.
* Was able to load map gif files with either FileInputStream (see commented-out code in Model.java) or Graphics2D (see displayFactory()).
* Revolt map is 474 x 323
* Graphics2D g2 = (Graphics2D) **this**.getGraphics();

g2.drawImage(ModelManager.*getModel*(**"bd01"**).getImage(),  
 i \* getWidth() , j \* getHeight() , getWidth() , getHeight() , **this**);

* + Drawing image on JPanel: <https://stackoverflow.com/questions/13237908/loading-image-in-java-code-from-c-drive/13238468#13238468>
  + [JPanel vs JFrame](https://www.educba.com/jpanel-vs-jframe/)

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* Each hex is 50 px in height.
  + Therefore, Revolt’s dimensions are 15 \* 50, 10 \* 50 = (750, 500).
    - This appears to more closely match the dimensions displayed in the viewport, albeit with some off-center placement.
    - In HexGridPanel.paintComponent(), it appears that the size of the HexGridPanel is 813 x 512, therefore, that may be the default size of the image to place.
* It may prove more favorable to place icons in maps for the terrain.