

May 31, 16 7:55

Animatedgraphicelement.h

Page 1/1

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#ifndef ANIMATEDGRAPHICELEMENT_H
#define ANIMATEDGRAPHICELEMENT_H

#include <SFML/Graphics.hpp>
#include "GraphicElement.h"
#include "Constantes.h"

/*
 * -----
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGÃM-^I & Pierre_Elliot CABRERA wrote this file. As long as you
retain this notice you
 * can do whatever you want with this stuff. If we meet some day, and you think
 * this stuff is worth it, you can buy me a beer in return Poul-Henning Kamp
 * -----
 */

class AnimatedGraphicElement : public GraphicElement
{
private:
    std::vector<sf::IntRect> _clip_rects;
    unsigned int _current_clip_rect;
    unsigned int _nb_steps;
    unsigned int _current_step;
    bool _left;
    unsigned int _counter_destruction;
    unsigned int _limit_destruction;

public:
    //Constructeurs
    AnimatedGraphicElement(const std::vector<sf::IntRect> &clipRects, sf::Textur
e &image, int x, int y, int w, int h, int nbSpriteHorizontal, int nbSpriteVertic
al, int counter);
    AnimatedGraphicElement(AnimatedGraphicElement * other, int nbSpriteHorizonta
l, int nbSpriteVertical);

    //MÃethodes
    void draw(sf::RenderWindow *window) override;
    void drawNinja(sf::RenderWindow *window, int mvtNinjaX, NINJA_STATUS statusN
inja, bool invincibility);
    std::vector<sf::IntRect> getClipRects() const;
    int getNbSteps() const;
    int getCurrentStep() const;
    int getCounterDestruction() const;
    int getLimitDestruction() const;
};

#endif // ANIMATEDGRAPHICELEMENT_H

```