

```
1  #include "MenuControlsTexture.h"
2  #include "Window.h"
3
4  MenuControlsTexture::MenuControlsTexture(std::string path) {
5      controls_tx = NULL;
6      this->path = path;
7  };
8
9  MenuControlsTexture::~MenuControlsTexture() {
10     free();
11 };
12
13 void MenuControlsTexture::free() {
14     SDL_DestroyTexture(controls_tx);
15     controls_tx = NULL;
16 };
17
18 bool MenuControlsTexture::loadMedia() {
19     bool success = true;
20
21     //Load Control texture
22     controls_tx = loadTexture(path.c_str());
23     if (controls_tx == NULL) {
24         printf("Failed to create controls texture. SDL Error: %s\n",
25             SDL_GetError());
26         success = false;
27     }
28
29     appearance.w = 283;
30     appearance.h = 266;
31
32     return success;
33 };
34
35 void MenuControlsTexture::render() {
36     SDL_RenderCopy(Window::getInstance()->getRenderer(), controls_tx, NULL,
37         &appearance);
38 };
39
40 void MenuControlsTexture::tick() {};
41
42 void MenuControlsTexture::setX(int x) {
43     appearance.x = x;
44 };
45
46 void MenuControlsTexture::setY(int y) {
47     appearance.y = y;
48 };
49
50 int MenuControlsTexture::getX() {
51     return appearance.x;
52 };
53
54 int MenuControlsTexture::getY() {
55     return appearance.y;
56 };
57
58 void MenuControlsTexture::setAppearance(Apparence appearance) {
59     this->appearance = appearance;
60 };
```

```
52 int MenuControlsTexture::getY() {
53     return appearance.y;
54 };
55
56 int MenuControlsTexture::getW() {
57     return appearance.w;
58 }
59
60 int MenuControlsTexture::getH() {
61     return appearance.h;
62 };
63
64 std::string MenuControlsTexture::getType() {
65     return "CONTROLSTX";
66 };
```