

TAGE

Skyboxes

(based on ex.04c)

...

public class MyGame extends VariableFrameRateGame

{ ...

private int fluffyClouds, lakeIslands; // skyboxes

...

@Overridepublic void **loadSkyBoxes()**

{ fluffyClouds = (engine.getSceneGraph()).loadCubeMap("fluffyClouds");

lakeIslands = (engine.getSceneGraph()).loadCubeMap("lakeIslands");

(engine.getSceneGraph()).setActiveSkyBoxTexture(fluffyClouds);

(engine.getSceneGraph()).setSkyBoxEnabled(true);

}

@Overridepublic void **keyPressed**(KeyEvent e)

{ switch (e.getKeyCode())

{ case KeyEvent.VK_1:

{ (engine.getSceneGraph()).setActiveSkyBoxTexture(fluffyClouds);

(engine.getSceneGraph()).setSkyBoxEnabled(true);

break;

}

case KeyEvent.VK_2:

{ (engine.getSceneGraph()).setActiveSkyBoxTexture(lakeIslands);

(engine.getSceneGraph()).setSkyBoxEnabled(true);

break;

}

case KeyEvent.VK_3:

{ (engine.getSceneGraph()).setSkyBoxEnabled(false);

break;

}

}

super.keyPressed(e);

}

...

}