

Freshmaze

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ContactListener	
com.dar.freshmaze.world.WorldContactListener	??
com.dar.freshmaze.level.tilemap.tiles.DynamicTile	??
com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile	??
com.dar.freshmaze.level.tilemap.tiles.ChestTile	??
com.dar.freshmaze.level.tilemap.tiles.TeleportTile	??
com.dar.freshmaze.level.tilemap.tiles.EntranceTile	??
com.dar.freshmaze.level.tilemap.tiles.SpikesTile	??
com.dar.freshmaze.level.EnemyGenerator	??
com.dar.freshmaze.indicator.RectIndicator.FloatRangeBinder	??
com.dar.freshmaze.common.Graph< VertexT, EdgeT >	??
com.dar.freshmaze.common.Graph< com.dar.freshmaze.level.graph.LevelNode, Edge >	??
com.dar.freshmaze.util.IsometricUtil	??
com.dar.freshmaze.level.bitmap.LevelBitmap.Cell.Kind	??
com.dar.freshmaze.level.tilemap.LevelTilemap.Layer	??
com.dar.freshmaze.level.bitmap.LevelBitmap	??
com.dar.freshmaze.level.graph.LevelGraph	??
com.dar.freshmaze.level.graph.LevelNode	??
com.dar.freshmaze.level.graph.LevelNodeGenerationRules	??
com.dar.freshmaze.level.graph.LevelNodeGenerator	??
com.dar.freshmaze.level.tilemap.rooms.LevelRoom	??
com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom	??
com.dar.freshmaze.level.tilemap.rooms.FinalLevelRoom	??
com.dar.freshmaze.level.tilemap.rooms.SpawnLevelRoom	??
com.dar.freshmaze.util.RectangleUtil	??
com.dar.freshmaze.level.tilemap.SpikeGenerator	??
com.dar.freshmaze.entities.Entity.SpriteKind	??
com.dar.freshmaze.level.tilemap.tiles.EntranceTile.State	??
com.dar.freshmaze.util.TimeUtil	??
com.dar.freshmaze.ui.ScreenTransition.TransitionCallback	??
Actor	
com.dar.freshmaze.entities.PhysActor	??
com.dar.freshmaze.entities.Entity	??
com.dar.freshmaze.entities.Bob	??

com.dar.freshmaze.entities.Enemy	??
com.dar.freshmaze.entities.HealthBonus	??
com.dar.freshmaze.indicator.RectIndicator	??
com.dar.freshmaze.ui.ScreenTransition	??
BatchTiledMapRenderer	
com.dar.freshmaze.level.tilemap.SortedIsometricTiledMapRenderer	??
Disposable	
com.dar.freshmaze.level.Dungeon	??
com.dar.freshmaze.level.Level	??
com.dar.freshmaze.level.tilemap.LevelTilemap	??
Game	
com.dar.freshmaze.FreshmazeGame	??
Screen	
com.dar.freshmaze.screens.GameScreen	??
Stage	
com.dar.freshmaze.graphics.DepthSortedStage	??

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom	??
com.dar.freshmaze.entities.Bob	??
com.dar.freshmaze.level.tilemap.tiles.ChestTile	??
com.dar.freshmaze.graphics.DepthSortedStage	??
com.dar.freshmaze.level.Dungeon	??
com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile	??
com.dar.freshmaze.level.tilemap.tiles.DynamicTile	??
com.dar.freshmaze.entities.Enemy	??
com.dar.freshmaze.level.EnemyGenerator	??
com.dar.freshmaze.entities.Entity	??
com.dar.freshmaze.level.tilemap.tiles.EntranceTile	??
com.dar.freshmaze.level.tilemap.rooms.FinalLevelRoom	??
com.dar.freshmaze.indicator.RectIndicator.FloatRangeBinder	??
com.dar.freshmaze.FreshmazeGame	??
com.dar.freshmaze.screens.GameScreen	??
com.dar.freshmaze.common.Graph< VertexT, EdgeT >	??
com.dar.freshmaze.entities.HealthBonus	??
com.dar.freshmaze.util.IsometricUtil	??
com.dar.freshmaze.level.bitmap.LevelBitmap.Cell.Kind	??
com.dar.freshmaze.level.tilemap.LevelTilemap.Layer	??
com.dar.freshmaze.level.Level	??
com.dar.freshmaze.level.bitmap.LevelBitmap	??
com.dar.freshmaze.level.graph.LevelGraph	??
com.dar.freshmaze.level.graph.LevelNode	??
com.dar.freshmaze.level.graph.LevelNodeGenerationRules	??
com.dar.freshmaze.level.graph.LevelNodeGenerator	??
com.dar.freshmaze.level.tilemap.rooms.LevelRoom	??
com.dar.freshmaze.level.tilemap.LevelTilemap	??
com.dar.freshmaze.entities.PhysActor	??
com.dar.freshmaze.util.RectangleUtil	??
com.dar.freshmaze.indicator.RectIndicator	??
com.dar.freshmaze.ui.ScreenTransition	??
com.dar.freshmaze.level.tilemap.SortedIsometricTiledMapRenderer	??
com.dar.freshmaze.level.tilemap.rooms.SpawnLevelRoom	??
com.dar.freshmaze.level.tilemap.SpikeGenerator	??

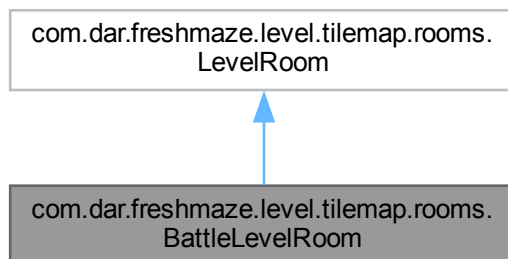
com.dar.freshmaze.level.tilemap.tiles.SpikesTile	??
com.dar.freshmaze.entities.Entity.SpriteKind	??
com.dar.freshmaze.level.tilemap.tiles.EntranceTile.State	??
com.dar.freshmaze.level.tilemap.tiles.TeleportTile	??
com.dar.freshmaze.util.TimeUtil	??
com.dar.freshmaze.ui.ScreenTransition.TransitionCallback	??
com.dar.freshmaze.world.WorldContactListener	??

Chapter 3

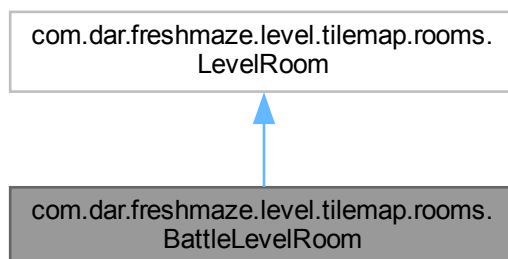
Class Documentation

3.1 com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom:



Collaboration diagram for com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom:



Classes

- interface **DynamicTileAction**

Public Member Functions

- **BattleLevelRoom** (Rectangle bounds, [EnemyGenerator](#) enemyGenerator, float spikeInterval)
- Array< Vector2 > **getEntrances** ()
- void **addEntrance** (Vector2 entrance)
- Array< Vector2 > **getSpikes** ()
- void **setSpikes** (Array< Vector2 > newSpikes)
- void **act** (float dt)
- void **onDestroy** ()
- void **onPlayerEnter** ([Bob](#) bob)
- void **onEnemyDeath** ([Enemy](#) enemy)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#)

- **LevelRoom** (Rectangle bounds)
- [Level](#) **getLevel** ()
- void **setLevel** ([Level](#) newLevel)
- Rectangle **getBounds** ()
- void **act** (float dt)
- void **onDestroy** ()
- void **onPlayerEnter** ([Bob](#) bob)
- void **onPlayerExit** ([Bob](#) bob)

3.1.1 Detailed Description

Battle room class

3.1.2 Member Function Documentation

3.1.2.1 act()

```
void com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom.act (
    float dt ) [inline]
```

Reimplemented from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#).

3.1.2.2 addEntrance()

```
void com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom.addEntrance (
    Vector2 entrance ) [inline]
```

Add entrance to the room

Parameters

entrance	
----------	--

3.1.2.3 onDestroy()

```
void com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom.onDestroy ( ) [inline]
```

Reimplemented from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#).

3.1.2.4 onPlayerEnter()

```
void com.dar.freshmaze.level.tilemap.rooms.BattleLevelRoom.onPlayerEnter (
    Bob bob ) [inline]
```

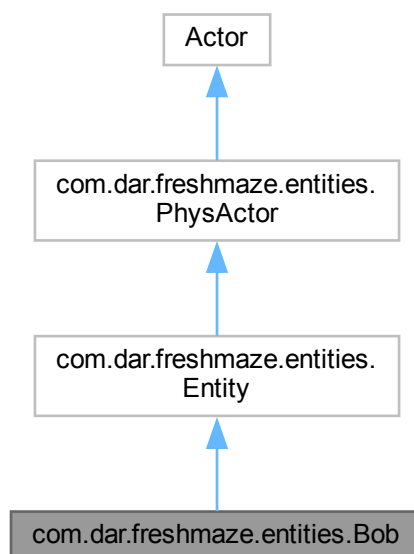
Reimplemented from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#).

The documentation for this class was generated from the following file:

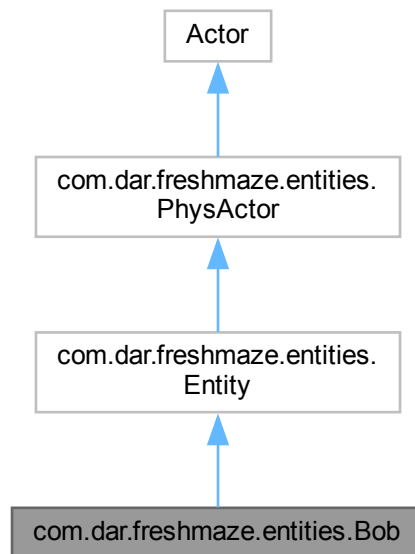
- core/src/com/dar/freshmaze/level/tilemap/rooms/BattleLevelRoom.java

3.2 com.dar.freshmaze.entities.Bob Class Reference

Inheritance diagram for com.dar.freshmaze.entities.Bob:



Collaboration diagram for `com.dar.freshmaze.entities.Bob`:



Public Member Functions

- **Bob** (World physWorld, [Level](#) level, Vector2 spawnPos)
- float [getAttackTimeLeft](#) ()
- float [getTimePerAttack](#) ()
- void [damage](#) (int damage)
- void [heal](#) (int amount)
- void [increaseAttackSpeed](#) (float amount)
- void [draw](#) (Batch batch, float alpha)
- void [act](#) (float delta)
- void [addObjectInRadius](#) (Object userData)
- void [removeObjectInRadius](#) (Object userData)
- void [setHealth](#) (int health)
- int [getHealth](#) ()
- int [getMaxHealth](#) ()

Public Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)

- **Entity** (World physWorld, Sprite sprite, Body body, Vector2 spriteOffset, [SpriteKind](#) spriteKind, Vector2 spawnPos)
- Sprite [getSprite](#) ()
- void [draw](#) (Batch batch, float alpha)

Public Member Functions inherited from [com.dar.freshmaze.entities.PhysActor](#)

- **PhysActor** (World physWorld, Body body)
- Body **getBody** ()
- World **getPhysWorld** ()
- boolean **isDestroyed** ()
- void **teleport** (Vector2 pos)
- void **destroy** ()
- boolean **remove** ()
- void **act** (float delta)

Public Attributes

- boolean **movingRight** = false
- boolean **movingLeft** = false
- boolean **movingUp** = false
- boolean **movingDown** = false

Static Public Attributes

- static final float **MOVEMENT_SPEED** = 4.0f
- static final float **deltaPx** = 1.0f
- static final float **deltaPy** = 1.0f

Additional Inherited Members**Protected Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)**

- void **positionChanged** ()
- void **setShaderSortHeight** (Batch batch, float offset)

3.2.1 Detailed Description

Class that represents Bob The Player.

3.2.2 Member Function Documentation**3.2.2.1 act()**

```
void com.dar.freshmaze.entities.Bob.act (  
    float delta ) [inline]
```

Reimplemented from [com.dar.freshmaze.entities.PhysActor](#).

3.2.2.2 damage()

```
void com.dar.freshmaze.entities.Bob.damage (  
    int damage ) [inline]
```

Damage the bob

Parameters

<i>damage</i>	the delta for the health.
---------------	---------------------------

3.2.2.3 draw()

```
void com.dar.freshmaze.entities.Bob.draw (
    Batch batch,
    float alpha ) [inline]
```

Reimplemented from [com.dar.freshmaze.entities.Entity](#).

3.2.2.4 getAttackTimeLeft()

```
float com.dar.freshmaze.entities.Bob.getAttackTimeLeft ( ) [inline]
```

Returns the attack time left

Returns

attack time left

3.2.2.5 heal()

```
void com.dar.freshmaze.entities.Bob.heal (
    int amount ) [inline]
```

Heal the bob

Parameters

<i>amount</i>	the delta for the heal
---------------	------------------------

3.2.2.6 increaseAttackSpeed()

```
void com.dar.freshmaze.entities.Bob.increaseAttackSpeed (
    float amount ) [inline]
```

Increase the attack speed

Parameters

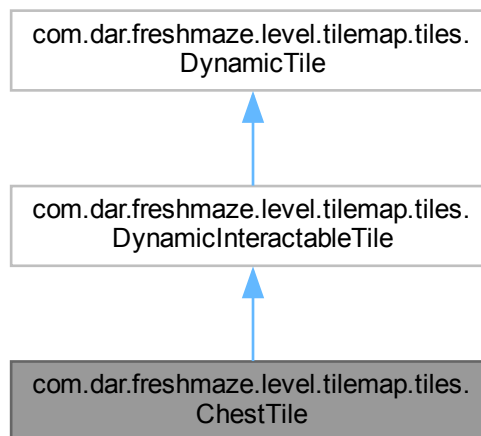
<i>amount</i>	the amount to increase the attack speed
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The documentation for this class was generated from the following file:

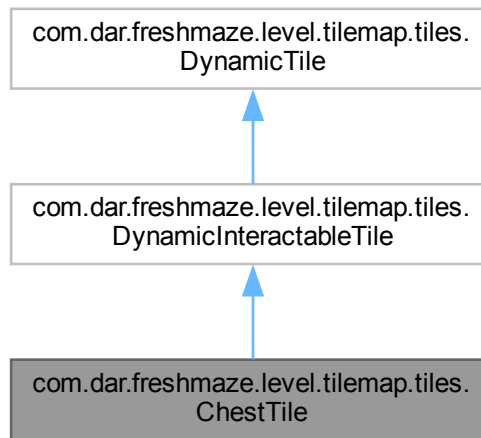
- core/src/com/dar/freshmaze/entities/Bob.java

3.3 com.dar.freshmaze.level.tilemap.tiles.ChestTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.ChestTile:



Collaboration diagram for `com.dar.freshmaze.level.tilemap.tiles.ChestTile`:



Public Member Functions

- **ChestTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` pos, `TiledMapTile` closedTile, `TiledMapTile` open↔ Tile)
- void **interact** ([Bob](#) player)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile](#)

- **DynamicInteractableTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` pos, `TiledMapTile` defaultTile, `LevelTilemap.Layer` defaultLayer)
- abstract void **interact** ([Bob](#) player)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- **DynamicTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` cellPos, `TiledMapTile` defaultTile, `Level↔ Tilemap.Layer` defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- `Body` **getPhysBody** ()
- `LevelTilemap.CellPos` **getCellPos** ()
- `TiledMapTile` **getDefaultTile** ()
- `LevelTilemap.Layer` **getDefaultLayer** ()

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- void **setPhysBody** (`Body` newPhysBody)

3.3.1 Member Function Documentation

3.3.1.1 interact()

```
void com.dar.freshmaze.level.tilemap.tiles.ChestTile.interact (
    Bob player ) [inline]
```

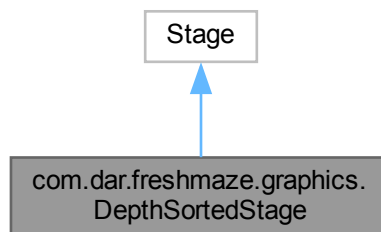
Reimplemented from [com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile](#).

The documentation for this class was generated from the following file:

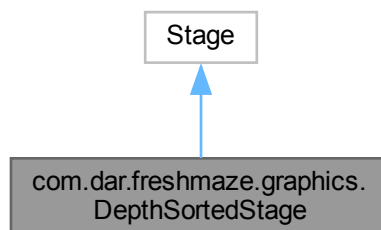
- core/src/com/dar/freshmaze/level/tilemap/tiles/ChestTile.java

3.4 com.dar.freshmaze.graphics.DepthSortedStage Class Reference

Inheritance diagram for com.dar.freshmaze.graphics.DepthSortedStage:



Collaboration diagram for com.dar.freshmaze.graphics.DepthSortedStage:



Public Member Functions

- [DepthSortedStage](#) (Viewport viewport)
- [DepthSortedStage](#) (Viewport viewport, Batch batch)
- Vector2 **getVerticalViewBounds** ()
- void **setVerticalViewBounds** (Vector2 newVerticalViewBounds)
- void **shaderSetVerticalViewBounds** ()
- void **draw** ()

3.4.1 Detailed Description

Modified stage, that renders object using OpenGL depth test

3.4.2 Constructor & Destructor Documentation

3.4.2.1 DepthSortedStage() [1/2]

```
com.dar.freshmaze.graphics.DepthSortedStage.DepthSortedStage (
    Viewport viewport ) [inline]
```

Creates a stage with the specified viewport. The stage will use its own `Batch` which will be disposed when the stage is disposed.

3.4.2.2 DepthSortedStage() [2/2]

```
com.dar.freshmaze.graphics.DepthSortedStage.DepthSortedStage (
    Viewport viewport,
    Batch batch ) [inline]
```

Creates a stage with the specified viewport and batch. This can be used to specify an existing batch or to customize which batch implementation is used.

Parameters

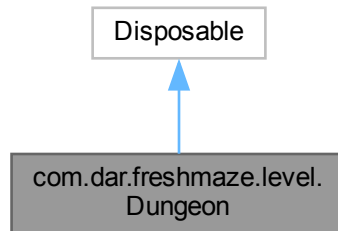
<i>batch</i>	Will not be disposed if <code>dispose()</code> is called, handle disposal yourself.
--------------	---

The documentation for this class was generated from the following file:

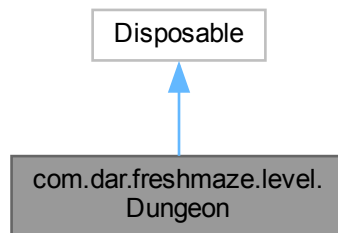
- `core/src/com/dar/freshmaze/graphics/DepthSortedStage.java`

3.5 com.dar.freshmaze.level.Dungeon Class Reference

Inheritance diagram for com.dar.freshmaze.level.Dungeon:



Collaboration diagram for com.dar.freshmaze.level.Dungeon:



Public Member Functions

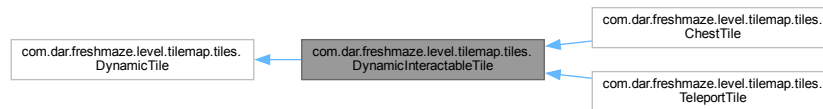
- **Dungeon** ([Level](#) level, [Bob](#) bob)
- [Level](#) **getLevel** ()
- [Bob](#) **getBob** ()
- boolean **isPendingTransition** ()
- void **moveToNextLevel** ()
- void **update** (float dt)
- boolean **isMaxLevel** ()
- int **getLevelIndex** ()
- void **dispose** ()

The documentation for this class was generated from the following file:

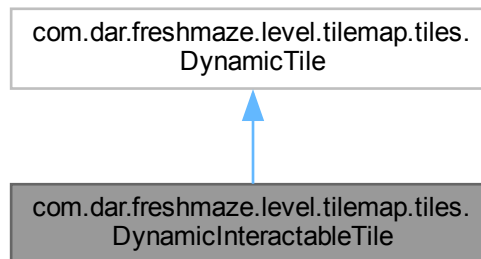
- `core/src/com/dar/freshmaze/level/Dungeon.java`

3.6 com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile:



Collaboration diagram for com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile:



Public Member Functions

- **DynamicInteractableTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) pos, [TiledMapTile](#) defaultTile, [LevelTilemap.Layer](#) defaultLayer)
- abstract void **interact** ([Bob](#) player)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- **DynamicTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) cellPos, [TiledMapTile](#) defaultTile, [LevelTilemap.Layer](#) defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- [Body](#) **getPhysBody** ()
- [LevelTilemap.CellPos](#) **getCellPos** ()
- [TiledMapTile](#) **getDefaultTile** ()
- [LevelTilemap.Layer](#) **getDefaultLayer** ()

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

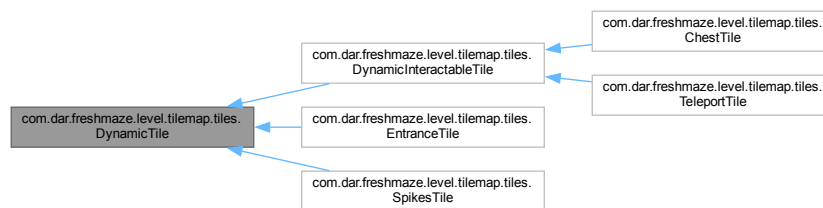
- void **setPhysBody** (Body newPhysBody)

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/level/tilemap/tiles/DynamicInteractableTile.java

3.7 com.dar.freshmaze.level.tilemap.tiles.DynamicTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.DynamicTile:



Public Member Functions

- **DynamicTile** ([LevelTilemap](#) tilemap, LevelTilemap.CellPos cellPos, TiledMapTile defaultTile, LevelTilemap.Layer defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- Body **getPhysBody** ()
- LevelTilemap.CellPos **getCellPos** ()
- TiledMapTile **getDefaultTile** ()
- LevelTilemap.Layer **getDefaultLayer** ()

Protected Member Functions

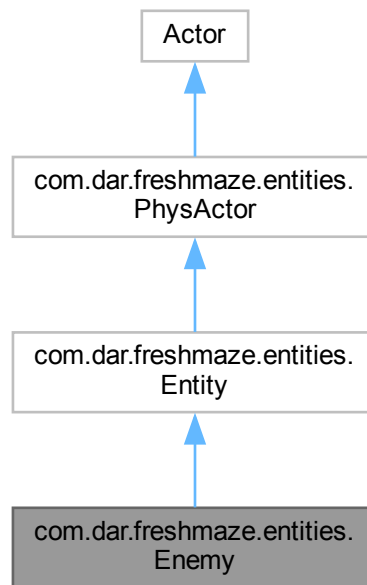
- void **setPhysBody** (Body newPhysBody)

The documentation for this class was generated from the following file:

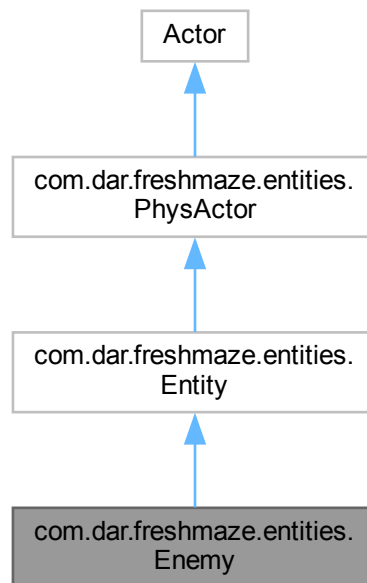
- core/src/com/dar/freshmaze/level/tilemap/tiles/DynamicTile.java

3.8 com.dar.freshmaze.entities.Enemy Class Reference

Inheritance diagram for com.dar.freshmaze.entities.Enemy:



Collaboration diagram for com.dar.freshmaze.entities.Enemy:



Public Member Functions

- **Enemy** (World physWorld, [BattleLevelRoom](#) room, Vector2 spawnPos)
- void **kill** ()
- void **act** (float delta)

Public Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)

- **Entity** (World physWorld, Sprite sprite, Body body, Vector2 spriteOffset, [SpriteKind](#) spriteKind, Vector2 spawnPos)
- Sprite **getSprite** ()
- void **draw** (Batch batch, float alpha)

Public Member Functions inherited from [com.dar.freshmaze.entities.PhysActor](#)

- **PhysActor** (World physWorld, Body body)
- Body **getBody** ()
- World **getPhysWorld** ()
- boolean **isDestroyed** ()
- void **teleport** (Vector2 pos)
- void **destroy** ()
- boolean **remove** ()
- void **act** (float delta)

Public Attributes

- final float **movementSpeed**
- final float **deltaPx**
- final float **deltaPy**

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)

- void **positionChanged** ()
- void **setShaderSortHeight** (Batch batch, float offset)

3.8.1 Member Function Documentation

3.8.1.1 act()

```
void com.dar.freshmaze.entities.Enemy.act (
    float delta ) [inline]
```

Reimplemented from [com.dar.freshmaze.entities.PhysActor](#).

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/entities/Enemy.java

3.9 com.dar.freshmaze.level.EnemyGenerator Class Reference

Classes

- class **Result**

Public Member Functions

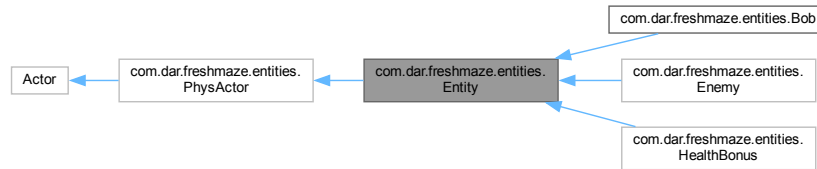
- **EnemyGenerator** (World physWorld, Stage stage)
- void **setDungeon** ([Dungeon](#) dungeon)
- Result **generate** ([BattleLevelRoom](#) room)

The documentation for this class was generated from the following file:

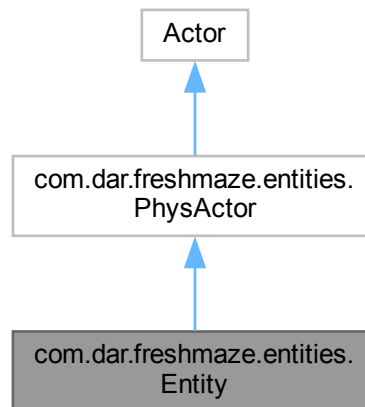
- core/src/com/dar/freshmaze/level/EnemyGenerator.java

3.10 com.dar.freshmaze.entities.Entity Class Reference

Inheritance diagram for com.dar.freshmaze.entities.Entity:



Collaboration diagram for com.dar.freshmaze.entities.Entity:



Classes

- enum [SpriteKind](#)

Public Member Functions

- **Entity** (World physWorld, Sprite sprite, Body body, Vector2 spriteOffset, [SpriteKind](#) spriteKind, Vector2 spawnPos)
- Sprite **getSprite** ()
- void **draw** (Batch batch, float alpha)

Public Member Functions inherited from [com.dar.freshmaze.entities.PhysActor](#)

- **PhysActor** (World physWorld, Body body)
- Body **getBody** ()
- World **getPhysWorld** ()
- boolean **isDestroyed** ()
- void **teleport** (Vector2 pos)
- void **destroy** ()
- boolean **remove** ()
- void **act** (float delta)

Protected Member Functions

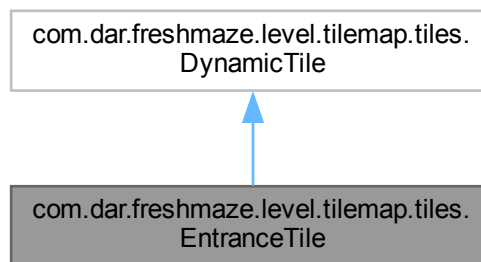
- void **positionChanged** ()
- void **setShaderSortHeight** (Batch batch, float offset)

The documentation for this class was generated from the following file:

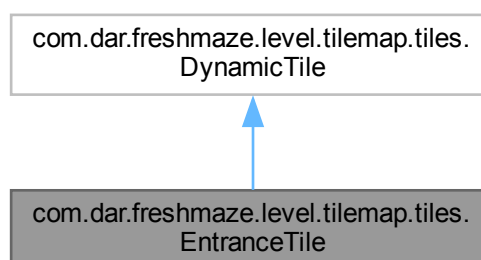
- core/src/com/dar/freshmaze/entities/Entity.java

3.11 com.dar.freshmaze.level.tilemap.tiles.EntranceTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.EntranceTile:



Collaboration diagram for com.dar.freshmaze.level.tilemap.tiles.EntranceTile:



Classes

- enum [State](#)

Public Member Functions

- **EntranceTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) pos, [TiledMapTile](#) openTile, [TiledMapTile](#) closedTile, [TiledMapTile](#) clearedTile)
- [State](#) **getState** ()
- void **setState** ([State](#) newState)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- **DynamicTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) cellPos, [TiledMapTile](#) defaultTile, [LevelTilemap.Layer](#) defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- [Body](#) **getPhysBody** ()
- [LevelTilemap.CellPos](#) **getCellPos** ()
- [TiledMapTile](#) **getDefaultTile** ()
- [LevelTilemap.Layer](#) **getDefaultLayer** ()

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

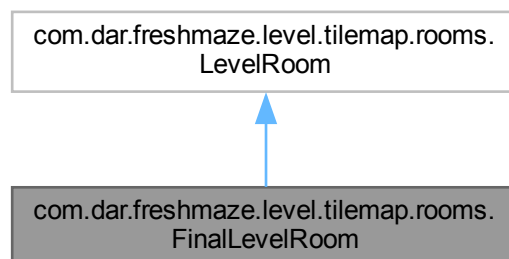
- void **setPhysBody** ([Body](#) newPhysBody)

The documentation for this class was generated from the following file:

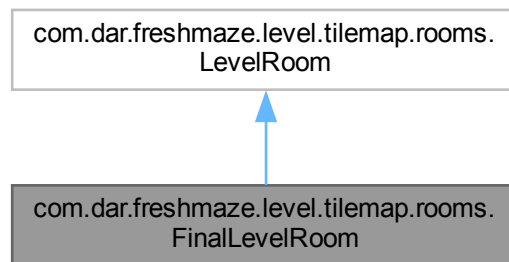
- core/src/com/dar/freshmaze/level/tilemap/tiles/EntranceTile.java

3.12 com.dar.freshmaze.level.tilemap.rooms.FinalLevelRoom Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.rooms.FinalLevelRoom:



Collaboration diagram for `com.dar.freshmaze.level.tilemap.rooms.FinalLevelRoom`:



Public Member Functions

- **FinalLevelRoom** (Rectangle bounds, Vector2 teleportPos)
- final Vector2 **getTeleportPos** ()

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#)

- **LevelRoom** (Rectangle bounds)
- [Level](#) **getLevel** ()
- void **setLevel** ([Level](#) newLevel)
- Rectangle **getBounds** ()
- void **act** (float dt)
- void **onDestroy** ()
- void **onPlayerEnter** ([Bob](#) bob)
- void **onPlayerExit** ([Bob](#) bob)

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/tilemap/rooms/FinalLevelRoom.java`

3.13 `com.dar.freshmaze.indicator.RectIndicator.FloatRangeBinder` Interface Reference

Public Member Functions

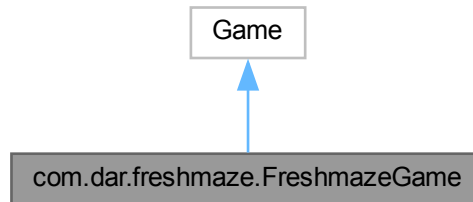
- float **getValue** ()
- float **getMaxValue** ()

The documentation for this interface was generated from the following file:

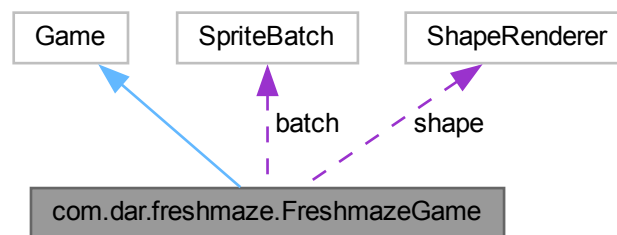
- `core/src/com/dar/freshmaze/indicator/RectIndicator.java`

3.14 com.dar.freshmaze.FreshmazeGame Class Reference

Inheritance diagram for com.dar.freshmaze.FreshmazeGame:



Collaboration diagram for com.dar.freshmaze.FreshmazeGame:



Public Member Functions

- void **create** ()
- void **start** (boolean isRestart)
- void **dispose** ()

Public Attributes

- SpriteBatch **batch**
- ShapeRenderer **shape**

Static Public Attributes

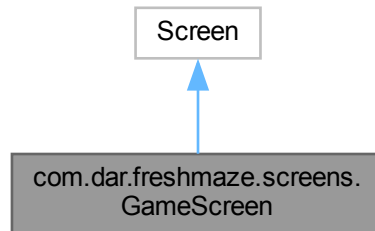
- static final float **WIDTH** = 1280
- static final float **HEIGHT** = 720

The documentation for this class was generated from the following file:

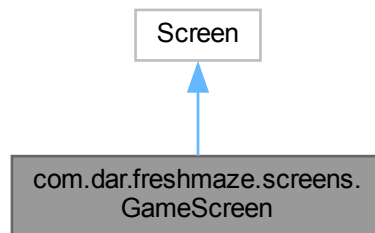
- `core/src/com/dar/freshmaze/FreshmazeGame.java`

3.15 com.dar.freshmaze.screens.GameScreen Class Reference

Inheritance diagram for com.dar.freshmaze.screens.GameScreen:



Collaboration diagram for com.dar.freshmaze.screens.GameScreen:



Public Member Functions

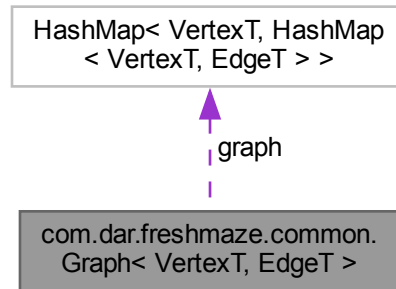
- **GameScreen** ([FreshmazeGame](#) game, `OrthographicCamera` camera, `Viewport` viewport, boolean skip↔ Menu)
- void **show** ()
- void **render** (float delta)
- void **resize** (int width, int height)
- void **pause** ()
- void **resume** ()
- void **hide** ()
- void **dispose** ()

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/screens/GameScreen.java`

3.16 com.dar.freshmaze.common.Graph< VertexT, EdgeT > Class Template Reference

Collaboration diagram for com.dar.freshmaze.common.Graph< VertexT, EdgeT >:



Public Member Functions

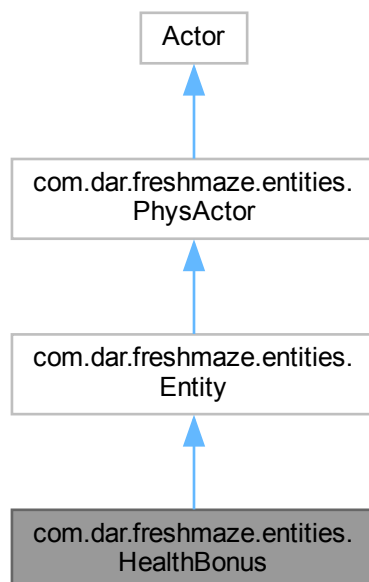
- `Set< Map.Entry< VertexT, HashMap< VertexT, EdgeT > > > entrySet ()`
- `Map< VertexT, EdgeT > getConnections (VertexT vertex)`
- `boolean contains (VertexT first)`
- `void add (VertexT first, VertexT second, EdgeT edge)`
- `void addDirected (VertexT first, VertexT second, EdgeT edge)`
- `void remove (VertexT vertex)`

The documentation for this class was generated from the following file:

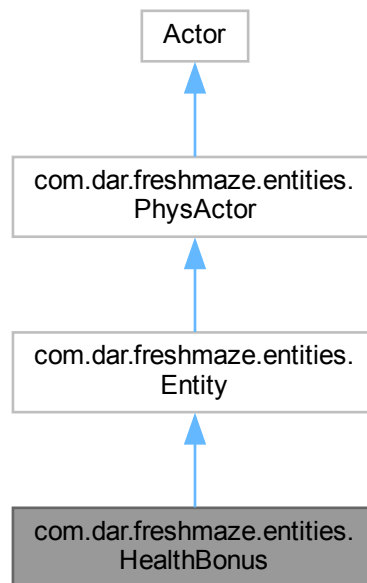
- `core/src/com/dar/freshmaze/common/Graph.java`

3.17 com.dar.freshmaze.entities.HealthBonus Class Reference

Inheritance diagram for com.dar.freshmaze.entities.HealthBonus:



Collaboration diagram for com.dar.freshmaze.entities.HealthBonus:



Public Member Functions

- **HealthBonus** (World physWorld, [BattleLevelRoom](#) room, Vector2 spawnPos)
- void **interact** ([Bob](#) bob)
- void **draw** (Batch batch, float alpha)

Public Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)

- **Entity** (World physWorld, Sprite sprite, Body body, Vector2 spriteOffset, [SpriteKind](#) spriteKind, Vector2 spawnPos)
- Sprite **getSprite** ()
- void **draw** (Batch batch, float alpha)

Public Member Functions inherited from [com.dar.freshmaze.entities.PhysActor](#)

- **PhysActor** (World physWorld, Body body)
- Body **getBody** ()
- World **getPhysWorld** ()
- boolean **isDestroyed** ()
- void **teleport** (Vector2 pos)
- void **destroy** ()
- boolean **remove** ()
- void **act** (float delta)

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.entities.Entity](#)

- void **positionChanged** ()
- void **setShaderSortHeight** (Batch batch, float offset)

3.17.1 Member Function Documentation

3.17.1.1 draw()

```
void com.dar.freshmaze.entities.HealthBonus.draw (  
    Batch batch,  
    float alpha ) [inline]
```

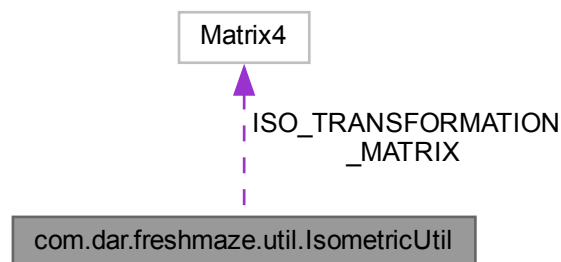
Reimplemented from [com.dar.freshmaze.entities.Entity](#).

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/entities/HealthBonus.java

3.18 com.dar.freshmaze.util.IsometricUtil Class Reference

Collaboration diagram for com.dar.freshmaze.util.IsometricUtil:



Static Public Member Functions

- static Vector2 **isoToCart** (Vector2 vec)
- static Vector2 **cartToIso** (Vector2 vec)

Static Public Attributes

- static final Matrix4 [ISO_TRANSFORMATION_MATRIX](#)

3.18.1 Detailed Description

Class with various helper methods for woring with isometric coordinate system

3.18.2 Member Function Documentation

3.18.2.1 `cartToIso()`

```
static Vector2 com.dar.freshmaze.util.IsometricUtil.cartToIso (
    Vector2 vec ) [inline], [static]
```

Converts vector from cartesian to isometric coordinate system.

The original formula is the following:

```
new Vector2(
    vec.x - vec.y,
    0.5f * (vec.x + vec.y)
);
```

But we need to rotate it to match our tilemap. The result is:

```
return new Vector2(
    vec.x + vec.y,
    0.5f * (vec.x - vec.y)
);
```

NOTE: I have no idea where multiplication of both x and y by 0.5 comes from, it makes no sense. Fix it if possible

Parameters

<code>vec</code>	vector in cartesian system
------------------	----------------------------

Returns

vector in isometric system

3.18.2.2 isoToCart()

```
static Vector2 com.dar.freshmaze.util.IsometricUtil.isoToCart (
    Vector2 vec ) [inline], [static]
```

Converts vector from isometric to cartesian coordinate system.

The original formula is the following:

```
new Vector2(
    0.5f * (2.0f * vec.y + vec.x),
    0.5f * (2.0f * vec.y - vec.x)
);
```

But we need to rotate it to match our tilemap. The result is:

```
return new Vector2(
    0.5f * (-2.0f * vec.y + vec.x),
    0.5f * (2.0f * vec.y + vec.x)
);
```

Parameters

<code>vec</code>	vector in isometric system
------------------	----------------------------

Returns

vector in cartesian system

3.18.3 Member Data Documentation

3.18.3.1 ISO_TRANSFORMATION_MATRIX

```
final Matrix4 com.dar.freshmaze.util.IsometricUtil.ISO_TRANSFORMATION_MATRIX [static]
```

Matrix that can be used to transform coordinates to isometric for rendering (ot other purposes). Doesn't need to be used if the sprites are already drawn as isometric.

Can be used like:

```
game.batch.setTransformMatrix(IsometricUtil.ISO_TRANSFORMATION_MATRIX);
```

or

```
physDebugRenderer.render(physWorld, camera.combined.mul(IsometricUtil.ISO_TRANSFORMATION_MATRIX));
```

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/util/IsometricUtil.java`

3.19 com.dar.freshmaze.level.bitmap.LevelBitmap.Cell.Kind Enum Reference

Public Attributes

- **Empty**
- **Room**
- **Hall**
- **Wall**
- **HallEntrance**
- **Teleport**
- **Spikes**

The documentation for this enum was generated from the following file:

- core/src/com/dar/freshmaze/level/bitmap/LevelBitmap.java

3.20 com.dar.freshmaze.level.tilemap.LevelTilemap.Layer Enum Reference

Public Member Functions

- int **getIndex** ()
- **Layer** (int index)

Public Attributes

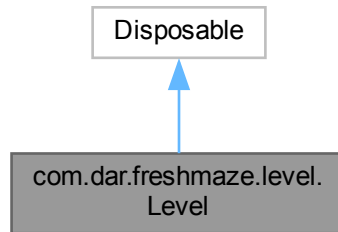
- **Floor** =(0)
- **FloorOverlay** =(1)
- **Wall** =(2)

The documentation for this enum was generated from the following file:

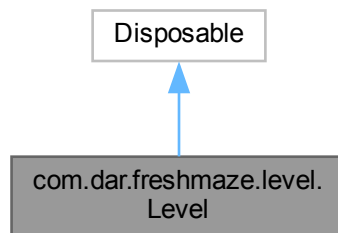
- core/src/com/dar/freshmaze/level/tilemap/LevelTilemap.java

3.21 com.dar.freshmaze.level.Level Class Reference

Inheritance diagram for com.dar.freshmaze.level.Level:



Collaboration diagram for com.dar.freshmaze.level.Level:



Classes

- class **DebugRender**

Public Member Functions

- **Level** (World physWorld, Stage stage)
- **LevelRoom generate** (int levelIndex)
- int **getMaxLevel** ()
- List< **LevelRoom** > **getRooms** ()
- **LevelTilemap getTilemap** ()
- **SortedIsometricTiledMapRenderer getTilemapRenderer** ()
- void **update** (float dt)
- void **render** (OrthographicCamera camera, float dt, int[] layers, boolean writeDepth)
- void **debugRender** (Camera camera, float dt, int kind)
- void **dispose** ()

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/level/Level.java

3.22 com.dar.freshmaze.level.bitmap.LevelBitmap Class Reference

Classes

- class **Cell**

Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- void **generate** ([LevelNodeGenerator](#) generator)
- Cell **getCell** (int xi, int yi)
- Cell **getCell** (int index)

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/level/bitmap/LevelBitmap.java

3.23 com.dar.freshmaze.level.graph.LevelGraph Class Reference

Classes

- class **Edge**

Public Member Functions

- Set< Map.Entry< [LevelNode](#), HashMap< [LevelNode](#), Edge > > > **entrySet** ()
- void **generate** (List< [LevelNode](#) > leaves)

3.23.1 Detailed Description

Class that represents the graph of the levels.

3.23.2 Member Function Documentation

3.23.2.1 generate()

```
void com.dar.freshmaze.level.graph.LevelGraph.generate (  
    List< LevelNode > leaves ) [inline]
```

Generate level graph from leaves (list of level nodes)

Parameters

<code>leaves</code>	the leaves
---------------------	------------

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/graph/LevelGraph.java`

3.24 `com.dar.freshmaze.level.graph.LevelNode` Class Reference

Public Member Functions

- **LevelNode** (Rectangle bounds, [LevelNodeGenerationRules](#) rules)
- boolean **isLeaf** ()
- Rectangle **getBounds** ()
- [LevelNode](#) **getLeftChild** ()
- [LevelNode](#) **getRightChild** ()
- Rectangle **getRoomBounds** ()
- boolean **split** ()
- void **generateRoom** ()

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/graph/LevelNode.java`

3.25 `com.dar.freshmaze.level.graph.LevelNodeGenerationRules` Class Reference

Public Member Functions

- **LevelNodeGenerationRules** (int minRoomSize, int minNodeSize, int maxNodeSize, float splitChance, int roomGap)
- int **getMinRoomSize** ()
- int **getMinNodeSize** ()
- int **getMaxNodeSize** ()
- float **getSplitChance** ()
- int **getRoomGap** ()

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/graph/LevelNodeGenerationRules.java`

3.26 com.dar.freshmaze.level.graph.LevelNodeGenerator Class Reference

Public Member Functions

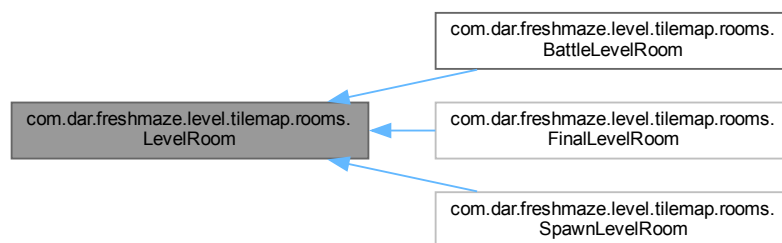
- void **generate** (Vector2 levelSize, int hallThickness, [LevelNodeGenerationRules](#) rules, [EnemyGenerator](#) enemyGenerator, [SpikeGenerator](#) spikeGenerator)
- Vector2 **getLevelSize** ()
- [LevelNode](#) **getRoot** ()
- List< [LevelNode](#) > **getLeaves** ()
- List< [LevelRoom](#) > **getRooms** ()
- [LevelGraph](#) **getGraph** ()
- List< Rectangle > **getHalls** ()
- [LevelRoom](#) **getSpawnRoom** ()
- [LevelRoom](#) **getFinalRoom** ()

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/level/graph/LevelNodeGenerator.java

3.27 com.dar.freshmaze.level.tilemap.rooms.LevelRoom Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.rooms.LevelRoom:



Public Member Functions

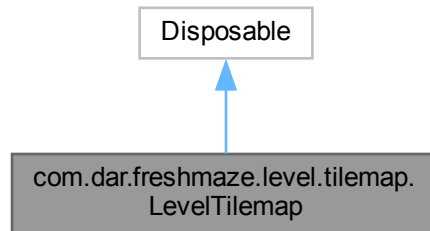
- [LevelRoom](#) (Rectangle bounds)
- [Level](#) **getLevel** ()
- void **setLevel** ([Level](#) newLevel)
- Rectangle **getBounds** ()
- void **act** (float dt)
- void **onDestroy** ()
- void **onPlayerEnter** ([Bob](#) bob)
- void **onPlayerExit** ([Bob](#) bob)

The documentation for this class was generated from the following file:

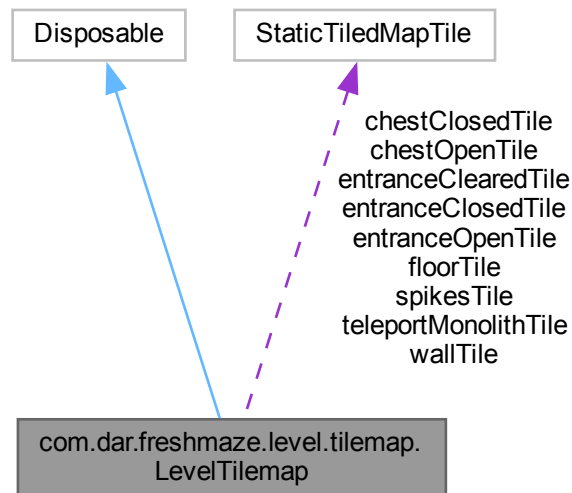
- core/src/com/dar/freshmaze/level/tilemap/rooms/LevelRoom.java

3.28 com.dar.freshmaze.level.tilemap.LevelTilemap Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.LevelTilemap:



Collaboration diagram for com.dar.freshmaze.level.tilemap.LevelTilemap:



Classes

- class **CellPos**
- enum [Layer](#)

Public Member Functions

- [LevelTilemap](#) (World physWorld, String tilesetPath, float tileSize, int textureTileSize)
- float **getTileSize** ()
- int **getTextureTileSize** ()
- TiledMap **getTilemap** ()
- Vector2 **cellPosToVec** (Vector2 cellPos)
- Vector2 **cellPosToVec** (CellPos cellPos)
- CellPos **vecToCellPos** (Vector2 pos)
- Vector2 **vecToCellPosVec** (Vector2 pos)
- World **getPhysWorld** ()
- Array< Body > **getPhysBodies** ()
- void **setDungeon** ([Dungeon](#) newDungeon)
- [Dungeon](#) **getDungeon** ()
- void **generate** ([LevelBitmap](#) bitmap)
- [DynamicTile](#) **getDynamicTile** (CellPos cellPos)
- void **placeDynamicTile** ([DynamicTile](#) dynamicTile)
- void **placeTile** (CellPos pos, TiledMapTile tile, [Layer](#) layerIndex)
- Body **createTilePhysBody** (CellPos pos, TiledMapTile tile)
- Body **createTilePhysBodySensor** (CellPos pos, TiledMapTile tile)
- void **dispose** ()

Public Attributes

- final StaticTiledMapTile **floorTile**
- final StaticTiledMapTile **wallTile**
- final StaticTiledMapTile **entranceOpenTile**
- final StaticTiledMapTile **entranceClearedTile**
- final StaticTiledMapTile **entranceClosedTile**
- final StaticTiledMapTile **teleportMonolithTile**
- final StaticTiledMapTile **chestClosedTile**
- final StaticTiledMapTile **chestOpenTile**
- final StaticTiledMapTile **spikesTile**

3.28.1 Detailed Description

TileMap for levels.

3.28.2 Constructor & Destructor Documentation

3.28.2.1 LevelTilemap()

```
com.dar.freshmaze.level.tilemap.LevelTilemap.LevelTilemap (
    World physWorld,
    String tilesetPath,
    float tileSize,
    int textureTileSize ) [inline]
```

Parameters

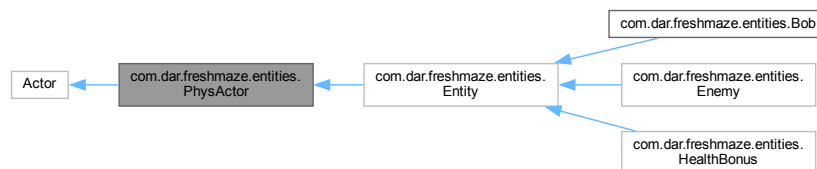
<i>physWorld</i>	
<i>tilesetPath</i>	
<i>tileSize</i>	
<i>textureTileSize</i>	

The documentation for this class was generated from the following file:

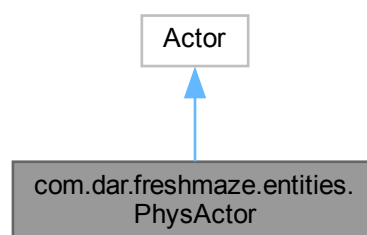
- core/src/com/dar/freshmaze/level/tilemap/LevelTilemap.java

3.29 com.dar.freshmaze.entities.PhysActor Class Reference

Inheritance diagram for com.dar.freshmaze.entities.PhysActor:



Collaboration diagram for com.dar.freshmaze.entities.PhysActor:



Public Member Functions

- **PhysActor** (World physWorld, Body body)
- Body **getBody** ()
- World **getPhysWorld** ()
- boolean **isDestroyed** ()
- void **teleport** (Vector2 pos)

- void **destroy** ()
- boolean **remove** ()
- void **act** (float delta)

The documentation for this class was generated from the following file:

- core/src/com/dar/freshmaze/entities/PhysActor.java

3.30 com.dar.freshmaze.util.RectangleUtil Class Reference

Static Public Member Functions

- static Vector2 **getRandomPoint** (Rectangle rect)
- static Rectangle **expand** (Rectangle rect, Vector2 delta)
- static Rectangle **shrink** (Rectangle rect, Vector2 delta)
- static Rectangle **normalize** (Rectangle rect)
- static boolean **containsExclusive** (Rectangle rect, Vector2 point)

3.30.1 Member Function Documentation

3.30.1.1 expand()

```
static Rectangle com.dar.freshmaze.util.RectangleUtil.expand (
    Rectangle rect,
    Vector2 delta ) [inline], [static]
```

Expands rectangle by delta in all directions

Parameters

<i>rect</i>	rectangle to expand
<i>delta</i>	size by which to expand the rectangle

Returns

rect

3.30.1.2 normalize()

```
static Rectangle com.dar.freshmaze.util.RectangleUtil.normalize (
    Rectangle rect ) [inline], [static]
```

Normalizes a rectangle, in other words, makes sure it has strictly positive size and modifies its position accordingly

Parameters

<i>rect</i>	rectangle to normalize
-------------	------------------------

Returns

rect

3.30.1.3 shrink()

```
static Rectangle com.dar.freshmaze.util.RectangleUtil.shrink (
    Rectangle rect,
    Vector2 delta ) [inline], [static]
```

Shrinks rectangle by delta in all directions

Parameters

<i>rect</i>	rectangle to shrink
<i>delta</i>	size by which to shrink the rectangle

Returns

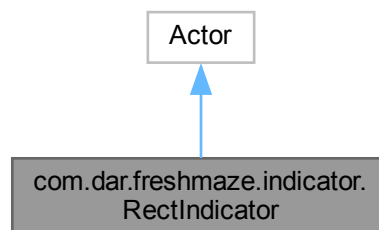
rect

The documentation for this class was generated from the following file:

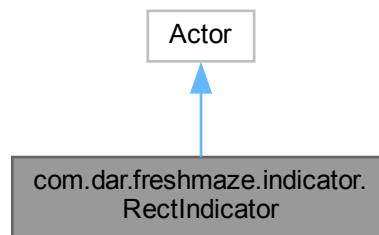
- core/src/com/dar/freshmaze/util/RectangleUtil.java

3.31 com.dar.freshmaze.indicator.RectIndicator Class Reference

Inheritance diagram for com.dar.freshmaze.indicator.RectIndicator:



Collaboration diagram for com.dar.freshmaze.indicator.RectIndicator:



Classes

- interface [FloatRangeBinder](#)

Public Member Functions

- **RectIndicator** ([FloatRangeBinder](#) valueBinder)
- void **setBackgroundColor** (Color newBackgroundColor)
- void **setIndicatorColor** (Color newIndicatorColor)
- void **draw** (Batch batch, float parentAlpha)

Protected Member Functions

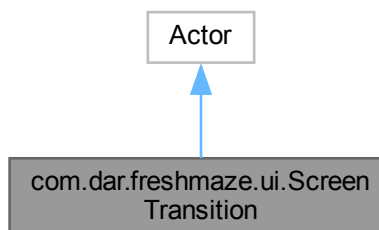
- float **getNormValue** ()

The documentation for this class was generated from the following file:

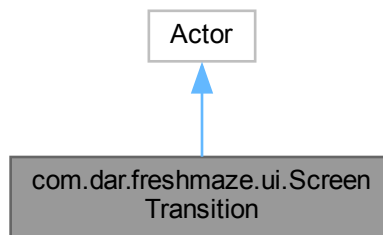
- core/src/com/dar/freshmaze/indicator/RectIndicator.java

3.32 com.dar.freshmaze.ui.ScreenTransition Class Reference

Inheritance diagram for com.dar.freshmaze.ui.ScreenTransition:



Collaboration diagram for com.dar.freshmaze.ui.ScreenTransition:



Classes

- interface [TransitionCallback](#)

Public Member Functions

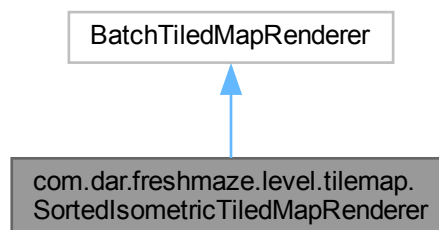
- **ScreenTransition** (float speed, float duration, boolean fadeOut)
- **ScreenTransition** (float speed, float duration, boolean fadeOut, [TransitionCallback](#) callback)
- void **setColor** (Color newColor)
- boolean **isFrozen** ()
- void **setIsFrozen** (boolean newIsFrozen)
- void **act** (float delta)
- void **draw** (Batch batch, float parentAlpha)

The documentation for this class was generated from the following file:

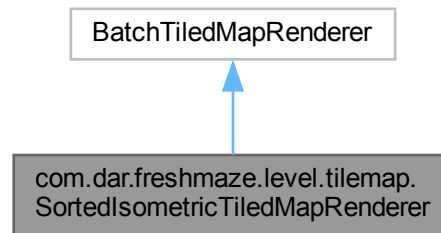
- core/src/com/dar/freshmaze/ui/ScreenTransition.java

3.33 com.dar.freshmaze.level.tilemap.SortedIsometricTiledMapRenderer Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.SortedIsometricTiledMapRenderer:



Collaboration diagram for com.dar.freshmaze.level.tilemap.SortedIsometricTiledMapRenderer:



Public Member Functions

- **SortedIsometricTiledMapRenderer** (TiledMap map)
- **SortedIsometricTiledMapRenderer** (TiledMap map, Batch batch)
- **SortedIsometricTiledMapRenderer** (TiledMap map, float unitScale)
- **SortedIsometricTiledMapRenderer** (TiledMap map, float unitScale, Batch batch)
- void **setWriteDepth** (boolean newWriteDepth)
- void **renderTileLayer** (TiledMapTileLayer layer)

3.33.1 Detailed Description

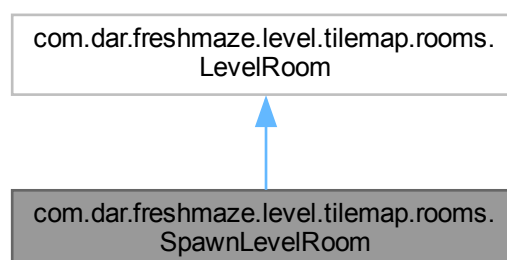
Isometric tilemap renderer that writes to the depth buffer if `writeDepth` flag is enabled

The documentation for this class was generated from the following file:

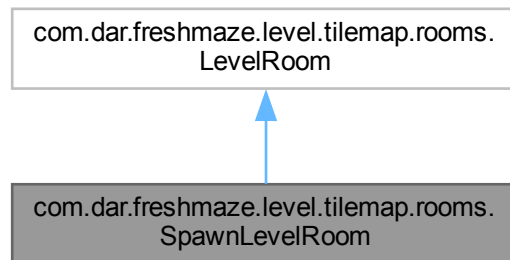
- `core/src/com/dar/freshmaze/level/tilemap/SortedIsometricTiledMapRenderer.java`

3.34 com.dar.freshmaze.level.tilemap.rooms.SpawnLevelRoom Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.rooms.SpawnLevelRoom:



Collaboration diagram for `com.dar.freshmaze.level.tilemap.rooms.SpawnLevelRoom`:



Public Member Functions

- **SpawnLevelRoom** (Rectangle bounds)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.rooms.LevelRoom](#)

- **LevelRoom** (Rectangle bounds)
- [Level](#) **getLevel** ()
- void **setLevel** ([Level](#) newLevel)
- Rectangle **getBounds** ()
- void **act** (float dt)
- void **onDestroy** ()
- void **onPlayerEnter** ([Bob](#) bob)
- void **onPlayerExit** ([Bob](#) bob)

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/tilemap/rooms/SpawnLevelRoom.java`

3.35 com.dar.freshmaze.level.tilemap.SpikeGenerator Class Reference

Public Member Functions

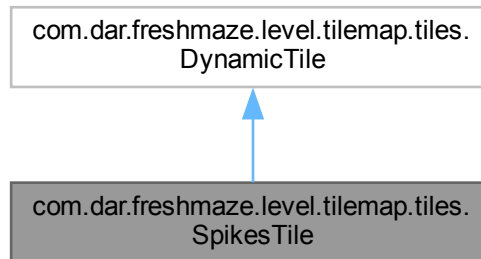
- `Array< Vector2 > generateSpikes` ([LevelRoom](#) room)

The documentation for this class was generated from the following file:

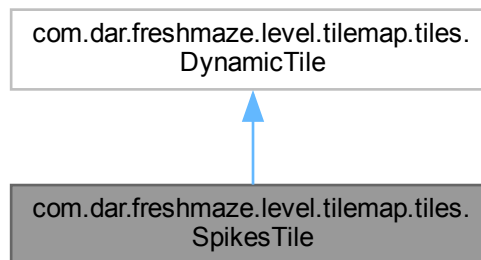
- `core/src/com/dar/freshmaze/level/tilemap/SpikeGenerator.java`

3.36 com.dar.freshmaze.level.tilemap.tiles.SpikesTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.SpikesTile:



Collaboration diagram for com.dar.freshmaze.level.tilemap.tiles.SpikesTile:



Public Member Functions

- **SpikesTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` pos, `TiledMapTile` openTile)
- void **onTouch** ([Bob](#) bob)
- boolean **isOpen** ()
- void **setOpen** (boolean newIsOpen)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- **DynamicTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` cellPos, `TiledMapTile` defaultTile, `LevelTilemap.Layer` defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- `Body` **getPhysBody** ()
- `LevelTilemap.CellPos` **getCellPos** ()
- `TiledMapTile` **getDefaultTile** ()
- `LevelTilemap.Layer` **getDefaultLayer** ()

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- void **setPhysBody** (Body newPhysBody)

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/tilemap/tiles/SpikesTile.java`

3.37 com.dar.freshmaze.entities.Entity.SpriteKind Enum Reference

Public Member Functions

- Matrix4 **getRenderMatrix** ()

Public Attributes

- **Isometric**
- **Transform**

The documentation for this enum was generated from the following file:

- `core/src/com/dar/freshmaze/entities/Entity.java`

3.38 com.dar.freshmaze.level.tilemap.tiles.EntranceTile.State Enum Reference

Public Attributes

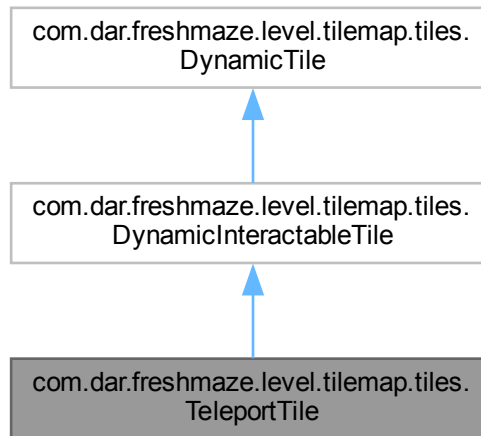
- **Open**
- **Closed**
- **Cleared**

The documentation for this enum was generated from the following file:

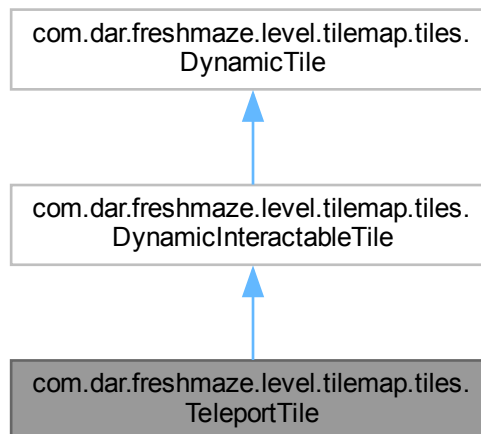
- `core/src/com/dar/freshmaze/level/tilemap/tiles/EntranceTile.java`

3.39 com.dar.freshmaze.level.tilemap.tiles.TeleportTile Class Reference

Inheritance diagram for com.dar.freshmaze.level.tilemap.tiles.TeleportTile:



Collaboration diagram for com.dar.freshmaze.level.tilemap.tiles.TeleportTile:



Public Member Functions

- **TeleportTile** ([LevelTilemap](#) tilemap, `LevelTilemap.CellPos` pos, `TiledMapTile` tile, [Dungeon](#) dungeon)
- void [interact](#) ([Bob](#) player)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile](#)

- **DynamicInteractableTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) pos, [TiledMapTile](#) defaultTile, [LevelTilemap.Layer](#) defaultLayer)
- abstract void **interact** ([Bob](#) player)

Public Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- **DynamicTile** ([LevelTilemap](#) tilemap, [LevelTilemap.CellPos](#) cellPos, [TiledMapTile](#) defaultTile, [LevelTilemap.Layer](#) defaultLayer)
- [LevelTilemap](#) **getTilemap** ()
- [Body](#) **getPhysBody** ()
- [LevelTilemap.CellPos](#) **getCellPos** ()
- [TiledMapTile](#) **getDefaultTile** ()
- [LevelTilemap.Layer](#) **getDefaultLayer** ()

Additional Inherited Members

Protected Member Functions inherited from [com.dar.freshmaze.level.tilemap.tiles.DynamicTile](#)

- void **setPhysBody** ([Body](#) newPhysBody)

3.39.1 Member Function Documentation

3.39.1.1 interact()

```
void com.dar.freshmaze.level.tilemap.tiles.TeleportTile.interact (
    Bob player ) [inline]
```

Reimplemented from [com.dar.freshmaze.level.tilemap.tiles.DynamicInteractableTile](#).

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/level/tilemap/tiles/TeleportTile.java`

3.40 com.dar.freshmaze.util.TimeUtil Class Reference

Static Public Member Functions

- static void **init** ()
- static long **time** ()
- static float **timef** ()

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/util/TimeUtil.java`

3.41 com.dar.freshmaze.ui.ScreenTransition.TransitionCallback Interface Reference

Public Member Functions

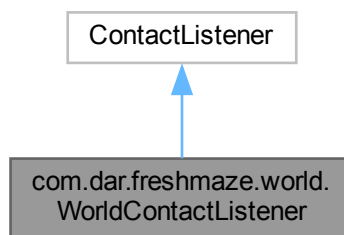
- void **onComplete** ()

The documentation for this interface was generated from the following file:

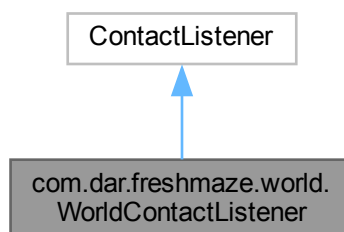
- core/src/com/dar/freshmaze/ui/ScreenTransition.java

3.42 com.dar.freshmaze.world.WorldContactListener Class Reference

Inheritance diagram for com.dar.freshmaze.world.WorldContactListener:



Collaboration diagram for com.dar.freshmaze.world.WorldContactListener:



Public Member Functions

- void **beginContact** (Contact contact)
- void **endContact** (Contact contact)
- void **preSolve** (Contact contact, Manifold oldManifold)
- void **postSolve** (Contact contact, ContactImpulse impulse)

The documentation for this class was generated from the following file:

- `core/src/com/dar/freshmaze/world/WorldContactListener.java`