Cube function overview

magnetic and coders installation

Hierarchy

the last named function overlaps the aforementioned functions

- fill()
- stroke()
- drawFill()
- animateStroke()
- outline()
- drawOutline()

General | static

protected void setFill(boolean f)

- f: true | false : activate fill and draws this in update()

protected void setStroke(boolean s)

- s: true | false : activate fill and draws this in update()

Fill Color | static

protected void setFillColor(color c)

- c: (0-255,0-255,0-255) : defines the fill color and draws this in update()

protected void setFillColor(int r, int g, int b)

- r: (0-255) : defines the fill red color channel and draws this in update()
- g: (0-255) : defines the fill green color channel and draws this in update()
- b: (0-255) : defines the fill blue color channel and draws this in update()

protected void setFillColor(int r, int g, int b, int a)

- r: (0-255) : defines the fill red color channel and draws this in update()
- g: (0-255) : defines the fill green color channel and draws this in update()
- b: (0-255) : defines the fill blue color channel and draws this in update()
- a: (0-255) : defines the fill transparent color channel and draws this in update()

protected void setFillColor(int c, int a)

- c: (0-255,0-255,0-255) : defines the fill color and draws this in update()
- a: (0-255) : defines the fill transparent color channel and draws this in update()

Stroke Color | static

protected void setStrokeColor(color c)

- c: (0-255,0-255,0-255) : defines the stroke color and draws this in update()

protected void setStrokeColor(int r, int g, int b)

- r: (0-255) : defines the stroke red color channel and draws this in update()
- g: (0-255) : defines the stroke green color channel and draws this in update()
- b: (0-255) : defines the stroke blue color channel and draws this in update()

protected void setStrokeColor(int r, int g, int b, int a)

- r: (0-255) : defines the stroke red color channel and draws this in update()
- g: (0-255) : defines the stroke green color channel and draws this in update()
- b: (0-255) : defines the stroke blue color channel and draws this in update()
- a: (0-255) : defines the stroke transparent color channel and draws this in update()

protected void setStrokeColor(int c, int a)

- c: (0-255,0-255,0-255) : defines the stroke color and draws this in update()
- a: (0-255) : defines the stroke transparent color channel and draws this in update()

Animate Stroke | animated

protected void setAnimateStroke(boolean s)

- s: true | false : activate animateStroke and draws this in update()

protected void setAnimateStroke(boolean s, float p, int t, color c)

- s: true | false : activate animateStroke and draws this in update()
- p: (0.00-100.00) : current progress of the animation given in percent
- t: (0-1) : different kinds of the animation type
  - 0 : clockwise
  - 1 : anti clockwise
- c: (0-255,0-255,0-255) : defines the animateStroke color and draws this in update()

protected void setAnimateStrokePercent(float p)

- p: (0.00-100.00) : current progress of the animation given in percent

protected void setAnimateStrokeType(int t)

- t: (0-1) : different kinds of the animation type
  - 0 : clockwise
  - 1 : anti clockwise

Outline | static

protected void setOutline(boolean s)

- s: true | false : activate Outline and draws this in update()

protected void setOutline(boolean s, int t, color c)

- s: true | false : activate Outline and draws this in update()
- t: (0-3) : different kinds of the positions of the outline
  - 0 : top
  - 1 : left
  - 2 : bottom
  - 3 : right
- c: (0-255,0-255,0-255) : defines the Outline color and draws this in update()

protected void setOutlineType(int t)

- t: (0-3) : different kinds of the positions of the outline
  - 0 : top
  - 1 : left
  - 2 : bottom

    - 3 : right

Draw Fill | animated

protected void setDrawFill(boolean s)

- s: true | false : activate DrawFill and draws this in update()

protected void setDrawFill(boolean s, float p, String t, color c)

- s: true | false : activate DrawFill and draws this in update()
- p: (0.00-100.00) : current progress of the animation given in percent
- t: (String) : different kinds of the animation type
    - "LEFT" : from left to right
    - "RIGHT" : from right to left
    - "BOTTOM" : from bottom to top
    - "TOP" : from top to bottom
- c: (0-255,0-255,0-255) : defines the drawFill color and draws this in update()

protected void setDrawFillPercent(float p)

- p: (0.00-100.00) : current progress of the animation given in percent

protected void setDrawFillType (String t)

- t: (String) : different kinds of the animation type
    - "LEFT" : from left to right
    - "RIGHT" : from right to left

    - "BOTTOM" : from bottom to top
    - "TOP" : from top to bottom

draw Outline | animated

protected void setDrawOutline(boolean s)

- s: true | false : activate DrawOutline and draws this in update()

protected void setDrawOutline(boolean s, float p, int t, boolean st, color c)

- s: true | false : activate DrawOutline and draws this in update()
- p: (0.00-100.00) : current progress of the animation given in percent
- t: (0-7) : different kinds of the animation type
    - 0 : TOP left to right
    - 1 : LEFT top to bottom
    - 2 : BOTTOM left to right
    - 3 : RIGHT bottom to top
    - 4 : TOP right to left
    - 5 : LEFT bottom to top
    - 6 : BOTTOM right to left
    - 7 : RIGHT top to bottom -st: true | false : if activated the opposite side is drawn simultaneously
- c: (0-255,0-255,0-255) : defines the drawFill color and draws this in update()

protected void setDrawOutlinePercent(float p)

- p: (0.00-100.00) : current progress of the animation given in percent

protected void setDrawOutlineType(int t)

- t: (0-7) : different kinds of the animation type
  - 0 : TOP left to right
  - 1 : LEFT top to bottom
  - 2 : BOTTOM left to right
  - 3 : RIGHT bottom to top
  - 4 : TOP right to left
  - 5 : LEFT bottom to top
  - 6 : BOTTOM right to left
  - 7 : RIGHT top to bottom

protected void setDrawOutlineSubtype(boolean s)

- s: true | false : if activated the opposite side is drawn simultaneously