## Class Explosion

java.lang.Object

public class **Explosion**extends greenfoot.Actor

A Greenfoot Actor object for creating a simple explosion graphic - basically an expanding circle that changes from fire-red to yellow while also going from opaque to transparent.

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| **Constructor Summary** | |
| [**Explosion**](http://docs.google.com/Explosion.html#Explosion(int))(int maxSize)            Constructor for Explosion. |
| [**Explosion**](http://docs.google.com/Explosion.html#Explosion(int,%20boolean))(int maxSize, boolean huge)            Calling this method will make an explosion with lots of mini explosions inside it. |

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| **Method Summary** | |
| void | [**act**](http://docs.google.com/Explosion.html#act())()            Act method gets called by Greenfoot every frame. |

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| **Methods inherited from class** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getX, getY, intersects, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| **Methods inherited from class** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

### Explosion

public **Explosion**(int maxSize)

Constructor for Explosion. MaxSize is the radius.

**Parameters:**maxSize - The maximum size to which the explosion should grow. Larger sizes will not affect the speed at which the explosion grows and eventually disappears.

### Explosion

public **Explosion**(int maxSize,  
 boolean huge)

Calling this method will make an explosion with lots of mini explosions inside it. This can be taxing on performance and should be used sparingly.

**Parameters:**maxSize - The size of the main explosionhuge - Value doesn't matter - just signals to use BIG explosion

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| **Method Detail** |

### act

public void **act**()

Act method gets called by Greenfoot every frame. In this class, this method will serve to increase the size each act until maxSize is reached, at which point the object will remove itself from existence.

**Overrides:**act in class greenfoot.Actor