

# Actor Assets

Actor Assets können als Bild für Aktoren verwendet werden. Dies kann beim Erstellen eines Actors festgelegt werden. In Assets.\*.\* sind die Dateipfade der Bilder als konstante Strings hinterlegt.

In Kotlin:

```
val actor = Actor(Assets.kodee.ELECTRIFIED)
```

In Java:

```
Actor actor = new Actor(Assets.KodeeAssets.ELECTRIFIED);
```

Sie können das angezeigte Bild auch später noch **ändern**, z.B. um den Zustand eines Actors zu visualisieren:

In Kotlin:

```
actor.appearance = ActorAppearance(Assets.kodee.EXCITED)
```

In Java:

```
actor.setAppearance(new ActorAppearance(Assets.KodeeAssets.EXCITED));
```

Im Folgenden werden alle Assets für Aktoren aufgelistet.

## BubbleAssets



BOOM



CONFUSION



OK



OMG



OOPS



POW



YES

## CatAssets



ANNOYED



CATCHING



CHASING



DANCING



HAPPY



LYING



PLAYING



SAD

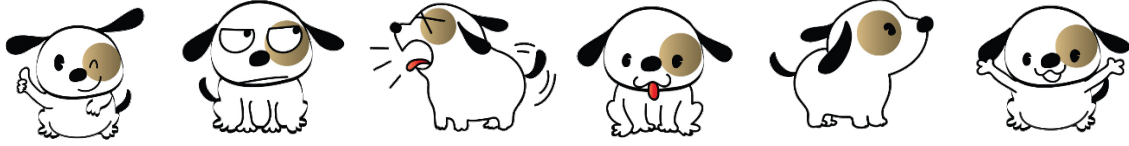


SITTING



SLEEPING

### DogAssets



AGREE

ANGRY

BARKING

EXHAUSTED

GRATEFUL

HAPPY



HIDE

SAD

SLEEPING

### FlowerAssets



FLOWER1

FLOWER2

FLOWER3

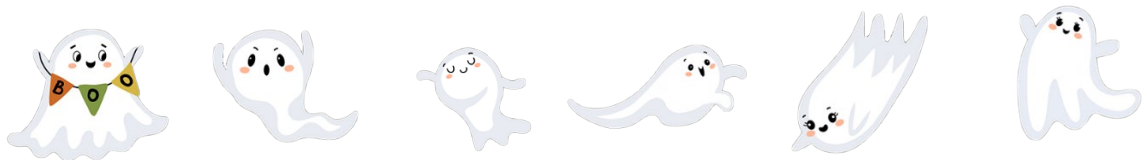
FLOWER4

FLOWER5

FLOWER6

FLOWER7

### GhostAssets



BOO

COMPLAINING

DAYDREAMING

FLYING

FLYING2

HAPPY



LAUGHING

LISTENING

NAUGHTY

SCARRY

SHOUTING

## KodeeAssets

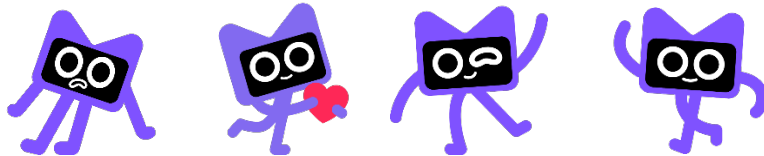


ANGRY

BROKEN\_HEARTED

ELECTRIFIED

EXCITED



FRIGHTENED

LOVING

NAUGHTY

WELCOMING

## MiscAssets



BALL

BASKET

BOWL\_BLACK

BOWL\_BLUE\_DARK

BOWL\_BLUE\_LIGHT



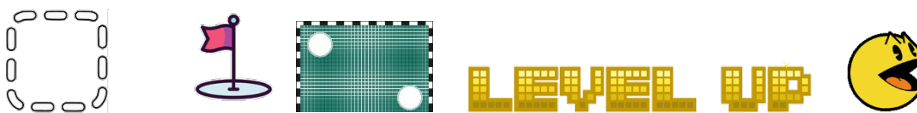
BOWL\_GREEN

BOWN\_PINK

BOWL\_PURPLE

BOWL\_RED

BOWL\_YELLOW



DROP\_ZONE

FLAG

GOAL

LEVEL\_UP

PACMAN



SHELF

SHOP

SPACECRAFT

SPACECRAFT2

TURTLE

TURTLE2

UFO

UFO2

## MonsterAssets



GHOST\_BLUE



GHOST\_GREEN



GHOST\_RED



GHOST\_YELLOW



MONSTER1



MONSTER2



MONSTER3



MONSTER4



MONSTER5



MONSTER6



MONSTER7



MONSTER8

## SnackAssets



BANANAS



BOWL



BURGER



COFFEE



COOKIE1



COOKIE2



COOKIE3



COOKIE4



FORTUNE\_COOKIE



CUPCAKE1



CUPCAKE2



CUPCAKE3



CUPCAKE4



CUPCAKE5



CUPCAKE6



CUPCAKE7



CUPCAKE8



DONUT1



DONUT2



DONUT3



DONUT4



DONUT5



DONUT6



DONUT7



DONUT8



FRIES



ICE\_CREAM



NUTS



PINEAPPLE



PIZZA



RAMEN



SALAD

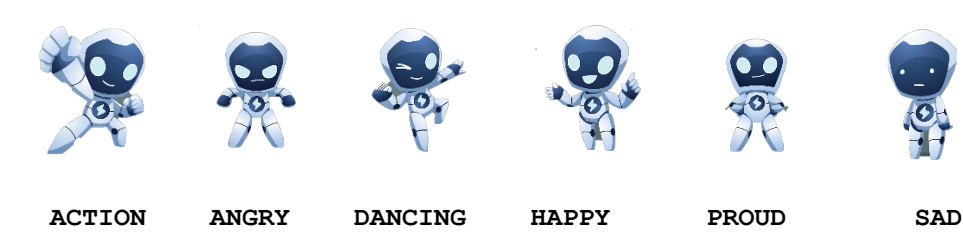


SANDWICH

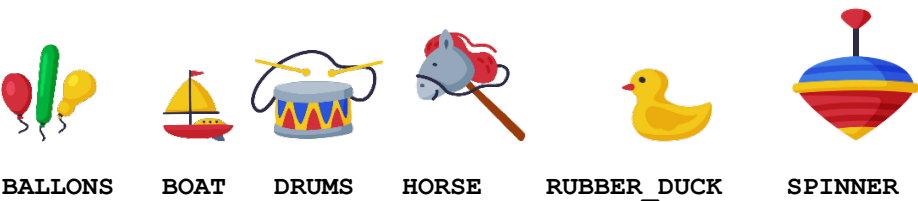


SHAKE

RobotAssets



ToysAssets



## UI Assets: Texthintergrund

Neben den Actor-Asset gibt es noch Assets für Texthintergründe und Icons. Diese können einem Actor, der Text anzeigt, zugewiesen werden.

In Kotlin:

```
actor.text.textBackground = Assets.textBackgrounds.GREEN_BANNER_2
```

In Java:

```
actor.setTextBackground(Assets.TextBackgrounds.Companion.getGREEN_BANNER_2() );
```

### TextBackgrounds



## UI Assets: Texthintergrund

Aktoren mit Text können zudem ein Icon anzeigen.

In Kotlin:

```
actor.text.icon = Assets.textIcons.DIAMOND
```

In Java:

```
actor.getText().setIcon(Assets.TextIcons.Companion.getDIAMOND() );
```

### TextIcons

