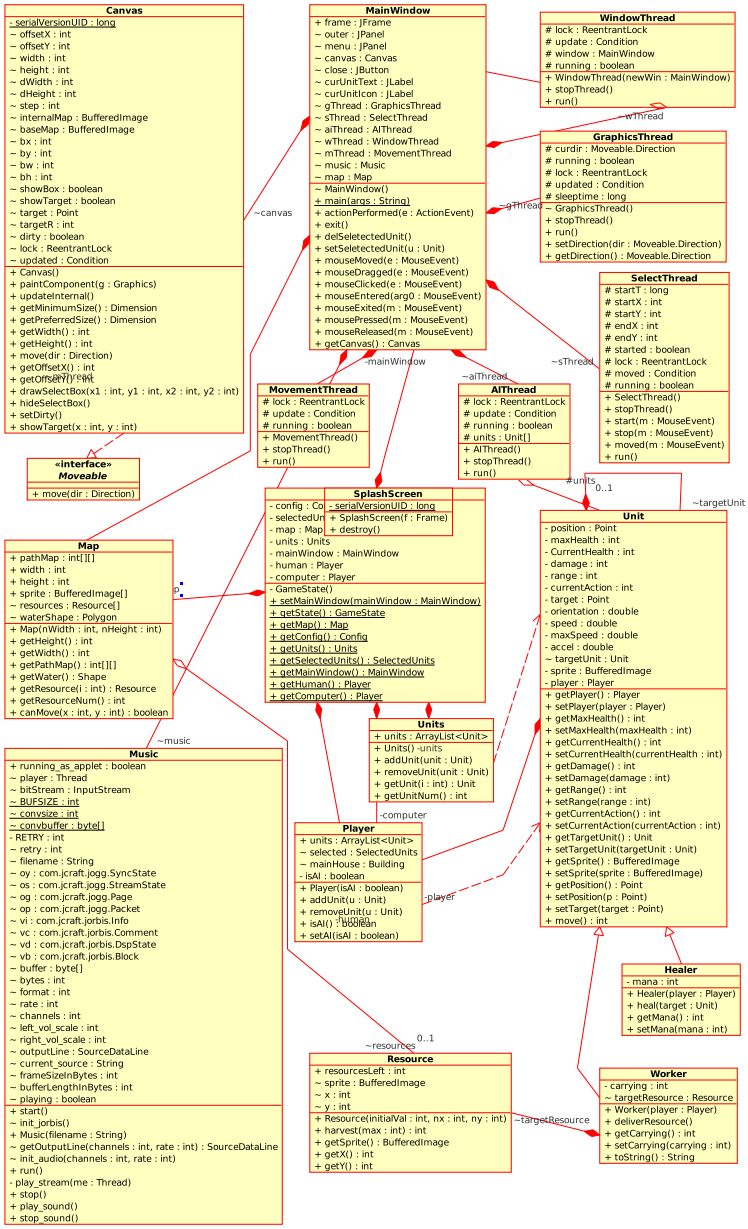
Canvas
- serialVersionUID : long
~ offsetX : int
~ offsetY : int
~ width : int
~ height : int
~ dWidth : int
~ dHeight : int
~ step : int
~ internalMap : BufferedImage
~ baseMap : BufferedImage
~ bx : int
~ by : int
~ bw : int
~ bh : int
~ showBox : boolean
~ showTarget : boolean
~ target : Point
~ targetR : int
~ dirty : boolean
~ lock : ReentrantLock
~ updated : Condition
+ Canvas()
+ paintComponent(g : Graphics)
+ updateInternal()
+ getMinimumSize() : Dimension
+ getPreferredSize() : Dimension
+ getWidth() : int
+ getHeight() : int
+ move(dir : Direction)
+ getOffsetX() : int
+ getOffsetY() : int
+ drawSelectBox(x1 : int, y1 : int, x2 : int, y2 : int)
+ hideSelectBox()
+ setDirty()
+ showTarget(x : int, y : int)
~canvas
«interface»
Moveable
+ move(dir : Direction)
MainWindow
+ frame : JFrame
~ outer : JPanel
~ menu : JPanel
~ canvas : Canvas
~ close : JButton
~ curUnitText : JLabel
~ curUnitIcon : JLabel
~ gThread : GraphicsThread
~ sThread : SelectThread
~ aiThread : AIThread
~ wThread : WindowThread
~ mThread : MovementThread
~ music : Music
~ map : Map
~ MainWindow()
+ main(args : String)
+ actionPerformed(e : ActionEvent)
+ exit()
+ delSeletectedUnit()
+ setSeletectedUnit(u : Unit)
+ mouseMoved(e : MouseEvent)
+ mouseDragged(e : MouseEvent)
+ mouseClicked(e : MouseEvent)
+ mouseEntered(arg0 : MouseEvent)
+ mouseExited(m : MouseEvent)
+ mousePressed(m : MouseEvent)
+ mouseReleased(m : MouseEvent)
+ getCanvas() : Canvas
~mainWindow
WindowThread
lock : ReentrantLock
update : Condition
window : MainWindow
running : boolean
+ WindowThread(newWin : MainWindow)
+ stopThread()
+ run()
~wThread
GraphicsThread
curdir : Moveable.Direction
running : boolean
lock : ReentrantLock
updated : Condition
sleeptime : long
~ GraphicsThread()
+ stopThread()
+ run()
+ setDirection(dir : Moveable.Direction)
+ getDirection() : Moveable.Direction
~gThread
SelectThread
startT : long
startX : int
startY : int
endX : int
endY : int
started : boolean
lock : ReentrantLock
moved : Condition
running : boolean
+ SelectThread()
+ stopThread()
+ start(m : MouseEvent)
+ stop(m : MouseEvent)
+ moved(m : MouseEvent)
+ run()
~sThread
MovementThread
lock : ReentrantLock
update : Condition
running : boolean
+ MovementThread()
+ stopThread()
+ run()
~mThread
AIThread
lock : ReentrantLock
update : Condition
running : boolean
units : Unit[]
+ AIThread()
+ stopThread()
+ run()
~aiThread
SplashScreen
- serialVersionUID : long
+ SplashScreen(f : Frame)
+ destroy()
- config : Co
- selectedUn
- map : Map
- units : Units
- mainWindow : MainWindow
- human : Player
- computer : Player
- GameState()
+ setMainWindow(mainWindow : MainWindow)
+ getState() : GameState
+ getMap() : Map
+ getConfig() : Config
+ getUnits() : Units
+ getSelectedUnits() : SelectedUnits
+ getMainWindow() : MainWindow
+ getHuman() : Player
+ getComputer() : Player
#units
0..1
~targetUnit
Unit
- position : Point
- maxHealth : int
- CurrentHealth : int
- damage : int
- range : int
- currentAction : int
- target : Point
- orientation : double
- speed : double
- maxSpeed : double
- accel : double
~ targetUnit : Unit
- sprite : BufferedImage
- player : Player
+ getPlayer() : Player
+ setPlayer(player : Player)
+ getMaxHealth() : int
+ setMaxHealth(maxHealth : int)
+ getCurrentHealth() : int
+ setCurrentHealth(currentHealth : int)
+ getDamage() : int
+ setDamage(damage : int)
+ getRange() : int
+ setRange(range : int)
+ getCurrentAction() : int
+ setCurrentAction(currentAction : int)
+ getTargetUnit() : Unit
+ setTargetUnit(targetUnit : Unit)
+ getSprite() : BufferedImage
+ setSprite(sprite : BufferedImage)
+ getPosition() : Point
+ setPosition(p : Point)
+ setTarget(target : Point)
+ move() : int
Map
+ pathMap : int[][]
+ width : int
+ height : int
+ sprite : BufferedImage[]
~ resources : Resource[]
~ waterShape : Polygon
+ Map(nWidth : int, nHeight : int)
+ getHeight() : int
+ getWidth() : int
+ getPathMap() : int[][]
+ getWater() : Shape
+ getResource(i : int) : Resource
+ getResourceNum() : int
+ canMove(x : int, y : int) : boolean
Units
+ units : ArrayList<Unit>
+ Units() -units
+ addUnit(unit : Unit)
+ removeUnit(unit : Unit)
+ getUnit(i : int) : Unit
+ getUnitNum() : int
-computer
Player
+ units : ArrayList<Unit>
~ selected : SelectedUnits
~ mainHouse : Building
- isAI : boolean
+ Player(isAI : boolean)
+ addUnit(u : Unit)
+ removeUnit(u : Unit)
+ isAI() : boolean
+ setAI(isAI : boolean)
-player
-humans
Healer
- mana : int
+ Healer(player : Player)
+ heal(target : Unit)
+ getMana() : int
+ setMana(mana : int)
~music
Music
+ running_as_applet : boolean
~ player : Thread
~ bitStream : InputStream
~ BUFSIZE : int
~ convsize : int
~ convbuffer : byte[]
- RETRY : int
~ retry : int
~ filename : String
~ oy : com.jcraft.jogg.SyncState
~ os : com.jcraft.jogg.StreamState
~ og : com.jcraft.jogg.Page
~ op : com.jcraft.jogg.Packet
~ vi : com.jcraft.jorbis.Info
~ vc : com.jcraft.jorbis.Comment
~ vd : com.jcraft.jorbis.DspState
~ vb : com.jcraft.jorbis.Block
~ buffer : byte[]
~ bytes : int
~ format : int
~ rate : int
~ channels : int
~ left_vol_scale : int
~ right_vol_scale : int
~ outputLine : SourceDataLine
~ current_source : String
~ frameSizeInBytes : int
~ bufferLengthInBytes : int
~ playing : boolean
+ start()
~ init_jorbis()
+ Music(filename : String)
~ getOutputLine(channels : int, rate : int) : SourceDataLine
~ init_audio(channels : int, rate : int)
+ run()
- play_stream(me : Thread)
+ stop()
+ play_sound()
+ stop_sound()
0..1
~resources
Resource
+ resourcesLeft : int
~ sprite : BufferedImage
~ x : int
~ y : int
+ Resource(initialVal : int, nx : int, ny : int)
+ harvest(max : int) : int
+ getSprite() : BufferedImage
+ getX() : int
+ getY() : int
~targetResource
Worker
- carrying : int
~ targetResource : Resource
+ Worker(player : Player)
+ deliverResource()
+ getCarrying() : int
+ setCarrying(carrying : int)
+ toString() : String

#window