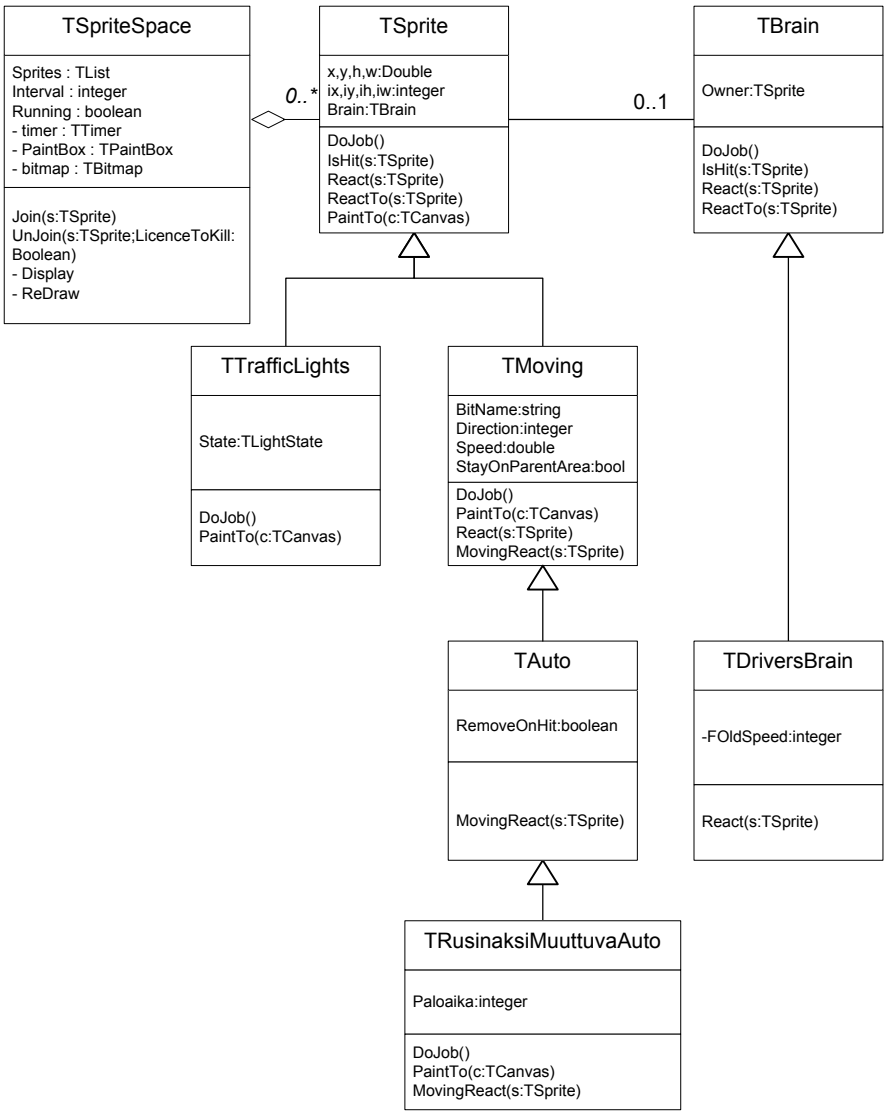
TSpriteSpace
Sprites : TList
Interval : integer
Running : boolean
- timer : TTimer
- PaintBox : TPaintBox
- bitmap : TBitmap
Join(s:TSprite)
UnJoin(s:TSprite;LicenceToKill: Boolean)
- Display
- ReDraw
0..*
TSprite
x,y,h,w:Double
ix,iy,ih,iw:integer
Brain:TBrain
DoJob()
IsHit(s:TSprite)
React(s:TSprite)
ReactTo(s:TSprite)
PaintTo(c:TCanvas)
0..1
TBrain
Owner:TSprite
DoJob()
IsHit(s:TSprite)
React(s:TSprite)
ReactTo(s:TSprite)
TTrafficLights
State:TLightState
DoJob()
PaintTo(c:TCanvas)
TMoving
BitName:string
Direction:integer
Speed:double
StayOnParentArea:bool
DoJob()
PaintTo(c:TCanvas)
React(s:TSprite)
MovingReact(s:TSprite)
TAuto
RemoveOnHit:boolean
MovingReact(s:TSprite)
TDriversBrain
-FOldSpeed:integer
React(s:TSprite)
TRusinaksiMuuttuvaAuto
Paloaika:integer
DoJob()
PaintTo(c:TCanvas)
MovingReact(s:TSprite)