
Subject: Re: CastleBuilder - simply 2D platform game with editor

Posted by [Klugier](#) on Fri, 27 Mar 2015 20:26:01 GMT

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Hello Deep,

In layer code there is really no magic. Unless you want to play with transparency (My simply engine doesn't allow that).

Here is part of draw level method:

```
for (int layer = level.getLayers() - 1; layer >= 0; layer--) {
    for (int row = 0; row < level.getRows(); row++) {
        for (int col = 0; col < level.getCols(); col++) {
            int x0 = col * c - view.x;
            int y0 = row * c - view.y;

            // Don't paint invisible elements
            if (x0 + c > 0 && y0 + c > 0 && x0 - c < sz.cx && y0 - c < sz.cy) {
                drawElement(bp, layer, row, col, x0, y0, c, complete || gameOver);
            }
        }
    }
}

// ... draw player, draw enemies etc. ...
}
```

P.S.

I will consider making this code open source. But, firstly I will need to do some code cleaning's...

Sincerely,
Klugier
