

Game Kit Classes

GameActor

GameActor : Object

Initializing

- **init**
- (id)**gameView**
- **setGameView:***newGameView*

Initializes the Actor.
Return the *id* of the *gameView* outlet.
Set up the *gameView* outlet.

Moving and Animation

- **moveOneFrame**
- **move:***sender*

Move the actor one step further. (One animation frame)
Determines how player will move when **moveOneFrame** is called.

Displaying

- **renderAt:**(int)*posx* :(int)*posy*
 move:(BOOL)*moveOk*

Draws the actor. Lock focus on some View first.

Current Location

- (int)**xpos**
- (int)**ypos**
- **lastAt:**(float *)*xx* :(float *)*yy*
- **at:**(float *)*xx* :(float *)*yy*

Returns the actor's x coordinate.
Returns the actor's y coordinate.
Returns actor's last drawn position by reference in *xx* and *yy*.
Returns actor's current position by reference in *xx* and *yy*.