

## 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*.