Game Kit Classes

GameActor

GameActor : Object

Initializing

- init	Initializes the Actor.
- (id)gameView	Return the *id* of the *gameView* outlet.
- setGameView:*newGameView*	Set up the *gameView* outlet.

Moving and Animation

- moveOneFrame	Move the actor one step further. (One animation frame)
- move:*sender*	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	Returns the actor's x coordinate.
- (int)ypos	Returns the actor's y coordinate.
- lastAt:(float *)*xx* **:**(float *)*yy*	Returns actor's last drawn position by reference in *xx* and *yy*.
- at:(float *)*xx* **:**(float *)*yy*	Returns actor's current position by reference in *xx* and *yy*.