Renderer

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The Renderer interfaces with the screen of the android device being used. This module allows other modules to be draw to the screen.

**Public Interface:**

Renderer(Context context, float scaleX, float scaleY)

This is the classes’ constructor. It takes the context of the application so that it can determine where to draw.

boolean isValid()

This method checks to see if the screen is ready to be drawn to.

<Call this method before calling lockFrame.>

lockFrame()

This method locks the screen giving other modules time to draw to it.

< Call this after calling isValid and before calling draw.>

draw (Bitmap bitmap, RenderableObject toDraw)

This method takes an image in the form of a Bitmap and a RenderableObject and draws it to the screen. The RenderableObject should know where on the Bitmap to take the image from and where on the screen to place it. This function also converts the location the object is to be drawn from game coordinates to the screens coordinates.

< Call this after calling lockFrame and before calling unlockFrame.>

unlockFrame()

This method tells Renderer that the screen is ready to be redrawn.

<Call this method after all images have been drawn>

**Update log:**

File was created 11/07/2013

Draw was updated to fit all screen sizes 11/10/2013