Tutorial de Desplazamiento

Sumario

See previous basic tutorials for more info about basic object creation, clock handling, frames hierarchy, animations, cameras & viewports, sounds & musics, FXs and physics.

This tutorial shows how to display a parallax scrolling.

As you can see, there's no special code for the parallax scrolling itself.
Actually, orx's default 2D render plugin will take care of this for you, depending on how you set the objects' attributes in the config file.

By default, in this tutorial, the attribute `AutoScroll` is set to 'both'.
This means a parallax scrolling will happen on both X and Y axis when the camera moves.
You can try to set this value to x, y or even to remove it.

Along the `AutoScroll` attribute, you can find the `DepthScale` one.
This attribute is used to automatically adjust the objects' scale depending on how far they are from the camera.
The smaller the camera frustum is, the faster this autoscale will apply.
You can try to play with object positionning and camera near & far planes to achieve the desired scrolling and depth scale rates you want.

You can change the scrolling speed (ie. the camera move speed) in the config file. As usual, you can modify its value in real time and ask for a config history reload.

As you can see, our update code simply moves the camera in the 3D space.
Pressing arrows will move it along X and Y axis, and pressing control & alt keys will move it along the Z one.
As told before, all the parallax scrolling will happen because objects have been flagged appropriately.
Your code merely needs to move your camera in your scenery, without having to bother about any scrolling effect.
This gives you a full control about how many scrolling planes you want, and which objects should be affected by it.

The last point concerns the sky.
As seen in the frame tutorial, we set the sky object's frame as a child of the camera.
This means the position set for the sky object in the config file will always be relative to the camera one.
In other words, the sky will always follow the camera.
As we put it, by default, at a depth of 1000 (ie. the same value as the camera far frustum plane), it'll stay in the background.

Detalles

Recursos

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