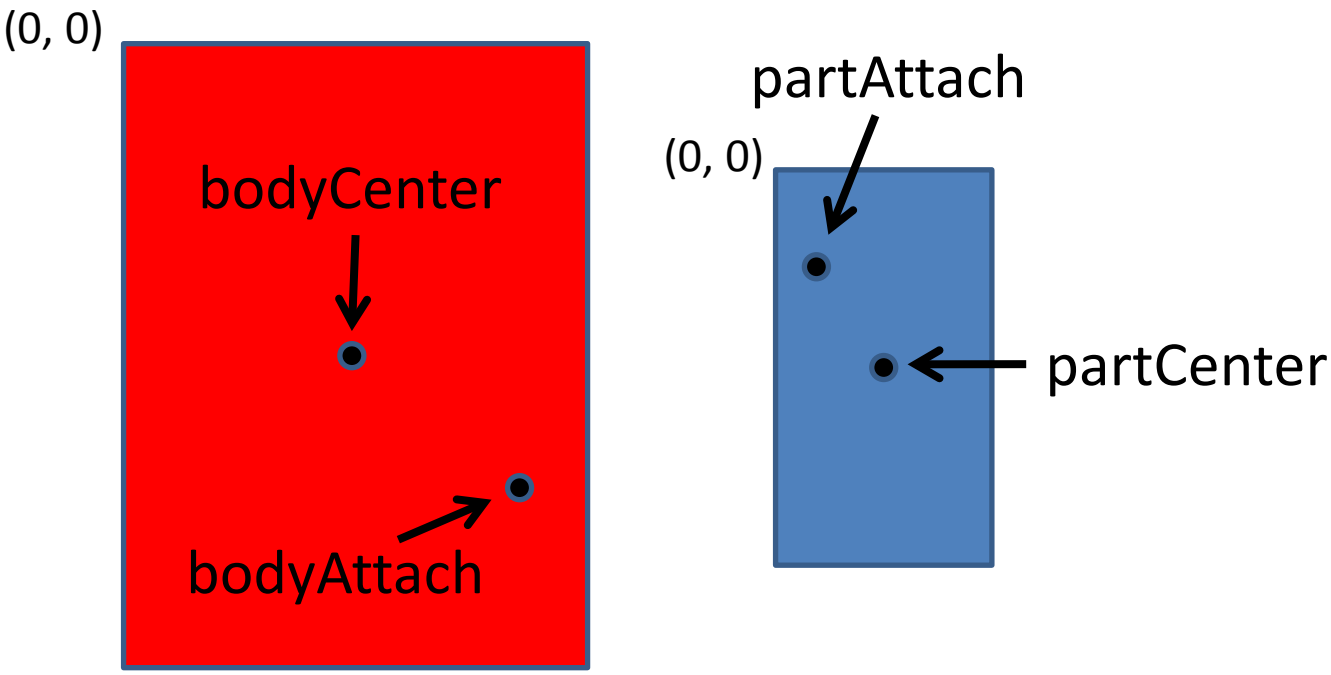
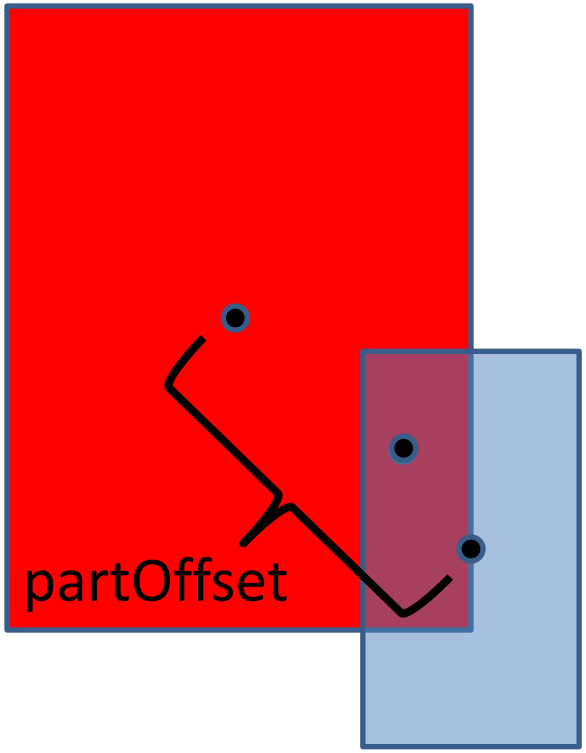
Drawing attached parts

- DrawingHelper.drawImage(imageId, x, y, rotationDegrees, scaleX, scaleY, alpha)
  - Origin is top-left of view (y-axis is inverted)
  - Center of image is drawn at (x, y)
  - Zero degrees is “up”
  - Alpha: 0 = transparent, 255 = opaque

Drawing attached parts

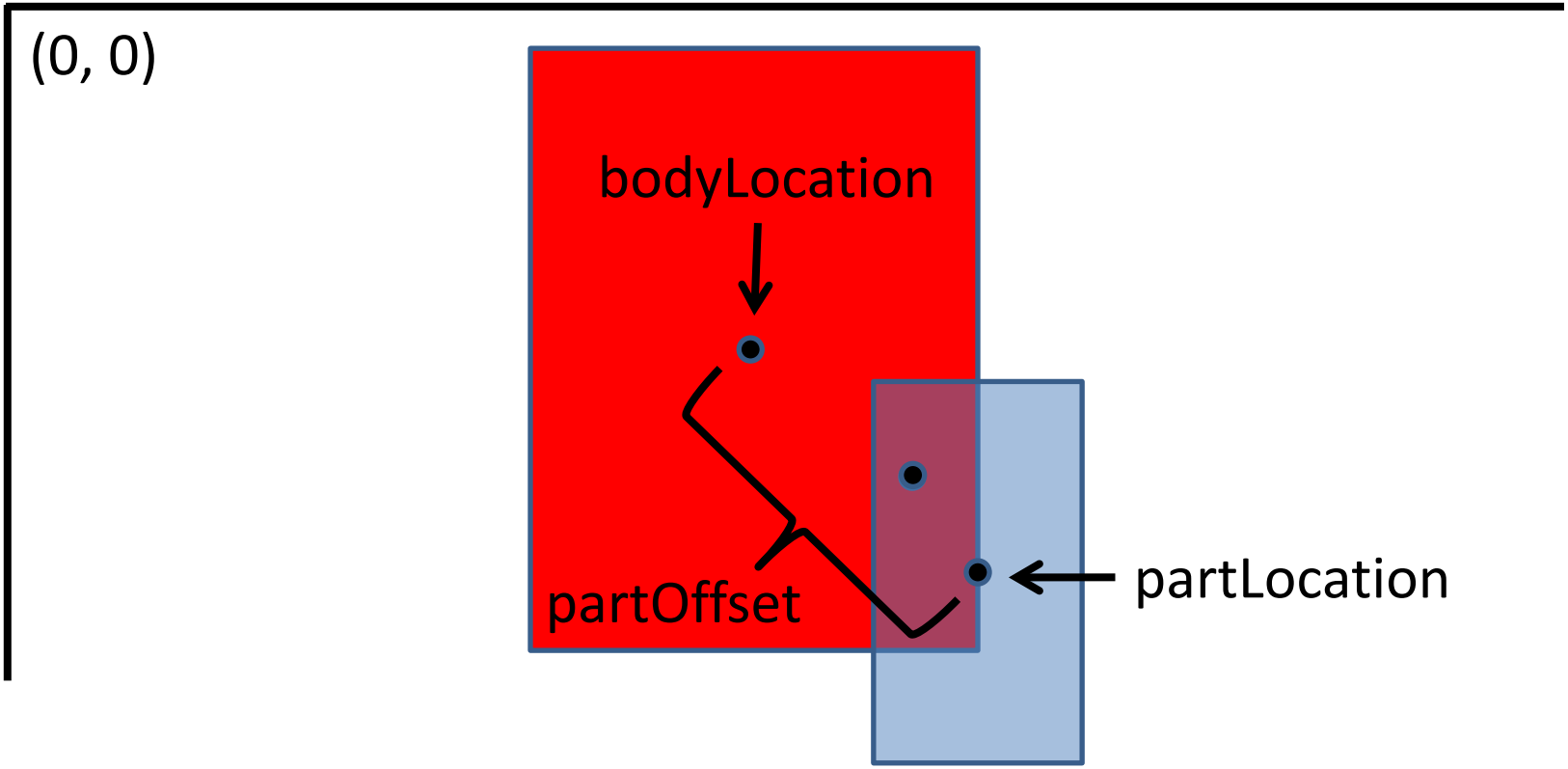


Each attached part has an offset from the main body's center



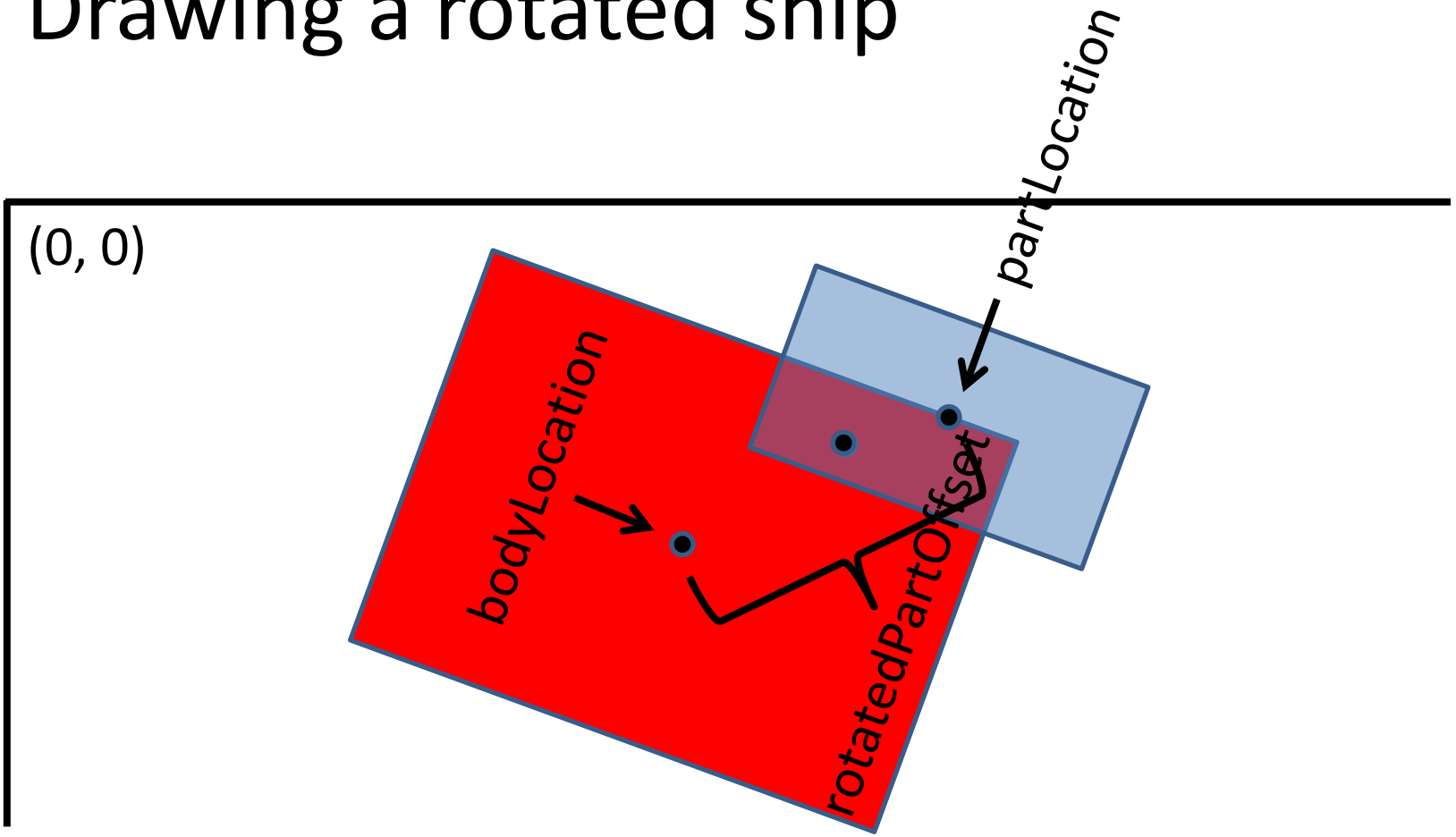
partOffset = (bodyAttach – bodyCenter) + (partCenter – partAttach)

When drawing the ship, a part's location is calculated relative to ship's location using the part offset



partLocation = bodyLocation + partOffset

Drawing a rotated ship



rotatedPartOffset = GraphicsUtils.rotate(partOffset, angleRadians)

partLocation = bodyLocation + rotatedPartOffset