

リスト 8.5	「lava.h」の「update()」ルーチン
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```
void CLava::update(float t, float dt)
{
    if(t < createTime + intervalTime) return;
    int dir;

    if(heightT < 0.1)
        dir = (floor)(8.0 * (float)rand() / (float)RAND_MAX);
    else
        dir = direction[coordJ*(nMeshT+1) + coordI]; //terrain.h
    if(dir == 0) {vVelocity.x = speed; vVelocity.z = 0.0;}
    else if(dir == 1) {vVelocity.x = speed; vVelocity.z = -speed;}
    else if(dir == 2) {vVelocity.x = 0.0; vVelocity.z = -speed;}
    else if(dir == 3) {vVelocity.x = -speed; vVelocity.z = -speed;}
    else if(dir == 4) {vVelocity.x = -speed; vVelocity.z = 0.0;}
    else if(dir == 5) {vVelocity.x = -speed; vVelocity.z = speed;}
    else if(dir == 6) {vVelocity.x = 0.0; vVelocity.z = speed;}
    else if(dir == 7) {vVelocity.x = speed; vVelocity.z = speed;}
    CVector accel = vAccel;
    accel -= drag * vVelocity;
    vVelocity += accel * dt ;
    vPosition += vVelocity * dt;
    vPosition.y = heightT + 0.2;
}
```