

## game.Const

- + WDW\_width
- + WDW\_height
- + WRLD\_tileSize
- + WRLD\_scale
- + WRLD\_tileScreenSize
- + WRLD\_entityScreenSize
- + WRLD\_maxRow
- + WRLD\_maxCol
- + FGHT\_entityScreenSize
- + nbFloorTextures
- + nbTopTextures