

+COLOR_BUTTON_bg
+COLOR_BUTTON_bg_highlight
+COLOR_BUTTON_text
+COLOR_BUTTON_text_highlight
+COLOR_FIGHT_bg
+COLOR_FIGHT_underline
+COLOR_WELCOME_blue
+COLOR_WELCOME_blue_highlight
+COLOR_WELCOME_green
+COLOR_WELCOME_red

..

game.Const

- + WDW_width
- + WDW_height + WDW_FPS
- + WRLD tileSize
- + WRLD scale
- + WRLD_tileScreenSize
- + WRLD_entityScreenSize
- + WRLD_spawnX
- + WRLD_spawnY + WRLD_maxRow
- + WRLD_maxRow and 20 more...