

game.Const

- + WDW_width
- + WDW_height
- + WDW_FPS
- + WRLD_tileSize
- + WRLD_scale
- + WRLD_tileScreenSize
- + WRLD_entityScreenSize
- + WRLD_maxRow
- + WRLD_maxCol
- + FGHT_entityScreenSize
- and 9 more...