

Class ConfigWorld



Namespace: [Model](#)

Assembly: Model.dll

```
public class ConfigWorld
```



Inheritance

[object](#) ← ConfigWorld

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

POSITION_Y_PLAYER_FOR_START



```
public const int POSITION_Y_PLAYER_FOR_START = 30
```

Field Value

[int](#)

WORLD_WIDTH_LEFT



```
public const int WORLD_WIDTH_LEFT = 25
```

Field Value

[int](#)

WORLD_WIDTH_RIGHT



```
public const int WORLD_WIDTH_RIGHT = 125
```

Field Value

[int](#)