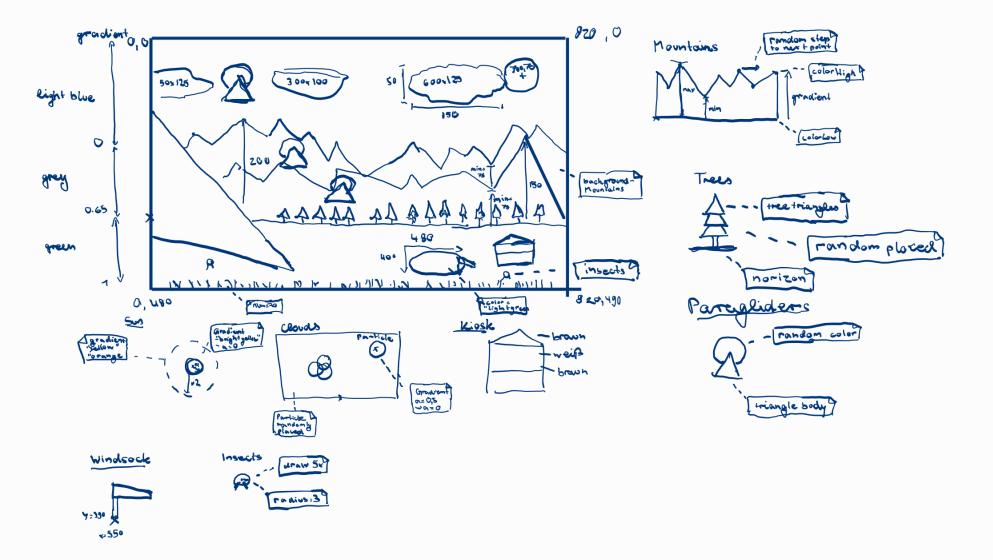
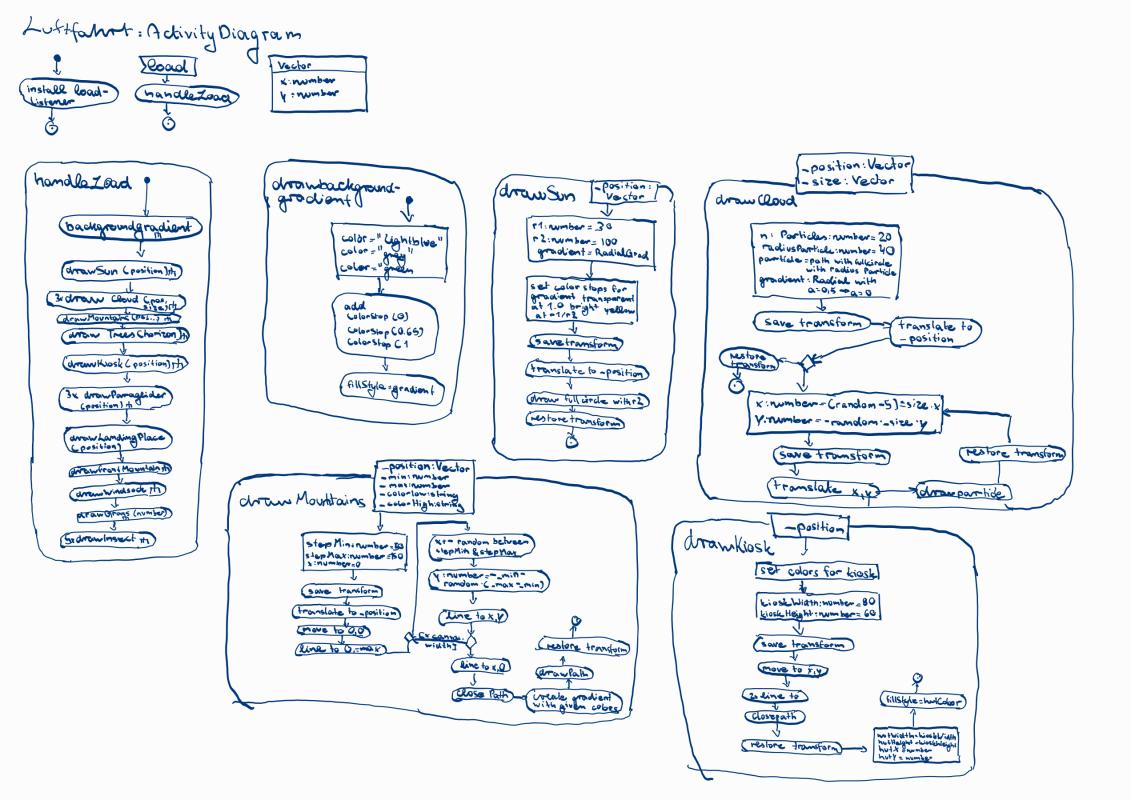
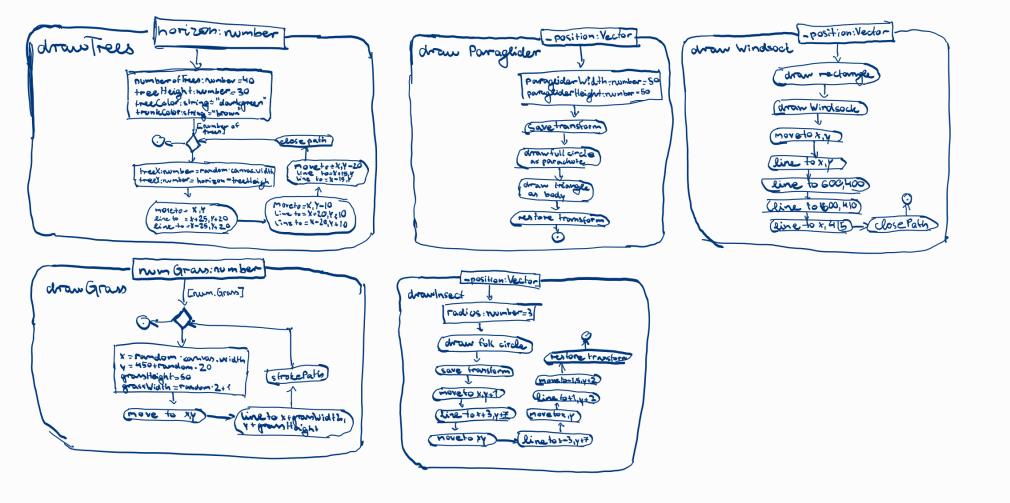
Landeplatz: Skribble







Luftfahret: Classes

Canvas Rendering Context

Pareglider

position: Vector velocity: Vector activity: string

constructor (aposition)
draw () : void
move (atimedice:
number

Insect

position: Vector
velocity: Vector
constructor (-position)
fly .random (-limeslice: number)
draw: void

HotAirBalloon

relocity: Vector

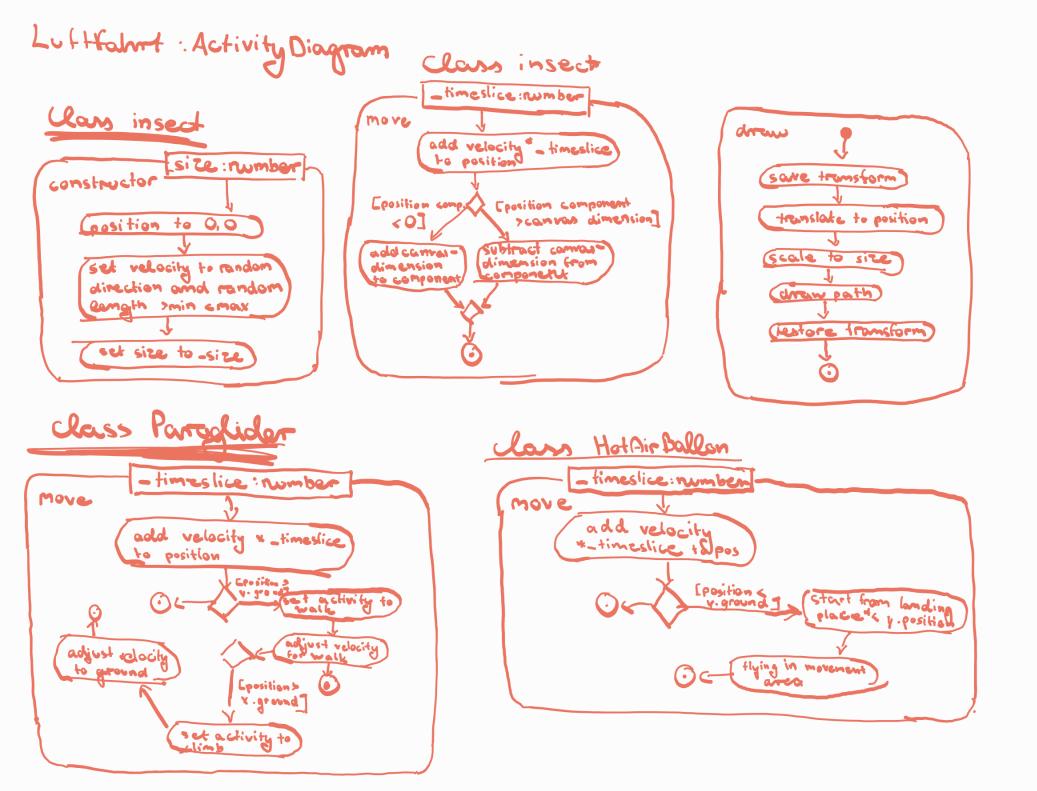
constructor (_position)
start (_timeslice:number)
move (_timeslice:number)
draw ():void

Vector

y:number

constuctor (- Y: number, - Y: number)

set C_1:number,_y:number):roid
scale(_factor:number)
addC_addend:Vector



U1 - AnimatedObjects

