Anibody

A 2d Canvas-based game engine

*Version: 1.1.7*

Inhaltsverzeichnis

[Preface 4](#_Toc503361368)

[Who wants to use Anibody? 4](#_Toc503361369)

[Idea of the Engine 4](#_Toc503361370)

[Installation 4](#_Toc503361371)

[Basic Concept 4](#_Toc503361372)

[Documentation 4](#_Toc503361373)

[Anibody 4](#_Toc503361374)

[Anibody.\* 4](#_Toc503361375)

[EngineObject 4](#_Toc503361376)

[ABO 4](#_Toc503361377)

[Widget 4](#_Toc503361378)

[DefaultCamera 4](#_Toc503361379)

[DefaultTerrain 4](#_Toc503361380)

[ECMAScriptExtension 4](#_Toc503361381)

[Anibody.debug.\* 4](#_Toc503361382)

[DumbObject 4](#_Toc503361383)

[Consolero 4](#_Toc503361384)

[DebugWindow 4](#_Toc503361385)

[Monitor 4](#_Toc503361386)

[Anibody.input.\* 4](#_Toc503361387)

[Anibody.nav.\* 5](#_Toc503361388)

[BoxMenu 5](#_Toc503361389)

[Gallery 5](#_Toc503361390)

[SlideMenu > Tab 5](#_Toc503361391)

[Anibody.shapes.\* 5](#_Toc503361392)

[Shape 5](#_Toc503361393)

[Rectangle 5](#_Toc503361394)

[Circle 5](#_Toc503361395)

[Triangle 5](#_Toc503361396)

[Anibody.ui.\* 5](#_Toc503361397)

[Alert 5](#_Toc503361398)

[Confirm 5](#_Toc503361399)

[Prompt 5](#_Toc503361400)

[MultipleChoice 5](#_Toc503361401)

[ColorPicker 5](#_Toc503361402)

[Button 5](#_Toc503361403)

[InputField 5](#_Toc503361404)

[Slider 5](#_Toc503361405)

[Switch 5](#_Toc503361406)

[Toaster 5](#_Toc503361407)

[Anibody.util.\* 5](#_Toc503361408)

[PriorityQueue 5](#_Toc503361409)

[Timer 5](#_Toc503361410)

[IntervalHandler 5](#_Toc503361411)

[Counter 5](#_Toc503361412)

[Flow 5](#_Toc503361413)

[MultiFlow 5](#_Toc503361414)

[MediaManager 5](#_Toc503361415)

[Storage 5](#_Toc503361416)

[Task > Step 5](#_Toc503361417)

[Anibody.visual.\* 5](#_Toc503361418)

[ABOPresenter 5](#_Toc503361419)

[Animation 5](#_Toc503361420)

[ImageObject 5](#_Toc503361421)

[ABText 5](#_Toc503361422)

[CoordinateSystem 5](#_Toc503361423)

[Highlighting 5](#_Toc503361424)

[Spline 6](#_Toc503361425)

[Spotting 6](#_Toc503361426)

[Sprite 6](#_Toc503361427)

[Anibody.static.\* 6](#_Toc503361428)

[FAQ 6](#_Toc503361429)

# Preface

## Who wants to use Anibody?

Anyone who wants to bring his or her interactive animations or games to live and does not want to start from scratch. Anyone who wants to express them on the web and does not want to discriminate the viewer for what operation system or browser they use.

## Idea of the Engine

It provides the developer a possibility to implement game elements or interactive animations with less writing effort in a short period of time.

It is HTML5-conform and hence cross-browser friendly.

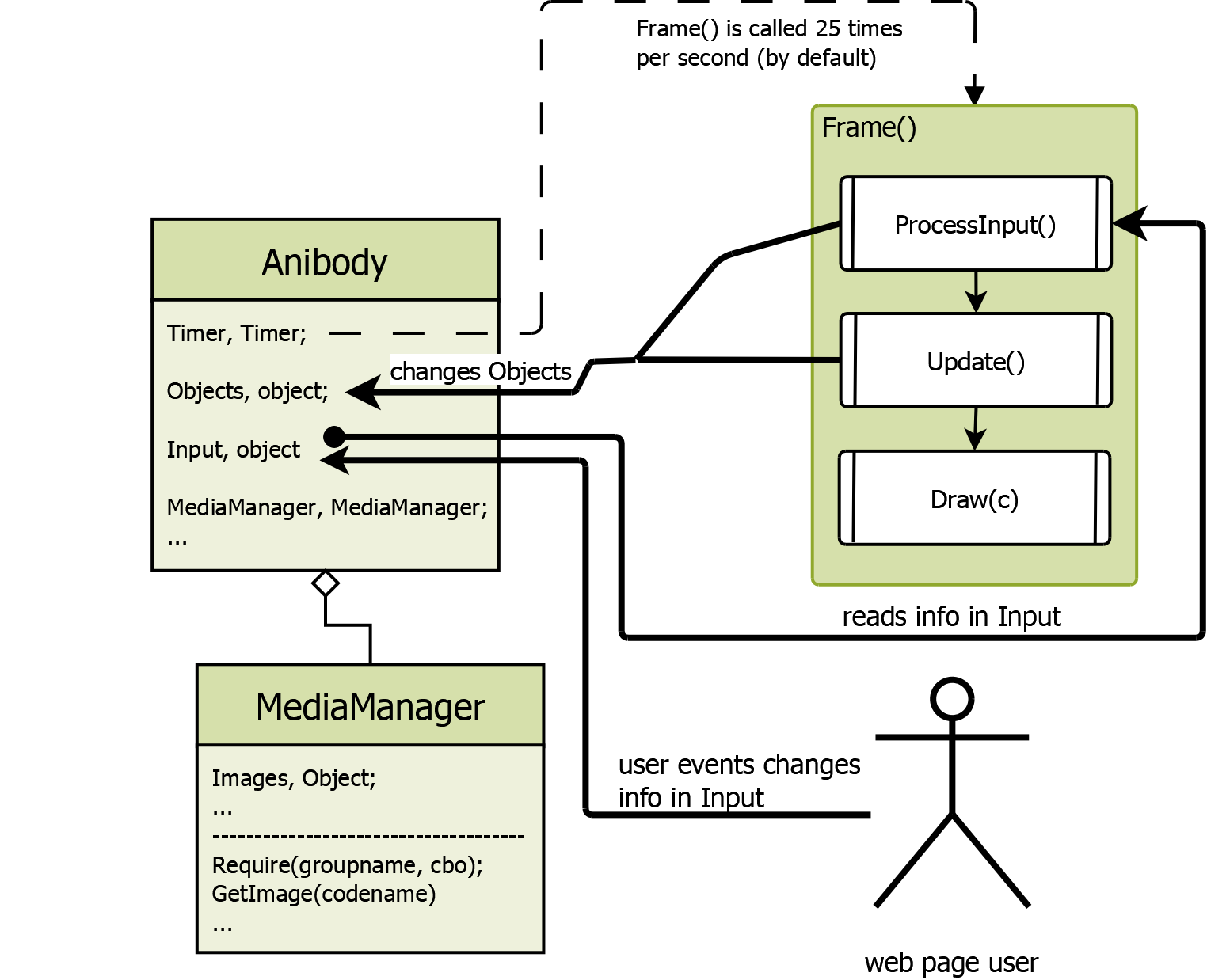
## Installation

<!-- You do not have to use jquery but if you do than jquery should be included before anibody -->

<script type="text/javascript" src="jqueryXYZ.js"></script>

<script type="text/javascript" src="anibodyXYZ.js"></script>

## Basic Concept



# Documentation

List of Content

## Anibody

## Anibody.\*

### EngineObject

### ABO

### Widget

### DefaultCamera

### DefaultTerrain

## ECMAScriptExtension

## Anibody.debug.\*

### DumbObject

### Consolero

### DebugWindow

### Monitor

## Anibody.input.\*

- not the classes are important but the structure and the meaning of the data here

## Anibody.nav.\*

### BoxMenu

### Gallery

### SlideMenu > Tab

## Anibody.shapes.\*

### Shape

### Rectangle

### Circle

### Triangle

## Anibody.ui.\*

### Alert

### Confirm

### Prompt

### MultipleChoice

### ColorPicker

### Button

### InputField

### Slider

### Switch

### Toaster

## Anibody.util.\*

### PriorityQueue

### Timer

### IntervalHandler

### Counter

### Flow

### MultiFlow

### MediaManager

### Storage

### Task > Step

## Anibody.visual.\*

### ABOPresenter

### Animation

### ImageObject

### ABText

### CoordinateSystem

### Highlighting

### Spline

### Spotting

### Sprite

## Anibody.static.\*

# FAQ