Pictures are stored and ready to be used:

World 1

World 2

World 3

First picture of world 1 is moving. Once the max length is shown (ex. Pic is 2000 wide)

Interval will set CanSwitch true and Layer will check if CanSwitch is true so it can change the picture.

Preload 2 pictures: When pic 1 is loaded and ready, the second pic is also loading and getting ready