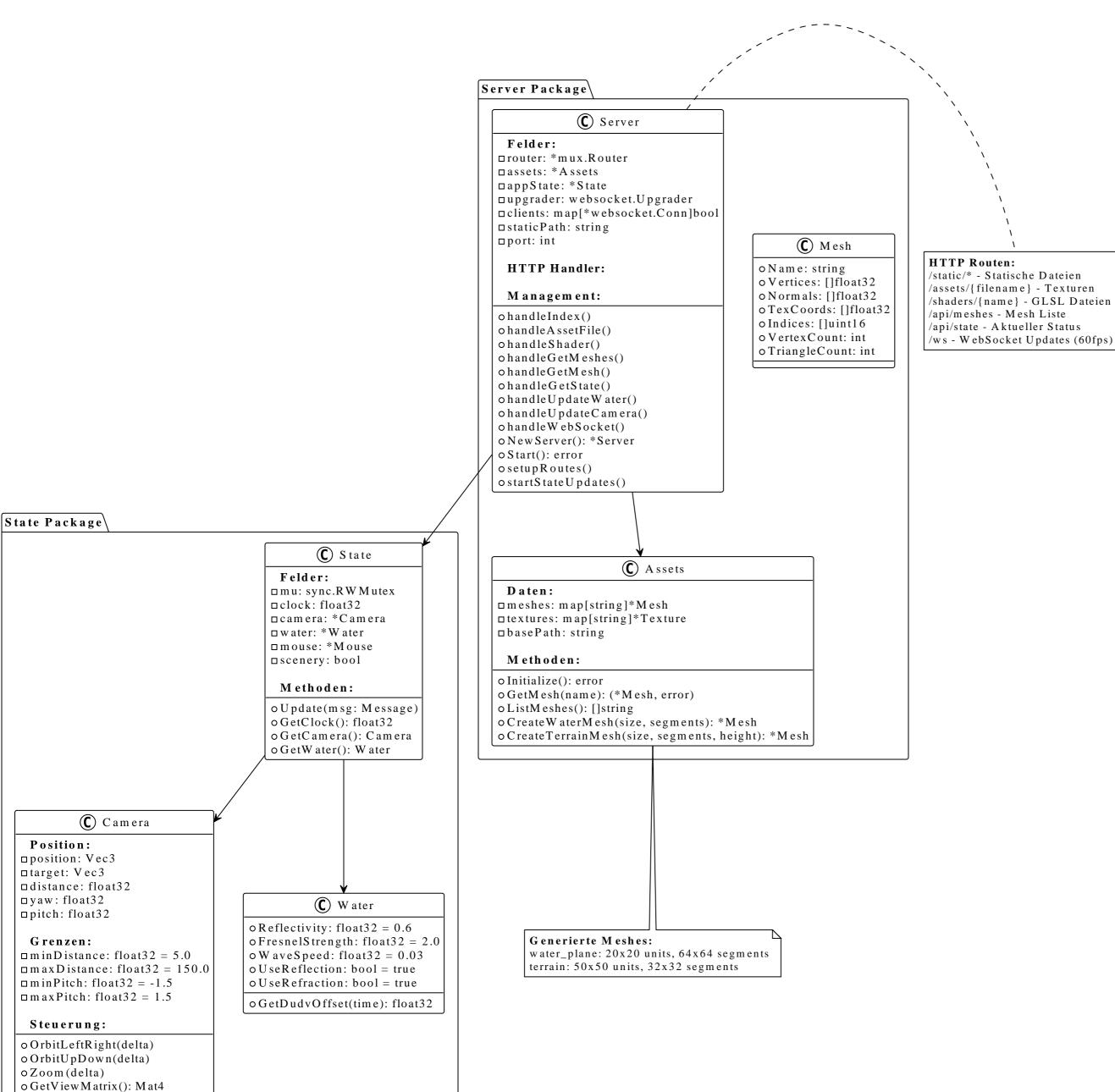
WebGL Water - Go Backend Code-Karte



HTTP Strukturen

oreflectivity: *float32 ofresnelStrength: *float32 owaveSpeed: *float32

omouseUp: *bool omouseMove: *{X, Y: int32}

C CameraUpdateRequest

omouseDown: *{X, Y: int32}

(C) WaterUpdateRequest

ouseReflection: *bool ozoom: *float32 ouseRefraction: *bool