

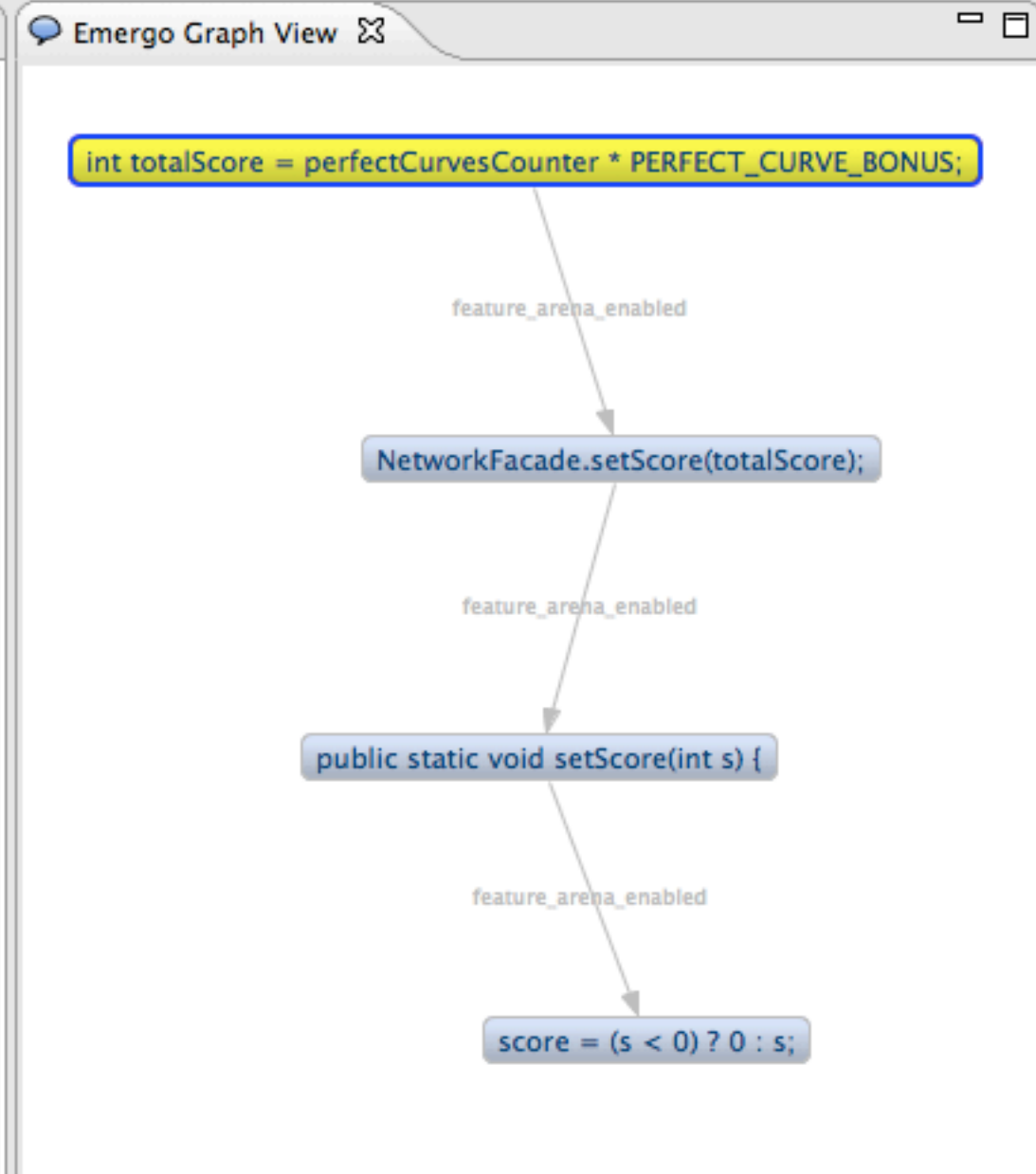
Package Explorer

- Bestlap
  - src
    - com.meantime.j2
      - LevelManager.java
      - MainCanvas.java
      - MIDletController.java
      - Resources.java
      - SoundEffects.java
    - com.meantime.j2
      - GameScreen.java
      - MainScreen.java
    - com.meantime.j2
      - GameMenu.java
    - com.meantime.j2
      - NetworkFacade.java
    - com.meantime.j2
    - com.meantime.j2
    - com.meantime.j2
    - com.meantime.j2
  - res
    - JRE System Library
    - JavaME library [JavaC
    - Application Descript
    - Bestlap.txt
    - build.properties
    - ifdef.txt
  - JCalc
  - Kernel
  - MobileMedia08

```

1274      * @param newState indicates the new state
1275      */
1276      private void gc_changeGameState(int newState) {
1277          int totalScore = perfectCurvesCounter * PERFECT_CURVE_BON
1278          this.gc_tick = 0;
1279          this.gc_paint_endMiniGame = false;
1280
1281          switch (newState) {
1282
1283              case GC_GAME_STATE_LEVEL_INTRODUCTION:
1284                  MIDletController.getSoundEffects().stopAllSounds();
1285                  this.gc_levelFinishedLapTime = 0;
1286                  this.gc_levelFinishedBestLapTime = 0;
1287                  this.gc_time_bestTime = Resources.getPlayerBestTi
1288                  this.gc_time_totallapTime = 0;
1289                  this.gc_nameUnlockedLevel = null;
1290                  this.anim_currentAnimationConfig = ANIM_CONFIG_ST
1291                  this.gc_currentSpeed = GC_SPEED_INTRODUCTION;
1292                  this.gc_initialMessage = Screen.wrapText(Screen.f
1293                      Resources.strings[Resources.BEAT_BEST_TIM
1294                      MainCanvas.SCREEN_WIDTH - 2*GameScreen.ME
1295
1296                  // Update current track indication
1297                  this.gc_paint_currentTrackImage = this.gc_levelMc
1298
1299                  // Defines the limits of the zones for the curve
1300                  this.cm_zones_width =
1301                      (2*CM_BAR_LOGICAL_WIDTH) / CM_NUM_ZONES;
1302

```



Emergo Table View

Description	Location	Feature	Resource
int totalScore = perfectCurvesCounter * PERFECT_CURVE_BONUS;	177	feature_arena_enabled	NetworkFacade.java
int totalScore = perfectCurvesCounter * PERFECT_CURVE_BONUS;	1495	feature_arena_enabled	GameScreen.java
int totalScore = perfectCurvesCounter * PERFECT_CURVE_BONUS;	1448	feature_arena_enabled	GameScreen.java