Menu-Text verschieben

Fackelbilder

getPlatStyleAt:

if (this.mg[i].x < pos && this.mg[i].x + this.bg[0].image.width >= pos) {

updatePlatforms:

if (this.platforms[i].start < -this.plat.segmentSize \* (game.tiles\_max+3) ) {

in Game:

counter -= 0.5 \* Math.max(1,this.distance/700);

mehrere Canvas (x)

div (x)

zentrieren (x)

richtig adden (x)

adjustSize (x)

BubbleTon (x)