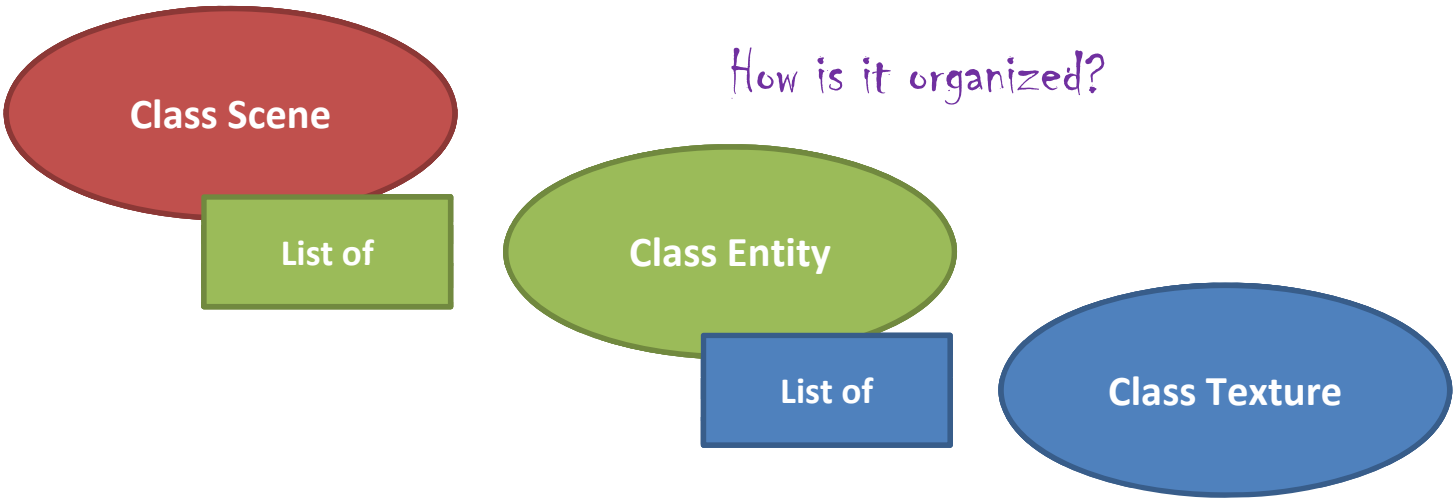
__whatami?

Common	Scene	Entity	Texture
g_fpsEngine=60 g_fpsTextureDefault=16	id	id	id img
g_px_m=32 g_r_s=2π	mid	mid hitbox	mid
▲ *Global framerate & measurement of pixels*	pos	pos vel angle omega	size tileSize scale
Controls animation	pause hide	pause hide	pause hide
			loop reverse
Overrideable functions	onStep=func() onDraw=func(ctx)	onStep=func() onDraw=func(ctx, *offset*)	
Constructors	Scene(id, *onStepFunc*)	Entity(id, *onStepFunc*)	Texture(id, *tileSize*)
Sets frame rate & units		getPXM() setPXM(px/m)	getFPS() setFPS(fps)
Manages their stuff	addEnt(entity) getEnt(id) delEnt(id)	addTex(texture) getTex(id) delTex(id)	refreshProps()
Steps in the animation *In case you override onStep()*	step() stepDefault()	step() stepDefault()	step()
Draws stuff *In case you override onDraw()*	draw(ctx) drawDefault(ctx)	draw(ctx, *offset*) drawDefault(ctx, *offset*)	draw(ctx, pos)
Move stuff *Move a tiny bit*	translate(pos) move(pos)	translate(pos) move(pos)	
Angle stuff *Angle a tiny bit*	face(angle) turn(angle)	face(angle) turn(angle)	face(angle)
hitPos() = Hit what in a scene *isEnd() = End of animation?*	hitPos(pos)		isEnd()



Sample Code

Assume pos={ x: 10, y: 20 }

Sample 1:
Using only Textures

```
var tex_rainbow=new Texture('rainbow');
var tex_cat=    new Texture('nyanCat');
tex_rainbow.draw(ctx, pos);
tex_cat.draw(ctx, pos);
```

Texture

Sample 2:
Using Entities

```
var tex_rainbow=new Texture('rainbow');
var tex_cat=    new Texture('nyanCat');
var ent_nyancat=new Entity('NyanCat');
ent.addTex(tex_rainbow);
ent.addTex(tex_cat);
ent.pos=pos;
ent.draw(ctx);
```

Texture

Entity

Sample 3:
Using Scenes

```
var tex_rainbow=new Texture('rainbow');
var tex_cat=    new Texture('nyanCat');
var ent_nyancat=new Entity('NyanCat');
ent_nyancat.addTex(tex_rainbow);
ent_nyancat.addTex(tex_cat);
ent.pos=pos;
var s_game=new Scene('Game');
s_game.addEnt(ent_nyancat);
s_game.draw(ctx);
```

Texture

Entity

Scene