__whatami?
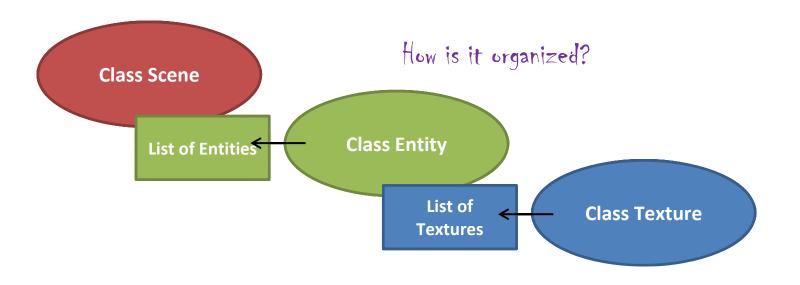
Common

g_fpsEngine=60
g_fpsTextureDefault=16

g_px_m=32
g_r_s=2π

▲ *Global framerate & measurement of pixels*

	Scene	Entity	Texture
	id	id	id
			img
	mid	mid	mid
		hitbox	
	pos	pos	size
		vel	tileSize
		angle	scale
		omega	
Controls animation	pause	pause	pause
	hide	hide	hide
			loop
			reverse

	Scene	Entity	Texture
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()

How is it organized?

Class Scene

List of Entities ← Class Entity

List of Textures ← Class Texture

Sample Code

Assume pos={ x: 12, y: 34 }

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_nyancat.addTex(tex_rainbow);
    ent_nyancat.addTex(tex_cat);
    ent_nyancat.pos=pos;
    ent_nyancat.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_nyancat.pos=pos;
var s_game=new Scene('Game');
    s_game.addEnt(ent_nyancat);
    s_game.draw(ctx);
```

Texture

Entity

Scene