

```
1  /**
2   * File Name: boot.js
3   * Live Demo: http://www.adventurers-of-renown.com/GAMEAPP/index.html
4   * Source Code: http://makingbrowsergames.com/book/
5   * Description: File for controlling initial game shell launch; managing
6   * global variables throughout game state.
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11  *
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22  */
23  "use strict";
24  window.GAMEAPP.state.boot = {
25    preload: function(){
26      console.log(" %c Game Prototype boot configure browser settings ",
27        "color:white; background:red");
28      //CORS:
29      https://developer.mozilla.org/en-US/docs/Web/HTTP/Access\_control\_CO
30      RS
31      //https://enable-cors.org/
32      this.load.crossOrigin = 'anonymous';
33
34      this.game.load.image('R6', 'assets/images/staticRooms/R6.jpg');
35      this.game.load.image('background',
36        'assets/images/staticRooms/intro.jpg');
37      this.game.load.image('story',
38        'assets/images/staticRooms/story.jpg');
39      this.game.load.atlas('button-continue',
40        'assets/spriteSheets/RightArrow-Phaser.png',
41        'assets/spriteSheets/arrowR-sprites.json');
42      // set world size
43      this.game.world.setBounds(0, 0, window.GAMEAPP.worldWidth, window.
44        GAMEAPP.worldHeight);
45
46      this.enableScaling();
47
48      //init mt helper
49      mt.init(this.game);
50
51      //set background color - true (set also to document.body)
52      mt.setBackgroundColor(true);
53
54      // load assets for the Loading group ( if exists )
55      mt.loadGroup("Loading");
56    },
57    create: function(){
```

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50     this.background = this.add.image(0, 0, 'background');
51
52     // add all game states
53     for(var stateName in window.GAMEAPP.state){
54         this.game.state.add(stateName, window.GAMEAPP.state[stateName
55         ]);
56     }
57     // goto load state
58     this.game.state.start("load");
59 },
60 enableScaling: function(){
61     var game = this.game;
62     game.scale.parentIsWindow = (game.canvas.parentNode == document.
63     body);
64     game.scale.scaleMode = Phaser.ScaleManager.SHOW_ALL;
65 }
66 };
67 /* End of file */
68 /* Location: ./js/state/boot.js */
69
70
```