

```
1  /**
2   * File Name: load.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 assets downloads; some delegations
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10  *
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21  */
22  "use strict";
23  window.GAMEAPP.state.load = {
24    preload: function() {
25      console.log(" %c Game Prototype load game assets ",
26        "color:white; background:red");
27      // we have preloaded assets required for Loading group
28      // objects in the Boot state
29      var loadingGroup = mt.create("Loading");
30
31      // loading has been deleted?
32      // continue to load rest of the textures
33      if(!loadingGroup){
34        mt.preload();
35        return;
36      }
37
38      // get preload sprite
39      var preload = loadingGroup.mt.children.preload;
40
41      // preload has been deleted?
42      // continue to load rest of the textures
43      if(!preload){
44        mt.preload();
45        return;
46      }
47
48      // set it as preload sprite
49      // buid loading bar
50      this.load.setPreloadSprite(preload);
51
52      // update group transform - so we can get correct bounds
53      loadingGroup.updateTransform();
54
55      // get bounds
56      var bounds = loadingGroup.getBounds();
```

```
56         // move it to the center of the screen
57         loadingGroup.x = this.game.camera.width*0.5 - (bounds.width) *
           0.5 - bounds.x;
58         loadingGroup.y = this.game.camera.height*0.5 - (bounds.height)
           - bounds.y;
59         // load all assets
60         mt.preload();
61     },
62
63     create: function(){
64         // loading has finished - proceed to demo state
65         this.game.add.image(0, 0, 'background');
66         //ARRA skips languages and main menu; it goes directly to
           Story scene.
67         this.game.state.start("story");
68     }
69 };
70
71 /* End of file */
72 /* Location: ./js/state/load.js */
73
74
```