

```
1  /**
2   * File Name: menu.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 and displaying game scenes; managing
6   * global variables throughout game state in the gaming shell.
7   * Author: Stephen Gose
8   * Version: 0.0.0.8
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10  * Support: support@pbmcube.com
11  *
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21  * the accompanying files is strictly prohibited.
22  */
23  "use strict";
24  window.GAMEAPP.state.menu = {
25    preload: function(){
26
27    },
28    create: function(){
29      // you can create menu group in map editor and load it like this:
30
31    },
32    update: function(){
33
34    }
35  };
36
37  /* End of file */
38  /* Location: ./js/state/menu.js */
39
40
41
```