**Schneeflocken.html**

<!DOCTYPE HTML>

**<html>**

 **<head>**

 **<meta** **http-equiv**=**"Content-Type"** **content**=**"text/html; charset=iso-8859-1">**

 **<title>**Canvas Schnee mittels Double Buffering**</title>**

 **<script** **type**=**"text/javascript">**

 var canvas = null;

 var context = null;

 var pufCan = null;

 var pufCanCtx = null;

 var SfArray = [];

 var SfTimer = null;

 var max\_Sf = **200**;

 **function Sf()**

 {

 this.x = Math.round(Math.random() \* context.canvas.width);

 this.y = -**10**;

 this.drift = Math.random();

 this.speed = Math.round(Math.random() \* **5**) + **1**;

 this.width = (Math.random() \* **3**) + **2**;

 this.height = this.width;

 }

 **function initialisiere()**

 {

 canvas = document.getElementById('snowCanvas\_Ruediger\_Meyer');

 context = canvas.getContext("2d");

 pufCan = document.createElement("canvas");

 pufCanCtx = pufCan.getContext("2d");

 pufCanCtx.canvas.width = context.canvas.width;

 pufCanCtx.canvas.height = context.canvas.height;

 SfTimer = setInterval(addSf, **200**);

 zeichne();

 setInterval(animate, **30**);

 }

 **function addSf()**

 {

 SfArray[SfArray.length] = new Sf();

 if (SfArray.length == max\_Sf)

 clearInterval(SfTimer);

 }

 **function leer()**

 {

 pufCanCtx.fillStyle = "#ec008e";

 pufCanCtx.fillRect(**0**,**0**,pufCanCtx.canvas.width, pufCanCtx.canvas.height);

 }

 **function animate()**

 {

 Update();

 zeichne();

 }

 **function Update()**

 {

 for (var i = **0**;i < SfArray.length;i++)

 {

 if (SfArray[i].y < context.canvas.height)

 {

 SfArray[i].y += SfArray[i].speed;

 if (SfArray[i].y > context.canvas.height)

 SfArray[i].y = -**5**;

 SfArray[i].x += SfArray[i].drift;

 if (SfArray[i].x > context.canvas.width)

 SfArray[i].x = **0**;

 }

 }

 }

 **function zeichne()**

 {

 context.save();

 leer();

 for (var i = **0**;i < SfArray.length;i++)

 {

 pufCanCtx.fillStyle = "white";

 pufCanCtx.fillRect(SfArray[i].x, SfArray[i].y,

 SfArray[i].width, SfArray[i].height);

 }

 context.drawImage(pufCan, **0**,**0**,pufCan.width, pufCan.height);

 context.restore();

 }

 **</script>**

 **</head>**

 **<body** **onload**=**"initialisiere()">**

 **<canvas id**=**"snowCanvas\_Ruediger\_Meyer"** **width**=**"800"** **height**=**"800"**>

 Canvas wird nicht unterstützt, update deinen Browser.

 **</canvas>**

 **</body>**

**</html>**