

Schneeflocken.html

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<!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);
      }
    </script>
  </head>
  <body>
    <div id="snowCanvas_Ruediger_Meyer">
      <img alt="Canvas for snow animation" data-bbox="138 109 872 726"/>
    </div>
  </body>
</html>
```

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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>

```