tetriscurses(1)

NAME

tetriscurses - a shell script

SYNOPSIS

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FUNCTIONS

```
__tetris-block-dropped
__tetris-block-fits
__tetris-debug
__tetris-draw-next-block
__tetris-drop
__tetris-game-over
__tetris-game-over-screen
__tetris-help
__tetris-left
__tetris-new-block
__tetris-new-game
__tetris-next-block
__tetris-place-block
__tetris-remove-wins
__tetris-render-screen
__tetris-right
__tetris-rotate
__tetris-timeout
```

DETAILS

Script Body

Has 124 line(s). Calls functions:

```
Script-Body
|-- __tetris-debug
|-- __tetris-game-over-screen
|   |-- __tetris-debug
|   `-- __tetris-new-game
|       |-- __tetris-new-block
|       |   |-- __tetris-block-fits
|       |   |-- __tetris-draw-next-block
|       |   |-- __tetris-game-over
|       |   |-- __tetris-next-block
|       |   `-- __tetris-place-block
|       |-- __tetris-next-block
|       `-- __tetris-render-screen
|-- __tetris-new-game
|   |-- __tetris-new-block
|   |   |-- __tetris-block-fits
|   |   |-- __tetris-draw-next-block
|   |   |-- __tetris-game-over
|   |   |-- __tetris-next-block
|   |   `-- __tetris-place-block
|   |-- __tetris-next-block
|   `-- __tetris-render-screen
|-- __tetris-remove-wins
|-- __tetris-render-screen
`-- __tetris-timeout
    |-- __tetris-block-dropped
    |   |-- __tetris-new-block
    |   |   |-- __tetris-block-fits
    |   |   |-- __tetris-draw-next-block
    |   |   |-- __tetris-game-over
    |   |   |-- __tetris-next-block
    |   |   `-- __tetris-place-block
    |   |-- __tetris-place-block
    |   `-- __tetris-render-screen
    |-- __tetris-block-fits
    `-- __tetris-place-block
```

__tetris-block-dropped

Has 22 line(s). Calls functions:

```
__tetris-block-dropped
|-- __tetris-new-block
|   |-- __tetris-block-fits
|   |-- __tetris-draw-next-block
|   |-- __tetris-game-over
|   |-- __tetris-next-block
|   `-- __tetris-place-block
|-- __tetris-place-block
`-- __tetris-render-screen
```

Called by:

```
__tetris-drop
__tetris-timeout
```

__tetris-block-fits

Has 16 line(s). Doesn't call other functions.

Called by:

```
__tetris-drop
__tetris-left
__tetris-new-block
__tetris-right
__tetris-rotate
__tetris-timeout
```

__tetris-debug

Has 6 line(s). Doesn't call other functions.

Called by:

```
Script-Body
__tetris-game-over-screen
```

__tetris-draw-next-block

Has 13 line(s). Doesn't call other functions.

Called by:

```
__tetris-new-block
```

__tetris-drop

Has 8 line(s). Calls functions:

```
__tetris-drop
|-- __tetris-block-dropped
|   |-- __tetris-new-block
|   |   |-- __tetris-block-fits
|   |   |-- __tetris-draw-next-block
|   |   |-- __tetris-game-over
|   |   |-- __tetris-next-block
|   |   `-- __tetris-place-block
|   |-- __tetris-place-block
|   `-- __tetris-render-screen
|-- __tetris-block-fits
`-- __tetris-place-block
```

Not called by script or any function, may be a hook or Zle widget, etc.

__tetris-game-over

Has 1 line(s). Doesn't call other functions.

Called by:

```
__tetris-new-block
```

__tetris-game-over-screen

Has 21 line(s). Calls functions:

```
__tetris-game-over-screen
|-- __tetris-debug
`-- __tetris-new-game
    |-- __tetris-new-block
    |   |-- __tetris-block-fits
    |   |-- __tetris-draw-next-block
    |   |-- __tetris-game-over
    |   |-- __tetris-next-block
    |   `-- __tetris-place-block
    |-- __tetris-next-block
    `-- __tetris-render-screen
```

Called by:

```
Script-Body
```

__tetris-help

Has 22 line(s). Doesn't call other functions.

Not called by script or any function, may be a hook or Zle widget, etc.

__tetris-left

Has 4 line(s). Calls functions:

```
__tetris-left
|-- __tetris-block-fits
`-- __tetris-place-block
```

Not called by script or any function, may be a hook or Zle widget, etc.

__tetris-new-block

Has 9 line(s). Calls functions:

```
__tetris-new-block
|-- __tetris-block-fits
|-- __tetris-draw-next-block
|-- __tetris-game-over
|-- __tetris-next-block
`-- __tetris-place-block
```

Called by:

```
__tetris-block-dropped
__tetris-new-game
```

__tetris-new-game

Has 7 line(s). Calls functions:

```
__tetris-new-game
|-- __tetris-new-block
|   |-- __tetris-block-fits
|   |-- __tetris-draw-next-block
|   |-- __tetris-game-over
|   |-- __tetris-next-block
|   `-- __tetris-place-block
|-- __tetris-next-block
`-- __tetris-render-screen
```

Called by:

```
Script-Body
__tetris-game-over-screen
```

__tetris-next-block

Has 1 line(s). Doesn't call other functions.

Called by:

```
__tetris-new-block
__tetris-new-game
```

__tetris-place-block

Has 9 line(s). Doesn't call other functions.

Called by:

```
__tetris-block-dropped
__tetris-drop
__tetris-left
__tetris-new-block
__tetris-right
__tetris-rotate
__tetris-timeout
```

__tetris-remove-wins

Has 6 line(s). Doesn't call other functions.

Called by:

```
Script-Body
```

__tetris-render-screen

Has 20 line(s). Doesn't call other functions.

Called by:

```
Script-Body
__tetris-block-dropped
__tetris-new-game
```

__tetris-right

Has 4 line(s). Calls functions:

```
__tetris-right
|-- __tetris-block-fits
`-- __tetris-place-block
```

Not called by script or any function, may be a hook or Zle widget, etc.

__tetris-rotate

Has 5 line(s). Calls functions:

```
__tetris-rotate
|-- __tetris-block-fits
`-- __tetris-place-block
```

Not called by script or any function, may be a hook or Zle widget, etc.

__tetris-timeout

Has 8 line(s). Calls functions:

```
__tetris-timeout
|-- __tetris-block-dropped
|   |-- __tetris-new-block
|   |   |-- __tetris-block-fits
|   |   |-- __tetris-draw-next-block
|   |   |-- __tetris-game-over
|   |   |-- __tetris-next-block
|   |   `-- __tetris-place-block
|   |-- __tetris-place-block
|   `-- __tetris-render-screen
|-- __tetris-block-fits
`-- __tetris-place-block
```

Called by:

```
Script-Body
```