Global

Classes

`new Die`

Global

`displayDice`
`displayResult`
`rollSpeed`
`wait`

Methods

displayDice(face, thisRoll)

displayDice displays the dice that has been rolled

Parameters:

Name	Type	Description
face	String	This string is an SVG that describes the dice.
thisRoll	Number	The number of the current roll.

Source:	objects.js, line 78

displayResult(thisRoll)

DisplayResult sets the value of spinner and updates minRoll and/or maxRoll.

Parameters:

Name	Type	Description
thisRoll	Number	The number of the current roll.

Source:	objects.js, line 35

(async) rollSpeed(time)

Function rollSpeed sets amount of time between rolls.

Parameters:

Name	Type	Description
time	Number	Wait time in milliseconds.

Source: objects.js, line 14

wait(time) → {Promise.<executor>}

Function wait counts the time.

Parameters:

Name	Type	Description
time	Number	Wait time in milliseconds.

Source: objects.js, line 23

Returns:

Wait function.

Type
        Promise.<executor>

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