

Topalian Game Engine Data Navigator 026

**by
Christopher Andrew Topalian**

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Dedicated to God the Father

```
<!-- Dedicated to God the Father -->
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<!-- https://github.com/ChristopherTopalian -->
<!--
https://github.com/ChristopherAndrewTopalian
-->
<!--
https://github.com/ChristopherTopalian/Topalia
nGameEngineDataNavigator -->
<!--
Topalian_Game_Engine_Data_Navigator_(Onli
ne_Version).html -->
<!-- Version 026 - (2024-09-12) -->

<html>
<head>
<title> Topalian Game Engine Data Navigator
</title>

<style>

html, body
{
    background-color: rgb(0, 0, 0);
}
```

```
/* style001.css */
```

```
hr  
{  
    margin-top: 4px;  
    margin-bottom: 4px;  
    border: 0 none;  
    padding-top: 0.5px;  
    padding-bottom: 0.5px;  
    background-color: rgb(255, 255, 255);  
}
```

```
a:link  
{  
    color:rgb(110, 162, 255);  
}
```

```
a:visited  
{  
    color:rgb(133, 134, 209);  
}
```

```
b  
{  
    color: aqua;
```

```
font-weight: 900;
}

.divStyle001
{
    min-width: 200px;
    padding: 4px 10px 4px 10px; /* t, r, b l */
    border: solid 2px rgba(100, 100, 255, 1.0);
    border-radius: 10px;
    background-color: rgb(0, 0, 0);
    font-family: arial;
    font-size: 20px;
    font-weight: bold;
    color: rgb(255, 255, 255);
    text-align: center;
    overflow-y: scroll;
}

.ourButton
{
    background-color: rgb(0, 77, 129);
    margin-left: 2px;
    margin-right: 2px;
    margin-top: 1px;
    margin-bottom: 1px;
    border-style: solid;
```

```
border-width: 1px;
border-color: rgb(100, 100, 255);
border-radius: 4px;
padding-left: 7px;
padding-right: 7px;
padding-top: 1px;
padding-bottom: 1px;
opacity: 1.0;
font-size: 14px;
font-weight: bold;
color: rgb(255, 255, 255);
text-align: center;
}

.ourButton:hover
{
    background-color: rgb(6, 31, 47);
    border-color: rgb(0, 255, 255);
    color: rgb(0, 255, 255);
}

.ourButton:active
{
    color: rgb(255, 0, 255);
}
```

.hrCompact

```
{  
    background-color: rgb(255,255,255);  
    border: 0 none;  
    margin-top: 4px;  
    margin-bottom: 4px;  
    padding-top: 0.5px;  
    padding-bottom: 0.5px;  
}
```

.textCompact

```
{  
    font-family: Arial;  
    font-size: 14px;  
    font-weight: normal;  
    color: rgb(255, 255, 255);  
}
```

.theImage

```
{  
    height: 75%;  
    object-fit: contain;  
    vertical-align: middle;  
    z-index: 10;  
}
```

```
.theSciencelImages  
{  
    max-width: 100%;  
    height: auto;  
    object-fit: contain;  
    margin-left: auto;  
    margin-right: auto;  
    display: block;  
    z-index: 10;  
}
```

```
.vidStyle  
{  
    transition: transform .2s;  
}
```

```
/* zoom feature for videos to be added */  
.vidStyle: hover  
{  
    /* transform: scale(2.5); */  
    position: absolute;  
    transform: translateY(+79%) scale(2.5);  
}
```

```
.bookImage  
{
```



```
object-fit: contain;
max-width: 100%;
vertical-align: middle;
z-index: 10;
}

/* zoom feature to be added */
.bookImage:hover
{
    /* position: "absolute"; */
    /* transform: scale(1.2); */
    z-index: 100;
    /* transform: translateY(+79%) scale(2.5); */
    /* transform: translateY(+5%) scale(1.2); */
}

.textInput
{
    height: 20px;
    width: 100px;
    overflow: hidden;
    resize: none;
}

.glowBlue
{
```

```

font-family: Arial;
font-size: 40px;
font-weight: bold;
text-shadow: 0 0 5px #FFF, 0 0 10px #FFF, 0 0
15px #FFF, 0 0 20px #18dcff, 0 0 30px #18b6ff, 0
0 40px #003cff, 0 0 55px #00d9ff, 0 0 75px
#00e1ff, 2px 2px 2px rgba(115,246,255,0);
z-index: 1;
}

```

```

.glowRed
{
font-family: Arial;
font-size: 30px;
font-weight: bold;
text-shadow: 0 0 5px #FFF, 0 0 10px #FFF, 0 0
15px #FFF, 0 0 20px #ff1878, 0 0 30px #0ddbff,
0 0 40px #21f0ff, 0 0 55px #ff008c, 0 0 75px
#ff168b, 2px 2px 2px rgba(115, 246, 255, 0);
z-index: 1;
}

```

```

.buttonBottomToolbar
{
color: white;
}

```

summary

```
{  
    /* list-style-type: '^'; */  
    margin-left: 4px;  
    font-size: 16px;  
    font-weight: bold;  
    border: none;  
    cursor: pointer;  
}
```

#random

```
{  
    margin: 4px;  
    padding-left: 10px;  
    padding-right: 10px;  
    padding-top: 4px;  
    padding-bottom: 4px;  
    border: solid 2px rgba(100, 100, 255, 1.0);  
    border-radius: 10px;  
    background-color: rgb(0, 0, 0);  
    z-index: 998;  
    font-family: arial;  
    font-weight: bold;  
    color: rgb(255, 255, 255);  
    text-align: center;
```

```
line-height: 20px;  
overflow-y: scroll;  
}
```

```
.menu  
{  
margin: 0px;  
padding: 0px;  
font-family: Arial;  
font-size: 17px;  
color: rgb(0, 255, 255) !important;  
text-align: center;  
}
```

```
/* -- */
```

```
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```

```
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```

```
/* https://github.com/ChristopherTopalian */
```

```
/*
```

```
https://github.com/ChristopherAndrewTopalian  
*/
```

```
</style>
```

```
<script>
```

```
// shortcuts.js
```

```
function ge(whichId)
{
    let result =
document.getElementById(whichId);
    return result;
}
```

```
function ce(whichType)
{
    let result =
document.createElement(whichType);
    return result;
}
```

```
function ba(whichElement)
{
    let result =
document.body.append(whichElement);
    return result;
}
```

```
function ct(whichText)
```

```
{  
    let result =  
document.createTextNode(whichText);  
    return result;  
}
```

```
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```

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//  
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```

```
// playerArray.js
```

```
playerArray = [  
{  
    name: "Christopher",  
    id: "thePlayer",  
    x: 140,  
    y: 75,  
    width: 90,  
    height: 250,  
    speedMultiplier: 7,
```

```
colorFill: "rgb(73, 100, 150)",
colorText: "rgb(255, 255, 255)",
opacity: 1.0,
textureOffline:
'url("src/media/textures/jane.png")',
textureOnline:
'url(https://collegeofscripting.weebly.com/uplo
ads/6/4/4/8/64482293/jane.png)'
}
```

```
];
```

```
//--//
```

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//
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```

```
// playerLoadData.js
```

```
// playerArray is used to load player settings
function playerLoadData(whichId)
{
```

```
let playerElement = ge(whichId);

if (playerElement)
{
    if (online == false)
    {
        playerElement.style.backgroundImage =
playerArray[0].textureOffline;
    }
    else
    {
        playerElement.style.backgroundImage =
playerArray[0].textureOnline;
    }

    // opacity
    playerElement.style.opacity =
playerArray[0].opacity;

    // text color
    playerElement.style.color =
playerArray[0].colorText;

    // X position
    playerElement.style.left = playerArray[0].x;
```



```
// Y position
playerElement.style.top = playerArray[0].y;

// width
playerElement.style.width =
playerArray[0].width;

// height
playerElement.style.height =
playerArray[0].height;
}
}
```

//--//

```
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//
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```

// structuresArray.js

```
structuresArray = [
{
```

```
"name": "House 1",  
"id": "1",  
"posX": 1100,  
"posY": 400,  
"sizeX": 110,  
"sizeY": 45,  
"colorFill": "black",  
"colorText": "white",  
"opacity": 1,  
"texture": "Default",  
'layer': 2  
},
```

```
{  
  "name": "House 2",  
  "id": "2",  
  "posX": 1200,  
  "posY": 500,  
  "sizeX": 110,  
  "sizeY": 45,  
  "colorFill": "black",  
  "colorText": "white",  
  "opacity": 1,  
  "texture": "Default",  
  'layer': 2  
},
```

```
{  
  "name": "Our Third House",  
  "id": "3",  
  "posX": 1400,  
  "posY": 500,  
  "sizeX": 110,  
  "sizeY": 45,  
  "colorFill": "black",  
  "colorText": "white",  
  "opacity": 1,  
  "texture": "Default",  
  'layer': 2  
},  
  
{  
  "name": "House 4",  
  "id": "4",  
  "posX": 850,  
  "posY": 300,  
  "sizeX": 114,  
  "sizeY": 49,  
  "colorFill": "rgb(150, 50, 100)",  
  "colorText": "rgb(255, 255, 255)",  
  "opacity": "1",  
  "texture": "none",
```

```
'layer': 2
},

{
  "name": "House 5",
  "id": "5",
  "posX": 800,
  "posY": 500,
  "sizeX": 114,
  "sizeY": 49,
  "colorFill": "rgb(0, 0, 0)",
  "colorText": "rgb(100, 200, 255)",
  "opacity": "1",
  "texture": "none",
  'layer': 2
},

{
  "name": "House 6",
  "id": "6",
  "posX": 1900,
  "posY": 500,
  "sizeX": 114,
  "sizeY": 49,
  "colorFill": "rgb(0, 0, 0)",
  "colorText": "rgb(255, 255, 255)",
```

```
"opacity": "1",  
"texture":  
"url('https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/concrete1.jpg')",  
"layer": 2  
},
```

```
{  
  "name": "House 7",  
  "id": "7",  
  "posX": 1800,  
  "posY": 400,  
  "sizeX": 114,  
  "sizeY": 49,  
  "colorFill": "rgb(0, 0, 0)",  
  "colorText": "rgb(255, 255, 255)",  
  "opacity": "1",  
  "texture": "none",  
  "layer": 2  
},
```

```
{  
  "name": "House 8",  
  "id": "8",  
  "posX": 2000,  
  "posY": 500,
```

```
"sizeX": 114,  
"sizeY": 49,  
"colorFill": "rgb(0, 0, 0)",  
"colorText": "rgb(255, 255, 255)",  
"opacity": "1",  
"texture": "none",  
'layer': 2  
}
```

```
];
```

```
//--//
```

```
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```

```
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```

```
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```

```
// https://github.com/ChristopherTopalian
```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
// worldVariables.js
```

```
// resoures offline or online?
```

```
let online = true;
```

```
// song files are on google server
```

```
// to avoid large download for app on github  
let songFilesDownloadLink = `  
https://drive.google.com/drive/folders/  
162IA3RC9rDV8Dkwk_bFd-an8HPEY9mhE`
```

```
let backgroundSizeX = 250000;  
let backgroundSizeY = 250000;
```

```
let controlFlag = 1;
```

```
let activePlayer = "thePlayer";
```

```
let playerNumber = 0;
```

```
// let structuresArray = [];
```

```
let ourPlayer =  
{  
  x: playerArray[playerNumber].x,  
  y: playerArray[playerNumber].y,  
  width: playerArray[playerNumber].width,  
  height: playerArray[playerNumber].height,  
  speedMultiplier: 2,  
  id: playerArray[playerNumber].id,  
  playerColor:  
playerArray[playerNumber].colorFill,
```

```
texture: `url($  
{playerArray[playerNumber].texture})`,  
texturePos: '0% 0%',  
velocityY: 0,  
};
```

```
let colorChoices = [  
  { name: 'aqua', color: '0, 255, 255' },  
  { name: 'black', color: '0, 0, 0' },  
  { name: 'blue', color: '0, 0, 255' },  
  { name: 'fuchsia', color: '255, 0, 255' },  
  { name: 'gray', color: '128, 128, 128' },  
  { name: 'green', color: '0, 128, 0' },  
  { name: 'lime', color: '0, 255, 0' },  
  { name: 'maroon', color: '128, 0, 0' },  
  { name: 'navy', color: '0, 0, 128' },  
  { name: 'olive', color: '128, 128, 0' },  
  { name: 'purple', color: '128, 0, 128' },  
  { name: 'red', color: '255, 0, 0' },  
  { name: 'silver', color: '192, 192, 192' },  
  { name: 'teal', color: '0, 128, 128' },  
  { name: 'white', color: '255, 255, 255' },  
  { name: 'yellow', color: '255, 255, 0' },  
  { name: 'orange', color: '255, 165, 0' },  
  { name: 'pink', color: '255, 192, 203' },  
  { name: 'brown', color: '165, 42, 42' },
```



```
{ name: 'violet', color: '238, 130, 238' },  
{ name: 'cyan', color: '0, 255, 255' },  
{ name: 'magenta', color: '255, 0, 255' },  
{ name: 'limegreen', color: '50, 205, 50' },  
{ name: 'gold', color: '255, 215, 0' },  
{ name: 'coral', color: '255, 127, 80' },  
{ name: 'indigo', color: '75, 0, 130' },  
{ name: 'khaki', color: '240, 230, 140' },  
{ name: 'plum', color: '221, 160, 221' },  
{ name: 'salmon', color: '250, 128, 114' },  
{ name: 'tan', color: '210, 180, 140' },  
{ name: 'turquoise', color: '64, 224, 208' },  
{ name: 'wheat', color: '245, 222, 179' }  
];
```

```
//--//
```

```
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```

```
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```
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```
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```

```
//
```

```
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```

```
// makeElementDraggable.js
```

```
// creating event handler for mouse down
function createMouseDownHandler(element,
state) {
    return function(e)
    {
        // ignore mouse down events on textarea
or input elements
        if (e.target.tagName === 'TEXTAREA' ||
e.target.tagName === 'INPUT')
        {
            return;
        }

        e.preventDefault();

        state.startX = e.clientX;
        state.startY = e.clientY;

        document.onmousemove =
createMouseMoveHandler(element, state);

        document.onmouseup =
createMouseUpHandler();
    };
}
```

```
// creating event handler for mouse move
function createMouseMoveHandler(element,
state) {
    return function(e)
    {
        // ignore mouse move events on textarea
or input elements
        if (e.target.tagName === 'TEXTAREA' ||
e.target.tagName === 'INPUT')
        {
            return;
        }

        e.preventDefault();

        let deltaX = state.startX - e.clientX;
        let deltaY = state.startY - e.clientY;

        state.startX = e.clientX;
        state.startY = e.clientY;

        let newTop = element.offsetTop - deltaY;
        let newLeft = element.offsetLeft - deltaX;

        element.style.top = newTop + "px";
        element.style.left = newLeft + "px";
```

```
};  
}
```

// creating event handler for mouse up

```
function createMouseUpHandler()  
{  
    return function()  
    {  
        document.onmousemove = null;  
        document.onmouseup = null;  
    };  
}
```

// make an element draggable

```
function makeElementDraggable(element)  
{  
    let state = { startX: 0, startY: 0 };  
  
    element.onmousedown =  
createMouseDownHandler(element, state);  
}
```

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https://github.com/ChristopherAndrewTopalian
```

```
// hexToRgb.js
```

```
function hexToRgb(hex)  
{  
    // remove the hash symbol if it is present  
    let hexCleaned = hex.replace(/^#/,"");  
  
    // if shorthand hex code is provided (#03F),  
    convert it to the full form (#0033FF)  
    if (hexCleaned.length === 3)  
    {  
        hexCleaned =  
hexCleaned.split("").map(function(hexDigit)  
        {  
            return hexDigit + hexDigit;  
        }).join("");  
    }  
  
    // parse the hex string and extract the red,  
    green, and blue values
```

```
    let r = parseInt(hexCleaned.substring(0, 2),
16);
    let g = parseInt(hexCleaned.substring(2, 4),
16);
    let b = parseInt(hexCleaned.substring(4, 6),
16);

    // return the RGB values as an object
    return { r: r, g: g, b: b };
}
```

// example usage:

```
// { r: 0, g: 51, b: 255 }
let color = hexToRgb('#03F');
```

```
console.log(color);
```

```
//--//
```

```
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//
https://github.com/ChristopherAndrewTopalian
```

```
// rgbToHex.js
```

```
function rgbToHex(r, g, b)  
{  
  // ensure RGB values are in range 0-255  
  r = Math.min(255, Math.max(0, r));  
  g = Math.min(255, Math.max(0, g));  
  b = Math.min(255, Math.max(0, b));  
  
  // convert RGB values to hexadecimal  
  let toHex = function(value)  
  {  
    let hex = value.toString(16);  
    return hex.length === 1 ? '0' + hex : hex;  
  };  
  
  return '#' + toHex(r) + toHex(g) + toHex(b);  
}
```

```
//--//
```

```
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// https://github.com/ChristopherTopalian
```

```
//  
https://github.com/ChristopherAndrewTopalian  
  
// 1contentWorldVariables.js  
  
// content starts at specified y Position  
let yPos = 600;  
  
let space = 800;  
  
// content is Positioned in Rows  
// based on the Functions Place in the Array  
let rowNumber = 1;  
  
/--//  
  
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//  
https://github.com/ChristopherAndrewTopalian  
  
// containerBooks.js  
  
function containerBooks()
```



```
{  
  let contentArray =  
  [  
    function()  
    {  
      // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
      rowOfSciencelmagesAndLink(100,  
yPos, 600, 600, sciencelmages, "electricity",  
"electron flow")  
    },  
  
    function()  
    {  
      // theX, theY, whichArray  
      rowOfCollegeLinks(100, yPos,  
collegeLinks)  
    },  
  
    function()  
    {  
      // theX, theY, sizeX, sizeY, whichArray  
      rowOfCollegeBooks(100, yPos, 400,  
400, collegeBooks)  
    },  
  ],  
}
```

```
function()
{
    // theX, theY, sizeX, sizeY, whichArray,
criteria1, theHeading
    rowOfBookImages(100, yPos, 600, 600,
mathematics, "book", "Mathematics",
"texture")
}
];

for (i = 0; i < contentArray.length; i++)
{
    // adds one row each time through loop
contentArray[i]();

    // add 900 to the yPos, between new
section below
    yPos = yPos + space;
}

// spacer sector 1 line
makeLine(yPos, rowNumber, "Cross this
Line to Load Content");

rowNumber += 1;
}
```

//--//

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//

<https://github.com/ChristopherAndrewTopalian>

// containerBoxingVideos.js

function containerBoxingVideos()

{

let contentArray =

[

function()

{

// theX, theY, sizeX, sizeY, whichArray,
criteria1, criteria2

rowOfVideosMultipleFilters(100, yPos,
800, 600, boxingVideos,"boxing",
"furyWilder1")

},

function()

```

{
    // theX, theY, sizeX, sizeY, whichArray,
criteria1, criteria2
    rowOfVideosMultipleFilters(100, yPos +
200, 800, 600, boxingVideos, "boxing",
"furyWilder2")
},
];

```

```

for (i = 0; i < contentArray.length; i++)
{
    contentArray[i]();
    yPos = yPos + space;
}

```

```

// spacer sector line
// makeLine(yPos, rowNumber, "Cross this
Line to Load Content");

```

```

    rowNumber += 1;
}

```

```

/--/

```

```

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```

```
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//  
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```

```
// containerLanguage.js
```

```
function containerLanguage()  
{  
    let contentArray =  
    [  
        function()  
        {  
            if (online == false)  
            {  
                rowOfWebsitesOrVideos(100, yPos,  
900, 400, computerSciencePdf, 'pdf')  
            }  
        },  
  
        function()  
        {  
            // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2
```

```
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "array", "function")  
    },
```

```
    function()  
    {  
        rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "string", "function")  
    },
```

```
    function()  
    {  
        rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "math", "function")  
    },
```

```
    function()  
    {  
        rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "date", "function")  
    },
```

```
    function()  
    {  
        rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "boolean", "function")  
    }
```

```
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "global", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "number", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "regular expression",  
"function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "classes", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "error", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "json", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "console", "function")  
},
```

```
function()  
{  
    rowOfLanguage(100, yPos, 400, 500,  
javascriptLanguage, "history", "function")  
},
```

```
function()
```



```
{
    rowOfLanguage(100, yPos, 400, 500,
javascriptLanguage, "storage", "function")
},

function()
{
    rowOfLanguage(100, yPos, 400, 500,
javascriptLanguage, "geolocation", "function")
},

function()
{
    rowOfLanguage(100, yPos, 400, 500,
javascriptLanguage, "string", "function")
},

function()
{
    // whichArray, theX, theY, sizeX, sizeY,
catetory, tag
    rowOfLanguageShowAll(100, yPos +
300, 400, 500, javascriptLanguage, "function",
"JavaScript")
},
```

```
// Linden Scripting Language - Show All
function()
{
    // rowOfLanguageShowAll(100, yPos,
400, 500, lindenLanguage, "function",
"Linden")
    },
];

for (i = 0; i < contentArray.length; i++)
{
    // adds one row each time through loop
contentArray[i]();

    // add space to yPos, between new section
below
    yPos = yPos + space;
}

// spacer sector line
makeLine(yPos, rowNumber, "Cross this
Line to Load Content");

rowNumber += 1;
}
```

//--//

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// containerNews.js

function containerNews()

{

let contentArray =

[

function()

{

// theX, theY, sizeX, sizeY,whichArray,

criteria1

rowOfNews(100, yPos, 800, 250,

theNews, "news")

},

function()

{

```
        // theX, theY, sizeX, sizeY,whichArray,
criteria1
        rowOfEvidence(100, yPos, 700, 300,
evidence, "fact")
    },

    function()
    {
        // theX, theY, sizeX, sizeY,whichArray,
criteria1
        rowOfSocialMediaEvidence(100, yPos,
700, 500, socialMediaEvidence, "twitter")
    },

    function()
    {
        // theX, theY, sizeX, sizeY, whichArray,
criteria1
        rowOfDetails(100, yPos, 700, 500,
socialMediaEvidence, "twitter")
    },

    function()
    {
        // theX, theY, sizeX, sizeY, whichArray,
criteria1, theTitle
```

```
rowOfEvidenceWithImage(100,yPos,1250,600,  
evidence, "fact", "Evidence")  
},
```

```
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1  
    rowOfNotes(100, yPos, 400, 400,  
theNotes, "note")  
},
```

```
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1  
    rowOfNotesWithTextArea(100, yPos,  
600, 500, theNotes, "note")  
},
```

```
// Investigation  
function()  
{  
    rowOfInvestigation(100, yPos, 400, 400,  
petitoGabrielleInvestigation, "note")  
}
```

```
    },  
];  
  
for (i = 0; i < contentArray.length; i++)  
{  
    // adds one row each time through loop  
    contentArray[i]();  
  
    // add 900 to the yPos, between new  
section below  
    yPos = yPos + space;  
}  
  
// spacer sector line  
makeLine(yPos, rowNumber, "Cross this  
Line to Load Content");  
  
rowNumber += 1;  
}  
  
/--//
```

```
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```

```
//  
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// containerNewsVideos.js  
  
function containerNewsVideos()  
{  
    let contentArray =  
    [  
        function()  
        {  
            // theX, theY, sizeX, sizeY, whichArray,  
criteria1  
            rowOfWebsitesOrVideos(100, yPos, 700,  
500, videoEvidence, "youtubeVideo")  
        },  
  
        function()  
        {  
            // theX, theY, sizeX, sizeY, whichArray,  
criteria1  
            rowOfVideos(100, yPos, 800, 600,  
videoEvidence, "exercise")  
        },  
  
        function()  
    ]  
}
```

```

    {
        // theX, theY, sizeX, sizeY, whichArray,
criteria1
        rowOfVideos(100, yPos, 800, 600,
videoEvidence, "mask")
    },

    function()
    {
        // theX, theY, sizeX, sizeY, whichArray,
criteria1, criteria2
        makeVideosOnlineStartEnd(100, yPos,
800, 600, videoEvidence, "youtubeVideo",
"exercise")
    },
];

for (i = 0; i < contentArray.length; i++)
{
    // adds one row each time through loop
contentArray[i]();

    // add 900 to yPos, between new section
below
    yPos = yPos + space + 200;
}

```



```
// spacer sector line  
makeLine(yPos, rowNumber, "Cross this  
Line to Load Content");
```

```
    rowNumber += 1;  
}
```

```
//--//
```

```
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```

```
// containerScience.js
```

```
function containerScience()  
{  
    let contentArray =  
    [  
        function()  
        {
```

```
        // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
        rowOfVideosMultipleFilters(100, yPos,  
800, 600, collegeVideos,"youtubeVideo",  
"javascript")  
    },
```

```
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
    rowOfVideosMultipleFilters(100, yPos,  
800, 600, collegeVideos,"youtubeVideo",  
"papercliptronics")  
},
```

```
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
    rowOfVideosMultipleFilters(100, yPos,  
800, 600, collegeVideos,"youtubeVideo",  
"breadboard")  
},
```

```
function()
```

```
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
    makeVideosOnlineStartEnd(100, yPos,  
800, 600, techVideos, "youtubeVideo", "electric  
motor")  
},  
  
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
    makeVideosOnlineStartEnd(100, yPos,  
800, 600, techVideos, "youtubeVideo", "water  
pump")  
},  
  
function()  
{  
    // theX, theY, sizeX, sizeY, whichArray,  
criteria1, criteria2  
    makeVideosOnlineStartEnd(100, yPos,  
800, 600, techVideos, "youtubeVideo", "air  
pump")  
},
```

```
function()
{
    // theX, theY, sizeX, sizeY, whichArray,
criteria1, criteria2
    makeVideosOnlineStartEnd(100, yPos,
800, 600, techVideos, "youtubeVideo",
"microphone")
}
];

for (i = 0; i < contentArray.length; i++)
{
    // adds one row each time through loop
contentArray[i]();

    // add 900 to the yPos, between new
section below
    yPos = yPos + space + 200;
}

// spacer sector 1 line
makeLine(yPos, rowNum, "Cross this
Line to Load Content");

rowNum += 1;
}
```

//--//

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// contentContainersLineCrossed.js

**// load Content based on the player's position.
let sector = 1;**

function wasLineCrossed(whichId)

{

let playerElement = ge(whichId);

// if player exists

if (playerElement)

{

**// player speed can be very fast, so we
allow a large range of Y value to be able to
trigger the event**

```

    if (sector == 1)
    {
        if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)
        {
            ge('infoDiv').innerText = yPos + "
Crossed" + '\n' + 'Sector: ' + sector;

            // loads the content
            containerNews();

            // removes the line
            removeElement("sector1");

            // only allow content to be added one
time
            sector = 2;
        }
    }

    if (sector == 2)
    {
        if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)

```

```

    {
        ge('infoDiv').innerText = yPos + '
Crossed' + '\n' + 'Sector: ' + sector;

        containerBooks();
        //containerScience();

        // removes line
        removeElement("sector2");

        // only allow content to be added one
time
        sector = 3;
    }
}

if (sector == 3)
{
    if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)
    {
        ge('infoDiv').innerText = yPos + '
Crossed' + '\n' + 'Sector: ' + sector;

        // loads the content

```

```

    containerScience();

    // removes the line
    removeElement("sector3");

    // only allow content to be added one
time
    sector = 4;
    }
}

if (sector == 4)
{
    if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)
    {
        ge('infoDiv').innerText = yPos + '
Crossed' + '\n' + 'Sector: ' + sector;

        // loads the content
        containerNewsVideos();

        // removes the line
        removeElement("sector4");
    }
}

```



```

// only allow content to be added one
time
    sector = 5;
}
}

if (sector == 5)
{
    if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)
    {
        ge('infoDiv').innerText = yPos + '
Crossed' + '\n' + 'Sector: ' + sector;

        // loads the content
        containerBoxingVideos();

        // removes the line
        removeElement("sector5");

        // only allow content to be added one
time
        sector = 6;
    }
}

```

```

    if (sector == 6)
    {
        if (Math.floor(positionGet(whichId).y) >
yPos && Math.floor(positionGet(whichId).y) <
yPos + 70)
        {
            ge('infoDiv').innerText = yPos + '
Crossed' + '\n' + 'Sector: ' + sector + '\n' +
            'More Content Soon';

            // containerVi();

            // removes the line
            removeElement("sector6");

            // only allow content to be added one
time
            sector = 7;
        }
    }
}

//--//

```

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```

```
// downloadData.js
```

```
// creates a text file named structureData.js.
```

```
function downloadStructureData()
```

```
{
    // get the data from the Text Area
    // let data =
    ge("textAreaStructureData").value;
```

```
    // get data from structuresArray format it
    let ourData = "structuresArray=" +
    JSON.stringify(structuresArray, null, ' ') + ";" +
    "\n\n";
```

```
    // create an anchor element
    let ourElement = ce("a");
```

```
    // we can choose .txt .html or in our case, we
    use .js
```

```
ourElement.download = "structuresArray.js";

// we choose the data and kind
let theKind = new Blob([ourData],
{
  type: "text/plain"
});

ourElement.href =
window.URL.createObjectURL(theKind);

ourElement.click();
}

function downloadPlayerData()
{
  // get the data from the Text Area
  // let data = ge("textAreaPlayerData").value;

  // get data from playerArray, format it
  let ourData = "playerArray = " +
JSON.stringify(playerArray, null, ' ') + ";" +
"\n\n";

  // create an anchor element
  let ourElement = ce("a");
```

```
// we can choose .txt .html or in our case, we  
use .js
```

```
ourElement.download = "playerData.js";
```

```
// we choose the data and kind  
let theKind = new Blob([ourData],  
{  
  type: "text/plain"  
});
```

```
ourElement.href =  
window.URL.createObjectURL(theKind);
```

```
ourElement.click();  
}
```

```
//--//
```

```
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```
//
```

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```

```
// recordDelete.js
```

```
function deleteThisRecord(whichDiv)
{
    let warningDelete = confirm("DELETE ONLY
This Record?");

    if (warningDelete == true)
    {
        ge(whichDiv).outerHTML = "";
    }
    else if (warningDelete == false)
    {
        ge('infoDiv').textContent = "Canceled";
    }
}
```

```
//--//
```

```
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```

// showPlayerData.js

// Show the playerArray data in a Text Area that is scrollable

```
function showPlayerData()
{
    ge("textAreaPlayerData").value =
    "playerArray = " + JSON.stringify(playerArray,
    null, ' ') + ";" + "\n\n" ;
}
```

//--//

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// showStructureData.js

// show the structuresArray data

// in a Text Area that is scrollable

```
function showStructureData()
```

```
{  
    ge("textAreaStructureData").value =  
    "structuresArray = " +  
    JSON.stringify(structuresArray, null, ' ') + ";" +  
    "\n\n" ;  
}
```

```
//--//
```

```
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```

```
// sortByDate.js
```

```
// Ascending order uses a.date - b.date  
// Descending order uses b.date - a.date  
// ascending or descending  
function sortByDate(whichArray, direction)  
{  
    // ASCENDING is a.date - b.date  
    if (direction == "up")  
    {
```



```
        whichArray.sort(function(a, b)
        {
            return new Date(a.date) - new
Date(b.date);
        });
    }
    // DESCENDING is b.date - a.date
    else if (direction == "down")
    {
        whichArray.sort(function(a, b)
        {
            return new Date(b.date) - new
Date(a.date);
        });
    }
}
```

// examples

// Sort by date

// sortByDate(theNotes, "up"); // Ascending

// sortByDate(theNotes, "down"); // Descending

//--//

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```

```
// sortByNumber.js
```

```
function sortByNumber(whichArray, direction)  
{  
    if (direction == "up") // ASCENDING  
    {  
        whichArray.sort(function(a, b)  
        {  
            return  
a.number.localeCompare(b.number);  
        });  
    }  
    else if (direction == "down") // DESCENDING  
    {  
        whichArray.sort(function(b, a)  
        {  
            return  
a.number.localeCompare(b.number);  
        });  
    }  
}
```

```
}
```

```
// examples
```

```
// Sort by number
```

```
// sortByNumber(theNotes, "up"); // Ascending
```

```
// sortByNumber(theNotes, "down"); //
```

```
Descending
```

```
//--//
```

```
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```

```
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```
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```
//
```

```
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```

```
// sortData.js
```

```
// we include which arrays we want to sort
```

```
function sortData()
```

```
{
```

```
    // ascending
```

```
    sortByDate(booksPdf, "up");
```

```
// ascending  
sortByDate(petitoGabrielleInvestigation,  
"up");
```

```
// descending  
sortByDate(theNews, "down");
```

```
// descending  
sortByDate(evidence, "down");
```

```
// descending  
sortByDate(videoEvidence, "down");
```

```
// ascending  
sortByDate(socialMediaEvidence, "up");
```

```
// descending  
sortByDate(boxingVideos, "down");
```

```
// descending  
sortByDate(collegeVideos, "down");
```

```
// ascending  
sortByDate(ourVideoFiles, "up");
```

```
// sort by Multiple Criteria, category and  
name  
javascriptLanguage.sort(function(a, b)  
{  
    return  
a.category.localeCompare(b.category) ||  
b.name - a.name;  
});
```

```
// sort by Multiple Criteria, category and  
name  
lindenLanguage.sort(function(a, b)  
{  
    return  
a.category.localeCompare(b.category) ||  
b.name - a.name;  
});
```

```
// sort by one number only, number  
theNotes.sort(function(a, b)  
{  
    return a.number.localeCompare(b.number,  
'en-US', {numeric:"true"});  
    // || b.note - a.note;  
});
```

```
// sort by one number only, probability
socialMediaEvidence.sort(function(a, b)
{
    return
a.probability.localeCompare(b.probability, 'en-
US', {numeric:"true"}); // || b.title - a.title;
});

// to sort by additional criteria, just use
another ||

// sort By Date - ASCENDING
sciencelImages.sort(function(a,b)
{
    return new Date(a.date) - new Date(b.date);
});
}

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```

```
// cameraFollowsPlayer.js
```

```
// camera starts active
```

```
let cameraFlag = 1;
```

```
// camera Follows the Player
```

```
function cameraFollowsPlayer(whichId)
```

```
{  
  if (cameraFlag == 1)  
  {  
    let playerElement = ge(whichId);  
  
    if (playerElement)  
    {  
      playerElement.scrollToView(  
        {  
          block: "center", inline: "center"  
        });  
    }  
  }
```

```
if (cameraFlag == 0)  
{  
  // get position of where the person clicks  
their mouse arrow
```

```
        mouseOn();

        return;
    }
}

//--//

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// gameLoop.js

function gameLoop(whichId)
{
    playerMotion(activePlayer);

    cameraFollowsPlayer(activePlayer);

    keepPlayerInWorld(activePlayer);

    wasLineCrossed(activePlayer);
```



```
// getDistanceXY('thePlayer',  
'STRUCTURE1');
```

```
    requestAnimationFrame(gameLoop);  
}
```

```
//--//
```

```
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```

```
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```

```
// keepPlayerInWorld.js
```

```
function keepPlayerInWorld(whichId)  
{
```

```
    let bgSizeX = 250000;
```

```
    let bgSizeY = 250000;
```

```
    if (ge(whichId))
```

```
    {
```

```
        // if left
```

```
if (ourPlayer.x <= 0)
{
    ourPlayer.x = 0;
}
```

```
// if right
if (ourPlayer.x > bgSizeX)
{
    ourPlayer.x = bgSizeX;
}
```

```
// if top
if (ourPlayer.y <= 0)
{
    ourPlayer.y = 0;
}
```

```
// if bottom
if (ourPlayer.y >= bgSizeY)
{
    ourPlayer.y = bgSizeY;
}
```

```
}
}
```

```
//--//
```

```
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```

```
// keyboardControl.js
```

```
// used when a person is done with a textarea
function keyboardControlOn()
```

```
{
    controlFlag = 1;
}
```

```
// used when person is typing in a textarea
function keyboardControlOff()
```

```
{
    controlFlag = 0;
}
```

```
function hideShow(whichId)
```

```
{
    ge(whichId).style.visibility = 'visible';
}
```

```
setTimeout(function()  
{  
    ge(whichId).style.visibility = 'hidden';  
}, 1000);  
}
```

```
function hideShow2(whichId)  
{  
    ge(whichId).style.transform =  
'translate(-50px, 0px)';  
  
    setTimeout(function()  
    {  
        ge(whichId).style.transform =  
'translate(0px, 0px)';  
    }, 1000);  
}
```

```
function theControls(e)  
{  
    if (controlFlag ==1)  
    {  
        // Letter z  
        if (e.keyCode == 90)  
        {  
            clickSound();  
        }  
    }  
}
```

```
// open player menu
menuPlayer();
}

// Letter x
if (e.keyCode == 88)
{
    // listen for mouse clicks
    window.addEventListener("click",
mousePos, false);

    ge('infoDivPlayer').textContent = "Left
Click for Mouse Position";
}

// Letter v
if (e.keyCode == 86)
{
    // remove listen for mouse clicks
    window.removeEventListener("click",
mousePos, false);

    ge('infoDivPlayer').textContent = "";
}

// SPEED
```

```
// tilda
if(e.keyCode == 192)
{
    ourPlayer.speedMultiplier = 0.5;

    ge('infoDivPlayer').textContent = "Speed
Tilda";

    hideShow('infoDivPlayer');
}

// number 1, or numpad 1
if (e.keyCode == 49 || e.keyCode == 97)
{
    ourPlayer.speedMultiplier = 1;

    ge('infoDivPlayer').textContent = "Speed
1";

    hideShow('infoDivPlayer');
}

// number 2
if (e.keyCode == 50 || e.keyCode == 98)
{
```

```
ourPlayer.speedMultiplier = 2;

ge('infoDivPlayer').textContent = "Speed
2";

hideShow('infoDivPlayer');
}

// number 3
if (e.keyCode == 51 || e.keyCode == 99)
{
    ourPlayer.speedMultiplier = 5;

    ge('infoDivPlayer').textContent = "Speed
3";

    hideShow('infoDivPlayer');
}

//number 4
if (e.keyCode == 52 || e.keyCode == 100)
{
    ourPlayer.speedMultiplier = 10;
    ge('infoDivPlayer').textContent = "Speed
4";
```

```
hideShow('infoDivPlayer');  
}
```

```
// number 5
```

```
if (e.keyCode == 53 || e.keyCode == 101)  
{
```

```
    ourPlayer.speedMultiplier = 15;  
    ge('infoDivPlayer').textContent = "Speed
```

```
5";
```

```
hideShow('infoDivPlayer');  
}
```

```
// number 6
```

```
if (e.keyCode == 54 || e.keyCode == 102)  
{
```

```
    ourPlayer.speedMultiplier = 20;  
    ge('infoDivPlayer').textContent = "Speed
```

```
6";
```

```
hideShow('infoDivPlayer');  
}
```

```
// number 7
```

```
if (e.keyCode == 55 || e.keyCode == 103)  
{
```



```
7";  
    ourPlayer.speedMultiplier = 25;  
    ge('infoDivPlayer').textContent = "Speed
```

```
    hideShow('infoDivPlayer');  
}
```

```
// number 8  
if (e.keyCode == 56 || e.keyCode == 104)  
{  
    ourPlayer.speedMultiplier = 30;  
    ge('infoDivPlayer').textContent = "Speed  
8";
```

```
    hideShow('infoDivPlayer');  
}
```

```
// number 9  
if (e.keyCode == 57 || e.keyCode == 105)  
{  
    ourPlayer.speedMultiplier = 40;  
    ge('infoDivPlayer').textContent = "Speed  
9";
```

```
    hideShow('infoDivPlayer');  
}
```

```

// number 0
if (e.keyCode == 48 || e.keyCode == 96)
{
    ourPlayer.speedMultiplier = 50;
    ge('infoDivPlayer').textContent = "Speed
0";

    hideShow('infoDivPlayer');
}

// dash
if (e.keyCode == 173)
{
    ourPlayer.speedMultiplier = 100;
    ge('infoDivPlayer').textContent = "Speed
-";

    hideShow('infoDivPlayer');
}

// +
if (e.keyCode == 61)
{
    ourPlayer.speedMultiplier = 200;

```

```
ge('infoDivPlayer').textContent = "Speed
+";

hideShow('infoDivPlayer');
}

// Back Space button
if (e.keyCode == 8)
{
    ourPlayer.speedMultiplier = 400;
    ge('infoDivPlayer').textContent = "Speed
Backspace";

    hideShow('infoDivPlayer');
}

// Insert Button
if (e.keyCode == 45)
{
    ourPlayer.speedMultiplier = 600;
    ge('infoDivPlayer').textContent = "Speed
Insert";

    hideShow('infoDivPlayer');
}
```

```
// Home Button
if (e.keyCode == 36)
{
    ourPlayer.speedMultiplier = 800;
    ge('infoDivPlayer').textContent = "Speed
Home";

    hideShow('infoDivPlayer');
}

// PageUp Button
if (e.keyCode == 33)
{
    ourPlayer.speedMultiplier = 1600;
    ge('infoDivPlayer').textContent = "Speed
PageUp";

    hideShow('infoDivPlayer');
}

//-//

// Letter b to add Structure
if (e.keyCode == 66)
{
    audioPlay("sfx_blip_001", 1.0);
```

```
ge('infoDivPlayer').textContent =  
"STRUCTURE MODE ON";
```

```
// when left clicked, make a structure at  
the location of the mouse arrow  
window.addEventListener("click",  
structuresCreate, false);  
}
```

```
// Esc Button to exit Structure mode  
// escape button  
if (e.keyCode == 27)  
{  
    clickSound();
```

```
ge('infoDivPlayer').textContent =  
"STRUCTURE MODE OFF";
```

```
// hideShow('infoDiv');  
// hideShow('infoDivPlayer');
```

```
// Remove the event listener, that listens  
for mouse clicks. This deactivates structure  
creation mode
```

```
        window.removeEventListener("click",
structuresCreate);
    }

    // letter j
    if (e.keyCode == 74)
    {
        // theX, theY, sizeX, sizeY, whichArray
        structuresRow(ourPlayer.x, ourPlayer.y,
125, 200, structuresArray);

        audioPlay("sfx_blip_001", 1.0);
    }

    // Delete Button
    if (e.keyCode == 46)
    {
        // audioPlay("sfx_blip_001", 1.0);

        // we move the structures row offscreen,
as a simple way of clearing the screen of the
row.

        structuresRow(-1000, -1000, 10, 10,
structuresArray)

        structuresRemoveAll();
```

```
        ge('infoDivPlayer').textContent =  
"Removed All Structures";  
    }
```

```
// STRUCTURE MODE
```

```
// Shift + 1 brings you to structure 1  
if(event.getModifierState("Shift") &&  
e.keyCode == 49)  
{  
    audioPlay("sfx_blip_001", 1.0);
```

```
    // get the position  
    let newPosition =  
positionGet(structuresArray[0].id);
```

```
    // update player position  
    ourPlayer.x = newPosition.x;  
    ourPlayer.y = newPosition.y;  
  
    movePlayer(activePlayer);  
}
```

```
// Shift + 2 brings you to structure 2
```

```
    if(event.getModifierState("Shift") &&
e.keyCode == 50)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[1].id);

        // update player position
        ourPlayer.x = newPosition.x;
        ourPlayer.y = newPosition.y;

        movePlayer(activePlayer);
    }

    // Shift + 3 brings you to structure 3
    if(event.getModifierState("Shift") &&
e.keyCode == 51)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[2].id);
```



```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// Shift + 4 brings you to structure 4  
if (event.getModifierState("Shift") &&  
e.keyCode == 52)  
{  
    audioPlay("sfx_blip_001", 1.0);
```

```
    // get the position  
    let newPosition =  
positionGet(structuresArray[3].id);
```

```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// Shift + 5 brings you to structure 5
```

```
    if (event.getModifierState("Shift") &&
e.keyCode == 53)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[4].id);

        // update player position
        ourPlayer.x = newPosition.x;
        ourPlayer.y = newPosition.y;

        movePlayer(activePlayer);
    }

    // Shift + 6 brings you to structure 6
    if (event.getModifierState("Shift") &&
e.keyCode == 54)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[5].id);
```

```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// Shift + 7 brings you to structure 7  
if(event.getModifierState("Shift") &&  
e.keyCode == 55)  
{  
    audioPlay("sfx_blip_001", 1.0);
```

```
    // get the position  
    let newPosition =  
positionGet(structuresArray[6].id);
```

```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// Shift + 8 brings you to structure 8
```

```
    if(event.getModifierState("Shift") &&
e.keyCode == 56)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[7].id);

        // update player position
        ourPlayer.x = newPosition.x;
        ourPlayer.y = newPosition.y;

        movePlayer(activePlayer);
    }

    // Shift + 9 brings you to structure 9
    if (event.getModifierState("Shift") &&
e.keyCode == 57)
    {
        audioPlay("sfx_blip_001", 1.0);

        // get the position
        let newPosition =
positionGet(structuresArray[8].id);
```

```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// Shift + 0 brings you to structure 10  
if (event.getModifierState("Shift") &&  
e.keyCode == 48)  
{  
    audioPlay("sfx_blip_001", 1.0);
```

```
    // get the position  
    let newPosition =  
positionGet(structuresArray[9].id);
```

```
// update player position  
ourPlayer.x = newPosition.x;  
ourPlayer.y = newPosition.y;
```

```
    movePlayer(activePlayer);  
}
```

```
// if Control + F is pressed make  
cameraFlag 0
```

```
    if (event.getModifierState("Control") &&  
e.keyCode == 70)  
    {  
        cameraFlag = 0;  
    }
```

// TRANSPARENCY

// Letter m

```
if (e.keyCode == 77)  
{  
    ge(activePlayer).style.opacity = "1.0";  
}
```

// Letter n

```
if (e.keyCode == 78)  
{  
    ge(activePlayer).style.opacity = "0.2";  
  
    ge('infoDivPlayer').textContent= "";  
}
```

// Letter p for player color

```
if (e.keyCode == 80)  
{  
    menuPlayerColor();  
}
```

```
    audioPlay("sfx_blip_001", 1.0);
}

// Letter t for player texture
if (e.keyCode == 84)
{
    menuPlayerTexture();
    audioPlay("sfx_blip_001", 1.0);
}

// Letter o for player opacity
if (e.keyCode == 79)
{
    menuPlayerOpacity();
    audioPlay("sfx_blip_001", 1.0);
}

// Letter g clears player text
if (e.keyCode == 71)
{
    ge('infoDivPlayer').textContent = "";

    menuPlayer();
}
}
```

```
let theKeyCode = e.keyCode || e.which;

if (e.type === 'keydown')
{
    keyboard[theKeyCode] = true;
}
else if (e.type === 'keyup')
{
    keyboard[theKeyCode] = false;
}
}

//--//

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// keyboardMotion.js

// keyboard letter codes being pressed
let keyboard = { };
```



```
keyboard.UP = 87; // 87 w, 38 up arrow  
keyboard.DOWN = 83; // 83 s, 40 down arrow  
keyboard.LEFT = 65; // 65 a, 37 left arrow  
keyboard.RIGHT = 68; // 68 d, 39 right arrow  
keyboard.SHIFT = 16; // 16 shift
```

// Player Controls

```
function playerMotion(whichId)  
{  
    let playerElement = ge(whichId);  
  
    // if person is not typing in a textarea,  
    controls are ON  
    if (controlFlag == 1)  
    {  
        if (keyboard[keyboard.LEFT])  
        {  
            movePlayer(whichId, -1, 0);  
  
            ge(ourPlayer.id).style.transform =  
'scaleX(-1)';  
        }  
        if (keyboard[keyboard.RIGHT])  
        {
```

```
    movePlayer(whichId, 1, 0);

    ge(ourPlayer.id).style.transform =
'scaleX(1)';
    }
    if (keyboard[keyboard.UP])
    {
        movePlayer(whichId, 0, -1);
    }
    if (keyboard[keyboard.DOWN])
    {
        movePlayer(whichId, 0, 1);
    }

    if (keyboard[keyboard.LEFT] &&
keyboard[keyboard.SHIFT])
    {
        movePlayer(whichId, -2, 0);
    }
    if (keyboard[keyboard.RIGHT] &&
keyboard[keyboard.SHIFT])
    {
        movePlayer(whichId, 2, 0);
    }
    if (keyboard[keyboard.UP] &&
keyboard[keyboard.SHIFT])
```

```
{
    movePlayer(whichId, 0, -2);
}
if (keyboard[keyboard.DOWN] &&
keyboard[keyboard.SHIFT])
{
    movePlayer(whichId, 0, 2);
}
}
```

```
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```

```
// movePlayer.js
```

```
function movePlayer(whichId, theX, theY)
{
    let playerElement = ge(whichId);

    if (playerElement)
    {
```

```
    ourPlayer.x += (theX || 0) *  
    ourPlayer.speedMultiplier;
```

```
    ourPlayer.y += (theY || 0) *  
    ourPlayer.speedMultiplier;
```

```
    playerElement.style.left = ourPlayer.x +  
'px';
```

```
    playerElement.style.top = ourPlayer.y +  
'px';  
    }  
}
```

```
//--//
```

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```
//
```

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```

```
// get.js
```

```
function get(whichId, whichProperty)
```

```
{  
  let theId = ge(whichId);  
  
  if (whichProperty == 'name')  
  {  
    let theProperty = playerArray[0].name;  
    return theProperty;  
  }  
  
  if (whichProperty == 'innerHTML')  
  {  
    let theProperty = ge(whichId).innerHTML;  
    return theProperty;  
  }  
  
  if (whichProperty == 'innerText')  
  {  
    let theProperty = ge(whichId).innerText;  
    return theProperty;  
  }  
  
  if (whichProperty == 'textContent')  
  {  
    let theProperty = ge(whichId).textContent;  
    return theProperty;  
  }  
}
```

```
if (whichProperty == 'id')  
{  
    let theProperty = ge(whichId).id;  
    return theProperty;  
}
```

```
if (whichProperty == 'speedMultiplier')  
{  
    let theProperty =  
playerArray[0].speedMultiplier;  
  
    return theProperty;  
}
```

```
if (whichProperty == 'size')  
{  
    let theRect =  
theId.getBoundingClientRect();  
  
    let sizeXY =  
    {  
        x: parseFloat(theRect.width).toFixed(3),  
        y: parseFloat(theRect.height).toFixed(3)  
    };  
};
```

```
    return sizeXY;
}

if (whichProperty == 'pos')
{
    let theRect =
theId.getBoundingClientRect();

    let posXY = {
        x: theRect.x + theRect.width / 2 +
window.scrollX,
        y: theRect.top + theRect.height / 2 +
window.scrollY
    };

    return posXY;
}

else
{
    let theProperty =
window.getComputedStyle(theId).getPropertyV
alue(whichProperty);

    return theProperty;
}
```

```
}
```

```
// 'color' is text color  
// 'background-color' is bg color  
// 'opacity' is transparency  
// 'background-image' is texture name  
// 'left' is x position  
// 'top' is y position  
// 'name' gets element's name  
// 'width' gets width  
// 'height' gets height  
// 'font-size' gets font size  
// 'z-index' gets the layer index  
// can get any css property value using its css  
name
```

```
// example  
// get('thePlayer', 'name');
```

```
// example  
// get('thePlayer', 'opacity');
```

```
// example  
// get('thePlayer', 'z-index');
```


**// allows you to get any css property value by
using its css name**

//--//

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// makeBackground.js

**function makeBackground(whichWidth,
whichHeight)**

{

let bgDiv = ce('div');

bgDiv.id = 'bgDiv';

bgDiv.style.position = 'absolute';

bgDiv.style.left = '0px';

bgDiv.style.top = '0px';

bgDiv.style.width = whichWidth + 'px';

bgDiv.style.height = whichHeight + 'px';

bgDiv.style.backgroundColor = 'rgb(0, 0, 0)';

```
if (online == true)
{
    bgDiv.style.background =
'url("https://collegeofscripting.weebly.com/uplo
ads/6/4/4/8/64482293/stars-nice-
edited_orig.png");
}
else if (online == false)
{
    bgDiv.style.background =
'url("src/media/textures/stars-nice-
edited_orig.png");
}
bgDiv.style.zIndex = 0;
ba(bgDiv);
}
```

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```
// makeBottomToolbar.js
```

```
function activateBuildMode()
```

```
{  
    setTimeout(function()  
    {  
        window.addEventListener("click",  
structuresCreate, false);  
    }, 500);  
}
```

```
let bottomToolbarArray =
```

```
[  
    {  
        name: "Build",  
        functionName: `activateBuildMode();`  
    },  
    {  
        name: "Player",  
        functionName: `menuPlayer()`,  
    },  
    {  
        name: "GoTo",  
        functionName:  
`structuresRow(ourPlayer.x, ourPlayer.y, 125,  
200, structuresArray);`,
```

```

},
{
  name: "MouseOn",
  functionName: `mouseOn()`,
},
{
  name: "MouseOff",
  functionName: `mouseOff()`,
},
{
  name: "Road",
  functionName: `makeRoad()`,
}
];

```

```

function makeBottomToolbar(whichArray)
{
  let theDetails = ce('details');
  theDetails.setAttribute('open', "");
  theDetails.style.position = 'fixed';
  theDetails.style.left = '2px';
  theDetails.style.bottom = '0px';
  theDetails.style.zIndex = '9000000000000';
  theDetails.style.color = 'rgb(100, 100, 100)';
  ba(theDetails);
}

```

```
//-//
```

```
let theSummary = ce('summary');  
theSummary.innerText = "";  
theDetails.append(theSummary);
```

```
//-//
```

```
let toolBarMainDiv = ce("div");  
toolBarMainDiv.id = "toolBarMainDiv";  
toolBarMainDiv.title =  
"makeBottomToolbar();";  
theDetails.append(toolBarMainDiv);
```

```
//-//
```

```
let toolBarSubDiv = ce("div");  
toolBarSubDiv.id = "toolBarSubDiv";  
toolBarSubDiv.style.display = ' flex';  
toolBarSubDiv.style.justifyContent = ' space-  
around';  
toolBarSubDiv.style.color = 'white';  
toolBarMainDiv.append(toolBarSubDiv);
```

```
//-//
```

```

for (let x = 0; x < whichArray.length; x++) {
    let theButton = ce("button");
    theButton.id = whichArray[x].name;
    theButton.className = "ourButton";
    theButton.style.backgroundColor = "rgb(0,
0, 0)";
    theButton.style.color = "rgb(100, 100,
100)";
    theButton.textContent =
whichArray[x].name;

    theButton.onmouseover = function(event)
    {
        hoverSound();
    };

    theButton.onclick = function()
    {
        clickSound();
        eval(' ' + whichArray[x].functionName + '
');
    };

    toolBarSubDiv.append(theButton);
}
}

```

```
//--//
```

```
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```
//
```

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```

```
// makeCloseButton.js
```

```
function makeCloseButton(whichMenuId)
```

```
{
```

```
    let closeButton = ce("button");
```

```
    closeButton.className = "ourButton";
```

```
    closeButton.style.position = "absolute";
```

```
    closeButton.style.top = "0px";
```

```
    closeButton.style.right = "15px";
```

```
    closeButton.textContent = 'X';
```

```
    closeButton.style.cursor = 'pointer';
```

```
    closeButton.style.fontSize = '10px';
```

```
    closeButton.onclick = function()
```

```
{
```

```
        clickSound();
```

```
        removeElement(whichMenuId);
```

```
        keyboardControlOn();
    };
    closeButton.onmouseover = function()
    {
        hoverSound();
    };
    return closeButton;
}

//--//

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// makeInfoDiv.js

function makeInfoDiv()
{
    let infoDiv = ce('div');
    infoDiv.id = 'infoDiv';
    infoDiv.className = 'divStyle001';
    infoDiv.title = 'makeInfoDiv()';
}
```



```
infoDiv.innerText = 'InfoDiv';
infoDiv.style.position = 'fixed';
infoDiv.style.right = '0px';
infoDiv.style.bottom = '10px';
infoDiv.style.zIndex = 1000;
infoDiv.style.fontSize = '15px';
infoDiv.style.textShadow = '1px 1px rgb(0, 0, 0)';
infoDiv.style.transition = `transform 0.5s ease`;
ba(infoDiv);
}
```

//--//

```
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```

// makeInfoDivPlayer.js

```
function makeInfoDivPlayer()
{
```

```
let infoDivPlayer = ce('div');
infoDivPlayer.id = 'infoDivPlayer';
infoDivPlayer.className = 'divStyle001';
infoDivPlayer.title = 'makeInfoDivPlayer()';
infoDivPlayer.style.position = 'fixed';
infoDivPlayer.style.right = '0px';
infoDivPlayer.style.bottom = '60px';
infoDivPlayer.style.zIndex = 1000;
infoDivPlayer.style.fontSize = '15px';
infoDivPlayer.style.textShadow = '1px 1px
rgb(0, 0, 0)';
infoDivPlayer.style.transition = `transform
0.5s ease`;
infoDivPlayer.innerText = 'infoDivPlayer';
ba(infoDivPlayer);
}
```

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```
// makeLine.js
```

```
// Make a Message Box
```

```
// with a message of the Section name
```

```
function makeLine(theYPos, sector,  
ourMessage)
```

```
{  
    let makeLine = ce("div");  
    makeLine.id = "sector" + sector;  
    makeLine.className = "divStyle001";  
    makeLine.style.position = "absolute";  
    makeLine.style.left = 0 +'px';  
    makeLine.style.top = theYPos + 'px';  
    makeLine.style.width = 1000 +'px';  
    makeLine.style.height = 25 +'px';  
    makeLine.innerText = ourMessage;  
    ba(makeLine);  
}
```

```
//-//
```

```
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```

```
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```

```
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```

```
// https://github.com/ChristopherTopalian
```

```
//  
https://github.com/ChristopherAndrewTopalian
```

```
// makeLogo.js
```

```
function makeLogo()  
{  
    let mainDiv = ce("div");  
    mainDiv.id = "mainDiv";  
    mainDiv.className = "divStyle001";  
    mainDiv.title = "makeLogo()";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = "900px";  
    mainDiv.style.top = "20px";  
    mainDiv.style.width = "420px";  
    mainDiv.style.height = "155px";  
    mainDiv.style.borderRadius = "10px";  
    ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let dedication = ce("div");
```

```
dedication.style.fontFamily = "Arial";  
dedication.style.fontSize = "16pt";  
dedication.textContent = "Dedicated to God  
the Father";  
mainDiv.append(dedication);
```

```
//-//
```

```
mainDiv.append(ce('hr'));
```

```
//-//
```

```
let appTitle = ce("div");  
appTitle.style.color = "rgb(126, 203, 255)";  
appTitle.innerText = "TOPALIAN GAME  
ENGINE\nDATA NAVIGATOR";  
mainDiv.append(appTitle);
```

```
//-//
```

```
let brUnderAppTitle = ce('br');  
brUnderAppTitle.style.lineHeight = '7px';  
mainDiv.append(brUnderAppTitle);
```

```
//-//
```

```
let credit = ce("div");
credit.style.fontFamily = "arial";
credit.style.fontStyle = "normal";
credit.style.lineHeight = "20px";
credit.textContent = "by Christopher
Topalian";
mainDiv.append(credit);
```

```
//-//
```

```
let brUnderCredit = ce('br');
brUnderCredit.style.lineHeight = '7px';
mainDiv.append(brUnderCredit);
```

```
//-//
```

```
let appLink = ce("a");
appLink.href =
"https://github.com/ChristopherTopalian/Topali
anGameEngineDataNavigator";
appLink.target = "_blank";
appLink.textContent =
"GitHub.com/ChristopherTopalian";
mainDiv.append(appLink);
}
```

//--//

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//

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// makePlayer.js

function makePlayer()

{

let player = ce("div");

player.id = "thePlayer";

player.style.position = 'absolute';

player.style.left = ourPlayer.x;

player.style.top = ourPlayer.y;

player.style.backgroundSize = 'cover';

player.style.backgroundPosition = 'center
center';

player.style.backgroundRepeat = 'no-repeat';

player.style.objectFit = 'cover';

player.style.zIndex = 2;

player.ondblclick = function()

{

```
        clickSound();
        menuPlayer();
    };
    player.onclick = function()
    {
        keyboardControlOn();
    };
    ba(player);

    makeElementDraggable(player);
}

//--//

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// makePlayerTextArea.js

function makePlayerTextArea()
{
    let mainDiv = ce("div");
```



```
mainDiv.id = "mainDivPlayerTextArea";  
mainDiv.title = 'makePlayerTextArea()';  
mainDiv.style.position = "absolute";  
mainDiv.style.left = "400px";  
mainDiv.style.top = "200px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "column";  
ba(mainDiv);
```

```
//-//
```

```
let theTextArea = ce("textarea");  
theTextArea.id = "textAreaPlayerData";  
theTextArea.className = "divStyle001";  
theTextArea.style.width = "325px";  
theTextArea.style.height = "300px";  
theTextArea.style.zIndex = 1;  
theTextArea.style.fontSize = '17px';  
theTextArea.style.fontWeight = 'normal';  
theTextArea.style.color = 'rgb(150, 150, 150)';  
theTextArea.style.textAlign = "left";  
theTextArea.onclick = function()  
{  
    showPlayerData();  
};  
theTextArea.onkeydown = function()
```

```
{  
    keyboardControlOff();  
};  
theTextArea.onblur = function()  
{  
    keyboardControlOn();  
};  
mainDiv.append(theTextArea);
```

```
//-//
```

```
let controlsDiv = ce("div");  
controlsDiv.style.display = "flex";  
controlsDiv.style.flexDirection = "row";  
mainDiv.append(controlsDiv);
```

```
//-//
```

```
let copyButton = ce("button");  
copyButton.className = "ourButton";  
copyButton.textContent = "Copy";  
copyButton.onclick = function()  
{  
    copyIt(theTextArea.id);  
};  
controlsDiv.append(copyButton);
```

```
//-//
```

```
let downloadButton = ce("button");
downloadButton.className = "ourButton";
downloadButton.textContent = "Download";
downloadButton.onclick = function()
{
    downloadPlayerData();
};
controlsDiv.append(downloadButton);
}
```

```
//--//
```

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//
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```

```
// makeRoad.js
```

```
function makeRoad()
{
```

```
// counter for unique road IDs
let roadCounter = 0;

// flag to check if currently drawing
let isDrawing = false;

// currently active road element
let currentRoad = null;

// flag to check if in road creation mode
let isInRoadCreationMode = true;

// array to store created roads
let roads = [];

// creating a new road element with a unique
ID
function createNewRoad()
{
    let road = ce("div");
    // id, road0000, road0001, etc.
    road.id = "road" +
roadCounter.toString().padStart(4, '0');
    road.style.position = "absolute";
    road.style.height = "20px";
    road.style.width = "5px";
```

```
road.style.backgroundColor = "rgb(100,
100, 100)";
// ignore mouse events on road itself
road.style.pointerEvents = "none";
ba(road);

// add road to the array of roads
roads.push(road);
return road;
}

// starting drawing a new road
function startDrawing(e)
{
    if (isInRoadCreationMode)
    {
        isDrawing = true;

        // create a new road element
        currentRoad = createNewRoad();

        currentRoad.style.left = e.pageX + "px";
        currentRoad.style.top = e.pageY + "px";
    }
}
```

```
// stops drawing and make the road
permanent
function stopDrawing()
{
    if (isInRoadCreationMode && isDrawing)
    {
        isDrawing = false;
        roadCounter++; // Increment the road
counter for the next road
    }
}
```

```
// handling drawing road while mouse is
moving
function drawRoad(e)
{
    if (isInRoadCreationMode && isDrawing
&& currentRoad)
    {
        let currentX = e.pageX;
        let currentY = e.pageY;

        let deltaX = currentX -
parseInt(currentRoad.style.left);
        let deltaY = currentY -
parseInt(currentRoad.style.top);
```

```
    let length = Math.sqrt(deltaX * deltaX +
deltaY * deltaY);
    let angle = Math.atan2(deltaY, deltaX);

    currentRoad.style.width = length + "px";
    currentRoad.style.transform = "rotate("
+ angle + "rad)";
    }
}
```

// handling exiting road creation mode

function exitRoadCreationMode()

{

isInRoadCreationMode = false;

isDrawing = false;

// clear the current road being drawn

currentRoad = null;

// make all created roads draggable

for (let i = 0; i < roads.length; i++)

{

// access each road element

let road = roads[i];

```
// enable pointer events  
road.style.pointerEvents = "auto";
```

```
// apply draggable functionality  
makeElementDraggable(road);
```

```
}  
}
```

```
// attach event listeners for road creation  
document.addEventListener("mousedown",  
startDrawing);
```

```
document.addEventListener("mouseup",  
stopDrawing);
```

```
document.addEventListener("mousemove",  
drawRoad);
```

```
// attach event listener for exiting road  
creation mode  
document.addEventListener("keydown",  
function(e)  
{  
    if (e.key === "Escape")  
    {
```



```
        exitRoadCreationMode();
    }
});
}
```

```
// creating event handler for mouse down
function createMouseDownHandler(element,
state) {
    return function(e)
    {
        // ignore mouse down events on textarea
or input elements
        if (e.target.tagName === 'TEXTAREA' ||
e.target.tagName === 'INPUT')
        {
            return;
        }

        e.preventDefault();

        state.startX = e.clientX;
        state.startY = e.clientY;

        document.onmousemove =
createMouseMoveHandler(element, state);
    }
}
```

```
document.onmouseup =  
createMouseUpHandler();  
};  
}
```

```
// creating event handler for mouse move  
function createMouseMoveHandler(element,  
state) {  
    return function(e)  
    {  
        // ignore mouse move events on textarea  
or input elements  
        if (e.target.tagName === 'TEXTAREA' ||  
e.target.tagName === 'INPUT')  
        {  
            return;  
        }  
  
e.preventDefault();  
  
let deltaX = state.startX - e.clientX;  
let deltaY = state.startY - e.clientY;  
  
state.startX = e.clientX;  
state.startY = e.clientY;
```

```
let newTop = element.offsetTop - deltaY;  
let newLeft = element.offsetLeft - deltaX;
```

```
element.style.top = newTop + "px";  
element.style.left = newLeft + "px";
```

```
};
```

```
}
```

```
// creating event handler for mouse up
```

```
function createMouseUpHandler()
```

```
{
```

```
  return function()
```

```
  {
```

```
    document.onmousemove = null;
```

```
    document.onmouseup = null;
```

```
  };
```

```
}
```

```
// making an element draggable
```

```
function makeElementDraggable(element)
```

```
{
```

```
  let state = { startX: 0, startY: 0 };
```

```
  element.onmousedown =
```

```
  createMouseDownHandler(element, state);
```

```
}
```

```
// initialize road creation  
// makeRoad();
```

```
//--//
```

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//  
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```

```
// makeStructureTextArea.js
```

```
// Get All Structure Attributes  
function makeStructureTextArea()  
{  
    let mainDiv = ce("div");  
    mainDiv.id = "structureTextAreald";  
    mainDiv.title = 'makeStructureTextArea()';  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = "20px";  
    mainDiv.style.top = "200px";  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "column";
```

```
ba(mainDiv);
```

```
//-//
```

```
let theTextArea = ce("textarea");
theTextArea.id = "textAreaStructureData";
theTextArea.className = "divStyle001";
theTextArea.style.width = "325px";
theTextArea.style.height = "300px";
theTextArea.style.fontSize = '17px';
theTextArea.style.fontWeight = 'normal';
theTextArea.style.color = 'rgb(150, 150, 150)';
theTextArea.style.textAlign = "left";
theTextArea.onclick = function()
{
    showStructureData();
};
theTextArea.onkeydown = function()
{
    keyboardControlOff();
};
theTextArea.onblur = function()
{
    keyboardControlOn();
};
mainDiv.append(theTextArea);
```

```
//-//
```

```
let controlsDiv = ce("div");  
controlsDiv.style.display = "flex";  
controlsDiv.style.flexDirection = "row";  
mainDiv.append(controlsDiv);
```

```
//-//
```

```
let copyButton = ce("button");  
copyButton.className = "ourButton";  
copyButton.style.color = "rgb(255, 255,  
255)";  
copyButton.textContent = "Copy";  
copyButton.onclick = function()  
{  
    copyIt(theTextArea.id);  
};  
controlsDiv.append(copyButton);
```

```
//-//
```

```
let downloadButton = ce("button");  
downloadButton.className = "ourButton";
```

```
downloadButton.style.color = "rgb(255, 255, 255)";
downloadButton.style.zIndex = "10";
downloadButton.textContent = "Download";
downloadButton.onclick = function()
{
    downloadStructureData();
};
controlsDiv.append(downloadButton);
}
```

```
//--//
```

```
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// makeVideo.js
```

```
function makeVideo(whichVideold)
{
    let videold = whichVideold;
```

```
let youTubeVideo = ce("iframe");
youTubeVideo.style.position = "absolute";
youTubeVideo.style.left =
positionGet(activePlayer).x;
youTubeVideo.style.top =
positionGet(activePlayer).y;
youTubeVideo.width = '560';
youTubeVideo.height = '315';
youTubeVideo.src =
`https://www.youtube.com/embed/${videoid}`;
youTubeVideo.frameBorder = '0';
youTubeVideo.allowFullscreen = true;
ba(youTubeVideo);
}
```

//--//

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//

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// makeSectionTitle.js


```
function makeSectionTitle()
{
    let sectionId = 'titleSection';

    let mainDiv = ce('div');
    mainDiv.id = sectionId;
    mainDiv.style.position = 'absolute';
    mainDiv.style.left = '20px';
    mainDiv.style.top = '20px';
    mainDiv.style.display = 'flex';
    mainDiv.style.flexDirection = 'column';
    // horiztonal
    mainDiv.style.justifyContent = 'center';
    // vertical
    mainDiv.style.alignItems = 'center';
    ba(mainDiv);

    makeElementDraggable(mainDiv);
}

//--//

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```

```
//  
https://github.com/ChristopherAndrewTopalian  
  
// makeDedication.js  
  
function makeDedication()  
{  
    let dedication = ce(`div`);  
    dedication.id = `dedication`;  
    dedication.className = `glowBlue`;  
    dedication.style.transition = `opacity 5.5s  
ease`;  
    dedication.style.opacity = 0;  
    dedication.style.whiteSpace = 'nowrap';  
    dedication.innerText = `Dedicated to God the  
Father`;  
  
    setTimeout(function()  
    {  
        dedication.style.opacity = 1.0;  
    }, 1000);  
  
    if (ge('titleSection'))  
    {  
        ge('titleSection').append(dedication);  
    }  
}
```

```
}
```

```
//--//
```

```
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```
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```

```
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```

```
//
```

```
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```

```
// makeEngineTitle.js
```

```
function makeEngineTitle()
```

```
{
```

```
    let gameEngineTitle = ce("div");
```

```
    gameEngineTitle.id = "gameEngineTitle";
```

```
    gameEngineTitle.className = "glowRed";
```

```
    gameEngineTitle.innerText = "Topalian Game  
Engine Data Navigator";
```

```
    gameEngineTitle.style.transition = `opacity  
5.5s ease`;
```

```
    gameEngineTitle.style.opacity = 0;
```

```
    gameEngineTitle.style.whiteSpace =  
'nowrap';
```

```
    setTimeout(function()
```

```
{
  gameEngineTitle.style.opacity = 1.0;
}, 4000);

if (ge('titleSection'))
{

ge('titleSection').append(gameEngineTitle);
}
}

//--//

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//
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// menuInstructions.js

function menuInstructions()
{
  let menuId = 'menuInstructions';
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';
```

```
theMenu.style.fontSize = '20px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let dedication = ce("div");  
dedication.textContent = "Instructions";  
theMenu.append(dedication);
```

```
//-//
```

```
let hrUnderDedication = ce('hr');  
hrUnderDedication.style.marginBottom =  
'10px';  
theMenu.append(hrUnderDedication);
```

```
//-//
```

```
let instruction1 = ce("div");  
instruction1.innerHTML = "<b>W</b> is Up,  
<b>S</b> is Down, <b>A</b> is Left, <b>D</b>  
is Right";  
theMenu.append(instruction1);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let instruction2 = ce("div");  
instruction2.innerHTML = "Numbers <b>1 to  
9</b> Changes Speed";  
theMenu.append(instruction2);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let instruction3 = ce("div");
```

```
instruction3.innerHTML = "<b>0 - +  
BackSpace Home End</b> for FASTER  
SPEEDS";
```

```
theMenu.append(instruction3);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction4 = ce("div");  
instruction4.innerHTML = "<b>Z</b> for  
Player Menu or <b>Double Click</b> on Player  
for Player Menu";
```

```
theMenu.append(instruction4);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction5 = ce("div");  
instruction5.innerHTML = "<b>X</b> to start  
Mouse Position Mode";
```



```
theMenu.append(instruction5);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction6 = ce("div");  
instruction6.innerHTML = "<b>Left Click</b>  
to find Mouse Position";  
theMenu.append(instruction6);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction7 = ce("div");  
instruction7.innerHTML = "<b>V</b> to end  
Mouse Position mode";  
theMenu.append(instruction7);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction8 = ce("div");  
instruction8.innerHTML = "<b>B</b> for  
Structure Mode";  
theMenu.append(instruction8);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction9 = ce("div");  
instruction9.innerHTML = "<b>Left Click</b>  
to Place a Structure";  
theMenu.append(instruction9);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction10 = ce("div");  
instruction10.innerHTML = "<b>ESC</b> to  
Exit Structure Mode";  
theMenu.append(instruction10);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction11 = ce("div");  
instruction11.innerHTML = "<b>Right  
Click</b> any Structure to EDIT that  
Structure";  
theMenu.append(instruction11);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction12 = ce("div");  
instruction12.innerHTML = "<b>Delete</b> to  
Remove Structures";
```

```
theMenu.append(instruction12);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction13 = ce("div");  
instruction13.innerHTML = "<b>J</b> to  
Create a Structures GoTo Menu";  
theMenu.append(instruction13);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction14 = ce("div");  
instruction14.innerHTML = "<b>P</b> for  
Color Player Menu";  
theMenu.append(instruction14);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction15 = ce("div");  
instruction15.innerHTML = "<b>T</b> for  
Texture Player Menu";  
theMenu.append(instruction15);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction16 = ce("div");  
instruction16.innerHTML = "<b>O</b> for  
Player Opacity Menu";  
theMenu.append(instruction16);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction17 = ce("div");  
instruction17.innerHTML = "<b>N</b> for  
Transparent, M for Solid";  
theMenu.append(instruction17);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction18 = ce("div");  
instruction18.innerHTML = "<b>G</b> for  
Clearing Player Text";  
theMenu.append(instruction18);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let instruction19 = ce("div");  
instruction19.innerHTML = "<b>Control +  
F</b> to Search, then Left Click to Travel to  
Search Result";
```

```
theMenu.append(instruction19);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let linkToCode = ce("a");  
linkToCode.href =  
"https://github.com/ChristopherTopalian/Topali  
anGameEngineDataNavigator";  
linkToCode.target = "_blank";  
linkToCode.textContent = "Christopher  
Topalian Data Navigator Code Here";  
theMenu.append(linkToCode);  
}
```

```
//--//
```

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//  
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```

```
// menuPlayer.js
```

```
function menuPlayer()
```

```
{
```

```
    let menuId = 'menuPlayer';
```

```
    if (ge(menuId))
```

```
    {
```

```
        removeElement(menuId);
```

```
    }
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";
```

```
mainDiv.style.left = ourPlayer.x + 100 + 'px';
```

```
mainDiv.style.top = ourPlayer.y + 30 + 'px';
```

```
mainDiv.style.zIndex = '3';
```

```
ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```


//-//

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = '200px';  
theMenu.style.height = '200px';  
theMenu.style.marginBottom = 4 +'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

//-//

```
// close button, (1 line of code)  
mainDiv.append(makeCloseButton(menuId));
```

//-//

```
// close button, (2 lines of code)  
// let closeButton =  
makeCloseButton(menuId);  
// mainDiv.append(closeButton);
```

//-//

/*

```
// close button, (many lines of code)
```

```

let closeButton = ce("button");
closeButton.className = "ourButton";
closeButton.style.position = "absolute";
closeButton.style.top = "0px";
closeButton.style.right = "15px";
closeButton.textContent = 'X';
closeButton.style.cursor = 'pointer';
closeButton.style.fontSize = '10px';
closeButton.onclick = function()
{
    clickSound();
    removeElement(whichMenuId);
    keyboardControlOn();
};
closeButton.onmouseover = function()
{
    hoverSound();
};
mainDiv.append(closeButton);
*/

```

```
//-//
```

```

// prevent menu leaving screen on left side
if (positionGet(menuId).x <= 100)
{

```

```
    theMenu.style.left = 50;  
}
```

```
// prevent menu going off screen top side  
if (positionGet(menuId).y <= 200)  
{  
    theMenu.style.top = 50;  
}
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let instructionsText = ce("span");  
instructionsText.id = 'instructionsText';  
instructionsText.className =  
"textCompact";  
instructionsText.textContent =  
"Instructions";  
theMenu.append(instructionsText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let instructionsButton = ce("button");
instructionsButton.id = 'instructionsButton';
instructionsButton.className =
"ourButton";
instructionsButton.textContent =
'Instructions';
instructionsButton.onmouseover =
function()
{
    hoverSound();
};
instructionsButton.onclick = function()
{
    clickSound();
    menuInstructions();
};
theMenu.append(instructionsButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let goToText = ce("span");  
goToText.textContent = "Go To";  
goToText.className = "textCompact";  
theMenu.append(goToText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let sections =  
[  
  {  
    name: 'Scripting',  
    class: 'ourButton',  
    whenClicked: `travelTo('scripting');`,  
  },  
  
  {  
    name: 'Evidence',  
    class: 'ourButton',  
    whenClicked: `travelTo('evidence');`,  
  },  
]
```

```
{
  name: 'Books',
  class: 'ourButton',
  whenClicked: `travelTo('books');`
},

{
  name: 'News',
  class: 'ourButton',
  whenClicked: `travelTo('news');`
}
];

for (let i = 0; i < sections.length; i++)
{
  let travelToButton = ce("button");
  travelToButton.textContent =
sections[i].name;
  travelToButton.className =
sections[i].class;
  travelToButton.onmouseover = function()
  {
    hoverSound();
  };
  travelToButton.onclick = function()
  {
```

```
        clickSound();  
        eval(sections[i].whenClicked);  
    };  
    theMenu.append(travelToButton);  
}
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let audioText = ce("span");  
audioText.textContent = "Audio";  
audioText.className = "textCompact";  
theMenu.append(audioText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let songButton = ce("button");  
songButton.textContent = "Songs";  
songButton.className = "ourButton";
```

```
songButton.onmouseover = function()
{
    hoverSound();
};
songButton.onclick = function()
{
    clickSound();
    menuSongChoices();
};
theMenu.append(songButton);

//-
```

```
theMenu.append(ce('hr'));
```

```
//-
```

```
let createStructuresText = ce("span");
createStructuresText.textContent = "Create
Structures";
createStructuresText.className =
"textCompact";
theMenu.append(createStructuresText);
```

```
//-
```



```
theMenu.append(ce('br'));
```

```
//-//
```

```
let howToButton = ce("button");  
howToButton.textContent = "How To";  
howToButton.className = 'ourButton';  
howToButton.onmouseover = function()  
{  
    hoverSound();  
};  
howToButton.onclick = function()  
{  
    clickSound();  
    menuStructureInstructions();  
};  
theMenu.append(howToButton);
```

```
//-//
```

```
let createButton = ce("button");  
createButton.textContent = "Create";  
createButton.className = "ourButton";  
createButton.onmouseover = function()  
{  
    hoverSound();
```

```
};  
createButton.onclick = function()  
{  
    clickSound();  
    activateBuildMode();  
};  
theMenu.append(createButton);
```

```
//-//
```

```
let goToButton = ce("button");  
goToButton.textContent = "Go To";  
goToButton.className = "ourButton";  
goToButton.onmouseover = function()  
{  
    hoverSound();  
};  
goToButton.onclick = function()  
{  
    clickSound();  
    structuresRow(ourPlayer.x, ourPlayer.y,  
125, 200, structuresArray);  
};  
theMenu.append(goToButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let playerText = ce("span");  
playerText.textContent = "Player";  
playerText.className = "textCompact";  
theMenu.append(playerText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let nameButton = ce("button");  
nameButton.textContent = "Name";  
nameButton.className = "ourButton";  
nameButton.onmouseover = function()  
{  
    hoverSound();  
};  
nameButton.onclick = function()  
{  
    clickSound();
```

```
    menuPlayerName('thePlayer');  
};  
theMenu.append(nameButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let playerAppearanceText = ce("span");  
playerAppearanceText.textContent = "Player  
Appearance";  
playerAppearanceText.className =  
"textCompact";  
theMenu.append(playerAppearanceText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let textColorButton = ce("button");  
textColorButton.textContent = "Text Color";  
textColorButton.className = "ourButton";
```

```
textColorButton.title =  
'menuPlayerColorText';  
textColorButton.onmouseover = function()  
{  
    hoverSound();  
};  
textColorButton.onclick = function()  
{  
    clickSound();  
    menuPlayerColorText();  
};  
theMenu.append(textColorButton);  
  
//-//
```

```
let textureButton = ce("button");  
textureButton.textContent = "Texture";  
textureButton.className = "ourButton";  
textureButton.onmouseover = function()  
{  
    hoverSound();  
};  
textureButton.onclick = function()  
{  
    clickSound();  
    menuPlayerTexture2();  
};
```

```
};  
theMenu.append(textureButton);
```

```
//-//
```

```
let opacityButton = ce("button");  
opacityButton.textContent = "Opacity";  
opacityButton.className = "ourButton";  
opacityButton.onmouseover = function()  
{  
    hoverSound();  
};  
opacityButton.onclick = function()  
{  
    clickSound();  
    menuPlayerOpacity();  
};  
theMenu.append(opacityButton);
```

```
//-//
```

```
let colorButton = ce("button");  
colorButton.textContent = "Color";  
colorButton.className = "ourButton";  
colorButton.onmouseover = function()  
{
```

```
    hoverSound();  
};  
colorButton.onclick = function()  
{  
    clickSound();  
    menuPlayerColor();  
};  
theMenu.append(colorButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let playerSpeedText = ce("span");  
playerSpeedText.textContent = "Player  
Speed";  
playerSpeedText.className =  
"textCompact";  
theMenu.append(playerSpeedText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let playerSpeedButton = ce("button");  
playerSpeedButton.textContent = "Speed";  
playerSpeedButton.className =  
"ourButton";  
playerSpeedButton.onmouseover =  
function()  
{  
    hoverSound();  
};  
playerSpeedButton.onclick = function()  
{  
    clickSound();  
    menuPlayerSpeed();  
};  
theMenu.append(playerSpeedButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let playerPosText = ce("span");
```



```
playerPosText.textContent = "Player  
Position";  
playerPosText.className = "textCompact";  
theMenu.append(playerPosText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let getPosButton = ce("button");  
getPosButton.textContent = "Get";  
getPosButton.className = "ourButton";  
getPosButton.onmouseover = function()  
{  
    hoverSound();  
};  
getPosButton.onclick = function()  
{  
    clickSound();  
    menuPlayerPositionGet();  
};  
theMenu.append(getPosButton);
```

```
//-//
```

```
let setPosButton = ce("button");
setPosButton.textContent = "Set";
setPosButton.className = "ourButton";
setPosButton.onmouseover = function()
{
    hoverSound();
};
setPosButton.onclick = function()
{
    clickSound();
    menuPlayerPositionSet();
};
theMenu.append(setPosButton);

//-
```

```
theMenu.append(ce('hr'));
```

```
//-
```

```
let playerSizeText = ce("span");
playerSizeText.textContent = "Player Size";
playerSizeText.className = "textCompact";
theMenu.append(playerSizeText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let playerSizeGetButton = ce("button");  
playerSizeGetButton.textContent = "Get";  
playerSizeGetButton.className =  
"ourButton";  
playerSizeGetButton.onmouseover =  
function()  
{  
    hoverSound();  
};  
playerSizeGetButton.onclick = function()  
{  
    clickSound();  
    menuPlayerSizeGet();  
};  
theMenu.append(playerSizeGetButton);
```

```
//-//
```

```
let playerSizeSetButton = ce("button");  
playerSizeSetButton.textContent = "Set";
```

```
playerSizeSetButton.className =  
"ourButton";  
playerSizeSetButton.onmouseover =  
function()  
{  
    hoverSound();  
};  
playerSizeSetButton.onclick = function()  
{  
    clickSound();  
    menuPlayerSizeSet();  
};  
theMenu.append(playerSizeSetButton);  
  
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let mousePosText = ce("span");  
mousePosText.textContent = "Mouse  
Position";  
mousePosText.className = "textCompact";  
theMenu.append(mousePosText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let mouseOnButton = ce("button");  
mouseOnButton.textContent = "On";  
mouseOnButton.className = "ourButton";  
mouseOnButton.onmouseover = function()  
{  
    hoverSound();  
};  
mouseOnButton.onclick = function()  
{  
    clickSound();  
    mouseOn();  
};  
theMenu.append(mouseOnButton);
```

```
//-//
```

```
let mouseOffButton = ce("button");  
mouseOffButton.textContent = "Off";  
mouseOffButton.className = "ourButton";  
mouseOffButton.onmouseover = function()
```

```
{  
    hoverSound();  
};  
mouseOffButton.onclick = function()  
{  
    clickSound();  
    mouseOff();  
};  
theMenu.append(mouseOffButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let distanceText = ce("span");  
distanceText.textContent = "Distance";  
distanceText.className = "textCompact";  
theMenu.append(distanceText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let distanceFinderButton = ce("button");
distanceFinderButton.textContent =
"Distance Finder";
distanceFinderButton.className =
"ourButton";
distanceFinderButton.onmouseover =
function()
{
    hoverSound();
};
distanceFinderButton.onclick = function()
{
    clickSound();
    menuPlayerDistance();
};
theMenu.append(distanceFinderButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let findText = ce("span");
findText.textContent = "Find";
```

```
findText.className = "textCompact";  
theMenu.append(findText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let searchButton = ce("button");  
searchButton.textContent = "Search";  
searchButton.className = "ourButton";  
searchButton.onmouseover = function()  
{  
    hoverSound();  
};  
searchButton.onclick = function()  
{  
    clickSound();  
    menuSearch();  
};  
theMenu.append(searchButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```



```
}
```

```
//--//
```

```
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// https://github.com/ChristopherTopalian  
//  
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```

```
// menuPlayerColor.js
```

```
function menuPlayerColor()  
{  
    let menuId = 'menuColorPlayer';  
  
    if (ge(menuId))  
    {  
        removeElement(menuId);  
    }  
}
```

```
//--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 +'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let colorPlayerText = ce("span");  
colorPlayerText.textContent = "Color  
Player";  
theMenu.append(colorPlayerText);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let colorPicker = ce('input');  
colorPicker.type = 'color';  
colorPicker.id = 'myColorPicker';  
colorPicker.onmouseover = function()  
{  
    hoverSound();  
};  
colorPicker.onclick = function()  
{  
    clickSound();
```

```
};  
colorPicker.oninput = function()  
{  
    clickSound();  
  
    ge(activePlayer).style.backgroundColor =  
colorPicker.value;  
  
    ge('hexTextbox').value =colorPicker.value;  
  
    ge('theRed').value =  
hexToRgb(colorPicker.value).r;  
  
    ge('theGreen').value =  
hexToRgb(colorPicker.value).g;  
  
    ge('theBlue').value =  
hexToRgb(colorPicker.value).b;  
};  
theMenu.append(colorPicker);  
  
//-//  
  
let hexTextbox = ce('input');  
hexTextbox.type = 'text';  
hexTextbox.id = 'hexTextbox';
```

```
hexTextbox.style.width = '100px';  
theMenu.append(hexTextbox);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let redTextArea = ce("textarea");  
redTextArea.id = "theRed";  
redTextArea.className = "textInput";  
redTextArea.onkeydown = function()  
{  
    keyboardControlOff();  
};
```

```
//-//
```

```
// colorRText  
let colorRText = ce("span");  
colorRText.textContent = "R";  
colorRText.style.marginRight = "5px";  
theMenu.append(colorRText);  
theMenu.append(redTextArea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
// colorGText
```

```
let colorGText = ce("span");
```

```
colorGText.textContent = "G";
```

```
colorGText.style.marginRight = "5px";
```

```
theMenu.append(colorGText);
```

```
//-//
```

```
let greenTextArea = ce("textarea");
```

```
greenTextArea.id = "theGreen";
```

```
greenTextArea.className = "textInput";
```

```
greenTextArea.onkeydown = function()
```

```
{
```

```
    keyboardControlOff();
```

```
};
```

```
theMenu.append(greenTextArea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
// colorBText
```

```
let colorBText = ce("span");  
colorBText.textContent = "B";  
colorBText.style.marginRight = "5px";  
theMenu.append(colorBText);
```

```
//-//
```

```
let blueTextArea = ce("textarea");  
blueTextArea.id = "theBlue";  
blueTextArea.className = "textInput";  
blueTextArea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(blueTextArea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let enterButton = ce("button");
enterButton.textContent = "Enter";
enterButton.className = "ourButton";
enterButton.onclick = function()
{
    // get RGB values from input fields and
convert them to numbers
    let red = parseInt(ge('theRed').value, 10);
    let green = parseInt(ge('theGreen').value,
10);
    let blue = parseInt(ge('theBlue').value, 10);

    // calculate the hex value
    let hexColor = rgbToHex(red, green, blue);

    // set the hex value to the hexTextbox
    ge('hexTextbox').value = hexColor;

    // set the background color of the
activePlayer element using RGB values
    ge(activePlayer).style.backgroundColor =
'rgb(' +
    red + ',' +
    green + ',' +
    blue +
    ')';
```



```
colorPicker.value = hexColor;

keyboardControlOn();
enterButtonSound();
};
theMenu.append(enterButton);

//-//
```

```
let buttonContainer = ce('div');
buttonContainer.style.display = 'grid';
buttonContainer.style.gridTemplateColumns
= 'repeat(3, 1fr)';
buttonContainer.style.gap = '0.5px';
theMenu.append(buttonContainer);

//-//
```

```
for (let z = 0; z < colorChoices.length; z++)
{
    let colorChoiceButton = ce("button");
    colorChoiceButton.textContent =
colorChoices[z].name;
    colorChoiceButton.className =
'ourButton';
```

```
colorChoiceButton.style.backgroundColor
= "rgb("+colorChoices[z].color+"");
colorChoiceButton.style.cursor = 'pointer';
colorChoiceButton.onmouseover =
function()
{
    hoverSound();
};
colorChoiceButton.onclick = function()
{
    clickSound();

    ge(activePlayer).style.backgroundColor
= "rgb("+colorChoices[z].color+"");

    // split color value to array of rgb
    let rgbValues =
colorChoices[z].color.split(',');

    let r = ge("theRed").value =
rgbValues[0].trim();

    let g = ge("theGreen").value =
rgbValues[1].trim();
```

```
        let b = ge("theBlue").value =  
rgbValues[2].trim();  
  
        colorPicker.value = rgbToHex(r, g, b);  
  
        ge('hexTextbox').value = rgbToHex(r, g,  
b);  
  
        updatePlayer();  
    };  
  
buttonContainer.append(colorChoiceButton);  
}  
  
//-//  
  
buttonContainer.append(ce("br"));  
  
//-//  
  
let customColorButton = ce("button");  
customColorButton.textContent = "Custom";  
customColorButton.className =  
"ourButton";  
customColorButton.onclick = function()  
{
```

```
    customColor();  
};  
theMenu.append(customColorButton);  
  
//-//  
  
    showPlayerData();  
}  
  
function customColor()  
{  
    audioPlay("sfx_blip_001", 1.0);  
  
    // color is only applied if NO texture is on the  
    player  
    ge(activePlayer).style.backgroundImage =  
    'none';  
  
    let whichColor = prompt("Enter RGB as  
    255,255,255")  
  
    let theColorFormatted =  
    'rgb('+whichColor+');'  
  
    // color of player
```

```
ge(activePlayer).style.backgroundColor =  
theColorFormatted;
```

```
let colorSeparated = whichColor.split(',');
```

```
// fill in textarea, show value of choice
```

```
ge("theRed").value = colorSeparated[0];
```

```
ge("theGreen").value = colorSeparated[1];
```

```
ge("theBlue").value = colorSeparated[2];
```

```
// update playerArray to show changed value
```

```
updatePlayer();
```

```
}
```

```
//--//
```

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```

```
//
```

```
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```

```
// menuPlayerColorText.js
```

```
function menuPlayerColorText()
```

```
{  
  let menuId = 'menuColorPlayerText';  
  
  if (ge(menuId))  
  {  
    removeElement(menuId);  
  }  
  
  //-//  
  
  let mainDiv = ce("div");  
  mainDiv.id = menuId;  
  mainDiv.style.position = "absolute";  
  // position by player  
  mainDiv.style.left = ourPlayer.x + 100 + 'px';  
  mainDiv.style.top = ourPlayer.y + 30 + 'px';  
  mainDiv.style.zIndex = '3';  
  ba(mainDiv);  
  
  //-//  
  
  // make the menu draggable  
  makeElementDraggable(mainDiv);  
  
  //-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let titleSpan = ce("span");  
titleSpan.textContent = "COLOR TEXT";  
titleSpan.className = 'menu';  
theMenu.append(titleSpan);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

//-//

```
let colorPicker = ce('input');
colorPicker.type = 'color';
colorPicker.id = 'myColorPicker';
colorPicker.onmouseover = function()
{
    hoverSound();
};
colorPicker.onclick = function()
{
    clickSound();
};
colorPicker.oninput = function()
{
    clickSound();

    ge(activePlayer).style.color =
colorPicker.value;

    ge('hexTextbox').value =colorPicker.value;

    ge('theRed').value =
hexToRgb(colorPicker.value).r;
```



```
ge('theGreen').value =  
hexToRgb(colorPicker.value).g;
```

```
ge('theBlue').value =  
hexToRgb(colorPicker.value).b;  
};  
theMenu.append(colorPicker);
```

```
//-//
```

```
let hexTextbox = ce('input');  
hexTextbox.type = 'text';  
hexTextbox.id = 'hexTextbox';  
hexTextbox.style.width = '100px';  
theMenu.append(hexTextbox);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let redLabel = ce('label');  
redLabel.textContent = "R ";  
theMenu.append(redLabel);
```

```
//-//
```

```
let redTextArea = ce("textarea");  
redTextArea.id = "theRed";  
redTextArea.className = 'textInput';  
redTextArea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(redTextArea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let greenLabel = ce('label');  
greenLabel.textContent = "G ";  
theMenu.append(greenLabel);
```

```
//-//
```

```
let greenTextArea = ce("textarea");  
greenTextArea.id = "theGreen";  
greenTextArea.className = 'textInput';
```

```
greenTextArea.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(greenTextArea);

//-
```

```
theMenu.append(ce("br"));

//-
```

```
let blueLabel = ce('label');
blueLabel.textContent = "B ";
theMenu.append(blueLabel);

//-
```

```
let blueTextArea = ce("textarea");
blueTextArea.id = "theBlue";
blueTextArea.className = 'textInput';
blueTextArea.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(blueTextArea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.textContent = "Enter";  
enterButton.className = "ourButton";  
enterButton.onclick = function()  
{
```

```
    // get RGB values from input fields and  
convert them to numbers
```

```
    let red = parseInt(ge('theRed').value, 10);  
    let green = parseInt(ge('theGreen').value,  
10);  
    let blue = parseInt(ge('theBlue').value, 10);
```

```
    // calculate the hex value  
    let hexColor = rgbToHex(red, green, blue);
```

```
    // set the hex value to the hexTextbox  
    ge('hexTextbox').value = hexColor;
```

```
// set the background color of the  
activePlayer element using RGB values  
ge(activePlayer).style.color = 'rgb(' +  
    red + ',' +  
    green + ',' +  
    blue +  
    ')';
```

```
colorPicker.value = hexColor;
```

```
keyboardControlOn();  
enterButtonSound();  
};  
theMenu.append(enterButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let buttonContainer = ce('div');  
buttonContainer.style.display = 'grid';  
buttonContainer.style.gridTemplateColumns  
= 'repeat(3, 1fr)';  
theMenu.append(buttonContainer);
```

```
//-//
```

```
for (let z = 0; z < colorChoices.length; z++)  
{  
    let colorChoiceButton = ce("button");  
    colorChoiceButton.textContent =  
colorChoices[z].name;  
    colorChoiceButton.className =  
'ourButton';  
    colorChoiceButton.style.backgroundColor  
= "rgb("+colorChoices[z].color+"");  
    colorChoiceButton.onclick = function()  
    {  
        ge(activePlayer).style.color =  
"rgb("+colorChoices[z].color+"");  
  
        // split color value to array of rgb  
        let rgbValues =  
colorChoices[z].color.split(',');  
  
        let r = ge("theRed").value =  
rgbValues[0].trim();  
  
        let g = ge("theGreen").value =  
rgbValues[1].trim();
```

```
        let b = ge("theBlue").value =  
rgbValues[2].trim();  
  
        colorPicker.value = rgbToHex(r, g, b);  
  
        ge('hexTextbox').value = rgbToHex(r, g,  
b);  
  
        updatePlayer();  
    };  
  
buttonContainer.append(colorChoiceButton);  
}  
  
//-//  
  
buttonContainer.append(ce("br"));  
  
//-//  
  
theMenu.append(ce("br"));  
  
//-//  
  
let customButton = ce("button");
```

```
customButton.className = 'ourButton';
customButton.textContent = 'Custom';
customButton.onclick = function()
{
    customFontColor();
};
theMenu.append(customButton);
}

function customFontColor()
{
    let theColor = prompt("Enter RGB as 255,
255, 255")

    let theColorFormatted = 'rgb('+theColor+')';

    // color of text on player object
    ge(activePlayer).style.color =
theColorFormatted;

    let colorSeparated = theColor.split(',');

    // fill in the textarea, to show the value of our
choice
    ge("theRed").value = colorSeparated[0];
    ge("theGreen").value = colorSeparated[1];
```



```
ge("theBlue").value = colorSeparated[2];

// update playerArray to show changed value
updatePlayer();
}

// Read the 3 Textarea, for the red, green, blue
values of our player text color
// Set the text color of our player
function
customPlayerTextColorFromTextInput()
{
    let r = ge("theRed").value;
    let g = ge("theGreen").value;
    let b = ge("theBlue").value;

    ge(activePlayer).style.color=
    "rgb("+r+", "+g+", "+b+)";

    // fill textarea, show value of choice
    ge("theRed").value = r;
    ge("theGreen").value = g;
    ge("theBlue").value = b;

    // update playerArray to show changed value
    updatePlayer();
}
```

```
}
```

```
//--//
```

```
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```

```
// menuPlayerDistance.js
```

```
function menuPlayerDistance()  
{  
    let menuId = 'menuPositionPlayer';  
  
    if (ge(menuId))  
    {  
        removeElement(menuId);  
    }  
}
```

```
//--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 +'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
let hr001 = ce("hr");
```

```
theMenu.append(hr001);
```

```
//-//
```

```
let distanceSection = ce("div");  
theMenu.append(distanceSection);
```

```
//-//
```

```
let distanceLabel = ce("span");  
distanceLabel.style.color = 'rgb(255, 255,  
255)';  
distanceLabel.textContent = 'Distance';  
distanceLabel.className = 'menu';  
distanceSection.append(distanceLabel);
```

```
//-//
```

```
let hr002 = ce("hr");  
distanceSection.append(hr002);
```

```
//-//
```

```
let idLabel = ce("label");  
idLabel.style.color = 'rgb(255, 255, 255)';  
idLabel.textContent = 'Id ';
```

```
theMenu.append(idLabel);
```

```
//-//
```

```
let idTextarea = ce("textarea");  
idTextarea.id = 'idToFindDistance';  
idTextarea.className = 'textInput';  
idTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(idTextarea);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.textContent = 'Enter';  
enterButton.className = 'ourButton';  
enterButton.onclick = function()  
{  
    keepGettingXYCustom();  
    keyboardControlOn();  
}
```

```
    enterButtonSound();  
};  
theMenu.append(enterButton);
```

```
//-//
```

```
let hr003 = ce("hr");  
theMenu.append(hr003);
```

```
//-//
```

```
let cancelButton = ce("button");  
cancelButton.textContent = 'Cancel';  
cancelButton.className = 'ourButton';  
cancelButton.onclick = function()  
{  
    removeTimer(ourTimer);  
};  
theMenu.append(cancelButton);  
}
```

```
//--//
```

```
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```

```
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```

```
// menuPlayerName.js
```

```
function menuPlayerName(whichId)
{
    let menuId = 'menuNamePlayer';

    if (ge(menuId))
    {
        removeElement(menuId);
    }

    //-//
```

```
    let mainDiv = ce("div");
    mainDiv.id = menuId;
    mainDiv.style.position = "absolute";
    mainDiv.style.left = ourPlayer.x + 100 + 'px';
    mainDiv.style.top = ourPlayer.y + 30 + 'px';
    mainDiv.style.zIndex = '3';
    ba(mainDiv);

    //-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
let hr = ce("hr");  
hr.style.height = "1px";  
hr.style.border = "none";  
hr.style.backgroundColor = "rgb(50, 50, 50)";  
hr.style.color = "rgb(50, 50, 50)";  
theMenu.append(hr);
```



```
//-//
```

```
let titleSpan = ce("span");  
titleSpan.textContent = "NAME OF PLAYER";  
titleSpan.style.color = "rgb(255, 255, 255)";  
titleSpan.className = 'menu';  
theMenu.append(titleSpan);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let nameLabel = ce('div');  
nameLabel.textContent = "Name ";  
theMenu.append(nameLabel);
```

```
//-//
```

```
let nameTextArea = ce("textarea");  
nameTextArea.id = "thePlayerName";  
nameTextArea.className = "textInput";  
nameTextArea.onkeydown = function()  
{  
    keyboardControlOff();
```

```
};  
theMenu.append(nameTextArea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.textContent = "Enter";  
enterButton.className = "ourButton";  
enterButton.onclick = function()  
{  
    enterButtonSound();  
  
    ge('infoDivPlayer').innerText =  
nameTextArea.value;  
  
    playerArray[0].name =  
nameTextArea.value;  
  
    showPlayerData();  
  
    keyboardControlOn();  
};
```

```
theMenu.append(enterButton);
```

```
//-//
```

```
let hr2 = ce("hr");  
hr2.className = "hrCompact";  
theMenu.append(hr2);
```

```
//-//
```

```
let customButton = ce("button");  
customButton.textContent = "Custom";  
customButton.className = "ourButton";  
customButton.onclick = customPlayerName;  
theMenu.append(customButton);
```

```
}
```

```
function customPlayerName()
```

```
{
```

```
    let theName = prompt("Enter Name")
```

```
    // update textarea, to show name entered  
    ge("thePlayerName").value = theName;
```

```
    playerArray[0].name = theName;
```

```
ge('infoDivPlayer').textContent = theName;

showPlayerData();
}

//--//

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// menuPlayerOpacity.js

function menuPlayerOpacity()
{
    let menuId = 'menuOpacityPlayer';

    if (ge(menuId))
    {
        removeElement(menuId);
    }

    //--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let titleSpan = ce("h1");  
titleSpan.style.color = 'rgb(255, 255, 255)';  
titleSpan.textContent = 'OPACITY OF  
PLAYER';  
titleSpan.className = 'menu';  
theMenu.append(titleSpan);
```

```
//-//
```

```
let textNode = ce('div');  
textNode.textContent = 'Alpha ';  
theMenu.append(textNode);
```

```
//-//
```

```
let opacityTextarea = ce("textarea");  
opacityTextarea.id = 'theOpacity';  
opacityTextarea.className = 'textInput';  
opacityTextarea.onkeydown = function()  
{  
    keyboardControlOff();
```

```
};  
theMenu.append(opacityTextarea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.textContent = 'Enter';  
enterButton.className = 'ourButton';  
enterButton.onclick = function()  
{  
    let theOpacity = ge("theOpacity").value;  
  
    ge(activePlayer).style.opacity =  
theOpacity;  
  
    keyboardControlOn();  
  
    enterButtonSound();  
  
    updatePlayer();  
};  
theMenu.append(enterButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let opacityButtons = [  
    "Default", 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8,  
0.9, 1.0  
];
```

```
for (let z = 0; z < opacityButtons.length; z++)  
{  
    let opacityButton = ce("button");  
    opacityButton.textContent =  
opacityButtons[z];  
    opacityButton.className = 'ourButton';  
    opacityButton.onclick = function()  
    {  
        ge(activePlayer).style.opacity =  
opacityButtons[z];  
        ge("theOpacity").value =  
opacityButtons[z];  
  
        updatePlayer();  
    }  
}
```



```
};  
theMenu.append(opacityButton);  
}
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let customButton = ce("button");  
customButton.textContent = 'Custom';  
customButton.className = 'ourButton';  
customButton.onclick = function()  
{  
    customOpacity();  
};  
theMenu.append(customButton);
```

```
//-//
```

```
theMenu.append(ce('br'));  
}
```

```
function menuPlayerOpacity2()  
{
```

```
audioPlay("sfx_blip_001", 1.0);
```

```
let menuId = 'menuOpacityPlayer';
```

```
if (ge(menuId))
```

```
{
```

```
    removeElement(menuId);
```

```
}
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";
```

```
mainDiv.style.left = ourPlayer.x + 100 + 'px';
```

```
mainDiv.style.top = ourPlayer.y + 30 + 'px';
```

```
mainDiv.style.zIndex = '3';
```

```
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let titleSpan = ce("span");  
titleSpan.style.color = 'rgb(255, 255, 255)';  
titleSpan.textContent = 'OPACITY OF  
PLAYER';  
theMenu.append(titleSpan);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let textNode = ce('div');  
textNode.textContent = 'Alpha ';  
theMenu.append(textNode);
```

```
//-//
```

```
let opacityTextarea = ce("textarea");  
opacityTextarea.id = 'theOpacity';  
opacityTextarea.className = 'textInput';  
opacityTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(opacityTextarea);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.textContent = 'Enter';
```

```
enterButton.className = 'ourButton';
enterButton.onclick = function()
{
    let theOpacity = ge("theOpacity").value;

    ge(activePlayer).style.opacity =
theOpacity;

    keyboardControlOn();

    enterButtonSound();

    updatePlayer();
};
theMenu.append(enterButton);

//--//

theMenu.append(ce('hr'));

//--//

let opacityButtons = [
    "Default", 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8,
0.9, 1.0
];
```

```
for (let z = 0; z < opacityButtons.length; z++)  
{  
    let opacityButton = ce("button");  
    opacityButton.textContent =  
opacityButtons[z];  
    opacityButton.className = 'ourButton';  
    opacityButton.onclick = function()  
    {  
        ge(activePlayer).style.opacity =  
opacityButtons[z];  
        ge("theOpacity").value =  
opacityButtons[z];  
  
        updatePlayer();  
    };  
    theMenu.append(opacityButton);  
}
```

//-//

```
theMenu.append(ce('br'));
```

//-//

```
let customButton = ce("button");
```

```
customButton.textContent = 'Custom';  
customButton.className = 'ourButton';  
customButton.onclick = function()  
{  
    customOpacity();  
};  
theMenu.append(customButton);
```

```
//-//
```

```
theMenu.append(ce('br'));  
}
```

```
//-//
```

```
function customOpacity()  
{  
    let theOpacity = prompt("Enter Opacity as  
0.0 to 1.0")  
  
    ge(activePlayer).style.opacity = theOpacity;  
    ge("theOpacity").value = theOpacity;  
  
    updatePlayer();  
}
```

//--//

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// menuPlayerPositionGet.js

let currentPosTimer;

function menuPlayerPositionGet()

**{
 let menuld = 'menuPositionPlayerGet';**

if (ge(menuld))

**{
 removeElement(menuld);
}**

//--//

**let mainDiv = ce("div");
mainDiv.id = menuld;**


```
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 +'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let menuTitle = ce('div');  
menuTitle.style.color = "rgb(255, 255, 255)";  
menuTitle.textContent = "GET PLAYER  
POSITION";  
menuTitle.className = 'menu';  
theMenu.append(menuTitle);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let buttonContainer = ce('div');  
theMenu.append(buttonContainer);
```

```
//-//
```

```
let playerPosButton = ce("button");  
playerPosButton.className = "ourButton";  
playerPosButton.onclick = function()  
{  
    playerPositionGet();
```

```
};  
playerPosButton.textContent = "GET POS";  
buttonContainer.append(playerPosButton);
```

```
//-//
```

```
buttonContainer.append(ce("br"));
```

```
//-//
```

```
let playerPosRepeatButton = ce("button");  
playerPosRepeatButton.className =  
"ourButton";  
playerPosRepeatButton.onclick = function()  
{  
    playerPositionGetRepeat();  
};  
playerPosRepeatButton.textContent = "GET  
POS REPEAT";
```

```
buttonContainer.append(playerPosRepeatButton);
```

```
//-//
```

```
buttonContainer.append(ce("br"));
```

```
//-//
```

```
let clearPosTimeButton = ce("button");  
clearPosTimeButton.className =  
"ourButton";  
clearPosTimeButton.onclick = function()  
{  
    clearCurrentPosTimer();  
};  
clearPosTimeButton.textContent = "Cancel  
Get Pos";  
  
buttonContainer.append(clearPosTimeButton);
```

```
//-//
```

```
buttonContainer.append(ce("br"));
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let xPosLabel = ce("label");
```

```
xPosLabel.textContent = "X ";  
theMenu.append(xPosLabel);
```

```
//-//
```

```
let xPosInput = ce("textarea");  
xPosInput.id = "gotX";  
xPosInput.className = "textInput";  
xPosInput.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xPosInput);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let yPosLabel = ce("label");  
yPosLabel.textContent = "Y ";  
theMenu.append(yPosLabel);
```

```
//-//
```

```
let yPosInput = ce("textarea");
yPosInput.id = "gotY";
yPosInput.className = "textInput";
yPosInput.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(yPosInput);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let cancelButton = ce("button");
cancelButton.className = 'ourButton';
cancelButton.textContent = "Cancel Timer";
cancelButton.onclick = function()
{
    clearInterval(currentPosTimer);
};
theMenu.append(cancelButton);
}
```

```
//-//
```

```
function playerPositionGet()
{
    let currentPosition =
positionGet("thePlayer");

    ge(activePlayer).innerText =
currentPosition.x.toFixed(0) + "\n" +
currentPosition.y.toFixed(0) + "\n";

    ge('gotX').value = currentPosition.x;
    ge('gotY').value = currentPosition.y;
}

function playerPositionGetRepeat()
{
    currentPosTimer = setInterval(function()
    {
        playerPositionGet();
    }, 1000);
}

function clearCurrentPosTimer()
{
    clearInterval(currentPosTimer);
}
```

```
//--//
```

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```
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```

```
//
```

```
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```

```
// menuPlayerPositionSet.js
```

```
function menuPlayerPositionSet()
```

```
{
```

```
    let menuId = 'menuPositionPlayerSet';
```

```
    if (ge(menuId))
```

```
    {
```

```
        removeElement(menuId);
```

```
    }
```

```
//--//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";
```



```
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let menuTitle = ce("span");  
menuTitle.textContent = "SET PLAYER  
POSITION";  
menuTitle.className = 'menu';  
theMenu.append(menuTitle);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let buttonContainer = ce('div');  
theMenu.append(buttonContainer);
```

```
//-//
```

```
let positionValues = [  
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10  
];
```

```
for (let x = 0; x < positionValues.length; x++)  
{  
    let button1 = ce("button");
```

```
button1.className = "ourButton";
button1.onclick = function()
{
    playerMoveTo(activePlayer,
positionValues[x]);
};
button1.textContent = positionValues[x];
buttonContainer.append(button1);
}
```

//-//

```
buttonContainer.append(ce("br"));
```

//-//

```
theMenu.append(ce("hr"));
```

//-//

```
let customButton = ce("button");
customButton.className = "ourButton";
customButton.onclick = function()
{
    customPosition();
};
```

```
customButton.textContent = "Custom Player  
Position";  
theMenu.append(customButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let label1 = ce("label");  
label1.textContent = "X ";  
theMenu.append(label1);
```

```
//-//
```

```
let textArea1 = ce("textarea");  
textArea1.id = "customPosX";  
textArea1.className = "textInput";  
textArea1.onkeydown = function() {  
    keyboardControlOff();  
};  
theMenu.append(textArea1);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let label2 = ce("label");  
label2.textContent = "Y ";  
theMenu.append(label2);
```

```
//-//
```

```
let textArea2 = ce("textarea");  
textArea2.id = "customPosY";  
textArea2.className = "textInput";  
textArea2.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(textArea2);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let enterButton = ce("button");
```

```
enterButton.className = "ourButton";
enterButton.onclick = function()
{
    customPositionText();
    keyboardControlOn();
    enterButtonSound();
};
enterButton.textContent = "Enter";
theMenu.append(enterButton);
}

// move player to a preset location, based on
// which button was pressed
function playerMoveTo(whichId, theLocation)
{
    audioPlay("sfx_blip_001", 1.0);

    if (theLocation == '1')
    {
        ourPlayer.x = 100;
        ourPlayer.y = 700;
    }

    if (theLocation == '2')
    {
        ourPlayer.x = 500;
```

```
    ourPlayer.y = 700;
}

if (theLocation == '3')
{
    ourPlayer.x = 1000;
    ourPlayer.y = 700;
}

if (theLocation == '4')
{
    ourPlayer.x = 100;
    ourPlayer.y = 200;
}

if (theLocation == '5')
{
    ourPlayer.x = 500;
    ourPlayer.y = 200;
}

if (theLocation == '6')
{
    ourPlayer.x = 1000;
    ourPlayer.y = 200;
}
```

```
if (theLocation == '7')  
{  
    ourPlayer.x = 700;  
    ourPlayer.y = 700;  
}
```

```
if (theLocation == '8')  
{  
    ourPlayer.x = 50;  
    ourPlayer.y = 900;  
}
```

```
if (theLocation == '9')  
{  
    ourPlayer.x = 50;  
    ourPlayer.y = 100;  
}
```

```
if (theLocation == '0')  
{  
    ourPlayer.x = 300;  
    ourPlayer.y = 700;  
}
```

```
movePlayer(activePlayer);
```



```
// update the playerArray posX  
playerArray[0].posX = ourPlayer.x;
```

```
// update the playerArray posY  
playerArray[0].posY = ourPlayer.y;
```

```
// update the textArea of the posX and posY  
ge("customPosX").value = ourPlayer.x;  
ge("customPosY").value = ourPlayer.y
```

```
// show the playerArray data in the textarea  
that has the id named textAreaPlayerData  
showPlayerData();
```

```
// update playerArray to show the changed  
value
```

```
    // updatePlayer();  
}
```

```
function customPosition()  
{
```

```
    let playerX = prompt("Enter X Position");  
    let playerY = prompt("Enter Y Position");
```

**// if person doesn't input a value, then keep
the player where they are**

```
if (playerX == " || playerY == ")  
{  
    ourPlayer.x = ourPlayer.x;  
    ourPlayer.y = ourPlayer.y;  
    return;  
}
```

**// x location of the player
ourPlayer.x= parseFloat(playerX);**

**// y location of the player
ourPlayer.y= parseFloat(playerY);**

**// if person did answer Y position, move
player**

```
if (playerY != "")  
{  
    movePlayer(activePlayer);  
}
```

**// update the playerArray posX
playerArray[0].posX = ourPlayer.x;**

// update the playerArray posY

```
playerArray[0].posY = ourPlayer.y;  
  
// show the playerArray data in the textarea  
that has the id named textAreaPlayerData  
showPlayerData();  
  
ge("customPosX").value = ourPlayer.x;  
ge("customPosY").value = ourPlayer.y;  
  
// update playerArray to show changed value  
// updatePlayer();  
}
```

```
function customPositionText()  
{  
    let playerX = ge("customPosX").value;  
    let playerY = ge("customPosY").value;  
  
    // if person doesn't input a value, then keep  
    person where they are  
    if (playerY == "")  
    {  
        ourPlayer.x = ourPlayer.x;  
        ourPlayer.y = ourPlayer.y;  
        return;  
    }  
}
```

```
// x location of the player
ourPlayer.x= parseFloat(playerX);

// y location of the player
ourPlayer.y= parseFloat(playerY);

// if person did answer Y position, move
player
if (playerY != "")
{
    movePlayer(activePlayer);
}

// update the playerArray posX
playerArray[0].posX = ourPlayer.x;

// update the playerArray posY
playerArray[0].posY = ourPlayer.y;

// show the playerArray data in the textarea
that has the id named textAreaPlayerData
showPlayerData();

// update playerArray to show changed value
// updatePlayer();
```

```
}
```

```
//--//
```

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```

```
// menuPlayerSizeGet.js
```

```
function menuPlayerSizeGet()  
{  
    let menuld = 'menuSizePlayerGet';  
  
    if (ge(menuld))  
    {  
        removeElement(menuld);  
    }  
}
```

```
//--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuld;
```

```
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 +'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.fontSize = '20px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let titleSpan = ce("div");  
titleSpan.style.color = "rgb(255, 255, 255)";  
titleSpan.textContent = "GET PLAYER SIZE";  
titleSpan.className = 'menu';  
theMenu.append(titleSpan);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let getSizeButton = ce("button");  
getSizeButton.onclick = function()  
{  
    playerSizeGet();  
};  
getSizeButton.className = "ourButton";  
getSizeButton.textContent = "GET SIZE";  
theMenu.append(getSizeButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let xSizeLabel = ce('label');  
xSizeLabel.textContent = "Width";  
xSizeLabel.style.marginRight = '4px';  
theMenu.append(xSizeLabel);
```

```
//-//
```

```
let xSizeTextarea = ce("textarea");  
xSizeTextarea.id = "gotSizeX";  
xSizeTextarea.className = "textInput";  
xSizeTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xSizeTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```



```
let ySizeLabel = ce('label');
ySizeLabel.textContent = "Height";
ySizeLabel.style.marginRight = '4px';
theMenu.append(ySizeLabel);
```

```
//-//
```

```
let ySizeTextarea = ce("textarea");
ySizeTextarea.id = "gotSizeY";
ySizeTextarea.className = "textInput";
ySizeTextarea.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(ySizeTextarea);
}
```

```
//-//
```

```
function playerSizeGet()
{
    let currentSize = sizeGet("thePlayer");

    ge('gotSizeX').value = currentSize.x;
    ge('gotSizeY').value = currentSize.y;
```

```
    ge(activePlayer).innerText = currentSize.x +  
    "\n" + currentSize.y;  
}
```

```
//--//
```

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```

```
// menuPlayerSizeSet.js
```

```
function menuPlayerSizeSet()  
{  
    let menuId = 'menuSizePlayerSet';  
  
    if (ge(menuId))  
    {  
        removeElement(menuId);  
    }  
}
```

```
//--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.fontSize = '20px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let title = ce("span");  
title.style.color = "rgb(255, 255, 255)";  
title.textContent = " SET PLAYER SIZE ";  
title.className = 'menu';  
theMenu.append(title);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let defaultButton = ce("button");  
defaultButton.onclick =  
playerSizeSetDefault;  
defaultButton.className = "ourButton";  
defaultButton.textContent = "Default";  
theMenu.append(defaultButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let xSizeLabel = ce("label");  
xSizeLabel.textContent = "Width ";  
theMenu.append(xSizeLabel);
```

```
//-//
```

```
let xSizeInput = ce("textarea");  
xSizeInput.id = "customSizeX";  
xSizeInput.className = "textInput";  
xSizeInput.onkeydown =  
keyboardControlOff;  
theMenu.append(xSizeInput);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let ySizeLabel = ce("label");
```

```
ySizeLabel.textContent = "Height ";  
theMenu.append(ySizeLabel);
```

```
//-//
```

```
let ySizeInput = ce("textarea");  
ySizeInput.id = "customSizeY";  
ySizeInput.className = "textInput";  
ySizeInput.onkeydown =  
keyboardControlOff;  
theMenu.append(ySizeInput);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.onclick = function()  
{  
    playerSizeSet();  
    keyboardControlOn();  
    enterButtonSound();  
};  
enterButton.className = "ourButton";
```

```
enterButton.textContent = "Enter";
theMenu.append(enterButton);
}

function playerSizeSet()
{
    // let currentSize = sizeGet("thePlayer");

    let theSizeX;
    let theSizeY;

    theSizeX = ge('customSizeX').value;
    theSizeY = ge('customSizeY').value;

    ge(activePlayer).innerText = theSizeX + "\n"
+ theSizeY;

    ge(activePlayer).style.width = theSizeX;
    ge(activePlayer).style.height = theSizeY;

    // update playerArray to show changed value
    updatePlayer();
}

function playerSizeSetDefault()
{
```

```
// let currentSize = sizeGet("thePlayer");

let theSizeX = 70;
let theSizeY = 70;

ge('customSizeX').value = theSizeX;
ge('customSizeY').value = theSizeY;

ge(activePlayer).innerText = theSizeX + "\n"
+ theSizeY;

ge(activePlayer).style.width = theSizeX;
ge(activePlayer).style.height = theSizeY;

// update playerArray to show changed value
updatePlayer();
}
```

//--//

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//
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```



```
//menuPlayerSpeed.js
```

```
function menuPlayerSpeed()
```

```
{  
    let menuId = 'menuSpeedPlayer';
```

```
    if (ge(menuId))
```

```
    {  
        removeElement(menuId);  
    }
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";
```

```
mainDiv.style.left = ourPlayer.x + 100 + 'px';
```

```
mainDiv.style.top = ourPlayer.y + 30 + 'px';
```

```
mainDiv.style.zIndex = '3';
```

```
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let title = ce("span");  
title.style.color = "rgb(255, 255, 255)";  
title.textContent = "SPEED OPTIONS";  
theMenu.append(title);
```

```
//-//
```

```
theMenu.append(ce('hr'));

// - //

let speedValues = [
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10
];

for (let z = 0; z < speedValues.length; z++)
{
    let speedButton = ce("button");
    speedButton.textContent =
speedValues[z];
    speedButton.className = 'ourButton';
    speedButton.onclick = function()
    {
        ourPlayer.speedMultiplier =
speedValues[z];

        ge("textSpeed").value = speedValues[z];

        updatePlayer();
    };
    theMenu.append(speedButton);
}
```

```
//-//
```

```
let customButton = ce("button");  
customButton.onclick = customSpeed;  
customButton.className = "ourButton";  
customButton.textContent = "Custom";  
theMenu.append(customButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let speedLabel = ce("div");  
speedLabel.textContent = "SPEED ";  
let speedInput = ce("textarea");  
speedInput.id = "textSpeed";  
speedInput.className = "textInput";  
speedInput.onkeydown =  
keyboardControlOff;  
speedLabel.append(speedInput);  
theMenu.append(speedLabel);
```

```
//-//
```

```
let enterButton = ce("button");
enterButton.onclick = function()
{
    customSpeedFromTextInput();
    keyboardControlOn();
    enterButtonSound();
};
enterButton.className = "ourButton";
enterButton.textContent = "Enter";
theMenu.append(enterButton);
}

function customSpeed()
{
    let theSpeed = prompt("Enter Speed 1 to
1000 etc")

    ourPlayer.speedMultiplier = theSpeed;

    if (theSpeed == " " || theSpeed == null)
    {
        ourPlayer.speedMultiplier = 10;
    }

    ge("textSpeed").value =
ourPlayer.speedMultiplier;
```

```
    ge('infoDiv').textContent = 'Speed: ' +  
    ourPlayer.speedMultiplier;  
  
    // update playerArray to show changed value  
    updatePlayer();  
}
```

```
function customSpeedFromTextInput()  
{  
    let theSpeed = ge("textSpeed").value;  
  
    ourPlayer.speedMultiplier = theSpeed;  
  
    ge('infoDiv').textContent = 'Speed: ' +  
    ourPlayer.speedMultiplier;  
  
    // update playerArray to show changed value  
    updatePlayer();  
}
```

//--//

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```
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// menuPlayerTexture.js

let textureArray =
[
  {
    name: "Default",
    textureOffline:
"src/media/textures/jane.png",
    textureOnline:
"https://collegeofscripting.weebly.com/uploads
/6/4/4/8/64482293/jane.png"
  },
  {
    name: "Concrete 1",
    textureOffline:
"src/media/textures/concrete1.jpg",
    textureOnline:
"https://collegeofscripting.weebly.com/uploads
/6/4/4/8/64482293/concrete1.jpg"
  },
  {
    name: "Wood 1",
```

```
    textureOffline:
    "./src/media/textures/wood1.jpg",
    textureOnline:
    "https://collegeofscripting.weebly.com/uploads
    /6/4/4/8/64482293/wood1.jpg"
    },
    {
        name: "Zebra 1",
        textureOffline:
        "src/media/textures/zebra1.jpg",
        textureOnline:
        "https://collegeofscripting.weebly.com/uploads
        /6/4/4/8/64482293/zebra1.jpg"
    },
    {
        name: "Boxing Glove",
        textureOffline:
        "src/media/textures/boxingglove.png",
        textureOnline:
        "https://collegeofscripting.weebly.com/uploads
        /6/4/4/8/64482293/boxingglove.png"
    },
    {
        name: "Jane",
        textureOffline:
        "src/media/textures/jane.png",
```



```
    textureOnline:
    "https://collegeofscripting.weebly.com/uploads
    /6/4/4/8/64482293/jane.png"
  }
];
```

```
function menuPlayerTexture2()
{
    let menuId = 'menuTexturePlayer';

    if (ge(menuId))
    {
        removeElement(menuId);
    }

    //-//
```

```
    let mainDiv = ce("div");
    mainDiv.id = menuId;
    mainDiv.style.position = "absolute";
    // position by player
    mainDiv.style.left = ourPlayer.x + 100 + 'px';
    mainDiv.style.top = ourPlayer.y + 30 + 'px';
    mainDiv.style.zIndex = '3';
    ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let theTitle = ce("span");
```

```
theTitle.style.color = "rgb(255, 255, 255)";  
theTitle.textContent = "TEXTURE OPTIONS";  
theMenu.append(theTitle);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let textureButtonContainer = ce('div');  
textureButtonContainer.style.display = 'grid';
```

```
textureButtonContainer.style.gridTemplateColumns = 'repeat(3, 1fr)';
```

```
textureButtonContainer.style.gap = '0.5px';  
theMenu.append(textureButtonContainer);
```

```
for (let z = 0; z < textureArray.length; z++)  
{
```

```
    let textureButton = ce("img");  
    textureButton.onclick = function()  
    {  
        if (online == true)  
        {
```

```
ge(activePlayer).style.backgroundImage =  
'url('+textureArray[z].textureOnline+')';  
    }  
    else if (online == false)  
    {  
  
ge(activePlayer).style.backgroundImage =  
'url('+textureArray[z].textureOffline+')';  
    }  
    updatePlayer();  
};  
textureButton.title = textureArray[z].name;  
  
if (online == true)  
{  
    textureButton.src =  
textureArray[z].textureOnline;  
}  
else if (online == false)  
{  
    textureButton.src =  
textureArray[z].textureOffline;  
}  
textureButton.style.width = '100px';
```

```
textureButtonContainer.append(textureButton);
```

```
//-//
```

```
    theMenu.append(ce('br'));  
}  
}
```

```
//--//
```

```
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//  
https://github.com/ChristopherAndrewTopalian
```

```
// menuSearch.js
```

```
function menuSearch()  
{  
    let menuId = 'menuSearchId';  
  
    if (ge(menuId))  
    {
```

```
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.fontSize = '20px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button
```

```
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let theTitle = ce("span");
```

```
theTitle.style.color = "rgb(255, 255, 255)";
```

```
theTitle.textContent = "SEARCH";
```

```
theTitle.className = 'menu';
```

```
theMenu.append(theTitle);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let instruction1 = ce("b");
```

```
instruction1.textContent = "Control + F";
```

```
theMenu.append(instruction1);
```

```
//-//
```

```
let instruction2 = ce("span");  
instruction2.textContent = " to Search for  
Word or Phrase";  
theMenu.append(instruction2);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let instruction3 = ce("b");  
instruction3.textContent = "Left Click";  
theMenu.append(instruction3);
```

```
//-//
```

```
let instruction4 = ce("span");  
instruction4.textContent = " to Place Player  
Near Found Word or Phrase";  
theMenu.append(instruction4);  
}
```


//--//

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//

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// menuSongChoices.js

function menuSongChoices()

{

let menuId = 'songMenu';

if (ge(menuId))

{

removeElement(menuId);

}

//--//

let mainDiv = ce("div");

mainDiv.id = menuId;

mainDiv.style.position = "absolute";

```
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let theLink = ce('a');  
theLink.href =  
'https://drive.google.com/drive/folders/162IA3R  
C9rDV8Dkwk_bFd-an8HPEY9mhE';  
theLink.target = '_blank';  
theLink.textContent = 'Download Song Files';  
theLink.title = 'Download Song files and  
then\ndrag them to src/media/songs';  
theLink.style.fontSize = '17px';  
theMenu.append(theLink);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let volumeTitle = ce("h1");  
volumeTitle.textContent = "VOLUME";  
volumeTitle.className = 'menu';  
theMenu.append(volumeTitle);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let numberContainer = ce('div');  
numberContainer.id = 'numberContainer';  
numberContainer.style.display = 'grid';
```

```
numberContainer.style.gridTemplateColumns =  
'repeat(5, 1fr)';  
numberContainer.style.gap = '2px';  
numberContainer.style.padding = '2px';  
theMenu.append(numberContainer);
```

```
//-//
```

```
let volumeSetting = [  
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10  
];
```

```
for (let i = 0; i < volumeSetting.length; i++)  
{  
    let volumeButton = ce("button");  
    volumeButton.className = "ourButton";
```

```
    volumeButton.textContent =  
volumeSetting[i];  
    volumeButton.onmouseover = function()  
    {  
        hoverSound();  
    };  
    volumeButton.onclick = function()  
    {  
        clickSound();  
        volumeSet(volumeSetting[i]);  
    };  
    numberContainer.append(volumeButton);  
}
```

//-//

```
theMenu.append(ce('hr'));
```

//-//

```
let songsTitle = ce("h1");  
songsTitle.textContent = "SONGS";  
songsTitle.className = 'menu';  
theMenu.append(songsTitle);
```

//-//

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let songButtonsContainer = ce('div');  
songButtonsContainer.id =  
'songButtonsContainer';  
songButtonsContainer.style.display = 'grid';  
  
songButtonsContainer.style.gridTemplateColumns = 'repeat(2, 1fr)';  
songButtonsContainer.style.gap = '10px';  
songButtonsContainer.style.padding =  
'10px';  
theMenu.append(songButtonsContainer);
```

```
//-//
```

```
for (let z = 0; z < songsArray.length; z++) {  
    let songButton = ce("button");  
    songButton.className = "ourButton";  
    songButton.id = songsArray[z].name +  
    "Button";  
    songButton.textContent =  
songsArray[z].name;
```

```
songButton.onmouseover = function()
{
    hoverSound();
};
songButton.onclick = function()
{
    clickSound();
    playSong(songsArray[z].name);
};
```

```
songButtonsContainer.append(songButton);
}
```

```
if (songFlag == 1)
{
    // color button of song chosen
    ge(songChosenId).style.background =
"rgb(128, 128, 128)";
}
```

```
if (songFlag == 0)
{
    // color button of song chosen
    ge(songChosenId).style.background =
"rgb(0, 77, 129)";
}
```

```
}
```

```
//--//
```

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```
//
```

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```

```
// menuStructureColor.js
```

```
let theColorID;
```

```
function menuStructureColor(theStructureId)
```

```
{
```

```
    let menuId = 'menuColorStructure';
```

```
//--//
```

```
    theColorID = ge(theStructureId);
```

```
//--//
```

```
if (ge(menuId))
```



```
{  
  removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';
```

```
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button
```

```
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let theTitle = ce("h1");
```

```
theTitle.textContent = "COLOR  
STRUCTURE";
```

```
theTitle.className = 'menu';
```

```
theMenu.append(theTitle);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let colorPicker = ce('input');
```

```
colorPicker.type = 'color';
colorPicker.id = 'myColorPicker';
colorPicker.onmouseover = function()
{
    hoverSound();
};
colorPicker.onclick = function()
{
    clickSound();
};
colorPicker.oninput = function()
{
    clickSound();

    ge('hexTextbox').value =colorPicker.value;

    let r = ge('theRed').value =
hexToRgb(colorPicker.value).r;

    let g = ge('theGreen').value =
hexToRgb(colorPicker.value).g;

    let b = ge('theBlue').value =
hexToRgb(colorPicker.value).b;
```

```
theColorID.style.backgroundColor=  
"rgb("+r+", "+g+", "+b+")";
```

```
// update structuresArray to show changed  
value
```

```
    updateStructures(theStructureId);  
};  
theMenu.append(colorPicker);
```

```
//-//
```

```
let hexTextbox = ce('input');  
hexTextbox.type = 'text';  
hexTextbox.id = 'hexTextbox';  
hexTextbox.style.width = '100px';  
theMenu.append(hexTextbox);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let redLabel = ce("span");  
redLabel.textContent = "R ";  
theMenu.append(redLabel);
```

//-//

```
let redInput = ce("input");
redInput.type = 'text';
redInput.id = "theRed";
redInput.style.width = '50px';
redInput.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(redInput);
```

//-//

```
let greenLabel = ce("span");
greenLabel.textContent = "G ";
theMenu.append(greenLabel);
```

//-//

```
let greenInput = ce("input");
greenInput.type = 'text';
greenInput.id = "theGreen";
greenInput.style.width = '50px';
greenInput.onkeydown = function()
```

```
{  
    keyboardControlOff();  
};  
theMenu.append(greenInput);
```

```
//-//
```

```
let blueLabel = ce("span");  
blueLabel.textContent = "B ";  
theMenu.append(blueLabel);
```

```
//-//
```

```
let blueInput = ce("input");  
blueInput.type = 'text';  
blueInput.id = "theBlue";  
blueInput.style.width = '50px';  
blueInput.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(blueInput);
```

```
//-//
```

```
let enterButton = ce("button");
```

```
enterButton.textContent = "Enter";
enterButton.className = "ourButton";
enterButton.onclick = function()
{
    // get RGB values from input fields and
convert them to numbers
    let red = parseInt(ge('theRed').value, 10);
    let green = parseInt(ge('theGreen').value,
10);
    let blue = parseInt(ge('theBlue').value, 10);

    // calculate the hex value
    let hexColor = rgbToHex(red, green, blue);

    // set the hex value to the hexTextbox
    ge('hexTextbox').value = hexColor;

    theColorID.style.backgroundColor=
"rgb("+red+", "+green+", "+blue+)";

    // update structuresArray to show changed
value
    updateStructures(theStructureId);

    colorPicker.value = hexColor;
```

```
//customStructureColorFromTextInput();  
keyboardControlOn();  
enterButtonSound();  
};  
theMenu.append(enterButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let buttonContainer = ce('div');  
buttonContainer.style.display = 'grid';  
buttonContainer.style.gridTemplateColumns  
= 'repeat(3, 1fr)';  
theMenu.append(buttonContainer);
```

```
//-//
```

```
for (let z = 0; z < colorChoices.length; z++)  
{  
    let colorChoiceButton = ce("button");  
    colorChoiceButton.textContent =  
colorChoices[z].name;
```



```
colorChoiceButton.className =  
'ourButton';  
colorChoiceButton.style.backgroundColor  
= "rgb("+colorChoices[z].color+"");  
colorChoiceButton.onmouseover =  
function()  
{  
    hoverSound();  
};  
colorChoiceButton.onclick = function()  
{  
    clickSound();
```

```
ge(theStructureId).style.backgroundColor =  
"rgb("+colorChoices[z].color+"");
```

```
// split color value to array of rgb  
let rgbValues =  
colorChoices[z].color.split(',');
```

```
let r = ge("theRed").value =  
rgbValues[0].trim();
```

```
let g = ge("theGreen").value =  
rgbValues[1].trim();
```

```
        let b = ge("theBlue").value =  
rgbValues[2].trim();  
  
        colorPicker.value = rgbToHex(r, g, b);  
  
        ge('hexTextbox').value = rgbToHex(r, g,  
b);  
  
        updateStructures(theStructureId);  
    };  
  
buttonContainer.append(colorChoiceButton);  
}  
  
//-//  
  
let customButton = ce("button");  
customButton.onclick = function()  
{  
    customStructureColor();  
};  
customButton.className = "ourButton";  
customButton.textContent = "Custom";  
theMenu.append(customButton);  
}
```

```
function customStructureColor()
{
    let theColor = prompt("Enter RGB as
255,255,255")

    let theColorFormatted = 'rgb('+theColor+')';

    // color of structure
    theColorID.style.backgroundColor =
theColorFormatted;

    let colorSeparated = theColor.split(',');

    // fill in the textarea, to show the value of our
choice
    ge("theRed").value = colorSeparated[0];
    ge("theGreen").value = colorSeparated[1];
    ge("theBlue").value = colorSeparated[2];

    // update structuresArray to show changed
value
    updateStructures(theStructureId);
}
```

```
// Read the 3 Textarea, for the red, green, blue
values of our structure
// Set the color on our player
function customStructureColorFromTextInput()
{
    let r = ge("theRed").value;
    let g = ge("theGreen").value;
    let b = ge("theBlue").value;

    theColorID.style.backgroundColor=
    "rgb("+r+", "+g+", "+b+")";

    // update structuresArray to show changed
    value
    updateStructures(theStructureId);
}

//--//

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```

```
// menuStructureColorText.js
```

```
let theTextID;
```

```
function  
menuStructureColorText(ourStructureId)  
{  
    theTextID = ge(ourStructureId);
```

```
//-//
```

```
let menuId = 'menuTextColorStructure';
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.width = '300px';
```

```
mainDiv.style.height = '200px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

//-//

```
let theTitle = ce("h1");  
theTitle.textContent = "COLOR TEXT";  
theTitle.className = 'menu';  
theMenu.append(theTitle);
```

//-//

```
theMenu.append(ce('hr'));
```

//-//

```
let colorPicker = ce('input');  
colorPicker.type = 'color';  
colorPicker.id = 'myColorPicker';  
colorPicker.onmouseover = function()  
{  
    hoverSound();  
};  
colorPicker.onclick = function()  
{  
    clickSound();  
};  
colorPicker.oninput = function()  
{
```

```
clickSound();
```

```
ge('hexTextbox').value = colorPicker.value;
```

```
let r = ge('theRed').value =  
hexToRgb(colorPicker.value).r;
```

```
let g = ge('theGreen').value =  
hexToRgb(colorPicker.value).g;
```

```
let b = ge('theBlue').value =  
hexToRgb(colorPicker.value).b;
```

```
theTextID.style.color = "rgb("+r+", "+g+",  
"+b+")";
```

```
// update structuresArray to show changed  
value
```

```
updateStructures(ourStructureId);  
};  
theMenu.append(colorPicker);
```

```
//-//
```

```
let hexTextbox = ce('input');  
hexTextbox.type = 'text';
```



```
hexTextbox.id = 'hexTextbox';  
hexTextbox.style.width = '100px';  
theMenu.append(hexTextbox);
```

```
//-//
```

```
theMenu.append(ce('br'));
```

```
//-//
```

```
let redLabel = ce("span");  
redLabel.textContent = "R ";  
theMenu.append(redLabel);
```

```
//-//
```

```
let redInput = ce("input");  
redInput.type = 'text';  
redInput.id = "theRed";  
//redInput.className = "textInput";  
redInput.style.width = '50px';  
redInput.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(redInput);
```

```
//-//
```

```
let greenLabel = ce("span");  
greenLabel.textContent = "G ";  
theMenu.append(greenLabel);
```

```
//-//
```

```
let greenInput = ce("input");  
greenInput.style = 'text';  
greenInput.id = "theGreen";  
greenInput.style.width = '50px';  
greenInput.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(greenInput);
```

```
//-//
```

```
let blueLabel = ce("span");  
blueLabel.textContent = "B ";  
theMenu.append(blueLabel);
```

```
//-//
```

```
let blueInput = ce("input");
blueInput.type = 'text';
blueInput.id = "theBlue";
blueInput.style.width = '50px';
blueInput.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(blueInput);

//-
```

```
let enterButton = ce("button");
enterButton.textContent = "Enter";
enterButton.className = "ourButton";
enterButton.onclick = function()
{
    // get RGB values from input fields and
convert them to numbers
    let red = parseInt(ge('theRed').value, 10);
    let green = parseInt(ge('theGreen').value,
10);
    let blue = parseInt(ge('theBlue').value, 10);

    // calculate the hex value
```

```
let hexColor = rgbToHex(red, green, blue);

// set the hex value to the hexTextbox
ge('hexTextbox').value = hexColor;

theTextID.style.color = "rgb("+red+",
"+green+", "+blue+")";

// update structuresArray to show changed
value
updateStructures(ourStructureId);

colorPicker.value = hexColor;

//customStructureColorFromTextInput();
keyboardControlOn();
enterButtonSound();
};
theMenu.append(enterButton);

//-//

theMenu.append(ce("hr"));

//-//
```

```
let buttonContainer = ce('div');
buttonContainer.style.display = 'grid';
buttonContainer.style.gridTemplateColumns
= 'repeat(3, 1fr)';
theMenu.append(buttonContainer);

// - //

for (let z = 0; z < colorChoices.length; z++)
{
    let colorChoiceButton = ce("button");
    colorChoiceButton.textContent =
colorChoices[z].name;
    colorChoiceButton.className =
'ourButton';
    colorChoiceButton.style.backgroundColor
= "rgb("+colorChoices[z].color+")";
    colorChoiceButton.onmouseover =
function()
    {
        hoverSound();
    };
    colorChoiceButton.onclick = function()
    {
        clickSound();
    }
}
```

```
        ge(ourStructureId).style.color =  
"rgb("+colorChoices[z].color+"");  
  
        // split color value to array of rgb  
        let rgbValues =  
colorChoices[z].color.split(',');  
  
        let r = ge("theRed").value =  
rgbValues[0].trim();  
  
        let g = ge("theGreen").value =  
rgbValues[1].trim();  
  
        let b = ge("theBlue").value =  
rgbValues[2].trim();  
  
        colorPicker.value = rgbToHex(r, g, b);  
  
        ge('hexTextbox').value = rgbToHex(r, g,  
b);  
  
        updateStructures(ourStructureId);  
    };  
  
    buttonContainer.append(colorChoiceButton);  
}
```

```
//-//
```

```
let customButton = ce("button");
customButton.className = "ourButton";
customButton.textContent = "Custom";
customButton.onclick = function()
{
    customStructureFontColor();
};
theMenu.append(customButton);
}

function customStructureFontColor()
{
    let theColor = prompt("Enter RGB as
255,255,255")

    let theColorFormatted = 'rgb('+theColor+')';

    // color of text on player object
    theTextID.style.color = theColorFormatted;

    let colorSeparated = theColor.split(',');
```

// fill in the textarea, to show the value of our choice

```
ge("redFontId").value = colorSeparated[0];  
ge("greenFontId").value = colorSeparated[1];  
ge("blueFontId").value = colorSeparated[2];
```

// update structuresArray to show the changed value

```
updateStructures(ourStructureId);  
}
```

// Read the 3 Textarea, for the red, green, blue values of our structure text color

// Set the text color of our structure function

```
customStructureTextColorFromTextInput()  
{
```

```
    let r = ge("theRed").value;  
    let g = ge("theGreen").value;  
    let b = ge("theBlue").value;
```

```
    theTextID.style.color = "rgb("+r+", "+g+",  
    "+b+")";
```

// fill in the textarea, to show the value of our choice


```
ge("theRed").value = r;  
ge("theGreen").value = g;  
ge("theBlue").value = b;
```

```
// update structuresArray, show changed  
value
```

```
    updateStructures(ourStructureId);  
}
```

```
//--//
```

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//
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```

```
// menuStructureDistance.js
```

```
let theDistanceId;
```

```
function
```

```
menuStructureDistance(theStructureId)
```

```
{
```

```
    theDistanceId = theStructureId;
```

```
let menuId =  
'menuPositionDistanceStructure';
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let theTitle = ce("h1");  
theTitle.textContent = "DISTANCE";  
theTitle.className = 'menu';  
theMenu.append(theTitle);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let idLabel = ce("span");  
idLabel.textContent = "Id of Object ";  
theMenu.append(idLabel);
```

```
//-//
```

```
let idTextArea = ce("textarea");  
idTextArea.id = "idToFindDistance";  
idTextArea.className = "textInput";  
idTextArea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(idTextArea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.onclick = function()  
{
```

```
keepGettingXYStructureCustom();  
keyboardControlOn();  
enterButtonSound();  
};  
enterButton.className = "ourButton";  
enterButton.textContent = "Enter";  
theMenu.append(enterButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let cancelButton = ce("button");  
cancelButton.onclick = function()  
{  
    removeTimer(ourDistanceTimer);  
};  
cancelButton.className = "ourButton";  
cancelButton.textContent = "Cancel";  
theMenu.append(cancelButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
}
```

```
let ourDistanceTimer;
function keepGettingXYStructureCustom()
{
```

```
    let obj1 = theDistanceID;
```

```
    let obj2 = ge("idToFindDistance").value;
```

```
// clear any previous searches
```

```
if (ourDistanceTimer)
```

```
{
    clearInterval(ourTimer);
```

```
}
```

```
ourDistanceTimer = setInterval(function()
```

```
{
    getDistanceXY(obj1, obj2);
}, 1000);
```

```
}
```

```
//--//
```

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```

```
// menuStructureEdit.js
```

```
// when person clicks a structure, an edit menu
appears to edit that structure.
```

```
function menuStructureEdit(theStructureId)
{
    // remove the text to find the digits only
    which number in the array, based on id number
    - 1 \d find digit
    let theNumberOnlyStructure =
theStructureId.replace(/\D/g,"") - 1;
```

```
//-//
```

```
let menuId = 'menuStructureEdit';
```

```
if (ge(menuId))
```

```
{  
  removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '200px';  
theMenu.style.height = '200px';
```



```
mainDiv.append(theMenu);

//-//

// close button
mainDiv.append(makeCloseButton(menuId));

//-//

// prevent menu leaving screen left side
if (positionGet(menuId).x <= 30)
{
    theMenu.style.left = '40px';
}

// prevent menu leaving screen top side
if (positionGet(menuId).y <= 200)
{
    theMenu.style.top = '100px';
}

//-//

theMenu.append(ce('hr'));

//-//
```

```
let idLabel = ce("span");  
idLabel.className = "textCompact";  
idLabel.textContent = theStructureId;  
idLabel.style.fontWeight = 'bold';  
theMenu.append(idLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let structureNameText = ce("div");  
structureNameText.id =  
"structureNameText";  
structureNameText.textContent =  
structuresArray[theNumberOnlyStructure].name;  
theMenu.append(structureNameText);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let nameLabel = ce("span");  
nameLabel.className = "textCompact";  
nameLabel.textContent = "NAME";  
theMenu.append(nameLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let nameButton = ce("button");  
nameButton.className = "ourButton";  
nameButton.textContent = "NAME";  
nameButton.onmouseover = function()  
{  
    hoverSound();  
};  
nameButton.onclick = function()  
{  
    clickSound();  
    menuStructureName(theStructureId);  
};  
theMenu.append(nameButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let colorLabel = ce("span");  
colorLabel.className = "textCompact";  
colorLabel.textContent = "COLOR";  
theMenu.append(colorLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let colorButton = ce("button");  
colorButton.className = "ourButton";  
colorButton.textContent = "COLOR";  
colorButton.onmouseover = function()  
{  
    hoverSound();  
};  
colorButton.onclick = function()  
{
```

```
    clickSound();  
    menuStructureColor(theStructureId);  
};  
theMenu.append(colorButton);
```

```
//-//
```

```
let colorTextButton = ce("button");  
colorTextButton.className = "ourButton";  
colorTextButton.textContent = "TEXT";  
colorTextButton.onmouseover = function()  
{  
    hoverSound();  
};  
colorTextButton.onclick = function()  
{  
    clickSound();  
    menuStructureColorText(theStructureId);  
};  
theMenu.append(colorTextButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let textureLabel = ce("span");  
textureLabel.className = "textCompact";  
textureLabel.textContent = "TEXTURE";  
theMenu.append(textureLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let textureButton = ce("button");  
textureButton.className = "ourButton";  
textureButton.textContent = "TEXTURE";  
textureButton.onmouseover = function()  
{  
    hoverSound();  
};  
textureButton.onclick = function()  
{  
    clickSound();  
    menuStructureTexture(theStructureId);  
};  
theMenu.append(textureButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let alphaLabel = ce("span");  
alphaLabel.className = "textCompact";  
alphaLabel.textContent = "ALPHA";  
theMenu.append(alphaLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let opacityButton = ce("button");  
opacityButton.className = "ourButton";  
opacityButton.textContent = "OPACITY";  
opacityButton.onmouseover = function()  
{  
    hoverSound();  
};  
opacityButton.onclick = function()  
{
```

```
    clickSound();  
    menuStructureOpacity(theStructureId);  
};  
theMenu.append(opacityButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let positionLabel = ce("span");  
positionLabel.className = "textCompact";  
positionLabel.textContent = "POSITION";  
theMenu.append(positionLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let getPosButton = ce("button");  
getPosButton.className = "ourButton";  
getPosButton.textContent = "GET POS";  
getPosButton.onmouseover = function()
```



```
{
    hoverSound();
};
getPosButton.onclick = function()
{
    clickSound();

menuStructurePositionGet(theStructureId);
};
theMenu.append(getPosButton);

// - //

let setPosButton = ce("button");
setPosButton.className = "ourButton";
setPosButton.textContent = "SET POS";
setPosButton.onmouseover = function()
{
    hoverSound();
};
setPosButton.onclick = function()
{
    clickSound();

menuStructurePositionSet(theStructureId);
};
```

```
theMenu.append(setPosButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let sizeLabel = ce("span");  
sizeLabel.className = "textCompact";  
sizeLabel.textContent = "SIZE";  
theMenu.append(sizeLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let getSizeButton = ce("button");  
getSizeButton.className = "ourButton";  
getSizeButton.textContent = "GET";  
getSizeButton.onmouseover = function()  
{  
    hoverSound();  
};
```

```
getSizeButton.onclick = function()
{
    clickSound();
    menuStructureSizeGet(theStructureId);
};
theMenu.append(getSizeButton);
```

```
//-//
```

```
let setSizeButton = ce("button");
setSizeButton.className = "ourButton";
setSizeButton.textContent = "SET";
setSizeButton.onmouseover = function()
{
    hoverSound();
};
setSizeButton.onclick = function()
{
    clickSound();
    menuStructureSizeSet(theStructureId);
};
theMenu.append(setSizeButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
let distanceLabel = ce("span");  
distanceLabel.className = "textCompact";  
distanceLabel.textContent = "DISTANCE";  
theMenu.append(distanceLabel);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let distanceButton = ce("button");  
distanceButton.className = "ourButton";  
distanceButton.textContent = "DISTANCE  
FINDER";  
distanceButton.onmouseover = function()  
{  
    hoverSound();  
};  
distanceButton.onclick = function()  
{  
    clickSound();  
    menuStructureDistance(theStructureId);
```

```
};  
theMenu.append(distanceButton);
```

```
//-//
```

```
theMenu.append(ce("hr"));
```

```
//-//
```

```
    showStructureData();  
}
```

```
//--//
```

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```

```
// menuStructureInstructions.js
```

```
function menuStructureInstructions()  
{  
    let menuId = 'menuStructureInstructions';
```

```
//-//
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
ge('infoDiv').textContent = "B to Create  
Structure";
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '200px';  
theMenu.style.height = '200px';  
theMenu.style.fontSize = '20px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let titleSpan = ce("span");  
titleSpan.style.color = "rgb(255, 255, 255)";  
titleSpan.textContent = 'STRUCTURE  
OPTIONS';
```

```
theMenu.append(titleSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let startStructureSpan = ce("span");  
startStructureSpan.innerHTML = "<b> Letter  
B </b> to Start Structure Mode";  
theMenu.append(startStructureSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let placeStructureSpan = ce("span");  
placeStructureSpan.innerHTML = "<b> Left  
Click </b> to Place a Structure";  
theMenu.append(placeStructureSpan);
```

```
//-//
```



```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let gotoStructureSpan = ce("span");  
gotoStructureSpan.innerHTML = "<b> Shift +  
1 </b> to GoTo 1st Structure";  
theMenu.append(gotoStructureSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let gotoSecondStructureSpan = ce("span");  
gotoSecondStructureSpan.innerHTML =  
"<b> Shift + 2 </b> to GoTo 2nd Structure etc";  
theMenu.append(gotoSecondStructureSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let rowMenuSpan = ce("span");  
rowMenuSpan.innerHTML = "<b> Letter J  
</b><br> Creates a Row Menu<br>to GoTo Any  
Structure";  
theMenu.append(rowMenuSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let editStructureSpan = ce("span");  
editStructureSpan.innerHTML = "<b> Left  
Click any Structure </b><br>to EDIT that  
Structure";  
theMenu.append(editStructureSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let deleteStructureSpan = ce("span");
```

```
deleteStructureSpan.innerHTML = "<b>  
Delete Button </b><br>Removes All  
Structures";
```

```
theMenu.append(deleteStructureSpan);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let endStructureModeSpan = ce("span");  
endStructureModeSpan.innerHTML = "<b>  
Esc Button </b> to End Structure Mode";  
theMenu.append(endStructureModeSpan);
```

```
}
```

```
//--//
```

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```
// menuStructureName.js
```

```
let worldNameId;
```

```
let theNameId;
```

```
let theNumberOnlyHere;
```

```
function menuStructureName(theStructureId)  
{
```

```
    let menuId = 'menuNameStructure';
```

```
    theNameId = ge(theStructureId);
```

```
    worldNameId = theStructureId;
```

```
    theNumberOnlyHere =  
theStructureId.replace(/\D/g,"") - 1;
```

```
    if (ge(menuId))
```

```
    {
```

```
        removeElement(menuId);
```

```
    }
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = 200 + 'px';  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
let closeButton = makeCloseButton(menuId);  
closeButton.style.right = 0 + 'px';
```

```
mainDiv.append(closeButton);
```

```
//-//
```

```
let nameLabel = ce('h1');  
nameLabel.id = 'nameLabel';  
nameLabel.textContent = 'Name of  
Structure';  
nameLabel.className = 'menu';  
nameLabel.style.color = 'rgb(0, 255, 255)';  
theMenu.append(nameLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let textInputName = ce('textarea');  
textInputName.id = 'theStructureName';  
textInputName.className = 'textInput';  
textInputName.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(textInputName);
```

//-//

```
let enterButton = ce("button");
enterButton.onclick = function()
{
    customStructureNameFromTextInput();
    keyboardControlOn();
    enterButtonSound();
};
enterButton.className = "ourButton";
enterButton.textContent = "Enter";
theMenu.append(enterButton);
}

function customStructureNameFromTextInput()
{
    let theName = ge("theStructureName").value;

    structuresArray[theNumberOnlyHere].name
= theName;

    theNameID.innerHTML = worldNameID + "\n" +
structuresArray[theNumberOnlyHere].name +
"\n" + positionGet(worldNameID).x.toFixed(0) +
"\n" + positionGet(worldNameID).y.toFixed(0);
```

```
ge("structureNameText").textContent =  
structuresArray[theNumberOnlyHere].name;
```

```
    showStructureData();  
}
```

```
//--//
```

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```

```
// menuStructureOpacity.js
```

```
let worldOpacityId;
```

```
let theOpacityID;
```

```
let theNumberOnly;
```

```
function menuStructureOpacity(theStructureId)  
{
```



```
theOpacityID = ge(theStructureId);
worldOpacityId = theStructureId;

// remove text to find digits only
let theNumberOnly =
theStructureId.replace(/\D/g,"") - 1;

//--//

audioPlay("sfx_blip_001", 1.0);

//--//

let menuId = 'menuOpacityStructure';

if (ge(menuId))
{
    removeElement(menuId);
}

//--//

let mainDiv = ce("div");
mainDiv.id = menuId;
mainDiv.style.position = "absolute";
mainDiv.style.left = ourPlayer.x + 150 +'px';
```

```
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = '200px';  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

//-//

```
let opacityLabel = ce("h1");
opacityLabel.style.color = "rgb(255, 255, 255)";
opacityLabel.textContent = "OPACITY OF STRUCTURE";
opacityLabel.className = 'menu';
opacityLabel.style.color = 'rgb(0, 255, 255)';
theMenu.append(opacityLabel);
```

//-//

```
theMenu.append(ce('hr'));
```

//-//

```
let alphaText = ce("span");
alphaText.textContent = "Alpha";
theMenu.append(alphaText);
```

//-//

```
theMenu.append(ce("nbsp"));
```

//-//

```
let alphaTextarea = ce("textarea");
alphaTextarea.id = "theOpacity";
alphaTextarea.className = "textInput";
alphaTextarea.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(alphaTextarea);
```

//-//

```
theMenu.append(ce("br"));
```

//-//

```
let enterButton = ce("button");
enterButton.onclick = function()
{
    customStructureOpacityFromTextInput();
    keyboardControlOn();
    enterButtonSound();
};
enterButton.className = "ourButton";
enterButton.textContent = "Enter";
```

```
theMenu.append(enterButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let opacityValues = [  
    0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9,  
1.0  
];
```

```
for (let z = 0; z < opacityValues.length; z++)  
{  
    let opacityButton = ce("button");  
    opacityButton.textContent =  
opacityValues[z];  
    opacityButton.className = 'ourButton';  
    opacityButton.onclick = function()  
    {  
        ge(theStructureId).style.opacity =  
opacityValues[z];  
  
        ge("theOpacity").value =  
opacityValues[z];
```

```
        updateStructures(theStructureId);
    };
    theMenu.append(opacityButton);
}
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let customButton = ce("button");
customButton.onclick = function()
{
    customStructureOpacity();
};
customButton.className = "ourButton";
customButton.textContent = "Custom";
theMenu.append(customButton);
```

```
//-//
```

```
theMenu.append(ce('br'));
}
```

```
function customStructureOpacity()  
{  
    let theOpacity = prompt("Enter Opacity as  
0.0 to 1.0")  
  
    // opacity of structure  
    theOpacityID.style.opacity = theOpacity;  
  
    // fill in the textarea, to show the value of our  
choice  
    ge("theOpacity").value = theOpacity;  
  
    // update structuresArray to show the  
changed value  
    updateStructures(worldOpacityId);  
}  
  
// Read the 3 Textarea, for the opacity value of  
our structure  
// Set the opacity on our structure  
function  
customStructureOpacityFromTextInput()  
{  
    let theOpacity = ge("theOpacity").value;  
  
    theOpacityID.style.opacity = theOpacity;
```

```
// update structuresArray to show the  
changed value  
    updateStructures(worldOpacityId);  
}
```

```
//--//
```

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```

```
// menuStructurePositionGet.js
```

```
let thePositionGetID;
```

```
function  
menuStructurePositionGet(theStructureId)  
{  
    thePositionGetID = theStructureId;
```

```
//-//
```



```
let menuId = 'menuPositionStructureGet';
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";
```

```
theMenu.style.width = '200px';  
theMenu.style.height = '200px';  
theMenu.style.marginBottom = 4 +'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
let positionLabel = ce("h1");  
positionLabel.style.color = "rgb(255, 255,  
255)";  
positionLabel.textContent = "GET  
STRUCTURE POSITION";  
positionLabel.className = 'menu';  
positionLabel.style.color = 'rgb(0, 255, 255)';  
theMenu.append(positionLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let getPosButton = ce("button");  
getPosButton.onclick = function()  
{  
    structurePositionGet();  
    keyboardControlOn();  
};  
getPosButton.className = "ourButton";  
getPosButton.textContent = "GET POS";  
theMenu.append(getPosButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let getPosRepeatButton = ce("button");  
getPosRepeatButton.onclick = function()  
{  
    structurePositionGetRepeat();  
    keyboardControlOn();  
};  
getPosRepeatButton.className =  
"ourButton";
```

```
getPosRepeatButton.textContent = "GET  
POS REPEAT";
```

```
theMenu.append(getPosRepeatButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let cancelGetPosButton = ce("button");  
cancelGetPosButton.onclick = function()  
{
```

```
removeTimer(currentStructurePositionTimer);  
};
```

```
cancelGetPosButton.className =  
"ourButton";
```

```
cancelGetPosButton.textContent = "Cancel  
Get Pos";
```

```
theMenu.append(cancelGetPosButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let xPosLabel = ce("label");  
xPosLabel.textContent = "X POS";  
theMenu.append(xPosLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let xPosTextarea = ce("textarea");  
xPosTextarea.id = "gotX";  
xPosTextarea.className = "textInput";  
xPosTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xPosTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let yPosLabel = ce("label");  
yPosLabel.textContent = "Y POS";  
theMenu.append(yPosLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let yPosTextarea = ce("textarea");  
yPosTextarea.id = "gotY";  
yPosTextarea.className = "textInput";  
yPosTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(yPosTextarea);  
}
```

```
function structurePositionGet()  
{  
    let currentPosition =  
positionGet(thePositionGetID);
```

```
thePositionGetID.innerText =  
currentPosition.x.toFixed(0) + "\n" +  
currentPosition.y.toFixed(0) + "\n";
```

```
ge('gotX').value =  
currentPosition.x.toFixed(0);
```

```
ge('gotY').value =  
currentPosition.y.toFixed(0);  
}
```

```
let currentStructurePositionTimer;
```

```
function structurePositionGetRepeat()  
{  
    currentStructurePositionTimer =  
    setInterval(function()  
    {  
        structurePositionGet();  
    }, 1000);  
}
```

```
//--//
```

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```

```
// menuStructurePositionSet.js
```

```
let thePositionSetID;
```

```
let worldPositionId;
```

```
let numberOnlyStructure;
```

```
function  
menuStructurePositionSet(theStructureId)  
{
```

```
    thePositionSetID = ge(theStructureId);
```

```
    worldPositionId = theStructureId;
```

```
    // remove the text to find the digits only
```

```
    // which number in the array, based on id
```

```
number - 1
```

```
    // \d find digit
```



```
numberOnlyStructure =  
worldPositionId.replace(/\D/g, "") - 1;
```

```
//-//
```

```
let menuId = 'menuPositionStructureSet';
```

```
if (ge(menuId))  
{  
    removeElement(menuId);  
}
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = '200px';  
theMenu.style.height = '200px';  
theMenu.style.marginBottom = 4 +'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let positionLabel = ce("h1");  
positionLabel.textContent = "STRUCTURE  
POSITION OPTIONS";  
positionLabel.className = 'menu';
```

```
theMenu.append(positionLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let structureValues = [  
    1, 2, 3, 4, 5, 6, 7, 8, 9, 10  
];
```

```
for (let x = 0; x < structureValues.length; x++)  
{  
    let theButton = ce("button");  
    theButton.onclick = function()  
    {  
        structureMoves(x);  
    };  
    theButton.className = "ourButton";  
    theButton.textContent =  
structureValues[x];  
    theMenu.append(theButton);  
}
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let customPositionButton = ce("button");  
customPositionButton.onclick = function()  
{  
    customPositionStructure();  
};  
customPositionButton.className =  
"ourButton";  
customPositionButton.textContent =  
"Custom Structure Position";  
theMenu.append(customPositionButton);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let xPosLabel = ce("span");  
xPosLabel.textContent = "X POS";  
theMenu.append(xPosLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let xPosTextarea = ce("textarea");  
xPosTextarea.id = "customPosX";  
xPosTextarea.className = "textInput";  
xPosTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xPosTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let yPosLabel = ce("span");  
yPosLabel.textContent = "Y POS";  
theMenu.append(yPosLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let yPosTextarea = ce("textarea");  
yPosTextarea.id = "customPosY";  
yPosTextarea.className = "textInput";  
yPosTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(yPosTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.onclick = function()  
{  
    customPositionStructureText();  
    keyboardControlOn();  
    enterButtonSound();  
}
```

```
};  
enterButton.className = "ourButton";  
enterButton.textContent = "Enter";  
theMenu.append(enterButton);  
}
```

```
// buttons move the structure  
function structureMoves(theLocation)  
{  
    audioPlay("sfx_blip_001", 1.0);  
  
    if (theLocation == '1')  
    {  
        thePositionSetID.x = 100;  
        thePositionSetID.y = 100;  
    }  
    if (theLocation == '2')  
    {  
        thePositionSetID.x = 100;  
        thePositionSetID.y = 200;  
    }  
    if (theLocation == '3')  
    {  
        thePositionSetID.x = 100;  
        thePositionSetID.y = 300;  
    }  
}
```

```
if (theLocation == '4')
{
    thePositionSetID.x = 100;
    thePositionSetID.y = 400;
}
if (theLocation == '5')
{
    thePositionSetID.x = 100;
    thePositionSetID.y = 500;
}
if (theLocation == '6')
{
    thePositionSetID.x = 100;
    thePositionSetID.y = 600;
}
if (theLocation == '7')
{
    thePositionSetID.x = 100;
    thePositionSetID.y = 700;
}
if (theLocation == '8')
{
    thePositionSetID.x = 100;
    thePositionSetID.y = 800;
}
if (theLocation == '9')
```



```
{  
    thePositionSetID.x = 100;  
    thePositionSetID.y = 900;  
}  
if (theLocation == '0')  
{  
    thePositionSetID.x = 100;  
    thePositionSetID.y = 1000;  
}
```

```
// move the structure  
thePositionSetID.style.left =  
thePositionSetID.x + 'px';
```

```
thePositionSetID.style.top =  
thePositionSetID.y + 'px';
```

```
// update the structuresArray posX and posY  
structuresArray[numberOnlyStructure].posX  
= thePositionSetID.x;
```

```
structuresArray[numberOnlyStructure].posY  
= thePositionSetID.y;
```

```
// update the innerText of the structure
```

```
// show the structure id, name, posX, and  
posY  
thePositionSetID.innerText =  
structuresArray[numberOnlyStructure].id +  
"\n" +  
structuresArray[numberOnlyStructure].name +  
"\n" +  
structuresArray[numberOnlyStructure].posX +  
"\n" +  
structuresArray[numberOnlyStructure].posY;  
  
// update the textArea of the posX and posY  
ge("customPosX").value =  
structuresArray[numberOnlyStructure].posX;  
  
ge("customPosY").value =  
structuresArray[numberOnlyStructure].posY;  
  
updateStructures(worldPositionId);  
}  
  
function customPositionStructure()  
{  
    let playerX = prompt("Enter X Position");  
    let playerY = prompt("Enter Y Position");
```

```
// if no inputted value, keep player where  
they are  
if (playerX == " || playerY == ")  
{  
    thePositionSetID.x = thePositionSetID.x;  
    thePositionSetID.y = thePositionSetID.y;  
    return;  
}
```

```
thePositionSetID.x = parseInt(playerX);
```

```
// y location of the structure  
thePositionSetID.y = parseInt(playerY);
```

```
// if person did answer Y position, move  
structure  
if (playerY != "")  
{  
    // movePlayer();  
    thePositionSetID.style.left =  
thePositionSetID.x + 'px';  
    thePositionSetID.style.top =  
thePositionSetID.y + 'px';  
}
```

```
// update the structuresArray posX and posY
```

```
structuresArray[numberOnlyStructure].posX  
= thePositionSetID.x;
```

```
structuresArray[numberOnlyStructure].posY  
= thePositionSetID.y;
```

```
// update the innerText of the structure  
// show the structure id, name, posX, and  
posY
```

```
thePositionSetID.innerText =  
structuresArray[numberOnlyStructure].id +  
"\n" +  
structuresArray[numberOnlyStructure].name +  
"\n" +  
structuresArray[numberOnlyStructure].posX +  
"\n" +  
structuresArray[numberOnlyStructure].posY;
```

```
// update the textArea of the posX and posY  
ge("customPosX").value =  
structuresArray[numberOnlyStructure].posX;
```

```
ge("customPosY").value =  
structuresArray[numberOnlyStructure].posY;
```

```
// update structuresArray to show the
changed value
    updateStructures(worldPositionId);
}

function customPositionStructureText()
{
    let playerX = ge("customPosX").value;
    let playerY = ge("customPosY").value;

    // if no inputted value, keep person where
they are
    if (playerY == "")
    {
        thePositionSetID.x = thePositionSetID.x;
        thePositionSetID.y = thePositionSetID.y;
        return;
    }

    thePositionSetID.x = parseInt(playerX);

    // y location of the structure
    thePositionSetID.y = parseInt(playerY);

    // if person did answer Y position, move
structure
```

```
if (playerY != "")
{
    // movePlayer();
    thePositionSetID.style.left =
thePositionSetID.x + 'px';
    thePositionSetID.style.top =
thePositionSetID.y + 'px';
}

// update the structuresArray posX and posY
structuresArray[numberOnlyStructure].posX
= thePositionSetID.x;

structuresArray[numberOnlyStructure].posY
= thePositionSetID.y;

// update the innerText of the structure
// show the structure id, name, posX, and
posY
thePositionSetID.innerText =
structuresArray[numberOnlyStructure].id +
"\n" +
structuresArray[numberOnlyStructure].name +
"\n" +
structuresArray[numberOnlyStructure].posX +
```

```
"\n" +
structuresArray[numberOnlyStructure].posY;

    // update the textArea of the posX and posY
    ge("customPosX").value =
structuresArray[numberOnlyStructure].posX;

    ge("customPosY").value =
structuresArray[numberOnlyStructure].posY;

    updateStructures(worldPositionId);
}

//--//

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// menuStructureSizeGet.js

let theSizeGetID;
```

```
function menuStructureSizeGet(theStructureId)
{
    theSizeGetID = theStructureId;

    let menuId = 'menuSizeStructureGet';

    if (ge(menuId))
    {
        removeElement(menuId);
    }

    //-//

    let mainDiv = ce("div");
    mainDiv.id = menuId;
    mainDiv.style.position = "absolute";
    mainDiv.style.left = ourPlayer.x + 100 + 'px';
    mainDiv.style.top = ourPlayer.y + 30 + 'px';
    mainDiv.style.zIndex = '3';
    ba(mainDiv);

    //-//

    // make the menu draggable
    makeElementDraggable(mainDiv);
}
```



```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = '200px';  
theMenu.style.marginBottom = 4 +'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let sizeLabel = ce("h1");  
sizeLabel.textContent = "GET STRUCTURE  
SIZE";  
sizeLabel.className = 'menu';  
theMenu.append(sizeLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let getSizeButton = ce("button");  
getSizeButton.onclick = function()  
{  
    structureSizeGet(theSizeGetID);  
};  
getSizeButton.className = "ourButton";  
getSizeButton.textContent = "GET SIZE";  
theMenu.append(getSizeButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let xSizeLabel = ce("span");  
xSizeLabel.textContent = "X Size";  
theMenu.append(xSizeLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let xSizeTextarea = ce("textarea");  
xSizeTextarea.id = "gotSizeX";  
xSizeTextarea.className = "textInput";  
xSizeTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xSizeTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let ySizeLabel = ce("span");  
ySizeLabel.textContent = "Y Size";  
theMenu.append(ySizeLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let ySizeTextarea = ce("textarea");
ySizeTextarea.id = "gotSizeY";
ySizeTextarea.className = "textInput";
ySizeTextarea.onkeydown = function()
{
    keyboardControlOff();
};
theMenu.append(ySizeTextarea);
}
```

```
function structureSizeGet()
```

```
{
    let currentSize = sizeGet(theSizeGetID);

    ge('gotSizeX').value = currentSize.x;
    ge('gotSizeY').value = currentSize.y;

    theSizeGetID.innerText = currentSize.x + "\n"
+ currentSize.y;
}
```

```
//--//
```

```
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// menuStructureSizeSet.js
```

```
let theSizeSetID;
```

```
let worldSizeId;
```

```
function menuStructureSizeSet(theStructureId)
{
    theSizeSetID = ge(theStructureId);

    worldSizeId = theStructureId;

    // Remove the text to find the digits only
    // Which number in the array, based on id
number - 1
    // \d find digit
    numberOnlyStructure =
worldSizeId.replace(/\D/g, "") - 1;
```

```
//-//
```

```
let menuId = 'menuSizeStructureSet';
```

```
if (ge(menuId))
```

```
{
```

```
    removeElement(menuId);
```

```
}
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = menuId;
```

```
mainDiv.style.position = "absolute";
```

```
mainDiv.style.left = ourPlayer.x + 100 + 'px';
```

```
mainDiv.style.top = ourPlayer.y + 30 + 'px';
```

```
mainDiv.style.zIndex = '3';
```

```
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable
```

```
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.width = '200px';  
// theMenu.style.height = '200px';  
theMenu.style.marginBottom = 4 +'px';  
theMenu.style.overflowY = "auto";  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button  
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let sizeLabel = ce("h1");  
sizeLabel.textContent = "SET STRUCTURE  
SIZE";  
sizeLabel.className = 'menu';  
theMenu.append(sizeLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let defaultButton = ce("button");  
defaultButton.onclick = function()  
{  
    structureSizeSetDefault();  
};  
defaultButton.className = "ourButton";  
defaultButton.textContent = "Default";  
theMenu.append(defaultButton);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let xSizeLabel = ce("span");  
xSizeLabel.textContent = "X SIZE";  
theMenu.append(xSizeLabel);
```

```
//-//
```



```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let xSizeTextarea = ce("textarea");  
xSizeTextarea.id = "customSizeX";  
xSizeTextarea.className = "textInput";  
xSizeTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(xSizeTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let ySizeLabel = ce("span");  
ySizeLabel.textContent = "Y SIZE";  
theMenu.append(ySizeLabel);
```

```
//-//
```

```
theMenu.append(ce("nbsp"));
```

```
//-//
```

```
let ySizeTextarea = ce("textarea");  
ySizeTextarea.id = "customSizeY";  
ySizeTextarea.className = "textInput";  
ySizeTextarea.onkeydown = function()  
{  
    keyboardControlOff();  
};  
theMenu.append(ySizeTextarea);
```

```
//-//
```

```
theMenu.append(ce("br"));
```

```
//-//
```

```
let enterButton = ce("button");  
enterButton.onclick = function()  
{  
    structureSizeSet();  
    keyboardControlOn();  
    enterButtonSound();  
};
```

```
enterButton.className = "ourButton";  
enterButton.textContent = "Enter";  
theMenu.append(enterButton);  
}
```

```
function structureSizeSet()  
{  
    let theSizeX;  
    let theSizeY;  
  
    theSizeX = ge('customSizeX').value;  
    theSizeY = ge('customSizeY').value;  
  
    // update the innerText of the structure  
    theSizeSetID.innerText =  
structuresArray[numberOnlyStructure].id +  
"\n" +  
structuresArray[numberOnlyStructure].name +  
"\n" + "Position" + "\n" +  
structuresArray[numberOnlyStructure].posX +  
"\n" +  
structuresArray[numberOnlyStructure].posY +  
"\n" + "Size" + "\n" + theSizeX + "\n" +  
theSizeY;
```

```
    theSizeSetID.style.width = theSizeX;
```

```
theSizeSetID.style.height = theSizeY;

updateStructures(worldSizeId);
}

function structureSizeSetDefault()
{
    let theSizeX = 114;
    let theSizeY = 70;

    ge('customSizeX').value = theSizeX;
    ge('customSizeY').value = theSizeY;

    // update the innerText of the structure
    theSizeSetID.innerText =
    structuresArray[numberOnlyStructure].id +
    "\n" +
    structuresArray[numberOnlyStructure].name +
    "\n" + "Position" + "\n" +
    structuresArray[numberOnlyStructure].posX +
    "\n" +
    structuresArray[numberOnlyStructure].posY +
    "\n" + "Size" + "\n" + theSizeX + "\n" +
    theSizeY;

    theSizeSetID.style.width = theSizeX;
```

```
theSizeSetID.style.height = theSizeY;

updateStructures(worldSizeId);
}

//--//

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// menuStructureTexture.js

function menuStructureTexture(theStructureId)
{
    let menuId = 'menuTextureStructure';

    if (ge(menuId))
    {
        removeElement(menuId);
    }

    //--//
```

```
let mainDiv = ce("div");  
mainDiv.id = menuId;  
mainDiv.style.position = "absolute";  
mainDiv.style.left = ourPlayer.x + 100 + 'px';  
mainDiv.style.top = ourPlayer.y + 30 + 'px';  
mainDiv.style.zIndex = '3';  
ba(mainDiv);
```

```
//-//
```

```
// make the menu draggable  
makeElementDraggable(mainDiv);
```

```
//-//
```

```
let theMenu = ce("div");  
theMenu.className = "divStyle001";  
theMenu.style.marginBottom = 4 + 'px';  
theMenu.style.width = '250px';  
theMenu.style.height = '200px';  
mainDiv.append(theMenu);
```

```
//-//
```

```
// close button
```

```
mainDiv.append(makeCloseButton(menuId));
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
let textureOptionsLabel = ce("h1");  
textureOptionsLabel.textContent =  
"TEXTURE OPTIONS";  
textureOptionsLabel.className = 'menu';  
theMenu.append(textureOptionsLabel);
```

```
//-//
```

```
theMenu.append(ce('hr'));
```

```
//-//
```

```
for (let z = 0; z < textureArray.length; z++)  
{  
    let textureButton = ce("button");  
    textureButton.onclick = function()  
    {  
        if (online == true)
```

```

{
ge(theStructureId).style.backgroundImage =
'url('+textureArray[z].textureOnline+');
    }
    else if (online == false)
    {

ge(theStructureId).style.backgroundImage =
'url('+textureArray[z].textureOffline+');
    }
    updateStructures(theStructureId);
};
textureButton.className = "ourButton";
textureButton.textContent =
textureArray[z].name;
theMenu.append(textureButton);

// - //

theMenu.append(ce('br'));
}
}

// - - //

```



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```

```
// mouseOff.js
```

```
function mouseOff()
{
    // remove the listen for mouse clicks
    window.removeEventListener("click",
mousePos, false);
}
```

```
//--//
```

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```

```
// mouseOn.js
```

```
function mouseOn()  
{  
    // add a listen for mouse clicks  
    window.addEventListener("click",  
mousePos, false);  
}  
  
/--/  
  
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// mousePos.js
```

```
function mousePos(whichId)  
{  
    let mouseX = event.pageX;  
    let mouseY = event.pageY;  
  
    // let mousePos = "Mouse" + "\n" + "X " +  
mouseX + "\n"+ "Y " + mouseY;
```

```
let mousePos = "X " + mouseX + "\n"+  
"Y " + mouseY;
```

```
console.log(mousePos);
```

```
ge('infoDiv').innerText = mousePos;
```

```
if (cameraFlag == 0)  
{
```

```
    ourPlayer.x = mouseX;  
    ourPlayer.y = mouseY;
```

```
    movePlayer(whichId);
```

```
    cameraFlag = 1;
```

```
    }  
}
```

```
//--//
```

```
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```
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```
// playerUpdate.js
```

```
function updatePlayer(idName)  
{  
    idName = 'thePlayer';  
  
    playerArray[0].name = playerArray[0].name;  
    playerArray[0].id = idName;  
    playerArray[0].posX = get(idName, 'pos').x;  
    playerArray[0].posY = get(idName, 'pos').y;  
    playerArray[0].sizeX = get(idName, 'size').x;  
    playerArray[0].sizeY = get(idName, 'size').y;  
    playerArray[0].colorFill = get(idName,  
'background-color'),  
    playerArray[0].colorText = get(idName,  
'color'),  
    playerArray[0].opacity = get(idName,  
'opacity');  
    playerArray[0].textureOffline = get(idName,  
'background-image');  
    playerArray[0].textureOnline = get(idName,  
'background-image');
```

```
    showPlayerData();
}

//--//

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// positionDistance.js

function getDistanceX(obj1, obj2)
{
    let obj1Position = positionGet(obj1).x;
    let obj2Position = positionGet(obj2).x

    let distanceX;

    if (obj1Position > obj2Position)
    {
        distanceX = obj1Position - obj2Position;
    }
    else if (obj1Position < obj2Position)
```

```
{
    distanceX = obj2Position - obj1Position;
}

// console.log(distanceX);

ge('thePlayer').textContent = distanceX;

return distanceX;
}

function getDistanceY(obj1, obj2)
{
    let obj1Position = positionGet(obj1).y;

    let obj2Position = positionGet(obj2).y

    let distanceY;

    if (obj1Position > obj2Position)
    {
        distanceY = obj1Position - obj2Position;
    }
    else if (obj1Position < obj2Position)
    {
        distanceY = obj2Position - obj1Position;
```

```
}

console.log(distanceY);

ge('thePlayer').textContent = distanceY;

return distanceY;
}

function getDistanceXY(obj1, obj2)
{
    let obj1PositionX = positionGet(obj1).x;
    let obj2PositionX = positionGet(obj2).x;

    let obj1PositionY = positionGet(obj1).y;
    let obj2PositionY = positionGet(obj2).y

    let distanceX;
    let distanceY;

    if (obj1PositionX > obj2PositionX)
    {
        distanceX = obj1PositionX -
obj2PositionX;
    }
    else if (obj1PositionX < obj2PositionX)
```

```
{
    distanceX = obj2PositionX -
obj1PositionX;
}

if (obj1PositionY > obj2PositionY)
{
    distanceY = obj1PositionY - obj2PositionY;
}
else if (obj1PositionY < obj2PositionY)
{
    distanceY = obj2PositionY - obj1PositionY;
}

ge('infoDivPlayer').innerText = obj2 + '\n' + "X
" + distanceX + "\n" + "Y " + distanceY;
}

function keepGettingX(obj1, obj2)
{
    let ourTimer = setInterval(function()
    {
        getDistanceX(obj1, obj2);
    }, 1000);
}
```



```
function keepGettingY(obj1, obj2)
{
    let ourTimer = setInterval(function()
    {
        getDistanceY(obj1, obj2);
    }, 1000);
}
```

```
function keepGettingXY(obj1, obj2)
{
    let ourTimer = setInterval(function()
    {
        getDistanceXY(obj1, obj2);
    }, 1000);
}
```

```
let ourTimer;
```

```
function keepGettingXYCustom()
{
    let obj1 = "thePlayer";

    let obj2 = ge("idToFindDistance").value;

    // clear any previous searches
    if (ourTimer)
```

```
{
    clearInterval(ourTimer);
}

ourTimer = setInterval(function()
{
    getDistanceXY(obj1, obj2);
}, 1000);
}

function removeTimer(whichTimer)
{
    clearInterval(whichTimer);
}

// let ourTimer = setInterval(function()
// { getDistanceY('thePlayer', 'STRUCTURE1');},
// 1000);

// examples
// getDistanceX('thePlayer', 'target1');
// getDistanceY('thePlayer', 'target1');

//--//
```

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```

```
// positionGet.js
```

```
// get the Position of any Element that has  
specified id
```

```
function positionGet(whichId)  
{  
    let playerElement = ge(whichId);  
  
    if (playerElement)  
    {  
        let theRect =  
playerElement.getBoundingClientRect();  
  
        let posXY = {  
            x: theRect.x + theRect.width / 2 +  
window.scrollX,  
            y: theRect.top + theRect.height / 2 +  
window.scrollY  
        };  
    }  
}
```

```
    return posXY;
  }
}
```

```
//--//
```

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```

```
// positionGetSizeAndSides.js
```

```
// x, y, width, height, top, right, bottom, left
function positionGetSizeAndSides(whichId)
{
    whichId = ge(whichId);

    let theRect =
whichId.getBoundingClientRect();

    return theRect;
}
```

// How to Use this Function

```
//  
console.log(JSON.stringify(positionGetSizeAndSides('boxOne')));
```

```
//  
console.log(JSON.stringify(positionGetSizeAndSides('thePlayer')));
```

```
//  
console.log(JSON.stringify(positionGetSizeAndSides(getActivePlayer())));
```

```
/*
```

Here is an example of using this function

```
//  
console.log(JSON.stringify(positionGetSizeAndSides('thePlayer')));
```

Returns the x position, y position, width, height, of the object. It also returns position of

the the top, bottom, left and right sides, as shown below.

```
{ "x":374,"y":250.33334350585938,"width":78,"height":78,"top":250.33334350585938,"right":452,"bottom":328.3333435058594,"left":374 }
```

```
*/
```

// The x represents the left top side of the object.

```
/*
```

```
{
    "x":374,
    "y":250.33334350585938,
    "width":78,
    "height":78,
    "top":250.33334350585938,
    "right":452,
    "bottom":328.3333435058594,
    "left":374
}
```

```
*/
```

```
/*
```

Notice that the x and left are the same.
They both return 374, in our example.

Notice the y and top are the same.
They both return 250.33334350585938.

```
*/
```

```
// example
```

```
//
```

```
console.log(JSON.stringify(positionGetSizeAndSides('thePlayer')));
```

```
//--//
```

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```
//
```

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```

```
// sizeGet.js
```

// gets size of any element of a specified id

```
function sizeGet(whichId)
{
    whichId = ge(whichId);

    let theRect =
whichId.getBoundingClientRect();

    let sizeXY =
    {
        x: parseFloat(theRect.width),
        y: parseFloat(theRect.height)
    };

    return sizeXY;
}
```

/*

How to Use this Function

```
// get the size of the player object
console.log(JSON.stringify(sizeGet('thePlayer')
));
```



```
// Returns x and y size values, which includes padding
{"x":78,"y":78}
```

```
// Formatted to show x and y clearer
{
    "x":78,
    "y":78
}
```

```
/*
```

Important to note is that padding effects size. So the object that is the size x of 70, becomes 78, if the padding of left and right are set to 4.

```
*/
```

```
// example
```

```
//
console.log(JSON.stringify(sizeGet('thePlayer')));
```

```
//--//
```

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```

```
// travelTo.js
```

```
// Send Player to New Location
// based on Choice from menuPlayer GoTo
section
```

```
function travelTo(theSection)
{
    if (theSection == "news")
    {
        if (!ge("newsSection"))
        {
            alert("First, Explore the World\nto
REVEAL the NEWS Section");
        }
        else
        {
            audioPlay("sfx_blip_001", 1.0);
        }
    }
}
```

```
    ourPlayer.x = 100;

    ourPlayer.y =
positionGet("newsSection").y;
    }
}

if (theSection == "scripting")
{
    if (!ge("scriptingSection"))
    {
        alert("First, Explore the World\nto
REVEAL the SCRIPTING Section");
    }
    else
    {
        audioPlay("sfx_blip_001", 1.0);

        ourPlayer.x = 100;

        ourPlayer.y =
positionGet("scriptingSection").y;
    }
}
```

```
if (theSection == "books")
{
    if (!ge("collegeBooksSection"))
    {
        alert("First, Explore the World\nto  
REVEAL the COLLEGE BOOKS Section");
    }
    else
    {
        audioPlay("sfx_blip_001", 1.0);

        ourPlayer.x = 100;

        ourPlayer.y =
positionGet("collegeBooksSection").y;
    }
}
```

```
if (theSection == "evidence")
{
    if (!ge("evidenceldSection"))
    {
        alert("First, Explore the World\nto  
REVEAL the EVIDENCE Section");
    }
    else
```

```
{  
    audioPlay("sfx_blip_001", 1.0);  
  
    ourPlayer.x = 100;  
  
    ourPlayer.y =  
positionGet("evidenceldSection").y;  
}  
}  
movePlayer(activePlayer);  
}
```

```
//--//
```

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```

```
// rowOfBookImages.js
```

```
function rowOfBookImages(theX, theY, sizeX,  
sizeY, whichArray, criteria1, theHeading)  
{
```

```
let counter = 0;

let mainDiv = ce("div");
mainDiv.id = "displayBooksId";
mainDiv.className = "bookImageStyle";
mainDiv.title = "rowOfBookImages(theX,
theY, sizeX, sizeY, whichArray, criteria1,
theHeading)";
mainDiv.style.position = "absolute";
mainDiv.style.left = theX;
mainDiv.style.top = theY;
mainDiv.style.display = "flex";
mainDiv.style.flexDirection = "row";
mainDiv.style.gap = 75 + "px";
ba(mainDiv);

// -//

// used with papercliptronics,
javascriptBook1, javascriptBook2, logicA,
logicB, logicC, simulation, science, human,
mathematics arrays
for (let x = 0; x < whichArray.length; x++)
{
    counter += 1;
}
```

```
if (whichArray[x].tag == criteria1)
{
    // filter by month
    //if (whichArray[x].month === '12')

    // filter by multiple months
    //if (whichArray[x].month === '8' ||
whichArray[x].month === '9')

    // filter by date
    // if (whichArray[x].month === '2' &&
whichArray[x].day === '29' &&
whichArray[x].year === '2018')

    // filter by multiple dates
    //if ((whichArray[x].month === '2' &&
whichArray[x].day === '29' &&
whichArray[x].year === '2018') ||
(whichArray[x].month === '2' &&
whichArray[x].day === '29' &&
whichArray[x].year === '2020'))

    // filter by day, of any month, of any year
    // if (whichArray[x].day === '2')

    // filter by year
```

```
// if (whichArray[x].year === '2022')
```

```
// filter by multiple years
```

```
// if (whichArray[x].year === '2019' ||  
whichArray[x].year === '2020')
```

```
// filter by month and year
```

```
// if (whichArray[x].month === '2' &&  
whichArray[x].year === '2020')
```

```
// we can replace the if statement below,  
with one of the options above.
```

```
if (whichArray) // filter by all  
{
```

```
    let subDiv = ce("div");  
    subDiv.id = theHeading + counter;  
    subDiv.style.width = sizeX + 'px';  
    subDiv.style.borderStyle = "solid";  
    subDiv.style.borderWidth = 1 + "px";  
    subDiv.style.borderColor = "rgb(0,  
255, 255)";  
    mainDiv.append(subDiv);
```

```
//-//
```

```
let printButton = ce("button");
```



```

        printButton.className =
"ourButton";
        printButton.textContent = "print";
        printButton.onclick = function()
        {
            printOnlyDiv(subDiv.id);
        };
        subDiv.append(printButton);

//--//

        let theTexture = ce("img");
        theTexture.id = theHeading + counter;
        theTexture.src =
whichArray[x].image;
        theTexture.className =
"bookImage";
        subDiv.append(theTexture);
    }
}
}
}

//--//

```

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```

```
// rowOfCollegeBooks.js
```

```
function rowOfCollegeBooks(theX, theY, sizeX,  
sizeY, whichArray)  
{  
    let counter = 0;  
  
    //-/  
  
    let mainDiv = ce("div");  
    mainDiv.id = "collegeBooksSection";  
    mainDiv.className = "";  
    mainDiv.title = "rowOfCollegeBooks(theX,  
theY, sizeX, sizeY, whichArray)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX;  
    mainDiv.style.top = theY;  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "row";  
    mainDiv.style.gap = 75 + "px";
```

```
mainDiv.style.overflow = "hidden";  
mainDiv.style.overflowY = "scroll";  
ba(mainDiv);
```

```
//-//
```

```
// used with collegeBooks Array  
for (let x = 0; x < whichArray.length; x++)  
{  
    counter += 1;  
  
    let subDiv = ce("div");  
    subDiv.id = "CollegeBooks" + counter;  
    subDiv.style.width = sizeX + 'px';  
    subDiv.style.height = sizeY + 'px';  
    subDiv.style.borderStyle = "solid";  
    subDiv.style.borderWidth = "2px";  
    subDiv.style.borderColor = "rgba(100, 100,  
255, 1.0)";  
    subDiv.style.backgroundColor = 'rgb(0, 0,  
0)';  
    subDiv.style.zIndex = "1";  
    subDiv.style.fontFamily = "arial";  
    subDiv.style.fontWeight = "normal";  
    subDiv.style.fontSize = "medium";  
    subDiv.style.textAlign = "center";
```

```
subDiv.style.color = "black";
```

```
mainDiv.append(subDiv);
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className = "ourButton";  
printButton.textContent = "print";  
printButton.onclick = function()  
{
```

```
    printOnlyDiv(subDiv.id);
```

```
};
```

```
subDiv.append(printButton);
```

```
//-//
```

```
let theTitle = ce("div");  
theTitle.style.color = "rgb(255, 255, 255)";  
theTitle.innerText = "College Books" + '\n'  
+ whichArray[x].name;  
subDiv.append(theTitle);
```

```
//-//
```

```
let theBreakBelowTitle = ce("hr");
```

```
theBreakBelowTitle.className =  
"hrCompact";  
subDiv.append(theBreakBelowTitle);
```

```
//-//
```

```
let theLink = ce("a");  
theLink.target = "_blank";  
theLink.href = whichArray[x].url;  
theLink.innerText = "link";  
subDiv.append(theLink);
```

```
//-//
```

```
let theTexture = ce("img");  
theTexture.className = "theImage";  
theTexture.src = whichArray[x].image;  
theLink.append(theTexture);
```

```
}  
}
```

```
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```

```
//  
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```

```
// rowOfCollegeLinks.js
```

```
function rowOfCollegeLinks(theX, theY,  
whichArray, sizeX)  
{  
    let counter = 0;  
  
    let mainDiv = ce("div");  
    mainDiv.id = "collegeLinksId";  
    mainDiv.title = "rowOfCollegeLinks(theX,  
theY, whichArray)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX + "px";  
    mainDiv.style.top = theY + "px";  
    mainDiv.style.width = '200px';  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "row";  
    mainDiv.style.gap = "75px";  
    ba(mainDiv);  
  
    //-//
```

```
    for (let x = 0; x < whichArray.length; x++) {
```

```
counter += 1;
```

```
let subDiv = ce("div");  
subDiv.id = "CollegeLinks" + counter;  
subDiv.style.padding = "10px";  
subDiv.style.width = sizeX + 'px';  
subDiv.style.zIndex = 1;  
subDiv.style.borderStyle = "solid";  
subDiv.style.borderWidth = "2px";  
subDiv.style.borderColor = "rgba(100, 100,  
255, 1.0)";  
subDiv.style.backgroundColor = 'rgb(0, 0,  
0)';  
subDiv.style.fontFamily = "arial";  
subDiv.style.fontWeight = "bold";  
subDiv.style.fontSize = "medium";  
subDiv.style.color = "aqua";  
subDiv.style.textAlign = "center";  
mainDiv.append(subDiv);
```

```
//-//
```

```
let theLink = ce("a");  
theLink.href = whichArray[x].url;  
theLink.target = "_blank";
```

```
        theLink.textContent =  
whichArray[x].name;  
        subDiv.append(theLink);  
    }  
}
```

```
//--//
```

```
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```

```
// rowOfDetails.js
```

```
function rowOfDetails(theX, theY, sizeX, sizeY,  
whichArray, criteria1)  
{  
    let counter = 0;
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = "detailsId";
```



```
mainDiv.title = "rowOfDetails(theX, theY,  
sizeX, sizeY, whichArray, criteria1)";  
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++) {  
    counter += 1;  
  
    if (whichArray[i].tag == criteria1)  
    {  
        // filter by month  
        if (whichArray[i].date.substring(0, 2) ==  
"07")  
        {  
            if (whichArray[i].probability >= 50)  
            {  
                let subDiv = ce("div");  
                subDiv.className = "divStyle001";  
                mainDiv.append(subDiv);  
            }  
        }  
    }  
}
```

```
//-//
```

```
let theDiv = ce("details");  
theDiv.id = "EvidenceDetails" +  
counter;  
theDiv.style.width = sizeX + 'px';  
theDiv.style.height = sizeY + 'px';  
theDiv.style.color = "rgb(255, 255,  
255)";  
subDiv.append(theDiv);
```

```
//-//
```

```
theDiv.innerText = "Content  
Sensitive - Open at Your Discretion";
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className =  
"ourButton";
```

```
printButton.textContent = "print";  
printButton.onclick = function()  
{  
    printOnlyDiv(theDiv.id);  
};
```

```
subDiv.append(printButton);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let titleText = whichArray[i].title;  
theDiv.append(titleText);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let dateText = whichArray[i].date;  
theDiv.append(dateText);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let infoText = whichArray[i].info;  
theDiv.append(infoText);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let probabilityText = "Probability  
Rating: " + whichArray[i].probability + "%";  
theDiv.append(probabilityText);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let link = ce("a");
```

```
link.href = whichArray[i].url;  
link.target = "_blank";  
link.innerText = "Link";  
theDiv.append(link);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let image = ce("img");  
image.src = whichArray[i].image;  
image.className = "theImage";  
theDiv.append(image);
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
//--//
```

```
// filter by MONTH
```

```
// if (whichArray[i].date.substring(0, 2) == 7)
```

// filter by Multiple MONTHS

**// if(whichArray[i].date.substring(0, 2) == 8 ||
whichArray[i].date.substring(0, 2) == 9)**

// filter by DATE

**// if (whichArray[i].date.substring(0, 10) ==
"02/29/2018")**

// filter by Multiple DATES

**// if (whichArray[i].date.substring(0, 10) ==
"02/29/2018" || whichArray[i].date.substring(0,
10) == "02/29/2020")**

// filter by DAY, of any month, of any year

// if (whichArray[i].date.substring(3, 5) == 2)

// filter by YEAR

**// if (whichArray[i].date.substring(6, 10) ==
2019)**

// filter by MULTIPLE YEARS

**// if (whichArray[i].date.substring(6, 10) == 2019
|| whichArray[i].date.substring(6, 10) == 2020)**

// filter by MONTH and YEAR

```
// if (whichArray[i].date.substring(0, 2) == 2 &&  
whichArray[i].date.substring(6, 10) == 2020)
```

```
//--//
```

```
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// rowOfEvidence.js
```

```
function rowOfEvidence(theX, theY, sizeX,  
sizeY, whichArray, criteria1)  
{  
    let counter = 0;
```

```
//--//
```

```
    let mainDiv = ce("div");  
    mainDiv.id = "evidenceldSection";  
    mainDiv.title = "rowOfEvidence(theX, theY,  
sizeX, sizeY, whichArray, criteria1)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX + "px";
```

```
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
// used with evidence array  
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {
```

```
        // filter by MONTH  
        // if (whichArray[i].date.substring(0, 2)  
== 3)
```

```
        // filter by Multiple MONTHS  
        // if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)
```

```
        // filter by DATE  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")
```

```
        // filter by Multiple DATES
```



```
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")
```

```
// filter by DAY of month  
// if (whichArray[i].date.substring(3, 5)  
== 2)
```

```
// filter by YEAR  
// if (whichArray[i].date.substring(6, 10)  
== 2019)
```

```
// filter by MULTIPLE YEARS  
// if (whichArray[i].date.substring(6, 10)  
== 2019 || whichArray[i].date.substring(6, 10)  
== 2020)
```

```
// filter by MONTH and YEAR  
// if (whichArray[i].date.substring(0, 2)  
== 2 && whichArray[i].date.substring(6, 10) ==  
2020)
```

```
// or show all by using  
// if (whichArray)
```

```
7) // filter by month
    if (whichArray[i].date.substring(0, 2) ==

    {
        counter += 1;

        //-//

        let subDiv = ce("div");
        subDiv.id = "Evidence" + counter;
        subDiv.className = "divStyle001";
        subDiv.style.width = sizeX + 'px';
        mainDiv.append(subDiv);

        //-//

        let hrCompact = ce("hr");
        hrCompact.className = 'hrCompact';
        subDiv.append(hrCompact);

        //-//

        let printButton = ce("button");
        printButton.className =
"ourButton";
        printButton.innerText = "Print";
```

```
printButton.onclick = function()
{
    printOnlyDiv(subDiv.id);
};
subDiv.append(printButton);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let title = ce("span");
title.innerText = whichArray[i].title +
"\n";
subDiv.append(title);
```

```
//-//
```

```
let date = ce("span");
date.innerText = whichArray[i].date +
"\n";
subDiv.append(date);
```

```
//-//
```

```
let info = ce("span");
info.innerText = whichArray[i].info +
"\n";
subDiv.append(info);

// - //
```

```
let link = ce("a");
link.href = whichArray[i].url;
link.target = "_blank";
link.innerText = "Link";
subDiv.append(link);
}
}
}
}
}

// - - //
```

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```

```
// rowOfEvidenceWithImage.js
```

```
function rowOfEvidenceWithImage(theX, theY,
sizeX, sizeY, whichArray, criteria1, theHeading)
{
    let counter = 0;

    let mainDiv = ce("div");
    mainDiv.id = "evidenceWithImageId";
    mainDiv.title =
"rowOfEvidenceWithImage(theX, theY, sizeX,
sizeY, whichArray, criteria1, theHeading)";
    mainDiv.style.position = "absolute";
    mainDiv.style.left = theX + "px";
    mainDiv.style.top = theY + "px";
    mainDiv.style.display = "flex";
    mainDiv.style.flexDirection = "row";
    mainDiv.style.gap = "75px";
    ba(mainDiv);
```

```
//-//
```

```
// used with evidence array
for (let i = 0; i < whichArray.length; i++) {
    if (whichArray[i].tag == criteria1)
    {
```

```
// filter by MONTH  
// if (whichArray[i].date.substring(0, 2)  
== 3)
```

```
// filter by Multiple MONTHS  
// if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)
```

```
// filter by DATE  
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")
```

```
// filter by Multiple DATES  
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")
```

```
// filter by DAY of month  
// if (whichArray[i].date.substring(3, 5)  
== 2)
```

```
// filter by YEAR  
// if (whichArray[i].date.substring(6, 10)  
== 2019)
```

```
// filter by MULTIPLE YEARS
// if (whichArray[i].date.substring(6, 10)
== 2019 || whichArray[i].date.substring(6, 10)
== 2020)
```

```
// filter by MONTH and YEAR
// if (whichArray[i].date.substring(0, 2)
== 2 && whichArray[i].date.substring(6, 10) ==
2020)
```

```
// or show all by using
// if (whichArray)
```

```
if (whichArray)
{
    counter += 1;
```

```
//-//
```

```
let subDiv = ce("div");
subDiv.id = "EvidenceWithImage" +
counter;
subDiv.className = "divStyle001";
subDiv.style.width = sizeX + 'px';
subDiv.style.height = sizeY + 'px';
mainDiv.append(subDiv);
```

```
//-//
```

```
let heading = ce("div");  
heading.textContent = theHeading;  
subDiv.append(heading);
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className =  
"ourButton";  
printButton.innerText = "print";  
printButton.onclick = function()  
{  
    printOnlyDiv(subDiv.id);  
};  
subDiv.append(printButton);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let title = ce("b");
```



```
title.textContent = whichArray[i].title;  
subDiv.append(title);
```

```
//-//
```

```
let date = ce("div");  
date.textContent = whichArray[i].date;  
subDiv.append(date);
```

```
//-//
```

```
let info = ce("div");  
info.textContent = whichArray[i].info;  
subDiv.append(info);
```

```
//-//
```

```
let link = ce("a");  
link.href = whichArray[i].url;  
link.target = "_blank";  
link.textContent = "Link";  
subDiv.append(link);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

//-//

```
    let image = ce("img");
    image.src = whichArray[i].image;
    image.className = "theImage";
    subDiv.append(image);
  }
}
}
```

//--//

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// rowOfInvestigation.js

```
function sortInvestigation(whichY,
whichDirection)
{
```

```
let whichArray =
petitoGabrielleInvestigation;

if (whichDirection == "up")
{
    whichArray.sort(function(a, b)
    {
        return new Date(a.date) - new
Date(b.date);
    });
}
else if (whichDirection == "down")
{
    whichArray.sort(function(b, a)
    {
        return new Date(a.date) - new
Date(b.date);
    });
}

rowOfInvestigation(100, whichY, 400, 400,
whichArray, "note");
}

function removeRow()
{
```

```
let name = "Investigation";

let counter = 0;

for (x = 0; x <
petitoGabrielleInvestigation.length; x++)
{
    counter += 1;

    removeElement(name + counter);
}

removeElement("theIdOfButtons");
}

function rowOfInvestigation(theX, theY, sizeX,
sizeY, whichArray, criteria1)
{
    let counter = 0;

    let mainDiv = ce("div");
    mainDiv.id = "evidenceWithImageld";
    mainDiv.title = "rowOfInvestigation(theX,
theY, sizeX, sizeY, whichArray, criteria1)";
    mainDiv.style.position = "absolute";
    mainDiv.style.left = theX + "px";
```

```
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
let theButtons = ce("div");  
theButtons.id = "theIdOfButtons";  
theButtons.className = "divStyle001";  
mainDiv.append(theButtons);
```

```
//-//
```

```
let buttonAscending = ce("button");  
buttonAscending.className = "ourButton";  
buttonAscending.onclick = function()  
{  
    sortInvestigation(theY, 'up'); removeRow();  
};  
buttonAscending.textContent =  
"Ascending";  
theButtons.append(buttonAscending);
```

```
//-//
```

```
let buttonDescending = ce("button");
buttonDescending.className =
"ourButton";
buttonDescending.onclick = function()
{
    sortInvestigation(theY, 'down');
removeRow();
};
buttonDescending.textContent =
"Descending";
theButtons.append(buttonDescending);
```

//-//

```
let buttonRemoveRow = ce("button");
buttonRemoveRow.className =
"ourButton";
buttonRemoveRow.onclick = function()
{
    removeRow();
};
buttonRemoveRow.innerText =
"Remove\nRow";
theButtons.append(buttonRemoveRow);
```

//-//

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {  
        // filter by MONTH  
        // if (whichArray[i].date.substring(0, 2)  
== 7)  
  
        // filter by Multiple MONTHS  
        // if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)  
  
        // filter by DATE  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")  
  
        // filter by Multiple DATES  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")  
  
        // filter by DAY, of any month, of any  
year
```

```
// if (whichArray[i].date.substring(3, 5)  
== 2)
```

```
// filter by YEAR  
// if (whichArray[i].date.substring(6, 10)  
== 2019)
```

```
// filter by MULTIPLE YEARS  
// if (whichArray[i].date.substring(6, 10)  
== 2019 || whichArray[i].date.substring(6, 10)  
== 2020)
```

```
// filter by MONTH and YEAR  
// if (whichArray[i].date.substring(0, 2)  
== 2 && whichArray[i].date.substring(6, 10) ==  
2020)
```

```
if (whichArray) // shows all items  
{  
    counter += 1;
```

```
    let theDiv = ce("div");  
    theDiv.id = "Investigation" + counter;  
    theDiv.className = "divStyle001";  
    theDiv.style.width = sizeX + 'px';  
    theDiv.style.height = sizeY + 'px';
```



```
mainDiv.append(theDiv);
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className =  
"ourButton";  
printButton.style.marginRight =  
"10px";  
printButton.style.zIndex = "20";  
printButton.onclick = function()  
{  
    printOnlyDiv(theDiv.id);  
};  
printButton.textContent = "print";  
theDiv.append(printButton);
```

```
//-//
```

```
let dateSpan = ce("span");  
dateSpan.textContent =  
whichArray[i].date;  
theDiv.append(dateSpan);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let summarySpan = ce("span");  
summarySpan.style.color = "rgb(0,  
255, 255)";
```

```
summarySpan.style.fontWeight =  
"bold";
```

```
summarySpan.textContent =  
whichArray[i].summary;  
theDiv.append(summarySpan);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let noteSpan = ce("span");  
noteSpan.textContent =  
whichArray[i].note;  
theDiv.append(noteSpan);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let newsArticleLink = ce("a");
```

```
newsArticleLink.href =
```

```
whichArray[i].newsArticleOne;
```

```
newsArticleLink.target = "_blank";
```

```
newsArticleLink.textContent =
```

```
whichArray[i].newsArticleOne;
```

```
newsArticleLink.style.color = "aqua";
```

```
theDiv.append(newsArticleLink);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
}
```

```
}
```

```
}
```

```
}
```

```
//--//
```

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```
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```

```
// rowOfLanguage.js
```

```
function rowOfLanguage(theX, theY, sizeX,  
sizeY, whichArray, criteria1, criteria2)
```

```
{  
    let counter = 0;
```

```
    //-//
```

```
    let mainDiv = ce("div");  
    mainDiv.id = "scriptingCategory";  
    mainDiv.title = "rowOfLanguage(theX, theY,  
sizeX, sizeY, whichArray, criteria1, criteria2)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX + "px";  
    mainDiv.style.top = theY + "px";  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "row";  
    mainDiv.style.gap = 75 + "px";  
    ba(mainDiv);
```

```
    //-//
```

```
// used with lindenLanguage array
// used with javascriptLanguage array
for (let i = 0; i < whichArray.length; i++)
{
    if (whichArray[i].category == criteria1 &&
whichArray[i].tag == criteria2)
    {
        counter += 1;

        //-//

        let subDiv = ce("div");
        subDiv.id = "JavaScriptCategories_" +
whichArray[i].category + counter;
        subDiv.className = "divStyle001";
        subDiv.style.width = sizeX + 'px';
        subDiv.style.height = sizeY + 'px';
        mainDiv.append(subDiv);

        //-//

        let controlPanelDetails = ce("details");
        subDiv.append(controlPanelDetails);

        //-//
```

```
    let controlPanelSummary =  
ce("summary");  
  
controlPanelDetails.append(controlPanelSum  
mary);  
  
    //-//  
  
    let controlPanel = ce("div");  
    controlPanel.style.position = "relative";  
  
controlPanelSummary.append(controlPanel);  
  
    //-//  
  
subDiv.append(ce('hr'));  
  
    //-//  
  
let printButton = ce("button");  
printButton.className = "ourButton";  
printButton.style.marginRight = 10 +  
"px";  
printButton.onclick = function()  
{
```

```
        printOnlyDiv(subDiv.id);
    };
    printButton.textContent = "print";

controlPanelDetails.append(printButton);

//-//

    let titleOfUrlAnchor = ce("a");
    titleOfUrlAnchor.target = "_blank";
    titleOfUrlAnchor.href =
whichArray[i].url;
    titleOfUrlAnchor.style.marginRight = 10
+ "px";

controlPanelDetails.append(titleOfUrlAnchor);

//-//

    let titleOfUrl = ce("span");
    titleOfUrl.textContent = "Link 1";
    titleOfUrlAnchor.append(titleOfUrl);

//-//

    let titleOfUrlAnchor2 = ce("a");
```

```
titleOfUrlAnchor2.target = "_blank";  
titleOfUrlAnchor2.href =  
whichArray[i].url2;  
  
controlPanelDetails.append(titleOfUrlAnchor2);
```

```
//-//
```

```
let titleOfUrl2 = ce("span");  
titleOfUrl2.textContent = "Link 2";  
titleOfUrlAnchor2.append(titleOfUrl2);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let titleOfLanguage = ce("span");  
titleOfLanguage.style.color = "rgb(180,  
180, 180)";  
titleOfLanguage.textContent =  
whichArray[i].language;  
subDiv.append(titleOfLanguage);
```

```
//-//
```



```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let titleOfCategory = ce("span");  
titleOfCategory.style.color = "rgb(255, 0,  
255)";  
titleOfCategory.textContent =  
whichArray[i].category;  
subDiv.append(titleOfCategory);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let titleOfFunction = ce("div");  
titleOfFunction.style.fontSize = 30 +  
"px";  
titleOfFunction.style.color = "rgb(0, 255,  
255)";  
titleOfFunction.textContent =  
whichArray[i].name;  
subDiv.append(titleOfFunction);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let titleOfDescription= ce("span");  
titleOfDescription.style.color = "rgb(0,  
190, 220)";  
titleOfDescription.textContent =  
whichArray[i].description;  
subDiv.append(titleOfDescription);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let syntax = ce("span");  
syntax.style.color = "rgb(180, 180,  
180)";  
syntax.textContent =  
whichArray[i].syntax;  
subDiv.append(syntax);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let useage = ce("span");  
useage.textContent =  
whichArray[i].useage;  
subDiv.append(useage);
```

```
//-//
```

```
subDiv.append(ce('hr'));
```

```
//-//
```

```
let returnValue = ce("span");  
returnValue.style.color = "rgb(150, 100,  
200)";  
returnValue.textContent =  
whichArray[i].type;  
subDiv.append(returnValue);
```

```
//-//
```

```
        subDiv.append(ce('hr'));
    }
}
}
```

//--//

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// rowOfLanguageShowAll.js

```
function rowOfLanguageShowAll(theX, theY,  
sizeX, sizeY, whichArray, criteria1, criteria2) {  
    let counter = 0;
```

//-//

```
let mainDiv = ce("div");  
mainDiv.id = "scriptingSection";  
mainDiv.style.position = "absolute";
```

```
mainDiv.title =  
"rowOfLanguageShowAll(theX, theY, sizeX,  
sizeY, whichArray, criteria1, criteria2)";  
mainDiv.style.position = 'absolute';  
mainDiv.style.top = theY + "px";  
mainDiv.style.left = theX + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1 &&  
whichArray[i].language == criteria2)  
    {  
        counter += 1;
```

```
//-//
```

```
let theDiv = ce("div");  
theDiv.id = "JavaScriptAll" + counter;  
theDiv.className = "divStyle001";  
theDiv.style.width = sizeX + "px";  
theDiv.style.height = sizeY + "px";
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let language = ce("span");  
language.style.fontSize = "14pt";  
language.style.lineHeight = "15pt";  
language.textContent =  
whichArray[i].language;  
theDiv.append(language);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let boldAqua = ce("b");  
boldAqua.style.color = "aqua";  
boldAqua.textContent =  
whichArray[i].category;  
theDiv.append(boldAqua);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let boldYellow = ce("b");  
boldYellow.style.color = "yellow";  
boldYellow.textContent =  
whichArray[i].name;  
theDiv.append(boldYellow);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className = "ourButton";  
printButton.style.marginRight = '10px';  
printButton.textContent = "Print";  
printButton.onclick = function()  
{  
    printOnlyDiv(theDiv.id);  
};
```

```
theDiv.append(printButton);
```

```
//-//
```

```
let urlLabel = ce("span");  
urlLabel.style.fontWeight = "bold";  
urlLabel.textContent = "URL: ";  
theDiv.append(urlLabel);
```

```
//-//
```

```
let urlLink = ce("a");  
urlLink.href = whichArray[i].url;  
urlLink.target = "_blank";  
urlLink.textContent = "Link";  
theDiv.append(urlLink);
```

```
//-//
```

```
let url2Label = ce("span");  
url2Label.style.fontWeight = "bold";  
url2Label.textContent = "URL2: ";  
theDiv.append(url2Label);
```

```
//-//
```



```
let url2Link = ce("a");  
url2Link.href = whichArray[i].url2;  
url2Link.target = "_blank";  
url2Link.textContent = "Link 2";  
theDiv.append(url2Link);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let functionNameLabel = ce("span");  
functionNameLabel.style.fontWeight =  
"bold";  
functionNameLabel.style.color =  
"rgb(180, 180, 180)";  
functionNameLabel.textContent =  
"Name of Function:";  
theDiv.append(functionNameLabel);
```

```
//-//
```

```
let functionName = ce("span");  
functionName.style.fontWeight =  
"bold";
```

```
functionName.textContent =  
whichArray[i].name;  
theDiv.append(functionName);  
  
//-//  
  
theDiv.append(ce("hr"));  
  
//-//  
  
let descriptionLabel = ce("span");  
descriptionLabel.style.fontWeight =  
"bold";  
descriptionLabel.style.color = "rgb(180,  
180, 180)";  
descriptionLabel.textContent =  
"Description: ";  
theDiv.append(descriptionLabel);  
  
//-//  
  
let description = ce("div");  
description.textContent =  
whichArray[i].description;  
theDiv.append(description);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let syntaxLabel = ce("span");  
syntaxLabel.style.fontWeight = "bold";  
syntaxLabel.style.color = "rgb(180, 180,  
180)";  
syntaxLabel.textContent = "Syntax: ";  
theDiv.append(syntaxLabel);
```

```
//-//
```

```
let syntax = ce("div");  
syntax.textContent =  
whichArray[i].syntax;  
theDiv.append(syntax);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let usageLabel = ce("span");  
usageLabel.style.fontWeight = "bold";  
usageLabel.style.color = "rgb(180, 180,  
180)";  
usageLabel.textContent = "Usage: ";  
theDiv.append(usageLabel);
```

```
//-//
```

```
let usage = ce("div");  
usage.textContent =  
whichArray[i].usage;  
theDiv.append(usage);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let returnTypeLabel = ce("span");  
returnTypeLabel.style.fontWeight =  
"bold";  
returnTypeLabel.style.color = "rgb(180,  
180, 180)";
```

```
returnTypeLabel.textContent = "Return  
Value Type: ";  
theDiv.append(returnTypeLabel);
```

```
//-//
```

```
let returnType = ce("div");  
returnType.textContent =  
whichArray[i].type;  
theDiv.append(returnType);
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let deleteButton = ce("button");  
deleteButton.className = "ourButton";  
deleteButton.textContent = "Delete";  
deleteButton.onclick = function()  
{  
    deleteThisRecord(theDiv.id);  
};  
theDiv.append(deleteButton);
```

//-//

theDiv.append(ce("hr"));

//-//

mainDiv.append(theDiv);

}

}

}

//--//

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//

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// rowOfNews.js

// makes divs in a row - custom for news Data

**function rowOfNews(theX, theY, sizeX, sizeY,
whichArray, criteria1)**

```
{  
  let counter = 0;  
  
  //-/  
  
  let mainDiv = ce("div");  
  mainDiv.id = "newsSection";  
  mainDiv.title = "rowOfNews(theX, theY,  
sizeX, sizeY, whichArray, criteria1)";  
  mainDiv.style.position = "absolute";  
  mainDiv.style.left = theX + "px";  
  mainDiv.style.top = theY + "px";  
  mainDiv.style.display = "flex";  
  mainDiv.style.flexDirection = "row";  
  mainDiv.style.gap = "75px";  
  ba(mainDiv);  
  
  //-/  
  
  for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {  
      // filter by MONTH  
      // if (whichArray[i].date.substring(0, 2)  
== 3)
```

```
// filter by Multiple MONTHS  
// if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)
```

```
// filter by DATE  
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")
```

```
// filter by Multiple DATES  
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")
```

```
// filter by DAY of month  
// if (whichArray[i].date.substring(3, 5)  
== 2)
```

```
// filter by YEAR  
// if (whichArray[i].date.substring(6, 10)  
== 2019)
```

```
// filter by MULTIPLE YEARS  
// if (whichArray[i].date.substring(6, 10)  
== 2019 || whichArray[i].date.substring(6, 10)  
== 2020)
```



```
// filter by MONTH and YEAR
// if (whichArray[i].date.substring(0, 2)
== 2 && whichArray[i].date.substring(6, 10) ==
2020)
```

```
// or show all by using
// if (whichArray)
```

```
// if, instead of filter function,
// is 70% faster
```

```
if (whichArray)
{
    counter += 1;
```

```
//-//
```

```
let theDiv = ce("div");
theDiv.id = "News" + counter;
theDiv.className = "divStyle001";
theDiv.style.width = sizeX + 'px';
theDiv.style.padding = "10px";
mainDiv.append(theDiv);
```

```
//-//
```

```
let newsHeading = ce("div");  
newsHeading.textContent = "NEWS";  
let hr = ce("hr");  
hr.className = 'hrCompact';  
newsHeading.append(hr);  
theDiv.append(newsHeading);
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className =  
"ourButton";  
printButton.textContent = "Print";  
printButton.onclick = function()  
{  
    printOnlyDiv(theDiv.id);  
};  
theDiv.append(printButton);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
        let headline = ce("div");  
        headline.textContent =  
whichArray[i].headline;  
        theDiv.append(headline);
```

```
//-//
```

```
        let date = ce("div");  
        date.textContent = whichArray[i].date;  
        theDiv.append(date);
```

```
//-//
```

```
        let link = ce("a");  
        link.href = whichArray[i].url;  
        link.target = "_blank";  
        link.textContent = "Link";  
        theDiv.append(link);
```

```
    }
```

```
  }
```

```
}
```

```
}
```

```
//--//
```

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```

```
// rowOfNotes.js
```

```
function rowOfNotes(theX, theY, sizeX, sizeY,  
whichArray, criteria1)  
{  
    let counter = 0;
```

```
//-//
```

```
    let mainDiv = ce("div");  
    mainDiv.id = "notesId";  
    mainDiv.title = "rowOfNotes(theX, theY,  
sizeX, sizeY, whichArray, criteria1)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX + "px";  
    mainDiv.style.top = theY + "px";  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "row";  
    mainDiv.style.gap = "75px";  
    ba(mainDiv);
```

//-//

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {  
        // filter by MONTH  
        // if (whichArray[i].date.substring(0, 2)  
== 3)  
  
        // filter by Multiple MONTHS  
        // if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)  
  
        // filter by DATE  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")  
  
        // filter by Multiple DATES  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")  
  
        // filter by DAY of month
```

```
// if (whichArray[i].date.substring(3, 5)
== 2)

// filter by YEAR
// if (whichArray[i].date.substring(6, 10)
== 2019)

// filter by MULTIPLE YEARS
// if (whichArray[i].date.substring(6, 10)
== 2019 || whichArray[i].date.substring(6, 10)
== 2020)

// filter by MONTH and YEAR
// if (whichArray[i].date.substring(0, 2)
== 2 && whichArray[i].date.substring(6, 10) ==
2020)

// or show all by using
// if (whichArray)

if (whichArray)
{
    counter += 1;

    //-//
```

```
let theDiv = ce("div");  
theDiv.id = "Notes" + counter;  
theDiv.className = "divStyle001";  
theDiv.style.width = "170px";  
theDiv.style.padding = "12px";  
mainDiv.append(theDiv);
```

```
//-//
```

```
let notesHeading = ce("div");  
notesHeading.textContent = "Notes  
Row";
```

```
//-//
```

```
theDiv.append(ce("hr"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.className =  
"ourButton";  
printButton.textContent = "Print";  
printButton.onclick = function()  
{  
    printOnlyDiv(theDiv.id);
```

```
};  
theDiv.append(printButton);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let date = ce("div");  
date.textContent = whichArray[i].date;  
theDiv.append(date);
```

```
//-//
```

```
let number = ce("div");  
number.textContent =  
whichArray[i].number;  
theDiv.append(number);
```

```
//-//
```

```
let note = ce("div");  
note.textContent =  
whichArray[i].note;  
theDiv.append(note);
```



```
}  
}  
}  
}
```

```
//--//
```

```
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```

```
// rowOfNotesWithTextArea.js
```

```
function rowOfNotesWithTextArea(theX, theY,  
sizeX, sizeY, whichArray, criteria1)
```

```
{  
    let counter = 0;
```

```
//--//
```

```
let mainDiv = ce("div");  
mainDiv.id = "notesWithTextareald";
```

```
mainDiv.title =  
"rowOfNotesWithTextArea(theX, theY, sizeX,  
sizeY, whichArray, criteria1)";  
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {  
        // filter by MONTH  
        // if (whichArray[i].date.substring(0, 2)  
== 3)  
  
        // filter by Multiple MONTHS  
        // if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)  
  
        // filter by DATE
```

```
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")
```

```
// filter by Multiple DATES  
// if (whichArray[i].date.substring(0, 10)  
== "02/29/2018" ||  
whichArray[i].date.substring(0, 10) ==  
"02/29/2020")
```

```
// filter by DAY of month  
// if (whichArray[i].date.substring(3, 5)  
== 2)
```

```
// filter by YEAR  
// if (whichArray[i].date.substring(6, 10)  
== 2019)
```

```
// filter by MULTIPLE YEARS  
// if (whichArray[i].date.substring(6, 10)  
== 2019 || whichArray[i].date.substring(6, 10)  
== 2020)
```

```
// filter by MONTH and YEAR  
// if (whichArray[i].date.substring(0, 2)  
== 2 && whichArray[i].date.substring(6, 10) ==  
2020)
```

```
// or show all by using  
// if (whichArray)
```

```
if (whichArray)  
{  
    counter += 1;
```

```
//-//
```

```
let subDiv = ce("div");  
subDiv.className = "divStyle001";  
mainDiv.append(subDiv);
```

```
//-//
```

```
let theTextArea = ce("textarea");  
theTextArea.id = "NotesWithTextArea"  
+ counter;  
theTextArea.className =  
"divStyle001";  
theTextArea.style.width = (sizeX - 30)  
+ 'px';  
theTextArea.style.height = (sizeY - 50)  
+ 'px';  
theTextArea.style.resize = "none";
```

```
        theTextArea.setAttribute("readonly",
"true");

        theTextArea.value = "Notes Row with
Text Area Scrolling" + "\n";
        theTextArea.value +=
whichArray[i].date + "\n";
        theTextArea.value +=
whichArray[i].number + "\n";
        theTextArea.value +=
whichArray[i].note + "\n";
        subDiv.append(theTextArea);

    //-//

    let printButton = ce("button");
    printButton.className =
"ourButton";
    printButton.textContent = "Print";
    printButton.onclick = function()
    {
        printTextArea(theTextArea.id);
    };
    subDiv.append(printButton);
}
}
```

```
}  
}
```

```
//--//
```

```
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```

```
// rowOfSciencelImagesAndLink.js
```

```
function rowOfSciencelImagesAndLink(theX,  
theY, sizeX, sizeY, whichArray, criteria1,  
criteria2) {  
    let counter = 0;
```

```
//--//
```

```
    let mainDiv = ce("div");  
    mainDiv.id = "notesWithTextareald";  
    mainDiv.title =  
    "rowOfSciencelImagesAndLink(theX, theY,  
sizeX, sizeY, whichArray, criteria1, criteria2)";
```

```
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1 ||  
whichArray[i].description == criteria2) {  
        // filter by MONTH  
        // if (whichArray[i].date.substring(0, 2)  
== 3)  
  
        // filter by Multiple MONTHS  
        // if(whichArray[i].date.substring(0, 2) ==  
8 || whichArray[i].date.substring(0, 2) == 9)  
  
        // filter by DATE  
        // if (whichArray[i].date.substring(0, 10)  
== "02/29/2018")  
  
        // filter by Multiple DATES
```

```
// if (whichArray[i].date.substring(0, 10)
== "02/29/2018" ||
whichArray[i].date.substring(0, 10) ==
"02/29/2020")
```

```
// filter by DAY of month
// if (whichArray[i].date.substring(3, 5)
== 2)
```

```
// filter by YEAR
// if (whichArray[i].date.substring(6, 10)
== 2019)
```

```
// filter by MULTIPLE YEARS
// if (whichArray[i].date.substring(6, 10)
== 2019 || whichArray[i].date.substring(6, 10)
== 2020)
```

```
// filter by MONTH and YEAR
// if (whichArray[i].date.substring(0, 2)
== 2 && whichArray[i].date.substring(6, 10) ==
2020)
```

```
// or show all by using
// if (whichArray)
```



```
if (whichArray)
{
    counter += 1;

    //-//

    let subDiv = ce("div");
    subDiv.id =
"ScienceWithImageAndLink" + counter;
    subDiv.className = "divStyle001";
    subDiv.style.width = sizeX + 'px';
    subDiv.style.height = sizeY + 'px';
    mainDiv.append(subDiv);

    //-//

    let theContent = ce("div");
    theContent.textContent = "Science
Row with Image and Link";
    subDiv.append(theContent);

    //-//

    theContent.append(ce("hr"));

    //-//
```

```
let printButton = ce("button");
printButton.className =
"ourButton";
printButton.textContent = "Print";
printButton.onclick = function()
{
    printOnlyDiv(subDiv.id);
};
theContent.append(printButton);

//-//
```

```
theContent.append(ce("br"));

//-//
```

```
let title = ce("div");
title.textContent = whichArray[i].title;
theContent.append(title);

//-//
```

```
theContent.append(ce("br"));

//-//
```

```
let date = ce("div");  
date.textContent = whichArray[i].date;  
theContent.append(date);
```

```
//-//
```

```
theContent.append(ce("br"));
```

```
//-//
```

```
let info = ce("div");  
info.textContent = whichArray[i].info;  
theContent.append(info);
```

```
//-//
```

```
theContent.append(ce("br"));
```

```
//-//
```

```
let details = ce("details");  
let link = ce("a");  
link.href = whichArray[i].url;  
link.target = "_blank";  
link.textContent = whichArray[i].url;
```

```
details.append(link);  
theContent.append(details);
```

```
//-//
```

```
theContent.append(ce("br"));
```

```
//-//
```

```
let theImage = ce("img");  
theImage.src = whichArray[i].image;  
theImage.className =  
"theSciencelImages";  
theContent.append(theImage);  
}  
}  
}  
}
```

```
//--//
```

```
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```

```
//  
https://github.com/ChristopherAndrewTopalian  
  
// rowOfSocialMediaEvidence.js  
  
function rowOfSocialMediaEvidence(theX,  
theY, sizeX, sizeY, whichArray, criteria1)  
{  
    let counter = 0;  
  
    //-/  
  
    let mainDiv = ce("div");  
    mainDiv.id = "notesWithTextareald";  
    mainDiv.title =  
"rowOfSocialMediaEvidence(theX, theY, sizeX,  
sizeY, whichArray, criteria1)";  
    mainDiv.style.position = "absolute";  
    mainDiv.style.left = theX + "px";  
    mainDiv.style.top = theY + "px";  
    mainDiv.style.display = "flex";  
    mainDiv.style.flexDirection = "row";  
    mainDiv.style.gap = "75px";  
    ba(mainDiv);  
  
    //-/
```

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1 &&  
whichArray[i].date.substring(6, 10) == 2020 &&  
whichArray[i].probability >= 50)  
    {  
        counter += 1;  
  
        //-//  
  
        let theDiv = ce("div");  
        theDiv.id = "SocialMediaEvidence" +  
counter;  
        theDiv.className = "divStyle001";  
        theDiv.style.width = sizeX + 'px';  
        theDiv.style.height = sizeY + 'px';  
        theDiv.textContent = 'Social Media  
Evidence Rating';  
        mainDiv.append(theDiv);  
  
        //-//  
  
        theDiv.append(ce('hr'));  
  
        //-//
```

```
let printButton = ce("button");
printButton.className = "ourButton";
printButton.textContent = "print";
printButton.onclick = function()
{
    printOnlyDiv(theDiv.id);
};
theDiv.append(printButton);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let title = ce("div");
title.textContent = whichArray[i].title;
theDiv.append(title);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let date = ce("div");
```

```
date.textContent = whichArray[i].date;  
theDiv.append(date);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let info = ce("div");  
info.textContent = whichArray[i].info;  
theDiv.append(info);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let probability = ce("div");  
probability.textContent = "Probability  
Rating: " + whichArray[i].probability + "%";  
theDiv.append(probability);
```

```
//-//
```



```
theDiv.append(ce("br"));
```

```
//-//
```

```
let theLink = ce("a");  
theLink.href = whichArray[i].url;  
theLink.target = "_blank";  
theLink.textContent = "Link";  
theDiv.append(theLink);
```

```
//-//
```

```
theDiv.append(ce("br"));
```

```
//-//
```

```
let theImage = ce("img");  
theImage.src = whichArray[i].image;  
theImage.className = "theImage";  
theDiv.append(theImage);
```

```
}
```

```
}
```

```
}
```

```
//--//
```

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```

```
// rowOfVideos.js
```

```
// adds videos to the page. The videos must
allow embed. On youtube, we copy the url in
the Address Bar
```

```
// for example
https://www.youtube.com/watch?v=Q4tPG-
cwiWE
```

```
// then we just replace watch?v= with embed/
// for example
https://www.youtube.com/embed/Q4tPG-
cwiWE
```

```
function rowOfVideos(theX, theY, sizeX, sizeY,
whichArray, criteria)
{
    let counter = 0;
```

```
//-//
```

```
let mainDiv = ce("div");  
mainDiv.id = "videoEvidenceld";  
mainDiv.title = "rowOfVideos(theX, theY,  
sizeX, sizeY, whichArray, criteria)";  
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++)  
{  
    if (whichArray[i].description === criteria)  
    {  
        counter += 1;
```

```
//-//
```

```
let subDiv = ce("div");
```

```
subDiv.id = whichArray[i].title + i;  
subDiv.className = "divStyle001";  
subDiv.style.width = sizeX + 'px';  
mainDiv.append(subDiv);
```

```
//-//
```

```
let titleText = ce("span");  
titleText.textContent =  
whichArray[i].title;  
subDiv.append(titleText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let uploadDateText = ce("span");  
uploadDateText.textContent = "upload  
date " + whichArray[i].date;  
subDiv.append(uploadDateText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let urlText = ce("span");  
urlText.textContent = whichArray[i].url;  
subDiv.append(urlText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let linkElement = ce("a");  
linkElement.href = whichArray[i].url;  
linkElement.target = "_blank";  
linkElement.textContent = "Link";  
subDiv.append(linkElement);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let criteriaText = ce("b");
```

```
criteriaText.style.color = "aqua";  
criteriaText.textContent = criteria;  
subDiv.append(criteriaText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.textContent = "print";  
printButton.className = "ourButton";  
printButton.onclick = function()  
{  
    printOnlyDiv(subDiv.id);  
};  
subDiv.append(printButton);
```

```
//-//
```

```
let makeVideo = ce("iframe");  
makeVideo.src = whichArray[i].url;  
makeVideo.style.width = sizeX + 'px';  
makeVideo.style.height = sizeY + 'px';  
subDiv.append(makeVideo);
```

```
}  
}  
}
```

```
//--//
```

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```

```
// rowOfVideosMultipleFilters.js
```

```
function rowOfVideosMultipleFilters(theX, theY,  
sizeX, sizeY, whichArray, criteria1, criteria2)  
{
```

```
    let counter = 0;
```

```
//--//
```

```
    let mainDiv = ce("div");  
    mainDiv.id = "videoEvidenceMultipleFilters";
```

```
mainDiv.title =  
"rowOfVideosMultipleFilters(theX, theY, sizeX,  
sizeY, whichArray, criteria1, criteria2)";  
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "75px";  
ba(mainDiv);
```

```
//-//
```

```
for (let i = 0; i < whichArray.length; i++)  
{  
    if (whichArray[i].tag === criteria1 &&  
whichArray[i].description === criteria2)  
    {  
        counter += 1;
```

```
//-//
```

```
let subDiv = ce("div");  
subDiv.id = whichArray[i].title + i;  
subDiv.className = "divStyle001";  
subDiv.style.width = sizeX + 'px';
```



```
mainDiv.append(subDiv);
```

```
//-//
```

```
let criteria1Text = ce("b");  
criteria1Text.style.color = "yellow";  
criteria1Text.textContent = criteria1;  
subDiv.append(criteria1Text);
```

```
//-//
```

```
let separatorText = ce("span");  
separatorText.textContent = " - ";  
subDiv.append(separatorText);
```

```
//-//
```

```
let criteria2Text = ce("b");  
criteria2Text.style.color = "aqua";  
criteria2Text.textContent = criteria2;  
subDiv.append(criteria2Text);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let titleText = ce("span");  
titleText.textContent =  
whichArray[i].title;  
subDiv.append(titleText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let uploadDateText = ce("span");  
uploadDateText.textContent = "upload  
date " + whichArray[i].date;  
subDiv.append(uploadDateText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let urlText = ce("span");  
urlText.textContent = whichArray[i].url;
```

```
subDiv.append(urlText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let linkElement = ce("a");  
linkElement.href = whichArray[i].url;  
linkElement.target = "_blank";  
linkElement.textContent = "Link";  
subDiv.append(linkElement);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.textContent = "print";  
printButton.className = "ourButton";  
printButton.onclick = function()  
{  
    printOnlyDiv(subDiv.id);
```

```
};  
subDiv.append(printButton);
```

```
//-//
```

```
let theVideo = ce("iframe");  
theVideo.src = whichArray[i].url;  
theVideo.style.width = sizeX + 'px';  
theVideo.style.height = sizeY + 'px';  
subDiv.append(theVideo);
```

```
}
```

```
}
```

```
}
```

```
//--//
```

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```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
// rowOfVideosOnlineStartEnd.js
```

**// makes a row of videos, using internet url
embed enabled videos, with a reload button, so
that the video and/or audio can be played again
from the start point.**

**function makeVideosOnlineStartEnd(theX,
theY, sizeX, sizeY, whichArray, criteria1,
criteria2)**

{

let counter = 0;

//-//

let mainDiv = ce("div");

mainDiv.id = "makeVideosOnlineStartEnd";

mainDiv.title =

**"makeVideosOnlineStartEnd(theX, theY, sizeX,
sizeY, whichArray, criteria1, criteria2)";**

mainDiv.style.position = "absolute";

mainDiv.style.left = theX + "px";

mainDiv.style.top = theY + "px";

mainDiv.style.display = "flex";

mainDiv.style.flexDirection = "row";

mainDiv.style.gap = "75px";

ba(mainDiv);

//-//

```
for (let i = 0; i < whichArray.length; i++)  
{  
    if (whichArray[i].tag === criteria1 &&  
whichArray[i].description === criteria2)  
    {  
        counter += 1;
```

//-//

```
let subDiv = ce("div");  
subDiv.id = whichArray[i].title;  
subDiv.className = "divStyle001";  
subDiv.style.width = sizeX + 'px';  
mainDiv.append(subDiv);
```

//-//

```
let criteria1Text = ce("b");  
criteria1Text.style.color = "yellow";  
criteria1Text.textContent = criteria1;  
subDiv.append(criteria1Text);
```

//-//

```
let separatorText = ce("span");  
separatorText.textContent = " - ";  
subDiv.append(separatorText);
```

```
//-//
```

```
let criteria2Text = ce("b");  
criteria2Text.style.color = "aqua";  
criteria2Text.textContent = criteria2;  
subDiv.append(criteria2Text);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let titleText = ce("span");  
titleText.textContent =  
whichArray[i].title;  
subDiv.append(titleText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let uploadDateText = ce("span");  
uploadDateText.textContent = "upload  
date " + whichArray[i].date;  
subDiv.append(uploadDateText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let urlText = ce("span");  
urlText.textContent = whichArray[i].url;  
subDiv.append(urlText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let theLink = ce("a");  
theLink.href = whichArray[i].url;  
theLink.target = "_blank";
```



```
theLink.textContent = "Link";  
subDiv.append(theLink);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let printButton = ce("button");  
printButton.textContent = "print";  
printButton.className = "ourButton";  
printButton.onclick = function()  
{  
    printOnlyDiv(subDiv.id);  
};  
subDiv.append(printButton);
```

```
//-//
```

```
let theVideo = ce("iframe");  
theVideo.src = whichArray[i].url;  
theVideo.style.width = sizeX + 'px';  
theVideo.style.height = sizeY + 'px';  
subDiv.append(theVideo);
```

```
//-//
```

```
let reloadButton = ce("button");
reloadButton.className = "ourButton";
reloadButton.onclick = function()
{
    theVideo.src = theVideo.src;
};
reloadButton.textContent = "Reload";
subDiv.append(reloadButton);
}
}
```

```
//--//
```

```
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//
// https://github.com/ChristopherAndrewTopalian
// rowOfWebsitesOrVideos.js
```

// Makes iframes in a row to add content to our level can be used to display Websites or Videos the websites must allow iframe the videos must allow embed

function rowOfWebsitesOrVideos(theX, theY, sizeX, sizeY, whichArray, criteria1)

{

let counter = 0;

//-//

let mainDiv = ce("div");

mainDiv.id = "rowOfWebsitesOrVideos";

mainDiv.title =

"rowOfWebsitesOrVideos(theX, theY, sizeX, sizeY, whichArray, criteria1)";

mainDiv.style.position = "absolute";

mainDiv.style.left = theX + "px";

mainDiv.style.top = theY + "px";

mainDiv.style.display = "flex";

mainDiv.style.flexDirection = "row";

mainDiv.style.gap = "75px";

ba(mainDiv);

//-//

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray[i].tag == criteria1)  
    {  
        counter += 1;
```

```
//-//
```

```
let subDiv = ce("div");  
subDiv.id = whichArray[i].title + i;  
subDiv.className = "divStyle001";  
mainDiv.append(subDiv);
```

```
//-//
```

```
let printButton = ce("button");  
printButton.textContent = "print";  
printButton.className = "ourButton";  
printButton.onclick = function()  
{  
    printOnlyDiv(subDiv.id);  
};  
subDiv.append(printButton);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let boldCriteria = ce("b");  
boldCriteria.style.color = "yellow";  
boldCriteria.textContent = criteria1;  
subDiv.append(boldCriteria);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let boldTitle = ce("b");  
boldTitle.textContent =  
whichArray[i].title;  
subDiv.append(boldTitle);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let uploadDateText = ce("span");  
uploadDateText.textContent = "upload  
date " + whichArray[i].date;  
subDiv.append(uploadDateText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let urlText = ce("span");  
urlText.textContent = whichArray[i].url;  
subDiv.append(urlText);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let linkElement = ce("a");  
linkElement.href = whichArray[i].url;  
linkElement.target = "_blank";  
linkElement.textContent = "Link";  
subDiv.append(linkElement);
```

```
//-//
```

```
subDiv.append(ce("br"));
```

```
//-//
```

```
let theFrame = ce("iframe");  
theFrame.src = whichArray[i].url;  
theFrame.style.width = sizeX + 'px';  
theFrame.style.height = sizeY + 'px';  
subDiv.append(theFrame);
```

```
}
```

```
}
```

```
}
```

```
//--//
```

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```

```
//
```

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```

```
// soundsArray.js
```

```
let soundsArray =  
[  
  {  
    name: 'sfx_blip_001',  
    soundFileOffline:  
    'src/media/sounds/sfx_blip_001.mp4',  
    soundFileOnline:  
    'https://collegeofscripting.weebly.com/uploads/  
6/4/4/8/64482293/sfx_blip_001.mp4'  
  },  
  
  {  
    name: 'sfx_warp_001',  
    soundFileOffline:  
    'src/media/sounds/sfx_warp_001.mp3',  
    soundFileOnline:  
    'https://collegeofscripting.weebly.com/uploads/  
6/4/4/8/64482293/sfx_warp_001.mp3'  
  }  
];
```

//--//

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```

```
// songsArray.js
```

```
let songsArray =  
[  
  {  
    name: "Emotional Blockbuster 2",  
    theld: "EmotionalBlockbuster2",  
    soundFileOffline:  
'src/media/songs/emotional_blockbuster_2.mp  
3',  
    soundFileOnline: "https://64482293-  
555277121853380144.preview.editmysite.com/u  
ploads/6/4/4/8/64482293/  
emotional_blockbuster_2.mp3"  
  },  
  {  
    name: "Video Game Blockbuster",  
    theld: "VideoGameBlockbuster",
```

```
    soundFileOffline:
"src/media/songs/video_game_blockbuster.mp
3",
    soundFileOnline: "https://64482293-
555277121853380144.preview.editmysite.com/u
ploads/6/4/4/8/64482293/
video_game_blockbuster.mp3"
},
{
    name: "Ice and Snow",
    theId: "iceAndSnow",
    soundFileOffline:
"src/media/songs/ice_and_snow.mp3",
    soundFileOnline:
"https://collegeofscripting.weebly.com/uploads
/6/4/4/8/64482293/ice_and_snow.mp3"
},
{
    name: "Kings Trailer",
    theId: "kingsTrailer",
    soundFileOffline:
"src/media/songs/kings_trailer.mp3",
    soundFileOnline:
"https://collegeofscripting.weebly.com/uploads
/6/4/4/8/64482293/kings_trailer.mp3"
},
```

```
{  
  name: "Lonely Mountain",  
  theld: "lonelyMontain",  
  soundFileOffline:  
"src/media/songs/lonely_mountain.mp3",  
  soundFileOnline:  
"https://collegeofscripting.weebly.com/uploads  
/6/4/4/8/64482293/lonely_mountain.mp3"  
},  
{  
  name: "Parhelion",  
  theld: "parehelion",  
  soundFileOffline:  
"src/media/songs/parhelion.mp3",  
  soundFileOnline:  
"https://collegeofscripting.weebly.com/uploads  
/6/4/4/8/64482293/parhelion.mp3"  
},  
{  
  name: "Night Vigil",  
  theld: "nightVigil",  
  soundFileOffline:  
"src/media/songs/night_vigil.mp3",  
  soundFileOnline:  
"https://collegeofscripting.weebly.com/uploads  
/6/4/4/8/64482293/night_vigil.mp3"
```

```
},  
{  
    name: "The Abyss",  
    theId: "theAbyss",  
    soundFileOffline:  
"src/media/songs/the_abyss.mp3",  
    soundFileOnline:  
"https://collegeofscripting.weebly.com/uploads  
/6/4/4/8/64482293/the_abyss.mp3"  
},  
{  
    name: "Burt's Requiem",  
    theId: "burtsRequiem",  
    soundFileOffline:  
"src/media/songs/burts_requiem.mp3",  
    soundFileOnline:  
"https://collegeofscripting.weebly.com/uploads  
/6/4/4/8/64482293/burts_requiem.mp3"  
},  
{  
    name: "Horizon Flare",  
    theId: "horizonFlare",  
    soundFileOffline:  
"src/media/songs/horizon_flare.mp3",
```

```
    soundFileOnline:
    "https://collegeofscripting.weebly.com/uploads
    /6/4/4/8/64482293/horizon_flare.mp3"
    },
    {
        name: "Motions",
        theId: "motions",
        soundFileOffline:
        "src/media/songs/motions.mp3",
        soundFileOnline:
        "https://collegeofscripting.weebly.com/uploads
        /6/4/4/8/64482293/motions.mp3"
    }
];
```

//--//

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//

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// audioPlay.js

```
function audioPlay(whichId, whichVolume)  
{  
    let audio = ge(whichId);  
  
    if (audio)  
    {  
        audio.volume = whichVolume;  
        audio.play();  
    }  
}
```

```
//--//
```

```
// example
```

```
// audioPlay("blip", 1.0);
```

```
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```
//
```

```
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```

```
// clickSound.js
```

```
function clickSound()
```

```
{  
    audioPlay('sfx_blip_001', 1.0);  
}
```

//--//

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// enterButtonSound.js

```
function enterButtonSound()  
{  
    audioPlay("sfx_blip_001", 1.0);  
}
```

//--//

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```
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```

```
// hoverSound.js
```

```
function hoverSound()  
{  
    audioPlay('sfx_warp_001', 1.0);  
}
```

```
//--//
```

```
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```

```
// playSong.js
```

```
function playSong(whichSongId)  
{  
    let song = ge(whichSongId);  
    song.volume = songVolume;
```



```
songChosenId = song.id + "Button";  
console.log(songChosenId);  
  
// color button of song chosen  
ge(songChosenId).style.background =  
"rgb(128,128,128)";  
  
// console.log(song.id);  
  
if (songFlag == 0)  
{  
    song.volume= songVolume;  
    song.play();  
    songFlag = 1;  
}  
  
else if (songFlag == 1)  
{  
    // color chosen song's Button back to its  
    default color  
    ge(songChosenId).style.background =  
    "rgb(0, 77, 129)";  
  
    let song = ge(whichSongId);  
    song.pause();  
    songFlag = 0;
```

```
}  
}
```

```
//--//
```

```
// example
```

```
// playSong("emotionalBlockbuster2Song",  
1.0);
```

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//
```

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```

```
// sound.js
```

```
// PLAY SONG and use a Toggle Button system  
for activating and stopping the songs
```

```
let songFlag = 0;
```

```
let songVolume = 0.3;
```

```
let songChosenId;
```

```
let songActive = 0;

function loadSounds(whichArray)
{
    for (let x = 0; x < whichArray.length; x++)
    {
        let theSound = ce('audio');

        if (online == false)
        {
            theSound.src =
whichArray[x].soundFileOffline;
        }
        else
        {
            theSound.src =
whichArray[x].soundFileOnline;
        }

        theSound.id = whichArray[x].name;
        theSound.loop = false;
        theSound.volume = 1.0;
        ba(theSound);
    }
}
```

//--//

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// stopSound.js

function stopSound(whichSongId)

{

let song = ge(whichSongId);

song.pause();

}

//--//

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```
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```

```
// volumeSet.js
```

```
function volumeSet(theVolume)  
{  
    songVolume = theVolume;  
}
```

```
//--//
```

```
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```

```
// structuresColorAll.js
```

```
// Color All Structures
```

```
function structuresColorAll()  
{  
    let theStructure;
```

```
for (let x = 1; x <= structuresArray.length; x++)
{
    theStructure = "STRUCTURE" + x;

    ge(theStructure).style.backgroundColor =
"rgb(70, 95, 140)";
}
}
```

//--//

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// structuresCreate.js

/*

CREATE a STRUCTURE:

**After the Letter B on the keyboard is pressed,
or the Create Button is Left Clicked in the**

Player Menu, it activates Structure Create Mode, which allows us to place structures in the world using the Left Mouse Button. Esc Button is used to deactivate Structure Mode.

***/**

let structureId = 1;

**function structuresCreate(theEvent, theX, theY)
{
 audioPlay("sfx_blip_001", 1.0);**

//-//

**theX = theEvent.pageX;
theY = theEvent.pageY;**

//-//

**let sizeX = 110;
let sizeY = 45;**

//-//

let colorFill = "black";

```
let colorText = "white";  
let structureOpacity = 1.0;  
let theTexture = "Default";
```

```
//-//
```

```
let ourStructure = ce("div");  
ourStructure.style.position = "absolute";
```

// For a Center Position System, use this way below

// We minus the structures size divided by itself.

// This way we place structures according to their center, instead of their top left corner.

```
ourStructure.style.left = theX - (sizeX / 2) +  
'px';
```

```
ourStructure.style.top = theY - (sizeY / 2) +  
'px';
```

```
/*
```

// For a Top Left Coordinate System, use this way below

```
ourStructure.style.left = theX + 'px';  
ourStructure.style.top = theY + 'px';
```



```
*/
```

```
// ourStructure.id = "STRUCTURE" +  
structureId;
```

```
ourStructure.style.width = sizeX + 'px';  
ourStructure.style.height = sizeY + 'px';
```

```
// id  
ourStructure.id = structuresArray.length + 1;
```

```
ourStructure.style.resize = 'both';
```

```
// ourStructure.setAttribute('onclick',  
'structuresGetInfo(\""+ourStructure.id+"\");');
```

```
// Open the Structure Edit Menu for the  
clicked structure  
ourStructure.oncontextmenu = function()  
{  
    clickSound();  
    menuStructureEdit(ourStructure.id);  
};
```

```
// ourStructure.setAttribute('onclick',  
'menuStructureEdit(\""+ourStructure.id+"\");');
```

```
// when clicked activate two functions
// ourStructure.setAttribute('onclick',
'menuStructureEdit(\"+ourStructure.id+\");stru
cturesGetInfo(\"+ourStructure.id+\");');

ourStructure.style.zIndex = "2";
ourStructure.style.border = "solid 2px
rgba(100, 100, 255, 1.0)";
ourStructure.style.background = colorFill;
ourStructure.style.opacity =
structureOpacity;

// ourStructure.style.backgroundImage =
'url("https://collegeofscripting.weebly.com/uplo
ads/6/4/4/8/64482293/wood1.jpg")';

ourStructure.style.backgroundImage=
theTexture;

// PADDING
// ourStructure.style.paddingTop = "2px";

ourStructure.style.fontFamily = "arial";
ourStructure.style.fontWeight = "bold";
ourStructure.style.fontSize = "20px";
```

```
ourStructure.style.color = colorText;
ourStructure.style.textAlign = "center";

ourStructure.style.overflowY = "scroll";

// show the ID, X, and Y, on the STRUCTURE
ourStructure.innerText = ourStructure.id +
"\n" + "Name" + "\n" + theX + ", " + theY;

// structuresArray[structureId].name

let structureAttributes =
{
    // name: ourStructure.id, //name

    name: "Name", // name
    id: ourStructure.id, // id
    posX: theX, // posX
    posY: theY, //posY
    sizeX: sizeX, // sizeX
    sizeY: sizeY, // sizeY
    colorFill: colorFill, // fill color
    colorText: colorText, // text color
    opacity: structureOpacity, //opacity
    texture: theTexture // texture
};
```

```
// add the new structure's name, id, posX,  
posY, sizeX, and sizeY to our structuresArray  
structuresArray.push(structureAttributes);  
  
console.log(JSON.stringify(structuresArray));  
  
ba(ourStructure);  
  
makeElementDraggable(ourStructure);  
  
showStructureData();  
}  
  
/--//  
  
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// structuresCreateFromFile.js
```

```
function structuresCreateFromFile()  
{  
    //  
    console.log(JSON.stringify(structuresArray));  
  
    // the structuresArray that we use in this  
    function, is located in structureData.js  
  
    for (let z = 0; z < structuresArray.length; z++)  
    {  
        let ourStructure = ce("div");  
  
        ourStructure.style.position = "absolute";  
  
        // For a Center Position System, use this  
        way below  
        // We minus the structures size divided by  
        itself.  
        // This way we place structures according  
        to their center, instead of their top left corner.  
        ourStructure.style.left =  
        structuresArray[z].posX -  
        (structuresArray[z].sizeX / 2) + 'px';
```

```
ourStructure.style.top =  
structuresArray[z].posY -  
(structuresArray[z].sizeY / 2) + 'px';
```

```
/*  
// For a Top Left Coordinate System, use  
this way below
```

```
ourStructure.style.left =  
structuresArray[z].posX + 'px';
```

```
ourStructure.style.top =  
structuresArray[z].posY + 'px';  
*/
```

```
// SIZE
```

```
ourStructure.style.width =  
structuresArray[z].sizeX + 'px';
```

```
ourStructure.style.height =  
structuresArray[z].sizeY + 'px';
```

```
ourStructure.style.overflowY = "scroll";
```

```
// PADDING
```

```
// ourStructure.style.paddingTop = "2px";
```

```
// "STRUCTURE" + structureId;

// id
ourStructure.id = structuresArray[z].id;

ourStructure.style.resize = 'both';

// Show info about the structure, under the
structure
// ourStructure.setAttribute('onclick',
'structuresGetInfo(\'"+ourStructure.id+"\');');

// when right clicked
// open structure edit menu
ourStructure.oncontextmenu = function()
{
    clickSound();
    menuStructureEdit(ourStructure.id);
};

// ourStructure.setAttribute('onclick',
'menuStructureEdit(\'"+ourStructure.id+"\');stru
cturesGetInfo(\'"+ourStructure.id+"\');');

ourStructure.style.zIndex =
structuresArray[z].layer;
```

```
if (structuresArray[z].texture != "none")
{
    ourStructure.style.backgroundImage =
structuresArray[z].texture;
}
else
{
    ourStructure.style.background =
structuresArray[z].colorFill;
}
ourStructure.style.border = "solid 2px";
ourStructure.style.borderColor =
"rgba(100, 100, 255, 1.0)";
ourStructure.style.opacity =
structuresArray[z].opacity;

// FONT
ourStructure.style.fontFamily = "arial";
ourStructure.style.fontWeight = "bold";
ourStructure.style.fontSize = "20px";
ourStructure.style.color =
structuresArray[z].colorText;
ourStructure.style.textAlign = "center";
```


// Show the id of the structure and also the simplified position data

```
ourStructure.innerText =  
structuresArray[z].id + "\n" +  
structuresArray[z].name + "\n" +  
structuresArray[z].posX.toFixed(0) + "\n" +  
structuresArray[z].posY.toFixed(0);
```

```
ba(ourStructure);
```

```
makeElementDraggable(ourStructure);  
}
```

```
//console.log(JSON.stringify(structuresArray));  
}
```

// example

```
// structuresArray data in the console  
// console.log(JSON.stringify(structuresArray,  
null, ' ') + ";" + "\n\n");
```

```
//--//
```

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```

```
// structuresGoTo.js
```

```
// Send the Player to the Chosen Structure  
Location
```

```
function structuresGoTo(whichId)  
{  
    console.log(whichId);  
  
    //let playerElement = ge(whichId);  
  
    //if (playerElement)  
    //{  
        audioPlay("sfx_blip_001", 1.0);  
  
        // Get the position  
        let newPosition = positionGet(whichId);  
  
        // Update player position  
        ourPlayer.x = newPosition.x + 15;
```

```
ourPlayer.y = newPosition.y - 35;

// Move player to the new position
// movePlayer(whichId, ourPlayer.x,
ourPlayer.y);
    ge(activePlayer).style.left = ourPlayer.x +
"px";
    ge(activePlayer).style.top = ourPlayer.y +
"px";
    //}
}

//--//

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//structuresRemoveAll.js

// Remove All Structures
```

```
function structuresRemoveAll()
```

```
{  
    let theStructure;  
  
    for (let x = 1; x <= structuresArray.length; x+  
+)  
    {  
        theStructure = "STRUCTURE" + x;  
  
        removeElement(theStructure);  
    }  
  
    // reset the array  
    structuresArray = [ ];  
  
    // reset the structureId to 1  
    structureId = 1;  
}
```

//--//

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```
// structuresRow.js
```

```
/*
```

By Pressing the J button, the player creates a menu that is populated with entries from each Structure made.

The player can then click on any of the entries to be taken to the location of that Structure.

The Structures GoTo Menu can also be opened from the playerMenu, by clicking on the GoTo button.

```
*/
```

```
function structuresRow(theX, theY, sizeX,
sizeY, whichArray)
```

```
{
```

```
  if (ge("structureRowMainDiv"))
```

```
  {
```

```
    removeElement("structureRowMainDiv");
```

```
  }
```

```
//-//
```

```
let mainDiv = ce("div");
```

```
mainDiv.id = "structureRowMainDiv";
```

```
mainDiv.title = "structuresRow(theX, theY,  
sizeX, sizeY, whichArray)";  
mainDiv.style.position = "absolute";  
mainDiv.style.left = theX + "px";  
mainDiv.style.top = theY + "px";  
mainDiv.style.display = "flex";  
mainDiv.style.flexDirection = "row";  
mainDiv.style.gap = "15px";  
mainDiv.style.zIndex = 4;  
ba(mainDiv);  
  
//-//
```

```
let closeButton = ce("button");  
closeButton.id = "closeButton";  
closeButton.className = "ourButton";  
closeButton.textContent = "X";  
closeButton.onclick = function()  
{  
    clickSound();  
    ge("structureRowMainDiv").remove();  
};  
mainDiv.append(closeButton);  
  
//-//
```

```
for (let i = 0; i < whichArray.length; i++) {  
    if (whichArray)  
    {  
        let theTextArea = ce("div");  
        theTextArea.style.width = sizeX + 10 +  
'px';  
        theTextArea.style.height = sizeY + 5 +  
'px';  
        theTextArea.style.zIndex = "998";  
        theTextArea.style.border = "solid 2px";  
        theTextArea.style.borderColor =  
"rgba(0,255,255,1.0)";  
        theTextArea.style.background =  
"rgb(0,0,0)";  
        theTextArea.style.fontFamily = "arial";  
        theTextArea.style.fontWeight =  
"normal";  
        theTextArea.style.fontSize = "medium";  
        theTextArea.style.color = "rgb(170, 170,  
170";  
        theTextArea.style.textAlign = "center";  
        theTextArea.style.overflowY = "scroll";  
        theTextArea.style.resize = "none";  
        theTextArea.setAttribute("readonly",  
"true");
```

```
//-//
```

```
let goToButton = ce("button");  
goToButton.className = "ourButton";  
goToButton.textContent = "GoTo";  
goToButton.onclick = function()  
{  
    structuresGoTo(whichArray[i].id);  
};  
theTextArea.append(goToButton);
```

```
//-//
```

```
theTextArea.append(ce("br"));
```

```
//-//
```

```
let nameText = ce("div");  
nameText.innerText = "Name" + '\n' +  
whichArray[i].name + "\n";  
theTextArea.append(nameText);
```

```
//-//
```

```
let idText = ce("div");
```



```
idText.textContent = "ID: " +  
whichArray[i].id;  
theTextArea.append(idText);
```

```
//-//
```

```
let posXText = ce("div");  
posXText.textContent = "X Pos " +  
whichArray[i].posX;  
theTextArea.append(posXText);
```

```
//-//
```

```
let posYText = ce("div");  
posYText.textContent = "Y Pos " +  
whichArray[i].posY;  
theTextArea.append(posYText);
```

```
//-//
```

```
let sizeXText = ce("div");  
sizeXText.textContent = "X Size " +  
whichArray[i].sizeX;  
theTextArea.append(sizeXText);
```

```
//-//
```

```
        let sizeYText = ce("div");
        sizeYText.textContent = "Y Size " +
whichArray[i].sizeY;
        theTextArea.append(sizeYText);
        mainDiv.append(theTextArea);
    }
}
}
```

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// updateStructures.js

```
// update the structuresArray
function updateStructures(idName)
{
    // strips text, leaves only digits
    // to find the array index number
```

```
let theNumberOnly = idName.replace(/\D/g,"")
- 1;

structureAttributes =
{
    name:
structuresArray[theNumberOnly].name,
    id: idName,
    posX: get(idName, 'pos').x,
    posY: get(idName, 'pos').y,
    sizeX: get(idName, 'size').x,
    sizeY: get(idName, 'size').y,
    colorFill: get(idName, 'background-color'),
    colorText: get(idName, 'color'),
    opacity: get(idName, 'opacity'),
    texture: get(idName, 'background-image')
};

structuresArray.splice(theNumberOnly,1,structureAttributes);

showStructureData();
}

/--//
```

```
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```

```
// copyIt.js
```

```
function copyIt(whichId)
{
    let copyText = ge(whichId);
    copyText.select();
    copyText.setSelectionRange(0, 1000000);
    document.execCommand("copy");
}
```

```
// We can copy the Text Area easily
// by clicking the Copy button
```

```
//--//
```

```
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```

```
// listens.js
```

```
// Add a listen used currently to  
// start Structure mode
```

```
function addListen(theType, theListen)  
{  
    window.addEventListener(theType,  
theListen);  
}
```

```
// Remove a listen used currently to end  
Structure mode  
function removeListen(theType, theListen)  
{  
    window.removeEventListener(theType,  
theListen);  
}
```

```
//--//
```

```
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```

```
// preventContextMenu.js
```

```
function preventContextMenu()  
{  
    document.addEventListener('contextmenu',  
function(event)  
    {  
        event.preventDefault();  
    });  
}
```

```
//--//
```

```
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```

```
// printing.js
```

```
function printOnlyDiv(whichDiv)
```

```
{
```

```
    audioPlay("sfx_blip_001", 1.0);
```

```
    let mywindow = window.open("", 'PRINT',  
'height = 800, width = 1000 top = 50, left = 100');
```

```
mywindow.document.write('<style>img{width:  
75%;</style></head><body>');
```

```
    mywindow.document.write('<h4>' +  
document.title + '</h4>');
```

```
mywindow.document.write(get(whichDiv).inner  
HTML);
```

```
mywindow.print();
```

```
    // mywindow.close();
```

```
}
```

```
function printTextArea(whichTextArea)
```

```
{  
    audioPlay("sfx_blip_001", 1.0);  
  
    let mywindow = window.open("", 'PRINT',  
'height = 800, width = 1000 top = 50, left = 100');  
  
mywindow.document.write('<style>img{width:  
75%;</style></head><body>');  
  
    mywindow.document.write('<h4>' +  
document.title + '</h4>');  
  
mywindow.document.write(getWhichTextArea).  
value);  
  
    mywindow.print();  
  
    // mywindow.close();  
}  
  
//--//  
  
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```



```
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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian
```

```
// removeElement.js
```

```
function removeElement(whichElement)  
{  
    if (ge(whichElement))  
    {  
        ge(whichElement).remove();  
    }  
}
```

```
// removes any element on the page,  
// that has the id that was specified
```

```
//--//
```

```
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// https://github.com/ChristopherTopalian
```

```
//  
https://github.com/ChristopherAndrewTopalian  
  
// whenLoaded.js  
  
// When the Page Loads  
  
function whenLoaded()  
{  
    // width, height  
    makeBackground(250000, 250000);  
  
    // sectionTitle  
    makeSectionTitle();  
    makeDedication();  
    makeEngineTitle();  
  
    loadSounds(soundsArray);  
    loadSounds(songsArray);  
  
    // player  
    makePlayer();  
    playerLoadData(activePlayer);  
    movePlayer(activePlayer, -1, 0);  
  
    makeInfoDiv();
```

```
makeInfoDivPlayer();

// right click menu
preventContextMenu();

// structures
structuresCreateFromFile();

makeStructureTextArea();

makePlayerTextArea();

// show structuresArray data in textarea
setTimeout(function()
{
    showStructureData();
}, 1000);

// show playerArray data in textarea
setTimeout(function()
{
    showPlayerData();
}, 1000);

menuPlayer();
```

```
sortData();

containerLanguage();

makeLogo();

makeBottomToolbar(bottomToolbarArray);

// makeVideo("ewDcgG8Q288");

// listen for keydown presses
window.addEventListener("keydown",
theControls, false);

// listen for keyup presses
window.addEventListener("keyup",
theControls, false);

gameLoop(activePlayer);
}
```

//--//

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```
// https://github.com/ChristopherTopalian
//
https://github.com/ChristopherAndrewTopalian

// booksPdf.js

let booksPdf =
[
    { title:`How to Combine JS Files into One`,
date:`07/26/2021 12:00 AM`, url:`_ tutorials/How
to Combine JS Files into One.pdf`, tag:`pdf`,
description:`programming`},

    { title:`How to Publish Our Game Engine`,
date:`05/12/2020 12:00 AM`, url:`_ tutorials/How
to Publish Our Game Engine.pdf`, tag:`pdf`,
description:`programming`}
];

//--//

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```

```
//  
https://github.com/ChristopherAndrewTopalian  
// booksWebsite.js  
  
let booksWebsite =  
[  
  { title:"JavaScript for Humans",  
    date:"07/26/2021 12:00 AM",  
  
url:"https://collegeofscripting.weebly.com/java  
script-for-humans-book.html", tag:"pdf",  
  description:"programming"},  
  
  { title:"JavaScript Bookmarklet Advanced  
Programming", date:"05/12/2020 12:00 AM",  
  
url:"https://collegeofscripting.weebly.com/java  
script-bookmarklet-advanced-programming-  
book.html", tag:"pdf",  
  description:"programming"},  
  
  { title:"Node.js for Humans",  
    date:"06/09/2021 12:00 AM",  
  
url:"https://collegeofscripting.weebly.com/nod
```

```
ejs-for-humans-book.html", tag:"pdf",  
  description:"programming"},
```

```
{  title:"Python Language for Humans",  
  date:"02/08/2021 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/pyth  
on-language-for-humans-book.html", tag:"pdf",  
  description:"programming"},
```

```
{  title:"Python Scripting in Blender for  
Humans",  date:"06/12/2021 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/pyth  
on-scripting-in-blender-for-humans-  
book.html", tag:"pdf",  
  description:"programming"},
```

```
{  title:"LibreOffice Scripting for Humans",  
  date:"07/31/2021 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/libre  
office-scripting-for-humans-book.html",  
  tag:"pdf",  description:"programming"},
```

```
{ title:"C# Language for Humans Using Visual  
Studio", date:"03/06/2021 12:00 AM",  
  url:"https://collegeofscripting.weebly.com/c-  
sharp-language-for-humans-using-visual-  
studio-book.html", tag:"pdf",  
  description:"programming"},
```

```
{ title:"Blend4Web for Humans",  
  date:"06/10/2021 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/blen  
d4web-for-humans-book.html", tag:"pdf",  
  description:"programming"},
```

```
{ title:"Papercliptronics", date:"01/08/2020  
12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/pape  
rcliptronics-electronic-circuits-book.html",  
  tag:"pdf", description:"electronics"},
```

```
{ title:"Mind Simulation Science",  
  date:"09/26/2020 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/min
```


d-simulation-science-book.html", tag:"pdf",
description:"science"},

{ title:"Human Safety Manual",
date:"06/12/2020 12:00 AM",

url:"https://collegeofscripting.weebly.com/hum
an-safety-manual-book.html", tag:"pdf",
description:"safety"},

{ title:"Real Logic", date:"09/21/2020 12:00
AM",

url:"https://collegeofscripting.weebly.com/real-
logic-book.html", tag:"pdf",
description:"logic"},

{ title:"The Book of Freewill",
date:"04/19/2021 12:00 AM",

url:"https://collegeofscripting.weebly.com/the-
book-of-freewill-book.html", tag:"pdf",
description:"safety"},

{ title:"Topalian JavaScript Tools Creator,
Version 3", date:"06/04/2021 12:00 AM",

```
url:"https://collegeofscripting.weebly.com/topa  
lian-javascript-tools-creator-book.html",  
    tag:"pdf",    description:"programming"},  
  
{  title:"Topalian Game Engine Data Navigator  
- Version 24",    date:"11/02/2021 12:00 AM",  
  
url:"https://collegeofscripting.weebly.com/topa  
lian-game-engine-data-navigator-024.html",  
    tag:"pdf",    description:"programming"}  
];
```

```
//--//
```

```
// Dedicated to God the Father  
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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// boxingVideos.js
```

```
let boxingVideos =  
[
```

{ title:`Tyson Fury Glove Conspiracy Steps Back Strangely HD with Super Slow Motion & Zoom`, date:`02/27/2020 12:00 AM`, url:`https://www.youtube.com/embed/DutXMLj7zkQ`, tag:`boxing`, description:`furyWilder1`},

{ title:`Tyson Fury Glove Conspiracy or Fact? You decide.`, date:`02/28/2020 12:00 AM`, url:`https://www.youtube.com/embed/OFC3U2_dqno`, tag:`boxing`, description:`furyWilder1`},

{ title:`Tyson Fury Glove Conspiracy in Slow Motion and Zoomed in Dragging Against His Body`, date:`02/28/2020 12:00 AM`, url:`https://www.youtube.com/embed/eHMeq04iV7c`, tag:`boxing`, description:`furyWilder1`},

{ title:`Tyson Fury Glove Conspiracy CAMERA WAS DISCONNECTED`, date:`03/16/2020 12:00 AM`, url:`https://www.youtube.com/embed/bYUdaPubbj4`, tag:`boxing`, description:`furyWilder1`},

{ title:`Proof that Fury Cheated #1 - 2nd FIGHT - BEHIND THE HEAD`, date:`03/10/2020 12:00 AM`,

url:`https://www.youtube.com/embed/n_9y36vc
KeU`, tag:`boxing`, description:`furyWilder2`},

{ title:`Proof that Fury Cheated #2 - 2nd
FIGHT - HEAD INTO OPPONENT`,
date:`03/10/2020 12:00 AM`,
url:`https://www.youtube.com/embed/pqh5iTW
YQZI`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury HOLDING WHILE
HITTING`, date:`03/11/2020 12:00 AM`,
url:`https://www.youtube.com/embed/vJ7x7lq7
b0U`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury BEHIND THE HEAD 2`,
date:`03/11/2020 12:00 AM`,
url:`https://www.youtube.com/embed/G5A6zvTt
3Uw`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury BEHIND THE HEAD 3,
HOLDING WHILE HITTING 2`, date:`03/12/2020
12:00 AM`,
url:`https://www.youtube.com/embed/pvph9__g
oil`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury Cheated with 40+ Behind the Head Hits on Wilder`, date:`03/14/2020 12:00 AM`, url:`https://www.youtube.com/embed/W2kQHmK9BMc`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury Cheating Glove Conspiracy - Flappy Glove? FIGHT TWO`, date:`03/15/2020 12:00 AM`, url:`https://www.youtube.com/embed/b-UyfPg4pKg`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury CAUGHT Cheating = CONCLUSIVE VIDEO EVIDENCE`, date:`03/22/2020 12:00 AM`, url:`https://www.youtube.com/embed/3ftyfqVg24g`, tag:`boxing`, description:`furyWilder2`},

{ title:`Tyson Fury Glove Controversy`, date:`03/25/2020 12:00 AM`, url:`https://www.youtube.com/embed/wxM6Yvvs0HU`, tag:`boxing`, description:`furyWilder2`},

```
{ title:`Fury Cheated and the Ref Watched`,  
date:`03/28/2020 12:00 AM`,  
url:`https://www.youtube.com/embed/0vq2fFpY  
bR0`, tag:`boxing`, description:`furyWilder2`  
};
```

```
//--//
```

```
// Dedicated to God the Father  
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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// collegeBooks.js
```

```
let collegeBooks =  
[  
  { name:"Papercliptronics",  
    image:"https://m.media-amazon.com/images/I/  
51cdZyRYXVL._SX260_.jpg",  
    url:"https://www.amazon.com/Papercliptronics-  
Homemade-Electronic-Circuits-Paperclips/dp/  
1658209303/ref=sr_1_2?  
keywords=papercliptronics&qid=1582048776&  
sr=8-2"},
```

```
{ name:"LSL Book", image:"https://images-na.ssl-images-amazon.com/images/I/41YE35agtNL._SY498_BO1,204,203,200_.jpg",
url:"https://www.amazon.com/LSL-Scripting-Book-Computer-Programming/dp/B084DG7ZFD/ref=sr_1_fkmr0_1?keywords=ls+scripting&qid=1582049598&sr=8-1-fkmr0"},
```

```
{ name:"Topalian Game Engine Data Navigator", image:"https://m.media-amazon.com/images/I/41kybfYNoYL.jpg",
url:"https://www.amazon.com/dp/B08JK7D67L"},
```

```
{ name:"JavaScript Bookmarklet Advanced Programming", image:"https://images-na.ssl-images-amazon.com/images/I/51lot64KYcL._SX384_BO1,204,203,200_.jpg",
url:"https://www.amazon.com/JavaScript-Bookmarklet-Advanced-Programming-Interfaces/dp/B088JFN2BL"},
```

```
{ name:"JavaScript Video Investigator",
image:"https://m.media-amazon.com/images/I/
```

51EeQ4sNVnL._SY346_.jpg",
url:"https://www.amazon.com/CREATING-JAVASCRIPT-APPLICATIONS-Video-Investigator/dp/B088N5G5GV"}},

{ name:"JavaScript Missing Persons Database", image:"https://m.media-amazon.com/images/I/519eyD-37IL.jpg",
url:"https://www.amazon.com/CREATING-JAVASCRIPT-APPLICATIONS-Missing-Database/dp/B088N4XYDY"}},

{ name:"True Artificial Intelligence",
image:"https://m.media-amazon.com/images/I/414nBuW6oaL._SY346_.jpg",
url:"https://www.amazon.com/dp/B08975HFJK"}},

{ name:"Real Logic",
image:"https://m.media-amazon.com/images/I/414T-Y2usWL.jpg",
url:"https://www.amazon.com/Real-Logic-Evidence-Foundation-Reason-ebook/dp/B08JQPZT6H/"},


```
{ name:"Mind Simulation Science",  
image:"https://m.media-amazon.com/images/I/  
41cfXtacGvL.jpg",  
url:"https://www.amazon.com/Mind-Simulation-  
Science-Foundation-Intelligence-ebook/dp/  
B08K7L9F3Q"},
```

```
{ name:"Human Safety Manual",  
image:"https://m.media-amazon.com/images/I/  
51RzxUVo7FL.jpg",  
url:"https://www.amazon.com/Human-Safety-  
Manual-Christopher-Topalian-ebook/dp/  
B08B515RPL"}  
];
```

```
//--//
```

```
// Dedicated to God the Father
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```
// All Rights Reserved Christopher Andrew
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```
Topalian Copyright 2000-2024
```

```
// https://github.com/ChristopherTopalian
```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
// collegeLinks.js
```

```
let collegeLinks =
```

```
[  
  { name:"Javascript",  
    url:"https://collegeofscripting.weebly.com/java  
script.html", },  
  
  { name:"JavaScript Game Design",  
    url:"https://collegeofscripting.weebly.com/java  
script-game-design.html", },  
  
  { name:"JavaScript Bookmarklets",  
    url:"https://collegeofscripting.weebly.com/boo  
kmarklets.html", },  
  
  { name:"LSL Scripting Book",  
    url:"https://collegeofscripting.weebly.com/lsl-  
scripting-book.html", },  
  
  { name:"Logical Boolean System of A.I.",  
    url:"https://collegeofscripting.weebly.com/logic  
-boolean-system.html", },  
  
  { name:"Health Science",  
    url:"https://collegeofscripting.weebly.com/healt  
h-science.html", },  
]
```

```
{ name:"Solar Science",  
url:"https://collegeofscripting.weebly.com/solar-science.html", },
```

```
{ name:"Flat Earth Science",  
url:"https://collegeofscripting.weebly.com/flat-earth-science.html", },
```

```
{ name:"Why NO Video of Mars on Mars?",  
url:"https://collegeofscripting.weebly.com/mars---why-was-there-no-photographic-video-of-mars-on-mars-until-2021.html", },
```

```
{ name:"Computing",  
url:"https://collegeofscripting.weebly.com/computing.html", },
```

```
{ name:"Papercliptronics",  
url:"https://papercliptronics.weebly.com/", },
```

```
{ name:"Video Investigator",  
url:"https://javascriptbook.weebly.com/video-investigator---video-annotation-software.html",  
}  
];
```

```
//--//
```

```
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```
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```

```
// https://github.com/ChristopherTopalian
```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
// collegeVideos.js
```

```
let collegeVideos =
```

```
[
```

```
  { title:`Not Freezing Detector Circuit on a  
Breadboard`, date:`09/25/2020 12:00 AM`,  
url:`https://www.youtube.com/embed/wbN4MG-  
J_R4`, tag:`youtubeVideo`,  
description:`breadboard`},
```

```
  { title:`Heat Detector Circuit on a  
Breadboard`, date:`09/26/2020 12:00 AM`,  
url:`https://www.youtube.com/embed/kQ_mVFj  
1u-Y`, tag:`youtubeVideo`,  
description:`breadboard`},
```

```
  { title:`Evidence Viewer for Investigators`,  
date:`09/15/2020 12:00 AM`,
```

```
url:`https://www.youtube.com/embed/jMBKRbG  
_bXw`, tag:`youtubeVideo`,  
description:`javascript`}  
];
```

```
//--//
```

```
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```

```
// https://github.com/ChristopherTopalian  
//
```

```
https://github.com/ChristopherAndrewTopalian  
//computerSciencePdf.js
```

```
let computerSciencePdf =  
[
```

```
  { title:`C Computer Science`,  
    url:`src/media/pdf/C Computer Science by  
Christopher Topalian.pdf`, tag:`pdf`,  
    description:`programming`},
```

```
  { title:`C++ Computer Science`,  
    url:`src/media/pdf/C++ Computer Science by  
Christopher Topalian.pdf`, tag:`pdf`,  
    description:`programming`},
```

```
{ title:`JavaScript Code Volume 1`,  
url:`src/media/pdf/JavaScript Code Volume 1  
by Christopher Topalian.pdf`, tag:`pdf`,  
description:`programming`},  
];
```

```
//--//
```

```
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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// evidence.js
```

```
let evidence =
```

```
[  
  { title:`In fiery speech to Congress,  
Netanyahu vows 'total victory' in Gaza and  
denounces US protesters`, date:`2024/07/24  
9:29 PM`,  
url:`https://apnews.com/article/netanyahu-  
congress-gaza-hamas-  
israel-6ea5daf3cd1988b0ad6e874bd450f9bf`,
```

info: `Natanyahu gives speech to Congress`,
 image: `https://assets.apnews.com/fa/ba/9258a7114f5ba5c7202aaa1bdd66/aplogo.svg`,
 tag: `fact`, description: `ww3`},

{ title: `Bill Clinton visited Jeffrey Epstein's private island, unsealed court documents suggest`, date: `07/31/2020 12:00 AM`,
 url: `https://www.foxnews.com/us/bill-clinton-visited-jeffrey-epsteins-private-island-unsealed-court-documents-suggest`,
 info: `Witness stated that Bill Clinton Visited Jeffrey Epsteins island`,
 image: `https://pbs.twimg.com/media/EeN7Qo5X0AAhLyJ?format=png&name=900x900`,
 tag: `fact`, description: `epstein`},

{ title: `Oregon State Police end defense of federal courthouse in Portland, DHS reacts`, date: `08/14/2020 12:00 AM`,
 url: `https://www.youtube.com/embed/xtRJhUES30c`, info: `youtubeVideo`,
 image: `https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/oregonstatepolice_orig.png`, tag: `fact`,
 description: `riots`},

```
{ title:`Portland protesters will no longer be
prosecuted for non-violent charges`,
date:`08/12/2020 12:00 AM`,
url:`https://www.youtube.com/embed/DpIR0oD
WhdY`, info:`youtubeVideo`,
image:`https://collegeofscripting.weebly.com/u
ploads/6/4/4/8/64482293/
portlandprotestersdaprosecution_orig.png`,
tag:`fact`, description:`riots`}
];
```

```
//--//
```

```
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Topalian Copyright 2000-2024
// https://github.com/ChristopherTopalian
//
https://github.com/ChristopherAndrewTopalian
// javascriptLanguage.js
```

```
let javascriptLanguage =
[
  { category:`array`, name:`at()`, description:`
single quote ' and double quote " Returns the
```


indexed element from the array`,
 syntax: `array.at(index)`, useage: `let ourArray =
 ourArray.at(index);`,
 url: `https://www.w3schools.com/jsref/jsref_array_at.asp`,
 url2: `https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/at`, type: `returns the element of the given
 position (index) in the array.`, tag: `function`,
 language: `JavaScript`},

{ category: "array", name: "concat()",
 description: "Joins two or more arrays without
 changing the existing arrays, but instead
 returns a new array.",
 syntax: "array1.concat(array2, array3);",
 useage: "var combinedArray =
 theNotes.concat(theNews, evidence);",
 url: "https://www.w3schools.com/jsref/jsref_concat_array.asp",
 url2: "https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/concat", type: "returns a new array",
 tag: "function", language: "JavaScript"},

```
{ category:"array", name:"copyWithin()",  
description:"Copies a specific part of an array  
to a different location in the array and then  
returns that array without modifying its  
length.", syntax:"array.copyWithin(target, start,  
end);", useage:"theNotes.copyWithin(2, 0, 2);",  
url:"https://www.w3schools.com/jsref/jsref_cop  
ywithin.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/copyWithin", type:"returns the modified  
array", tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"entries()",  
description:"Create an Array Iterator object  
and create a loop that iterates each key/value  
pair", syntax:"array.entries()",  
useage:"theNotes.entries();",  
url:"https://www.w3schools.com/jsref/jsref_ent  
ries.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/entries", type:"returns an Array Iterator  
object", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"every()",  
description:"Checks if all elements in an array  
pass a test. Returns true if every element in the  
array passes the test.  
ourArray.every(functionToUse);",  
syntax:"array.every(function(currentValue,  
index, arr), thisValue)",  
usage:"theNotes.every(ourFunction)",  
url:"https://www.w3schools.com/jsref/jsref_eve  
ry.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/every", type:"returns  
boolean true or false", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"fill()",  
description:"Fills the specified elements in an  
array with a static value.",  
syntax:"array.fill(value, start, end)",  
usage:"theNotes.fill('John');",  
url:"https://www.w3schools.com/jsref/jsref_fill.  
asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/fill", type:"overwrites the  
original array", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"filter()",  
description:"Creates an array filled with all  
array elements that pass a test.",  
syntax:"array.filter(function(currentValue,  
index, arr), thisValue)",  
usage:"theNotes.filter(ourFunction)",  
url:"https://www.w3schools.com/jsref/jsref_filte  
r.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/filter", type:"returns a  
new array of all elements that passed the test",  
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"find()",  
description:"Returns the value of the first  
element in an array that pass a test.",  
syntax:"array.find(function(currentValue,  
index, arr),thisValue)",  
usage:"theNotes.find(ourFunction)",  
url:"https://www.w3schools.com/jsref/jsref_fin  
d.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/find", type:"Returns the  
array element value if any of the elements in  
the array pass the test, otherwise it returns
```

```
undefined", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"findIndex()",  
description:"Returns the index of the first  
element in an array that pass a test.",  
syntax:"array.findIndex(function(currentValue,  
index, arr), thisValue)",  
useage:"ages.findIndex(ourFunction)",  
url:"https://www.w3schools.com/jsref/jsref_fin  
dindex.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/findIndex", type:"Returns the array  
element index if any of the elements in the  
array pass the test, otherwise it returns -1",  
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"flat()",  
description:"creates a new array with all sub-  
array elements concatenated into it recursively  
up to the specified depth.",  
syntax:"array.flat(depth)",  
useage:"ourArray.flat(2);",  
url:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/
```

**Array/flat",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/
 Array/flat", type:"A new array with the sub-
 array elements concatenated into it.",
 tag:"function", language:"JavaScript"},**

**{ category:"array", name:"flatMap()",
 description:"creates a new array with all sub-
 array elements concatenated into it recursively
 up to the specified depth.",
 syntax:"array.flatMap(function(currentValue,
 index, arr), thisValue)", useage:"In Progress",
 url:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/
 Array/flatMap",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/
 Array/flatMap", type:"returns a new array
 formed by applying a given callback function
 to each element of the array, and then
 flattening the result by one level.",
 tag:"function", language:"JavaScript"},**

**{ category:"array", name:"forEach()",
 description:"Executes a function once for each**

```
array element.",  
syntax:"array.forEach(function(currentValue,  
index, arr), thisValue)",  
useage:"numbers.forEach(ourFunction)",  
url:"https://www.w3schools.com/jsref/jsref_for  
each.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/forEach", type:"undefined",  
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"from()",  
description:"Create an Array from a String.  
Returns an Array object from any object with a  
length property or an iterable object. Creates a  
new, shallow-copied Array instance from an  
array-like or iterable object.",  
syntax:"Array.from(object, mapFunction,  
thisValue)",  
useage:"ourArray.from('ABCDEFGFG')",  
url:"https://www.w3schools.com/jsref/jsref_fro  
m.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/from", type:"An Array  
object", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"includes()",  
description:"Returns true if the array contains  
a specified element. If NOT, then returns  
false.", syntax:"array.includes(element, start)",  
useage:"ourArray.includes('John', 2);",  
url:"https://www.w3schools.com/jsref/jsref_incl  
udes_array.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/includes", type:"A Boolean",  
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"indexOf()",  
description:"Searches the array for the  
specified item and then returns the position.",  
syntax:"array.indexOf(item, start)",  
useage:"ourArray.indexOf('John', 2)",  
url:"https://www.w3schools.com/jsref/jsref_ind  
exof_array.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/indexOf", type:"A Number, representing  
the position of the specified item, otherwise  
-1", tag:"function", language:"JavaScript"},
```



```
{ category:"array", name:"isArray()",
description:"Finds out if an object is an array.",
syntax:"Array.isArray(obj)",
useage:"Array.isArray(ourArray)",
url:"https://www.w3schools.com/jsref/jsref_isarray.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/isArray", type:"A Boolean. Returns true if the object is an array, otherwise it returns false", tag:"function",
language:"JavaScript"},
```

```
{ category:"array", name:"join()",
description:"Joins all elements of the array, to String.", syntax:"array.join(separator)",
useage:"let text = ourArray.join(' and ');",
url:"https://www.w3schools.com/jsref/jsref_join.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/joihttps://developer.mozilla", type:"A String, representing the array values, separated by the specified separator", tag:"function",
language:"JavaScript"},
```

```
{ category:"array", name:"keys()",  
description:"Returns a Array Iteration Object,  
which shows the keys of the original array",  
syntax:"array.keys()", useage:"const keys =  
ourArray.keys();",  
url:"https://www.w3schools.com/jsref/jsref_key  
s.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/keys", type:"An Array  
Iterator object", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"length",  
description:"Returns amount of elements in an  
array. It can set the amount too.",  
syntax:"array.length and array.length =  
number", useage:"let length =  
ourArray.length;",  
url:"https://www.w3schools.com/jsref/jsref_len  
gth_array.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/length", type:"A Number, representing  
the number of elements in the array object",  
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"lastIndexOf()",  
description:"Searches the array for an element  
and Returns the position. It starts searching at  
the end of the array.",  
syntax:"array.lastIndexOf(item, start)",  
useage:"let index =  
ourArray.lastIndexOf('Pie');",  
url:"https://www.w3schools.com/jsref/jsref_last  
indexof_array.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Array/lastIndexOf", type:"A Number,  
representing the position of the specified item,  
otherwise -1", tag:"function",  
language:"JavaScript"},
```

```
{ category:"array", name:"map()",  
description:"Creates a new array and runs a  
function on every array element",  
syntax:"array.map(function(currentValue,  
index, arr), thisValue)", useage:"const newArr  
= numbers.map(myFunction)",  
url:"https://www.w3schools.com/jsref/jsref_ma  
p.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Array/map", type:"An Array
```

containing the results of calling the provided function for each element in the original array.", tag:"function", language:"JavaScript"},

{ category:"array", name:"pop()", description:"Removes the last element of the array. Returns that removed element.", syntax:"array.pop()", useage:"ourArray.pop();", url:"https://www.w3schools.com/jsref/jsref_pop.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/pop", type:"The removed array item. The item can be a string, a number, an array, an object, or any other type allowed in an array.", tag:"function", language:"JavaScript"},

{ category:"array", name:"prototype", description:"Add properties and methods to an Array object.", syntax:"Array.prototype.name = value", useage:"ourArray.prototype.changelt = function() {", url:"https://www.w3schools.com/jsref/jsref_prototype_array.asp", url2:"https://collegeofscripting.weebly.com/", type:"The prototype constructor allows you to

**add new properties and methods to Arrays.",
tag:"function", language:"JavaScript"},**

**{ category:"array", name:"push()",
description:"Adds new elements to the end of
the array. Returns the new length.",
syntax:"array.push(item1, item2, ..., itemX)",
useage:"ourArray.push('Kiwi');",
url:"https://www.w3schools.com/jsref/jsref_pus
h.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Array/push", type:"A Number,
representing the new length of the array",
tag:"function", language:"JavaScript"},**

**{ category:"array", name:"reduce()",
description:"Reduces the values of an array to
one value. It works from left to right.",
syntax:"array.reduce(function(total,
currentValue, currentIndex, arr), initialValue)",
useage:"numbers.reduce(myFunc);",
url:"https://www.w3schools.com/jsref/jsref_red
uce.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Array/Reduce", type:"Returns the accumulated**

result from the last call of the callback
function", tag:"function",
language:"JavaScript"},

{ category:"array", name:"reduceRight()",
description:"Reduces the values of an array to
one value. It works from right to left.",
syntax:"array.reduceRight(function(total,
currentValue, currentIndex, arr), initialValue)",
usage:"numbers.reduceRight(myFunc);",
url:"https://www.w3schools.com/jsref/jsref_reduceright.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Array/ReduceRight", type:"Returns the
accumulated result from the last call of the
callback function", tag:"function",
language:"JavaScript"},

{ category:"array", name:"reverse()",
description:"Reverses the array order. The
Elements of the array are sorted in reverse
order.", syntax:"array.reverse()",
usage:"ourArray.reverse();",
url:"https://www.w3schools.com/jsref/jsref_reverse.asp",

url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/reverse", type:"An Array, representing the array after it has been reversed", tag:"function", language:"JavaScript"},

{ category:"array", name:"shift()", description:"Removes the first element in an array. Returns that removed element.", syntax:"array.shift()", useage:"ourArray.shift();", url:"https://www.w3schools.com/jsref/jsref_shift.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/shift", type:"The removed array item. The item can be a string, a number, an array, an object, or any other type allowed in an array.", tag:"function", language:"JavaScript"},

{ category:"array", name:"slice()", description:"Selects a part of the array. Returns a new array.", syntax:"array.slice(start, end)", useage:"const myBest = fruits.slice(-3, -1);", url:"https://www.w3schools.com/jsref/jsref_slice.asp", tag:"function", language:"JavaScript"},

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e_array.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Array/splice", type:"A new Array, containing
the selected elements", tag:"function",
language:"JavaScript"},
```

```
{ category:"array", name:"some()",
description:"Finds out if any element in an
array passes a test",
syntax:"array.some(function(currentValue,
index, arr), thisValue)",
useage:"ourArray.some(testThem);",
url:"https://www.w3schools.com/jsref/jsref_so
me.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Array/some", type:"A Boolean.
Returns true if any of the elements in the array
pass the test, otherwise it returns false",
tag:"function", language:"JavaScript"},
```

```
{ category:"array", name:"sort()",
description:"Sort the elements of the array",
syntax:"array.sort(compareFunction)",
useage:"ourArray.sort();",
url:"https://www.w3schools.com/jsref/jsref_sor
```


t.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/sort", type:"The Array object, with the items sorted", tag:"function", language:"JavaScript"},

{ category:"array", name:"splice()", description:"Adds or Removes elements from the array", syntax:"array.splice(index, howmany, item1,, itemX)", useage:"ourArray.splice(1, 4, 'Cat', 'Bird');", url:"https://www.w3schools.com/jsref/jsref_splice.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/splice", type:"An empty Array, or an Array containing removed items (if any).", tag:"function", language:"JavaScript"},

{ category:"array", name:"toString()", description:"Converts the array to a string. Returns the result.", syntax:"array.toString()", useage:"let text = ourArray.toString();", url:"https://www.w3schools.com/jsref/jsref_tostring_array.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/

Array/toString", type:"A String, representing the values of the array, separated by a comma", tag:"function", language:"JavaScript"},

{ category:"array", name:"unshift()", description:"Add the new element to the beginning of the array. Returns the new length.", syntax:"array.unshift(item1, item2, ..., itemX)", useage:"ourArray.unshift('Cat', 'Bird');", url:"https://www.w3schools.com/jsref/jsref_unshift.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/unshift", type:"A Number, representing the new length of the array", tag:"function", language:"JavaScript"},

{ category:"array", name:"valueOf()", description:"Returns the primitive value of the array", syntax:"array.valueOf()", useage:"const theArray = ourArray.valueOf();", url:"https://www.w3schools.com/jsref/jsref_valueof_array.asp", url2:"https://collegeofscripting.weebly.com/",

type:"An Array. The valueOf() method returns itself", tag:"function", language:"JavaScript"},

**{ category:"math", name:"abs()",
description:"Returns the absolute value of the
number", syntax:"Math.abs(x)",
usage:"Math.abs(-2.37)",
url:"https://www.w3schools.com/jsref/jsref_abs
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/abs", type:"A Number,
representing the absolute value of the
specified number, or NaN if the value is not a
number, or 0 if the value is null",
tag:"function", language:"JavaScript"},**

**{ category:"math", name:"acos()",
description:"Returns the arccosine of X in
radians", syntax:"Math.acos(x)",
usage:"Math.acos(0)",
url:"https://www.w3schools.com/jsref/jsref_aco
s.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/acos", type:"A Number,
from 0 to PI, or NaN if the value is outside the**

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range of -1 to 1", tag:"function",  
language:"JavaScript"},
```

```
  { category:"math", name:"acosh()",  
    description:"Returns the hyperbolic arccosine  
of X", syntax:"Math.acosh(x)",  
    useage:"Math.acosh(1)",  
    url:"https://www.w3schools.com/jsref/jsref_aco  
sh.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Math/acosh", type:"A Number,  
or NaN if the parameter is less than 1",  
    tag:"function", language:"JavaScript"},
```

```
  { category:"math", name:"asin()",  
    description:"Returns the arcsine of X in  
radians", syntax:"Math.asin(x)",  
    useage:"Math.asin(0)",  
    url:"https://www.w3schools.com/jsref/jsref_asi  
n.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Math/asin", type:"A Number,  
from -PI/2 to PI/2, or NaN if the value is outside  
the range of -1 to 1", tag:"function",  
    language:"JavaScript"},
```

```
{ category:"math", name:"asinh()",  
description:"Returns the hyperbolic arcsine of  
X", syntax:"Math.asinh(x)",  
useage:"Math.asinh(0)",  
url:"https://www.w3schools.com/jsref/jsref_asi  
nh.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Math/asinh", type:"A Number,  
from -PI/2 to PI/2, or NaN if the value is empty",  
tag:"function", language:"JavaScript"},
```

```
{ category:"math", name:"atan()",  
description:"Returns the arctangent of x as a  
numeric value between -PI/2 and PI/2 radians",  
syntax:"Math.atan(x)", useage:"Math.atan(2)",  
url:"https://www.w3schools.com/jsref/jsref_ata  
n.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Math/atan", type:"A Number,  
from PI to -PI, or NaN if the value(s) are empty",  
tag:"function", language:"JavaScript"},
```

```
{ category:"math", name:"atan2()",  
description:"Returns the arctangent of the  
quotient of its arguments",  
syntax:"Math.atan2(y, x)",
```

```

useage:"Math.atan2(8, 4);",
url:"https://www.w3schools.com/jsref/jsref_atan2.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/atan2", type:"A Number, or NaN, or Infinity, or -Infinity", tag:"function", language:"JavaScript"},

```

```

{ category:"math", name:"atanh()",
description:"Returns the hyperbolic arctangent of X", syntax:"Math.atanh(x)",
useage:"Math.atanh(0.5)",
url:"https://www.w3schools.com/jsref/jsref_atanh.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/atanh", type:"A Number, or NaN, or Infinity, or -Infinity", tag:"function", language:"JavaScript"},

```

```

{ category:"math", name:"cbrt()",
description:"Returns the cubic root of X",
syntax:"Math.cbrt(x)",
useage:"Math.cbrt(125)",
url:"https://www.w3schools.com/jsref/jsref_cbrt.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/

```

**Global_Objects/Math/cbrt", type:"A Number",
tag:"function", language:"JavaScript"},**

**{ category:"math", name:"ceil()",
description:"Returns x, rounded upwards to
the nearest integer", syntax:"Math.ceil(x)",
useage:"Math.ceil(1.4)",
url:"https://www.w3schools.com/jsref/jsref_ceil
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/ceil", type:"A Number,
representing the nearest integer when
rounding upwards", tag:"function",
language:"JavaScript"},**

**{ category:"math", name:"clz32()",
description:"Returns the number of leading
zeros in a 32-bit binary number",
syntax:"Math.clz32(x)",
useage:"Math.clz32(1)",
url:"https://www.w3schools.com/jsref/jsref_clz
32.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/clz32", type:"A Number,
representing the nearest integer when**

**rounding upwards", tag:"function",
language:"JavaScript"},**

**{ category:"math", name:"cos()",
description:"Returns the cosine of X in
radians", syntax:"Math.cos(x)",
useage:"Math.cos(3.14)",
url:"https://www.w3schools.com/jsref/jsref_cos
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/cos", type:"Number of
leading zeros in the 32-bit binary
representation of a number. If the number is 0,
it returns 32 (all bits are 0).", tag:"function",
language:"JavaScript"},**

**{ category:"math", name:"cosh()",
description:"Returns the hyperbolic cosine of
x", syntax:"Math.cosh(x)",
useage:"Math.cosh(x)",
url:"https://www.w3schools.com/jsref/jsref_cos
h.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/cosh", type:"A Number",
tag:"function", language:"JavaScript"},**


```
{ category:"math", name:"E",
description:"Returns Euler's number (approx.
2.718)", syntax:"Math.E", useage:"Math.E",
url:"https://www.w3schools.com/jsref/jsref_e.a
sp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Math/E", type:"A Number, representing Euler's
number", tag:"function",
language:"JavaScript"},
```

```
{ category:"math", name:"exp()",
description:"Returns the exponential value of a
number", syntax:"Math.exp(x)",
useage:"Math.exp(5)",
url:"https://www.w3schools.com/jsref/jsref_exp
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/exp", type:"A number
representing  $e^x$ , where e is Euler's number
and x is the argument.", tag:"function",
language:"JavaScript"},
```

```
{ category:"math", name:"expm1",
description:"returns the value of Ex minus 1,
where E is Euler's number (approx 2.7183) and
```

x is the number passed to it. This function is more accurate than using `Math.exp()` and subtracting 1.", syntax:"`Math.expm1(x)`", useage:"`Math.expm1(7);`", url:"https://www.w3schools.com/jsref/jsref_expm1.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/expm1", type:"Number Ex minus 1", tag:"function", language:"JavaScript"},

{ category:"math", name:"floor()", description:"Returns x, rounded downwards to the nearest integer", syntax:"`Math.floor(x)`", useage:"`Math.floor(5.7)`", url:"https://www.w3schools.com/jsref/jsref_floor.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/floor", type:"A Number, representing the nearest integer when rounding downwards", tag:"function", language:"JavaScript"},

{ category:"math", name:"fround", description:"Returns the nearest 32-bit single precision float representation of a number.",

```

syntax:"Math.fround(x)",
useage:"Math.fround(5.70);",
url:"https://www.w3schools.com/jsref/jsref_fround.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/fround", type:"Number The nearest 32-bit single precision float representation of the number.", tag:"function",
language:"JavaScript"},

```

```

{ category:"math", name:"LN2",
description:"Returns the natural logarithm of 2 (approx. 0.693)", syntax:"Math.LN2",
useage:"Math.LN2",
url:"https://www.w3schools.com/jsref/jsref_In2.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/LN2", type:"A Number, representing the natural logarithm of 2",
tag:"function", language:"JavaScript"},

```

```

{ category:"math", name:"LN10",
description:"Returns the natural logarithm of 10 (approx. 2.302)", syntax:"Math.LN10",
useage:"Math.LN10",

```

url:"https://www.w3schools.com/jsref/jsref_In10.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/LN10", type:"A Number, representing the natural logarithm of 10", tag:"function", language:"JavaScript"},

{ category:"math", name:"log()", description:"Returns the natural logarithm of a number", syntax:"Math.log(x)", useage:"Math.log(2)", url:"https://www.w3schools.com/jsref/jsref_log.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/log", type:"A Number, representing the natural logarithm of a specified number If the number negative, NaN is returned If the number is 0, -Infinity is returned", tag:"function", language:"JavaScript"},

{ category:"math", name:"log10", description:"Returns the base-10 logarithm of a number.", syntax:"Math.log10(x)", useage:"Math.log10(5.7173);", url:"https://www.w3schools.com/jsref/jsref_log

10.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/log10", type:"NumberThe base-10 logarithm of the number.NaN if the number is negative.-Infinity if the number is 0.", tag:"function", language:"JavaScript"},

{ category:"math", name:"log1p", description:"Returns the natural logarithm (base E) of 1 + a number.", syntax:"Math.log1p(x)", useage:"Math.log1p(5.7173);", url:"https://www.w3schools.com/jsref/jsref_log1p.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/log1p", type:"NumberThe natural logarithm (base E) of 1 + the number.NaN if the number is less than -1.-Infinity if the number is -1.", tag:"function", language:"JavaScript"},

{ category:"math", name:"log2", description:"Returns the base-2 logarithm of a number.", syntax:"Math.log2(5.7173);", url:"https://www.w3schools.com/jsref/jsref_log2.asp", url2:"https://developer.mozilla.org/en-

US/docs/Web/JavaScript/Reference/Global_Objects/Math/log2", type:"NumberThe base-2 logarithm of the number.NaN if the number is less than -1.-Infinity if the number is -1.", tag:"function", language:"JavaScript"},

{ category:"math", name:"LOG2E", description:"Returns the base-2 logarithm of E (approx. 1.442)", syntax:"Math.LOG2E", useage:"Math.LOG2E", url:"https://www.w3schools.com/jsref/jsref_log2e.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/LOG2E", type:"A Number, representing the base-2 logarithm of E", tag:"function", language:"JavaScript"},

{ category:"math", name:"LOG10E", description:"Returns the base-10 logarithm of E (approx. 0.434)", syntax:"Math.LOG10E", useage:"Math.LOG10E", url:"https://www.w3schools.com/jsref/jsref_log10e.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/LOG10E", type:"A Number, representing

the base-10 logarithm of E", tag:"function",
language:"JavaScript"},

{ category:"math", name:"max()",
description:"Returns the number with the
highest value", syntax:"Math.max(n1, n2,...)",
useage:"Math.max(4, 7)",
url:"https://www.w3schools.com/jsref/jsref_ma
x.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/max", type:"A Number,
representing the highest number of the
arguments, or -Infinity if no arguments are
given, or NaN if one or more arguments are not
numbers", tag:"function",
language:"JavaScript"},

{ category:"math", name:"min()",
description:"Returns the number with the
lowest value", syntax:"Math.min(n1, n2,...)",
useage:"Math.min(7, 30)",
url:"https://www.w3schools.com/jsref/jsref_min
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/min", type:"A Number,
representing the lowest number of the

arguments, or Infinity if no arguments are given, or NaN if one or more arguments are not numbers", tag:"function", language:"JavaScript"},

{ category:"math", name:"PI", description:"Returns PI (approx. 3.14)", syntax:"Math.PI", useage:"Math.PI", url:"https://www.w3schools.com/jsref/jsref_pi.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/PI", type:"A Number, representing PI", tag:"function", language:"JavaScript"},

{ category:"math", name:"pow()", description:"Returns the value of x to the power of y", syntax:"Math.pow(x, y)", useage:"Math.pow", url:"https://www.w3schools.com/jsref/jsref_pow.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/pow", type:"A Number, representing the value of x to the power of y (x^y)", tag:"function", language:"JavaScript"},


```
{ category:"math", name:"random()",  
description:"Returns a random number  
between 0 and 1", syntax:"Math.random()",  
usage:"Math.random()",  
url:"https://www.w3schools.com/jsref/jsref_random.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Math/random", type:"A Number, representing a  
number from 0 up to but not including 1",  
tag:"function", language:"JavaScript"},
```

```
{ category:"math", name:"round()",  
description:"Rounds x to the nearest integer",  
syntax:"Math.round(x)",  
usage:"Math.round(2.5)",  
url:"https://www.w3schools.com/jsref/jsref_round.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Math/round", type:"A number,  
representing the nearest integer",  
tag:"function", language:"JavaScript"},
```

```
{ category:"math", name:"sign()",  
description:"Returns if a number is negative,  
positive or zero. If number is positive, it returns
```

1 If number is negative, it returns -1 If number is zero, it returns 0", syntax:"Math.sign(x)", useage:"Math.sign(7);", url:"https://www.w3schools.com/jsref/jsref_sign.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/sign", type:"A Number, representing the sign of the specified number: If the number is positive, it returns 1 If the number is negative, it returns -1 If the number is positive zero, it returns 0 If the number is negative zero, it returns -0 If the number is not a number, it returns NaN", tag:"function", language:"JavaScript"},

{ category:"math", name:"sin()", description:"Returns the sine of x (x is in radians)", syntax:"Math.sin(x)", useage:"Math.sin(3.14)", url:"https://www.w3schools.com/jsref/jsref_sin.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/sin", type:"A Number, from -1 to 1, representing the sine of an angle, or NaN if the value is empty", tag:"function", language:"JavaScript"},

```
{ category:"math", name:"sinh",
description:"Returns the hyperbolic sine of a
number.", syntax:"Math.sinh(x)",
useage:"Math.sinh(5);",
url:"https://www.w3schools.com/jsref/jsref_sin
h.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/sinh", type:"Number The
hyperbolic sine of the number.NaN if the
parameter is not numeric.", tag:"function",
language:"JavaScript"},
```

```
{ category:"math", name:"sqrt()",
description:"Returns the square root of x",
syntax:"Math.sqrt(x)", useage:"Math.sqrt(7)",
url:"https://www.w3schools.com/jsref/jsref_sqr
t.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/Math/sqrt", type:"A Number. If
x is a negative number, NaN is returned",
tag:"function", language:"JavaScript"},
```

```
{ category:"math", name:"SQRT1_2",
description:"Returns the square root of 1/2
(approx. 0.707)", syntax:"Math.SQRT1_2",
```

```

useage:"Math.SQRT1_2",
url:"https://www.w3schools.com/jsref/jsref_sqrt1_2.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/SQRT1_2", type:"A Number, representing the square root of 1/2", tag:"function",
language:"JavaScript"},

```

```

{ category:"math", name:"SQRT2",
description:"Returns the square root of 2 (approx. 1.414)", syntax:"Math.SQRT2",
useage:"Math.SQRT2",
url:"https://www.w3schools.com/jsref/jsref_sqrt2.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/SQRT2", type:"A Number, representing the square root of 2",
tag:"function", language:"JavaScript"},

```

```

{ category:"math", name:"tan()",
description:"Returns the tangent of an angle",
syntax:"Math.tan(x)", useage:"Math.tan(1)",
url:"https://www.w3schools.com/jsref/jsref_tan.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/

```

Global_Objects/Math/tan", type:"A Number, representing the tangent of a number", tag:"function", language:"JavaScript"},

{ category:"math", name:"tanh()", description:"Returns the hyperbolic tangent of a number", syntax:"Math.tanh(x)", useage:"Math.tanh(1)", url:"https://www.w3schools.com/jsref/jsref_tanh.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/tanh", type:"A Number", tag:"function", language:"JavaScript"},

{ category:"math", name:"trunc()", description:"Returns the integer part of a number (x)", syntax:"Math.trunc(x)", useage:"Math.trunc(8.76)", url:"https://www.w3schools.com/jsref/jsref_trunc.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/trunc", type:"A Number", tag:"function", language:"JavaScript"},

{ category:"boolean", name:"constructor", description:"Returns the function that created

JavaScript's Boolean prototype",
syntax:"boolean.constructor", useage:"In
Progress",
url:"https://www.w3schools.com/jsref/jsref_con
structor_boolean.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"function Boolean() { [native code] }",
tag:"function", language:"JavaScript"},

{ category:"boolean", name:"prototype",
description:"Add properties and methods to
the Boolean prototype",
syntax:"Boolean.prototype.name = value",
useage:"In Progress",
url:"https://www.w3schools.com/jsref/jsref_pro
totype_boolean.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"In Progress", tag:"function",
language:"JavaScript"},

{ category:"boolean", name:"toString()",
description:"Converts a boolean value to a
string, and returns the result",
syntax:"boolean.toString()", useage:"In
Progress",
url:"https://www.w3schools.com/jsref/jsref_tos

```
tring_boolean.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Boolean/toString", type:"A String, either 'true'
or 'false'", tag:"function",
language:"JavaScript"},
```

```
{ category:"boolean", name:"valueOf()",
description:"Returns the primitive value of a
boolean", syntax:"boolean.valueOf()",
useage:"In Progress",
url:"https://www.w3schools.com/jsref/jsref_val
ueof_boolean.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"A Boolean, either true or false",
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"constructor",
description:"Returns the function that created
the Date object's prototype",
syntax:"Date.constructor", useage:"In
Progress",
url:"https://www.w3schools.com/jsref/jsref_con
structor_date.asp",
url2:"https://collegeofscripting.weebly.com/",
```

```
type:"In Progress", tag:"function",  
language:"JavaScript"},
```

```
  { category:"date", name:"getDate()",  
description:"Returns the day of the month  
(from 1-31)", syntax:"Date.getDate()",  
usage:"const date = new Date()",  
url:"https://www.w3schools.com/jsref/jsref_get  
date.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getDate", type:"A Number, from 1 to 31,  
representing the day of the month",  
tag:"function", language:"JavaScript"},
```

```
  { category:"date", name:"getDay()",  
description:"Returns the day of the week (from  
0-6)", syntax:"Date.getDay()", usage:"let day =  
date.getDay();",  
url:"https://www.w3schools.com/jsref/jsref_get  
day.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getDay", type:"A Number, from 0 to 6,  
representing the day of the week",  
tag:"function", language:"JavaScript"},
```



```
{ category:"date", name:"getFullYear()",  
description:"Returns the year",  
syntax:"Date.getFullYear()", useage:"let year =  
date.getFullYear();",  
url:"https://www.w3schools.com/jsref/jsref_get  
fullyear.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getFullYear", type:"A Number,  
representing the year of the specified date",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"getHours()",  
description:"Returns the hour (from 0-23)",  
syntax:"Date.getHours()", useage:"let hour =  
date.getHours();",  
url:"https://www.w3schools.com/jsref/jsref_get  
hours.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getHours", type:"A Number, from 0 to 23,  
representing the hour", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getMilliseconds()",  
description:"Returns the milliseconds (from 0-  
999)", syntax:"Date.getMilliseconds()",  
usage:"let ms = date.getMilliseconds();",  
url:"https://www.w3schools.com/jsref/jsref_get  
milliseconds.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getMilliseconds", type:"A Number, from 0  
to 999, representing milliseconds",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"getMinutes()",  
description:"Returns the minutes (from 0-59)",  
syntax:"Date.getMinutes()", usage:"let  
minutes = date.getMinutes();",  
url:"https://www.w3schools.com/jsref/jsref_get  
minutes.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getMinutes", type:"A Number, from 0 to  
59, representing minutes", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getMonth()",  
description:"Returns the month (from 0-11)",
```

```
syntax:"Date.getMonth()", useage:"let month =  
date.getMonth();",  
url:"https://www.w3schools.com/jsref/jsref_get  
month.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getMonth", type:"A Number, from 0 to 11,  
representing the month", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getSeconds()",  
description:"Returns the seconds (from 0-59)",  
syntax:"Date.getSeconds()", useage:"let  
seconds = date.getSeconds();",  
url:"https://www.w3schools.com/jsref/jsref_get  
seconds.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getSeconds", type:"A Number, from 0 to  
59, representing the seconds", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getTime()",  
description:"Returns the number of  
milliseconds since midnight Jan 1 1970, and a  
specified date", syntax:"Date.getTime()",
```

```
usage:"let time = date.getTime();",  
url:"https://www.w3schools.com/jsref/jsref_get  
time.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getTime", type:"A Number, representing  
the number of milliseconds since midnight  
January 1, 1970", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date",  
name:"getTimezoneOffset()",  
description:"Returns the time difference  
between UTC time and local time, in minutes",  
syntax:"Date.getTimezoneOffset()", usage:"let  
diff = date.getTimezoneOffset();",  
url:"https://www.w3schools.com/jsref/jsref_get  
timezoneoffset.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getTimezoneOffset", type:"A Number,  
representing the time difference between UTC  
and Local Time, in minutes", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getUTCDate()",  
description:"Returns the day of the month,  
according to universal time (from 1-31)",  
syntax:"Date.getUTCDate()", useage:"let day =  
date.getUTCDate();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcdate.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCDate", type:"A Number, from 1 to  
31, representing the day of the month",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"getUTCDay()",  
description:"Returns the day of the week,  
according to universal time (from 0-6)",  
syntax:"Date.getUTCDay()", useage:"let day =  
date.getUTCDay();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcday.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCDay", type:"A Number, from 0 to 6,  
representing the day of the week",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"getUTCFullYear()",  
description:"Returns the year, according to  
universal time",  
syntax:"Date.getUTCFullYear()", useage:"let  
year = date.getUTCFullYear();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcfullyear.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCFullYear", type:"A Number,  
representing the year", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getUTCHours()",  
description:"Returns the hour, according to  
universal time (from 0-23)",  
syntax:"Date.getUTCHours()", useage:"let hour  
= date.getUTCHours();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utchohours.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCHours", type:"A Number, from 0 to  
23, representing the hour", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date",  
name:"getUTCMilliseconds()",  
description:"Returns the milliseconds,  
according to universal time (from 0-999)",  
syntax:"Date.getUTCMilliseconds()",  
useage:"let ms = date.getUTCMilliseconds();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcmilliseconds.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCMilliseconds", type:"A Number,  
from 0-999, representing milliseconds",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"getUTCMinutes()",  
description:"Returns the minutes, according to  
universal time (from 0-59)",  
syntax:"Date.getUTCMinutes()", useage:"let  
minutes = date.getUTCMinutes();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcminutes.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCMinutes", type:"A Number, from 0-  
59, representing the minutes", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getUTCMonth()",  
description:"Returns the month, according to  
universal time (from 0-11)",  
syntax:"Date.getUTCMonth()", useage:"let  
month = date.getUTCMonth();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcmonth.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCMonth", type:"A Number, from 0-  
11, representing the month", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"getUTCSeconds()",  
description:"Returns the seconds, according  
to universal time (from 0-59)",  
syntax:"Date.getUTCSeconds()", useage:"let  
seconds = date.getUTCSeconds();",  
url:"https://www.w3schools.com/jsref/jsref_get  
utcseconds.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/getUTCSeconds", type:"A Number, from  
0-59, representing the seconds",  
tag:"function", language:"JavaScript"},
```



```
{ category:"date", name:"now()",  
description:"Returns the number of  
milliseconds since midnight Jan 1, 1970",  
syntax:"Date.now()", useage:"let ms =  
Date.now();",  
url:"https://www.w3schools.com/jsref/jsref_no  
w.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Date/now", type:"A Number,  
representing the number of milliseconds since  
midnight January 1, 1970", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"parse()",  
description:"Parses a date string and returns  
the number of milliseconds since January 1,  
1970", syntax:"Date.parse(datestring)",  
useage:"let ms = Date.parse('March 1, 2023');",  
url:"https://www.w3schools.com/jsref/jsref_par  
se.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Date/parse", type:"A Number,  
representing the number of milliseconds  
between the specified date-time and midnight
```

**January 1, 1970", tag:"function",
language:"JavaScript"},**

**{ category:"date", name:"prototype",
description:"Allows you to add properties and
methods to an object",
syntax:"Date.prototype.name = value",
useage:"Date.prototype.myMonth = function()
{",
url:"https://www.w3schools.com/jsref/jsref_pro
totype_date.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"In Progress", tag:"function",
language:"JavaScript"},**

**{ category:"date", name:"setDate()",
description:"Sets the day of the month of a
date object", syntax:"Date.setDate(day)",
useage:"date.setDate(15);",
url:"https://www.w3schools.com/jsref/jsref_set
date.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"A Number, representing the number of
milliseconds between the date object and
midnight January 1 1970", tag:"function",
language:"JavaScript"},**

```
{ category:"date", name:"setFullYear()",  
description:"Sets the year of a date object",  
syntax:"Date.setFullYear(year, month, day)",  
useage:"date.setFullYear(2020);",  
url:"https://www.w3schools.com/jsref/jsref_setf  
ullyear.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/setFullYear", type:"A Number,  
representing the number of milliseconds  
between the date object and midnight January  
1 1970", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"setHours()",  
description:"Sets the hour of a date object",  
syntax:"Date.setHours(hour, min, sec,  
millisec)", useage:"date.setHours(15);",  
url:"https://www.w3schools.com/jsref/jsref_set  
hours.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/setHours", type:"A Number, representing  
the number of milliseconds between the date
```

object and midnight January 1 1970",
tag:"function", language:"JavaScript"},

{ category:"date", name:"setMilliseconds()",
description:"Sets the milliseconds of a date
object",
syntax:"Date.setMilliseconds(millisec)",
useage:"date.setMilliseconds(192);",
url:"https://www.w3schools.com/jsref/jsref_set
milliseconds.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/setMilliseconds", type:"A Number,
representing the number of milliseconds
between the date object and midnight January
1 1970", tag:"function",
language:"JavaScript"},

{ category:"date", name:"setMinutes()",
description:"Set the minutes of a date object",
syntax:"Date.setMinutes(min, sec, millisec)",
useage:"date.setMinutes(17);",
url:"https://www.w3schools.com/jsref/jsref_set
minutes.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/

Date/setMinutes", type:"A Number, representing the number of milliseconds between the date object and midnight January 1 1970", tag:"function", language:"JavaScript"},

{ category:"date", name:"setMonth()", description:"Sets the month of a date object", syntax:"Date.setMonth(month, day)", useage:"date.setMonth(4);", url:"https://www.w3schools.com/jsref/jsref_setmonth.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/setMonth", type:"A Number, representing the number of milliseconds between the date object and midnight January 1 1970", tag:"function", language:"JavaScript"},

{ category:"date", name:"setSeconds()", description:"Sets the seconds of a date object", syntax:"Date.setSeconds(sec, millisec)", useage:"date.setSeconds(35);", url:"https://www.w3schools.com/jsref/jsref_setseconds.asp", url2:"https://developer.mozilla.org/en-US/docs/

Web/JavaScript/Reference/Global_Objects/Date/setSeconds", type:"A Number, representing the number of milliseconds between the date object and midnight January 1 1970", tag:"function", language:"JavaScript"},

{ category:"date", name:"setTime()", description:"Sets a date to a specified number of milliseconds after/before January 1, 1970", syntax:"Date.setTime(milliseconds)", useage:"date.setTime(1332403882588);", url:"https://www.w3schools.com/jsref/jsref_settime.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/setTime", type:"A Number, representing the number of milliseconds between the date object and midnight January 1 1970", tag:"function", language:"JavaScript"},

{ category:"date", name:"setUTCDate()", description:"Sets the day of the month of a date object, according to universal time", syntax:"Date.setUTCDate(day)", useage:"date.setUTCDate(15);",

url:"https://www.w3schools.com/jsref/jsref_set_utcdate.asp",
 url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/setUTCDate", type:"A Number,
 representing the number of milliseconds
 between the date object and midnight January
 1 1970", tag:"function",
 language:"JavaScript"},

{ category:"date", name:"setUTCFullYear()",
 description:"Sets the year of a date object,
 according to universal time",
 syntax:"Date.setUTCFullYear(year, month,
 day)", useage:"date.setUTCFullYear(2015);",
 url:"https://www.w3schools.com/jsref/jsref_set_utcfullyear.asp",
 url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/setUTCFullYear", type:"A Number,
 representing the number of milliseconds
 between the date object and midnight January
 1 1970", tag:"function",
 language:"JavaScript"},

```
{ category:"date", name:"setUTCHours()",  
description:"Sets the hour of a date object,  
according to universal time",  
syntax:"Date.setUTCHours(hour, min, sec,  
millisec)", useage:"date.setUTCHours(15);",  
url:"https://www.w3schools.com/jsref/jsref_set  
utchours.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/setUTCHours", type:"A Number,  
representing the number of milliseconds  
between the date object and midnight January  
1 1970", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date",  
name:"setUTCMilliseconds()",  
description:"Sets the milliseconds of a date  
object, according to universal time",  
syntax:"Date.setUTCMilliseconds(millisec)",  
useage:"date.setUTCMilliseconds(192);",  
url:"https://www.w3schools.com/jsref/jsref_set  
utcmilliseconds.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/setUTCMilliseconds", type:"A Number,
```


representing the number of milliseconds
between the date object and midnight January
1 1970", tag:"function",
language:"JavaScript"},

{ category:"date", name:"setUTCMinutes()",
description:"Set the minutes of a date object,
according to universal time",
syntax:"Date.setUTCMinutes(min, sec,
millisec)", useage:"date.setUTCMinutes(17);",
url:"https://www.w3schools.com/jsref/jsref_set
utcminutes.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/setUTCMinutes", type:"A Number,
representing the number of milliseconds
between the date object and midnight January
1 1970", tag:"function",
language:"JavaScript"},

{ category:"date", name:"setUTCMonth()",
description:"Sets the month of a date object,
according to universal time",
syntax:"Date.setUTCMonth(month, day)",
useage:"date.setUTCMonth(4);",
url:"https://www.w3schools.com/jsref/jsref_set

```
utcmonth.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/setUTCMonth", type:"A Number,
representing the number of milliseconds
between the date object and midnight January
1 1970", tag:"function",
language:"JavaScript"},
```

```
{ category:"date", name:"setUTCSeconds()",
description:"Set the seconds of a date object,
according to universal time",
syntax:"Date.setUTCSeconds(sec, millisec)",
useage:"date.setUTCSeconds(35);",
url:"https://www.w3schools.com/jsref/jsref_set
utcseconds.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/setUTCSeconds", type:"A Number,
representing the number of milliseconds
between the date object and midnight January
1 1970", tag:"function",
language:"JavaScript"},
```

```
{ category:"date", name:"toDateString()",
description:"Converts the date portion of a
```

Date object into a readable string",
syntax:"Date.toDateString()", useage:"let text =
date.toDateString();",
url:"https://www.w3schools.com/jsref/jsref_tod
atestring.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/toDateString", type:"A String,
representing the date as a string",
tag:"function", language:"JavaScript"},

{ category:"date", name:"toISOString()",
description:"Returns the date as a string,
using the ISO standard",
syntax:"Date.toISOString()", useage:"let text =
date.toISOString();",
url:"https://www.w3schools.com/jsref/jsref_tois
ostring.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/toISOString", type:"A String, representing
the date and time using the ISO standard
format", tag:"function",
language:"JavaScript"},

```
{ category:"date", name:"toJSON()",  
description:"Returns the date as a string,  
formatted as a JSON date",  
syntax:"Date.toJSON()", useage:"let text =  
date.toJSON();",  
url:"https://www.w3schools.com/jsref/jsref_tojs  
on.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/Date/toJSON", type:"A String,  
representing the date and time formated as a  
JSON date", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date",  
name:"toLocaleDateString()",  
description:"Returns the date portion of a Date  
object as a string, using locale conventions",  
syntax:"Date.toLocaleDateString()",  
useage:"let text = date.toLocaleDateString();",  
url:"https://www.w3schools.com/jsref/jsref_tol  
ocaledatestring.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/toLocaleDateString", type:"A String,  
representing the date as a string",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date",  
name:"toLocaleTimeString()",  
description:"Returns the time portion of a Date  
object as a string, using locale conventions",  
syntax:"Date.toLocaleTimeString()",  
useage:"let text = date.toLocaleTimeString();",  
url:"https://www.w3schools.com/jsref/jsref_to  
localestring.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/toLocaleTimeString", type:"A String,  
representing the time as a string",  
tag:"function", language:"JavaScript"},
```

```
{ category:"date", name:"toLocaleString()",  
description:"Converts a Date object to a string,  
using locale conventions",  
syntax:"Date.toLocaleString(locales, options)",  
useage:"let text = date.toLocaleString();",  
url:"https://www.w3schools.com/jsref/jsref_to  
localestring.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/toLocaleString", type:"A String,
```

representing the date and time as a string",
tag:"function", language:"JavaScript"},

```
{ category:"date", name:"toString()",  
description:"Converts a Date object to a  
string", syntax:"Date.toString()", useage:"let  
text = date.toString();",  
url:"https://www.w3schools.com/jsref/jsref_tos  
tring_date.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/toString", type:"A String, representing the  
date and time as a string", tag:"function",  
language:"JavaScript"},
```

```
{ category:"date", name:"toTimeString()",  
description:"Converts the time portion of a  
Date object to a string",  
syntax:"Date.toTimeString()", useage:"let text  
= date.toTimeString();",  
url:"https://www.w3schools.com/jsref/jsref_toti  
mestring.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Date/toTimeString", type:"A String,
```

representing the time as a string",
tag:"function", language:"JavaScript"},

{ category:"date", name:"toUTCString()",
description:"Converts a Date object to a string,
according to universal time",
syntax:"Date.toUTCString()", useage:"let text =
date.toUTCString();",
url:"https://www.w3schools.com/jsref/jsref_tou
tcstring.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Date/toUTCString", type:"A String,
representing the UTC date and time as a
string", tag:"function", language:"JavaScript"},

{ category:"date", name:"UTC()",
description:"Returns the number of
milliseconds in a date since midnight of
January 1, 1970, according to UTC time",
syntax:"Date.UTC(year, month, day, hours,
minutes, seconds, millisec)", useage:"let ms =
Date.UTC(2023, 03, 17);",
url:"https://www.w3schools.com/jsref/jsref_utc.
asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/

Global_Objects/Date/UTC", type:"A Number, representing the number of milliseconds between the specified date-time and midnight January 1 1970", tag:"function", language:"JavaScript"},

{ category:"date", name:"valueOf()", description:"Returns the primitive value of a Date object", syntax:"Date.valueOf()", useage:"let ms = date.valueOf();", url:"https://www.w3schools.com/jsref/jsref_valueof_date.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/valueOf", type:"A Number, representing the number of milliseconds between the date object and midnight January 1, 1970 UTC", tag:"function", language:"JavaScript"},

{ category:"string", name:"charAt()", description:"Returns the character at the specified index (position)", syntax:"string.charAt(index)", useage:"let letter = text.charAt(0);", url:"https://www.w3schools.com/jsref/jsref_charat.asp", url2:"https://developer.mozilla.org/en-

US/docs/Web/JavaScript/Reference/Global_Objects/String/charAt", type:"A String, representing the character at the specified index, or an empty string if the index number is not found", tag:"function", language:"JavaScript"},

{ category:"string", name:"at()", description:"Returns an indexed character from a string. The at() method returns the same as [].", syntax:"string.at(index)", useage:"let character = text.at(0);", url:"https://www.w3schools.com/jsref/jsref_string_at.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/at", type:"A StringA single character.The character in the given position (index) in the string.", tag:"function", language:"JavaScript"},

{ category:"string", name:"charAt()", description:"Returns the character at a specified index (position) in a string. The index of the first character is 0, the second 1, ...", syntax:"string.charAt(index)", useage:"let

```
letter = text.charAt(0);",
url:"https://www.w3schools.com/jsref/jsref_charat.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/charAt", type:"String.
The character at the specified index. Empty string ( ' ') if the index is out of range.",
tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"charCodeAt()",
description:"Returns the Unicode of the
character at the specified index",
syntax:"string.charCodeAt(index)", useage:"let
code = text.charCodeAt(0);",
url:"https://www.w3schools.com/jsref/jsref_charcodeat.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/charCodeAt", type:"A Number,
representing the unicode of the character at
the specified index. Returns 'NaN' if there is
no character at the specified index, or if the
index is less than '0'.", tag:"function",
language:"JavaScript"},
```

```
{ category:"string", name:"codePointAt()",
description:"Returns the Unicode value at an
index (position) in a string. The index of the
first position is 0, the second is 1, ....",
syntax:"string.codePointAt(index)",
useage:"let code = text.codePointAt(0);",
url:"https://www.w3schools.com/jsref/jsref_cod
epointat.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
String/codePointAt", type:"NumberThe code
point value at the specified index.undefined if
the index is invalid. charCodeAt and
codePointAt return an integer representing the
UTF-16 code of a character, but only
codePointAt() returns the full value of a
Unicode value greater than 0xFFFF (65535).",
tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"concat()",
description:"Joins two or more strings, and
returns a new joined strings",
syntax:"string.concat(string1, string2, ...,
stringX)", useage:"let result =
text1.concat(text2);",
url:"https://www.w3schools.com/jsref/jsref_con
```

```
cat_string.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
String/concat", type:"A new String, containing
the text of the combined strings",
tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"constructor",
description:"Returns the string's constructor
function", syntax:"string.constructor",
useage:"let text = message.constructor;",
url:"https://www.w3schools.com/jsref/jsref_con
structor_string.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"function String() { [native code] }",
tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"endsWith()",
description:"Checks whether a string ends
with specified string/characters",
syntax:"string.endsWith(searchvalue, length)",
useage:"let result = text.endsWith('world');",
url:"https://www.w3schools.com/jsref/jsref_end
swith.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
```

String/endsWith", type:"A Boolean. Returns true if the string ends with the value, otherwise it returns false", tag:"function", language:"JavaScript"},

{ category:"string", name:"fromCharCode()", description:"Converts Unicode values to characters", syntax:"String.fromCharCode(n1, n2, ..., nX)", useage:"let char = String.fromCharCode(65);", url:"https://www.w3schools.com/jsref/jsref_fromcharcode.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/fromCharCode", type:"A String, representing the character(s) representing the specified unicode number(s)", tag:"function", language:"JavaScript"},

{ category:"string", name:"includes()", description:"Checks whether a string contains the specified string/characters", syntax:"string.includes(searchvalue, start)", useage:"let result = text.includes('world');", url:"https://www.w3schools.com/jsref/jsref_includes.asp",

url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/includes", type:"A Boolean. Returns true if the string contains the value, otherwise it returns false", tag:"function", language:"JavaScript"},

{ category:"string", name:"indexOf()", description:"Returns the position of the first found occurrence of a specified value in a string", syntax:"string.indexOf(searchvalue, start)", useage:"let result = text.indexOf('welcome');", url:"https://www.w3schools.com/jsref/jsref_indexof.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/indexOf", type:"A Number, representing the position where the searchvalue occurs for the first time, or -1 if it never occurs", tag:"function", language:"JavaScript"},

{ category:"string", name:"lastIndexOf()", description:"Returns the position of the last found occurrence of a specified value in a string",

```

syntax:"string.lastIndexOf(searchvalue, start)",
useage:"let result = text.lastIndexOf('planet');",
url:"https://www.w3schools.com/jsref/jsref_lastindexof.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/lastIndexOf", type:"A Number, representing the position where the specified searchvalue occurs for the last time, or -1 if it never occurs", tag:"function",
language:"JavaScript"},

```

```

{ category:"string", name:"length",
description:"Returns the length of a string",
syntax:"string.length", useage:"let length = text.length;",
url:"https://www.w3schools.com/jsref/jsref_length_string.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"The length of a string", tag:"function",
language:"JavaScript"},

```

```

{ category:"string",
name:"localeCompare()",
description:"Compares two strings in the current locale",

```

syntax:"string.localeCompare(compareString)"
, useage:"let result =
text1.localeCompare(text2);",
url:"https://www.w3schools.com/jsref/jsref_localecompare.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/localeCompare", type:"A Number,
indicating whether the reference string comes
before, after or is the same as the
compareString in sort order. Returns one of
three values: -1 if the reference string is
sorted before the compareString 0 if the two
strings are equal 1 if the reference string is
sorted after the compareString",
tag:"function", language:"JavaScript"},

{ category:"string", name:"match()",
description:"Searches a string for a match
against a regular expression, and returns the
matches", syntax:"string.match(match)",
useage:"text.match('th');",
url:"https://www.w3schools.com/jsref/jsref_match.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/match", type:"An Array,

containing the matches, one item for each match, or null if no match is found",
tag:"function", language:"JavaScript"},

```
{ category:"string", name:"padEnd()",
description:"Pads a string at the end. Pads a
string with another string (multiple times) until
it reaches a given length.",
syntax:"string.padEnd(length, string)",
useage:"let padded = text.padEnd(4,'0');",
url:"https://www.w3schools.com/jsref/jsref_string_padend.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/padEnd", type:"A string A String of the
specified length, with the padding applied at
the end.", tag:"function",
language:"JavaScript"},
```

```
{ category:"string", name:"padStart()",
description:"Pads a string from the start. Pads
a string with another string (multiple times)
until it reaches a given length.",
syntax:"string.padStart(length, string)",
useage:"let padded = text.padStart(4,'0');",
url:"https://www.w3schools.com/jsref/jsref_string_padstart.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/padStart", type:"A string A String of the
specified length, with the padding applied at
the start.", tag:"function",
language:"JavaScript"},
```

```
ng_padstart.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
String/padStart", type:"A string A String of the
specified length, with the padding applied from
the start.", tag:"function",
language:"JavaScript"},
```

```
{ category:"string", name:"prototype",
description:"Allows you to add properties and
methods to an object",
syntax:"object.prototype.name = value",
useage:"In Progress",
url:"https://www.w3schools.com/jsref/jsref_pro
totype_string.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"A reference to the String.prototype
object", tag:"function",
language:"JavaScript"},
```

```
{ category:"string", name:"repeat()",
description:"Returns a new string with a
specified number of copies of an existing
string", syntax:"string.repeat(count)",
useage:"let result = text.repeat(2);",
url:"https://www.w3schools.com/jsref/jsref_rep
```

`eat.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/repeat", type:"A String, a new string containing copies of the original string", tag:"function", language:"JavaScript"},`

`{ category:"string", name:"replace()", description:"Searches a string for a specified value, or a regular expression, and returns a new string where the specified values are replaced", syntax:"string.replace(searchValue, newValue)", useage:"let result = text.replace('Jane', 'Joan');", url:"https://www.w3schools.com/jsref/jsref_replace.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace", type:"A new String, where the specified value(s) has been replaced by the new value", tag:"function", language:"JavaScript"},`

`{ category:"string", name:"replaceAll()", description:"Searches a string for a value or a regular expression. Returns a new string with all values replaced. Does not change the`

```
original string.",
syntax:"string.replaceAll(searchValue,
newValue)", useage:"text =
text.replaceAll('cats', 'dogs');",
url:"https://www.w3schools.com/jsref/jsref_string_replaceall.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replaceAll", type:"A string A new string where the search values has been replaced.",
tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"search()",
description:"Searches a string for a specified value, or regular expression, and returns the position of the match",
syntax:"string.search(searchValue)",
useage:"let position = text.search('Blue');",
url:"https://www.w3schools.com/jsref/jsref_search.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/search", type:"A Number, representing the position of the first occurrence of the specified searchvalue, or -1 if no match is found", tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"slice()",  
description:"Extracts a part of a string and  
returns a new string",  
syntax:"string.slice(start, end)", useage:"let  
result = text.slice(0, 5);",  
url:"https://www.w3schools.com/jsref/jsref_slice_string.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
String/slice", type:"A String, representing the  
extracted part of the string", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"split()",  
description:"Splits a string into an array of  
substrings", syntax:"string.split(separator,  
limit)", useage:"const myArray = text.split(' ');",  
url:"https://www.w3schools.com/jsref/jsref_split.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/String/split", type:"An Array,  
containing the splitted values", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"startsWith()",  
description:"Checks whether a string begins  
with specified characters",  
syntax:"string.startsWith(searchValue, start)",  
usage:"text.startsWith('Hi');",  
url:"https://www.w3schools.com/jsref/jsref_sta  
rtswith.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
String/startsWith", type:"A Boolean. Returns  
true if the string starts with the value,  
otherwise it returns false", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"substr()",  
description:"Extracts the characters from a  
string, beginning at a specified start position,  
and through the specified number of  
characters", syntax:"string.substr(start,  
length)", usage:"let result = text.substr(1, 4);",  
url:"https://www.w3schools.com/jsref/jsref_sub  
str.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/JavaScript/Reference/  
Global_Objects/String/substr", type:"A new  
String, containing the extracted part of the text.  
If length is 0 or negative, an empty string is
```

```
returned", tag:"function",  
language:"JavaScript"},
```

```
  { category:"string", name:"substring()",  
    description:"Extracts the characters from a  
string, between two specified indices",  
    syntax:"string.substring(start, end)",  
    useage:"let result = text.substring(1, 4);",  
    url:"https://www.w3schools.com/jsref/jsref_sub  
string.asp",  
    url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
String/substring", type:"A new String  
containing the extracted characters",  
    tag:"function", language:"JavaScript"},
```

```
  { category:"string",  
    name:"toLocaleLowerCase()",  
    description:"Converts a string to lowercase  
letters, according to the host's locale",  
    syntax:"string.toLocaleLowerCase()",  
    useage:"let result =  
text.toLocaleLowerCase();",  
    url:"https://www.w3schools.com/jsref/jsref_tol  
ocalelowercase.asp",  
    url2:"https://developer.mozilla.org/en-US/docs/
```

Web/JavaScript/Reference/Global_Objects/String/toLocaleLowerCase", type:"A String, representing the value of a string converted to lowercase according to the host's current locale", tag:"function", language:"JavaScript"},

{ category:"string", name:"toLocaleUpperCase()", description:"Converts a string to uppercase letters, according to the host's locale", syntax:"string.toLocaleUpperCase()", useage:"let result = text.toLocaleUpperCase();", url:"https://www.w3schools.com/jsref/jsref_to_localeuppercase.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/toLocaleUpperCase", type:"A String, representing the value of a string converted to uppercase according to the host's current locale", tag:"function", language:"JavaScript"},

{ category:"string", name:"toLowerCase()", description:"Converts a string to lowercase letters", syntax:"string.toLowerCase()", useage:"let result = text.toLowerCase();",


```
url:"https://www.w3schools.com/jsref/jsref_tolowercase.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/toLowerCase", type:"A String, representing the value of a string converted to lowercase", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"toString()",  
description:"Returns the value of a String object", syntax:"string.toString()", useage:"let result = text.toString();",  
url:"https://www.w3schools.com/jsref/jsref_tostring_string.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/toString", type:"A String, representing the value of a string", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"toUpperCase()",  
description:"Converts a string to uppercase letters", syntax:"string.toUpperCase()",  
useage:"let result = text.toUpperCase();",  
url:"https://www.w3schools.com/jsref/jsref_tou
```

```
ppercase.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
String/toUpperCase", type:"A String,
representing the value of a string converted to
uppercase", tag:"function",
language:"JavaScript"},
```

```
{ category:"string", name:"trim()",
description:"Removes whitespace from both
ends of a string", syntax:"string.trim()",
useage:"let result = text.trim();",
url:"https://www.w3schools.com/jsref/jsref_tri
m_string.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
String/Trim", type:"A String, representing the
string with removed whitespace from both
ends", tag:"function", language:"JavaScript"},
```

```
{ category:"string", name:"trimEnd()",
description:"Removes whitespace from the
end of a string. Does not change the original
string. Works like trim(), but removes
whitespace only from the end of a string.",
syntax:"string.trimEnd()", useage:"let text2 =
```

```
text1.trimEnd();",  
url:"https://www.w3schools.com/jsref/jsref_string_trim_end.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/trimEnd", type:"A string A string with removed whitespace from the end of the string.", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"trimStart()",  
description:"Removes whitespace from the beginning of a string. Does not change the original string. Works like trim(), but removes whitespace only from the start of a string.",  
syntax:"let text2 = text1.trimStart();",  
url:"https://www.w3schools.com/jsref/jsref_string_trim_start.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/trimStart", type:"A string A string with removed whitespace from the beginning of the string.", tag:"function",  
language:"JavaScript"},
```

```
{ category:"string", name:"valueOf()",  
description:"Returns the primitive value of a  
String object", syntax:"string.valueOf()",  
useage:"let result = text.valueOf();",  
url:"https://www.w3schools.com/jsref/jsref_val  
ueof_string.asp",  
url2:"https://collegeofscripting.weebly.com/",  
type:"A String, representing the primitive value  
of a string", tag:"function",  
language:"JavaScript"},
```

```
{ category:"global", name:"decodeURI()",  
description:"Decodes a URI",  
syntax:"decodeURI(uri)", useage:"let decoded  
= decodeURI(encoded);",  
url:"https://www.w3schools.com/jsref/jsref_dec  
odeuri.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
decodeURI", type:"A String, representing the  
decoded URI", tag:"function",  
language:"JavaScript"},
```

```
{ category:"global",  
name:"decodeURIComponent()",  
description:"Decodes a URI component",
```

```

syntax:"decodeURIComponent(uri)",
useage:"let decoded =
decodeURIComponent(encoded);",
url:"https://www.w3schools.com/jsref/jsref_dec
odeuricomponent.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
encodeURIComponent", type:"A String,
representing the decoded URI", tag:"function",
language:"JavaScript"},

```

```

{ category:"global", name:"encodeURIComponent",
description:"Encodes a URI",
syntax:"encodeURIComponent(uri)", useage:"let encoded
= encodeURIComponent(uri);",
url:"https://www.w3schools.com/jsref/jsref_enc
odeuri.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
encodeURIComponent", type:"A String, representing the
encoded URI", tag:"function",
language:"JavaScript"},

```

```

{ category:"global",
name:"encodeURIComponent()",
description:"Encodes a URI component",

```

```

syntax:"encodeURIComponent(uri)",
useage:"let encoded =
encodeURIComponent(uri);",
url:"https://www.w3schools.com/jsref/jsref_encodeuricomponent.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/encodeURIComponent", type:"A String, representing the encoded URI", tag:"function", language:"JavaScript"},

```

```

{ category:"global", name:"escape()
DEPRECATED", description:"Deprecated. Use
encodeURIComponent() or encodeURIComponent()
instead", syntax:"DEPRECATED",
useage:"deprecated",
url:"https://www.w3schools.com/jsref/jsref_escape.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/escape", type:"A String, representing the encoded string", tag:"function", language:"JavaScript"},

```

```

{ category:"global", name:"eval()",
description:"Evaluates a string and executes it

```

```
as if it was script code", syntax:"eval(string)",
usage:"let result = eval(text);",
url:"https://www.w3schools.com/jsref/jsref_eval.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/eval", type:"In Progress *",
tag:"function", language:"JavaScript"},
```

```
{ category:"global", name:"Infinity",
description:"A numeric value that represents positive/negative infinity", syntax:"Infinity",
usage:"In Progress",
url:"https://www.w3schools.com/jsref/jsref_infinity.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Infinity", type:"Infinity", tag:"function",
language:"JavaScript"},
```

```
{ category:"global", name:"isFinite()",
description:"Determines whether a value is a finite, legal number", syntax:"isFinite(value)",
usage:"let result = isFinite(17);",
url:"https://www.w3schools.com/jsref/jsref_isfinite.asp",
url2:"https://developer.mozilla.org/en-US/docs/
```

**Web/JavaScript/Reference/Global_Objects/
isFinite", type:"A Boolean. Returns false if the
value is +infinity, -infinity, or NaN, otherwise it
returns true.", tag:"function",
language:"JavaScript"},**

**{ category:"global", name:"isNaN()",
description:"Determines whether a value is an
illegal number", syntax:"isNaN(value)",
useage:"IsNaN(17);",
url:"https://www.w3schools.com/jsref/jsref_isn
an.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/isNaN", type:"A Boolean.
Returns true if the value is NaN, otherwise it
returns false", tag:"function",
language:"JavaScript"},**

**{ category:"global", name:"NaN",
description:"Not-a-Number value",
syntax:"NaN", useage:"NaN",
url:"https://www.w3schools.com/jsref/jsref_nan
.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/NaN", type:"NaN",
tag:"function", language:"JavaScript"},**


```
{ category:"global", name:"Number()",  
description:"Converts an object's value to a  
number", syntax:"Number(value)",  
useage:"Number(true);",  
url:"https://www.w3schools.com/jsref/jsref_number.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Number", type:"A Number. Returns different  
object values to their numbers. If the value  
cannot be converted to a legal number, NaN is  
returned. If no argument is provided, it returns  
0.", tag:"function", language:"JavaScript"},
```

```
{ category:"global", name:"parseFloat()",  
description:"Parses a string and returns a  
floating point number",  
syntax:"parseFloat(value)",  
useage:"parseFloat('10.17');",  
url:"https://www.w3schools.com/jsref/jsref_parsefloat.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
parseFloat", type:"A Number. If the first  
character cannot be converted to a number,
```

NaN is returned", tag:"function",
language:"JavaScript"},

{ category:"global", name:"parseInt()",
description:"Parses a string and returns an
integer", syntax:"parseInt(string, radix)",
usage:"parseInt('17');",
url:"https://www.w3schools.com/jsref/jsref_par
seint.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
parseInt", type:"A Number. If the first character
cannot be converted to a number, NaN is
returned", tag:"function",
language:"JavaScript"},

{ category:"global", name:"String()",
description:"Converts an object's value to a
string", syntax:"String(value)",
usage:"String(12345);",
url:"https://www.w3schools.com/jsref/jsref_stri
ng.asp", url2:"https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/
Global_Objects/String", type:"In Progress",
tag:"function", language:"JavaScript"},

```
{ category:"global", name:"undefined",  
description:"Indicates that a variable has not  
been assigned a value", syntax:"In Progress",  
useage:"In Progress",  
url:"https://www.w3schools.com/jsref/jsref_un  
defined.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
undefined", type:"In Progress", tag:"function",  
language:"JavaScript"},
```

```
{ category:"global", name:"unescape()  
Deprecated", description:"Deprecated. Use  
decodeURI() or decodeURIComponent()  
instead", syntax:"DEPRECATED",  
useage:"deprecated",  
url:"https://www.w3schools.com/jsref/jsref_une  
scape.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
unescape", type:"A String, representing the  
decoded string", tag:"function",  
language:"JavaScript"},
```

```
{ category:"number", name:"constructor",  
description:"Returns the function that created
```

**JavaScript's Number prototype",
syntax:"number.constructor", useage:"In
Progress",
url:"https://www.w3schools.com/jsref/jsref_con
structor_number.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"function Number() { [native code] }",
tag:"function", language:"JavaScript"},**

**{ category:"number", name:"EPSILON",
description:"Number.EPSILON returns the
difference between the smallest floating point
number greater than 1 and 1. Number.EPSILON
has the value of 2.220446049250313e-16.",
syntax:"Number.EPSILON", useage:"let x =
Number.EPSILON;",
url:"https://www.w3schools.com/jsref/jsref_nu
mber_epsilon.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/EPSILON", type:"Number
2.220446049250313e-16", tag:"function",
language:"JavaScript"},**

**{ category:"number", name:"isFinite()",
description:"Checks whether a value is a finite**

```
number", syntax:"Number.isFinite(value)",
usage:"Number.isFinite(17)",
url:"https://www.w3schools.com/jsref/jsref_isfinite_number.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/isFinite", type:"A Boolean. Returns true if the value is a finite Number, otherwise it returns false", tag:"function",
language:"JavaScript"},
```

```
{ category:"number",
name:"isSafeInteger()", description:"Returns true if a number is a safe integer. If not, then it returns false.",
syntax:"Number.isSafeInteger(value)",
usage:"Number.isSafeInteger(17);",
url:"https://www.w3schools.com/jsref/jsref_issafeinteger.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/isSafeInteger", type:"A boolean true if the value is a safe integer, otherwise false.",
tag:"function", language:"JavaScript"},
```

```
{ category:"number", name:"isInteger()",  
description:"Checks whether a value is an  
integer", syntax:"Number.isInteger(value)",  
usage:"Number.isInteger(17);",  
url:"https://www.w3schools.com/jsref/jsref_isin  
teger.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Number/isInteger", type:"A Boolean. Returns  
true if the value is an integer Number,  
otherwise it returns false", tag:"function",  
language:"JavaScript"},
```

```
{ category:"number", name:"isNaN()",  
description:"Checks whether a value is  
Number.NaN", syntax:"Number.isNaN(value)",  
usage:"Number.isNaN(17);",  
url:"https://www.w3schools.com/jsref/jsref_isn  
an_number.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
Number/isNaN", type:"A Boolean. Returns true  
if the value is Number.NaN, otherwise it returns  
false", tag:"function", language:"JavaScript"},
```

```
{ category:"number",
name:"isSafeInteger()", description:"Checks
whether a value is a safe integer",
syntax:"Number.isSafeInteger(value)",
usage:"Number.isSafeInteger(17);",
url:"https://www.w3schools.com/jsref/jsref_iss
afeinteger.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/isSafeInteger", type:"A Boolean.
Returns true if the value is a safe integer
Number, otherwise it returns false",
tag:"function", language:"JavaScript"},
```

```
{ category:"number",
name:"MAX_SAFE_INTEGER",
description:"Number.MAX_SAFE_INTEGER
represents the maximum safe integer in
JavaScript. Number.MAX_SAFE_INTEGER is
(2^53 – 1).", syntax:"let x =
Number.MAX_SAFE_INTEGER;", usage:"let x
= Number.MAX_SAFE_INTEGER;",
url:"https://www.w3schools.com/jsref/jsref_ma
x_safe_integer.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
```

```
Number/MAX_SAFE_INTEGER", type:"Number
9007199254740991", tag:"function",
language:"JavaScript"},
```

```
{ category:"number",
name:"MIN_SAFE_INTEGER",
description:"Number.MIN_SAFE_INTEGER
represents the minimum safe integer in
JavaScript. Number.MIN_SAFE_INTEGER is -
(2^53 - 1).",
syntax:"Number.MIN_SAFE_INTEGER",
usage:"let x = Number.MIN_SAFE_INTEGER;",
url:"https://www.w3schools.com/jsref/jsref_min
_safe_integer.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/MIN_SAFE_INTEGER", type:"Number
-9007199254740991", tag:"function",
language:"JavaScript"},
```

```
{ category:"number", name:"MAX_VALUE",
description:"Returns the largest number
possible in JavaScript",
syntax:"Number.MAX_VALUE", usage:"let x =
Number.MAX_VALUE;",
url:"https://www.w3schools.com/jsref/jsref_ma
```



```
x_value.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/MAX_VALUE", type:"A Number,
1.7976931348623157e+308", tag:"function",
language:"JavaScript"},
```

```
{ category:"number", name:"MIN_VALUE",
description:"Returns the smallest number
possible in JavaScript",
syntax:"Number.MIN_VALUE", useage:"let x =
Number.MIN_VALUE;",
url:"https://www.w3schools.com/jsref/jsref_min
_value.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/MIN_VALUE", type:"A Number,
5e-324", tag:"function",
language:"JavaScript"},
```

```
{ category:"number",
name:"NEGATIVE_INFINITY",
description:"Represents negative infinity
(returned on overflow)",
syntax:"Number.NEGATIVE_INFINITY",
useage:"let x = Number.NEGATIVE_INFINITY;",
```

```
url:"https://www.w3schools.com/jsref/jsref_negative_infinity.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/NEGATIVE_INFINITY", type:"The numeric value: -Infinity", tag:"function", language:"JavaScript"},
```

```
{ category:"number", name:"NaN",
description:"Represents a Not-a-Number value", syntax:"Number.NaN", useage:"let x = Number.NaN;",
url:"https://www.w3schools.com/jsref/jsref_number_nan.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/NaN", type:"NaN", tag:"function", language:"JavaScript"},
```

```
{ category:"number",
name:"POSITIVE_INFINITY",
description:"Represents infinity (returned on overflow)",
syntax:"Number.POSITIVE_INFINITY",
useage:"let x = Number.POSITIVE_INFINITY;",
url:"https://www.w3schools.com/jsref/jsref_pos
```

```
itive_infinity.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/POSITIVE_INFINITY", type:"The
numeric value: Infinity", tag:"function",
language:"JavaScript"},
```

```
{ category:"number", name:"parseFloat()",
description:"Parses a value as a string and
returns the first number. Number.parseFloat
vs. parseFloat This method has the same
functionality as the global parseFloat()
function:", syntax:"Number.parseFloat(value)",
useage:"Number.parseFloat('7.37');",
url:"https://www.w3schools.com/jsref/jsref_nu
mber_parsefloat.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/parseFloat", type:"Number NaN if no
number is found.", tag:"function",
language:"JavaScript"},
```

```
{ category:"number", name:"parseInt()",
description:"Parses a value as a string and
returns the first integer. Number.parseInt vs.
parseInt This method has the same
```

functionality as the global `parseInt()` function:
 A radix parameter specifies the number system to use: 2 = binary, 8 = octal, 10 = decimal, 16 = hexadecimal. If radix is omitted, JavaScript assumes radix 10. If the value begins with '0x', JavaScript assumes radix 16.",
 syntax: "Number.parseInt(string, radix)",
 useage: "Number.parseInt('7.37');",
 url: "https://www.w3schools.com/jsref/jsref_number_parseint.asp",
 url2: "https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/parseInt", type: "Number NaN if no integer is found.", tag: "function",
 language: "JavaScript"},

{ category: "number", name: "prototype",
 description: "Allows you to add properties and methods to an object",
 syntax: "Number.prototype.name = value",
 useage: "Number.prototype.myMethod = function(){",
 url: "https://www.w3schools.com/jsref/jsref_prototype_num.asp",
 url2: "https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/

**Number", type:"In Progress", tag:"function",
language:"JavaScript"},**

**{ category:"number",
name:"toExponential()", description:"Converts
a number into an exponential notation",
syntax:"number.toExponential(x)", useage:"let
n = num.toExponential();",
url:"https://www.w3schools.com/jsref/jsref_toe
xponential.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/toExponential", type:"A String,
representing the number as an exponential
notation", tag:"function",
language:"JavaScript"},**

**{ category:"number", name:"toFixed()",
description:"Formats a number with x numbers
of digits after the decimal point",
syntax:"number.toFixed(x)", useage:"let n =
num.toFixed(2);",
url:"https://www.w3schools.com/jsref/jsref_tofi
xed.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/**

Number/toFixed", type:"A String, representing a number, with the exact number of decimals", tag:"function", language:"JavaScript"},

{ category:"number", name:"toLocaleString()", description:"Converts a number into a string, based on the locale settings", syntax:"number.toLocaleString(locales, options)", useage:"let text = num.toLocaleString();", url:"https://www.w3schools.com/jsref/jsref_to_localestring_number.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/toLocaleString", type:"A String, representing a number", tag:"function", language:"JavaScript"},

{ category:"number", name:"toFixed()", description:"Formats a number to x length", syntax:"number.toFixed(x)", useage:"let n = num.toFixed(2);", url:"https://www.w3schools.com/jsref/jsref_to_precision.asp", url2:"https://developer.mozilla.org/en-US/docs/

**Web/JavaScript/Reference/Global_Objects/
Number/toPrecision", type:"A String,
representing a number formatted to the
specified precision", tag:"function",
language:"JavaScript"},**

**{ category:"number", name:"toString()",
description:"Converts a number to a string",
syntax:"number.toString(radix)", useage:"let
text = num.toString();",
url:"https://www.w3schools.com/jsref/jsref_tos
tring_number.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
Number/toString", type:"A String, representing
a number", tag:"function",
language:"JavaScript"},**

**{ category:"number", name:"valueOf()",
description:"Returns the primitive value of a
number", syntax:"number.valueOf()",
useage:"let n = num.valueOf();",
url:"https://www.w3schools.com/jsref/jsref_val
ueof_number.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/**

Number/valueOf", type:"A Number, representing the primitive value of a number", tag:"function", language:"JavaScript"},

{ category:"regular expression", name:"constructor", description:"Returns the function that created the RegExp object's prototype", syntax:"RegExpObject.constructor", useage:"In Progress", url:"https://www.w3schools.com/jsref/jsref_regexp_constructor.asp", url2:"https://collegeofscripting.weebly.com/", type:"function RegExp() { [native code] }", tag:"function", language:"JavaScript"},

{ category:"regular expression", name:"compile()", description:"compile() Deprecated. Compiles a regular expression", syntax:"In Progress", useage:"In Progress", url:"https://www.w3schools.com/jsref/jsref_regexp_compile.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp/compile", type:"In Progress", tag:"function", language:"JavaScript"},


```
{ category:"regular expression",  
name:"exec()", description:"Tests for a match  
in a string. Returns the first match",  
syntax:"RegExpObject.exec(string)",  
useage:"In Progress",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_exec.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/exec", type:"An array containing the  
matched text if it finds a match, otherwise it  
returns null", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"g",  
description:"Perform a global match (find all  
matches rather than stopping after the first  
match)", syntax:"/regexp/g", useage:"let result  
= text.match(/is/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_g.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/", type:"In Progress", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression",  
name:"global", description:"Checks whether  
the g modifier is set",  
syntax:"RegExpObject.global", useage:"let  
result = pattern.global;",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_global.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/global", type:"Boolean, Returns true if  
the 'g' modifier is set, false otherwise",  
tag:"function", language:"JavaScript"},
```

```
{ category:"regular expression", name:"i",  
description:"Perform case-insensitive  
matching", syntax:"/regexp/i", useage:"let  
result = text.match(/hi/i);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_i.asp",  
url2:"https://collegeofscripting.weebly.com/",  
type:"In Progress", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression",  
name:"ignoreCase", description:"Checks
```

whether the I modifier is set",
 syntax:"RegExpObject.ignoreCase",
 useage:"In Progress",
 url:"https://www.w3schools.com/jsref/jsref_reg
 exp_ignorecase.asp",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/
 RegExp/ignoreCase", type:"Boolean Returns
 true if the 'I' modifier is set, false otherwise",
 tag:"function", language:"JavaScript"},

{ category:"regular expression",
 name:"lastIndex", description:"Specifies the
 index at which to start the next match",
 syntax:"RegExpObject.lastIndex", useage:"In
 Progress",
 url:"https://www.w3schools.com/jsref/jsref_reg
 exp_lastindex.asp",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/
 RegExp/lastIndex", type:"Number, An integer
 that specifies the character position
 immediately after the last match found by
 exec() or test() methods", tag:"function",
 language:"JavaScript"},

```
{ category:"regular expression", name:"m",
description:"Perform multiline matching",
syntax:"/regexp/m", useage:"let pattern =
/^is/m;",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_m.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
RegExp/", type:"In Progress *", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression",
name:"multiline", description:"Perform
multiline matching",
syntax:"RegExpObject.multiline", useage:"In
Progress",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_multiline.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
RegExp/multiline", type:"Boolean Returns true
if the 'm' modifier is set, false otherwise",
tag:"function", language:"JavaScript"},
```

```
{ category:"regular expression", name:"+",
description:"Matches any string that contains
```

at least one n", syntax: "/n+/g", useage: "let
 result = text.match(/o+/g);",
 url: "https://www.w3schools.com/jsref/jsref_reg
 exp_onemore.asp",
 url2: "https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Guide/Regular_expressions/
 Cheatsheet", type: "none", tag: "function",
 language: "JavaScript"},

{ category: "regular expression", name: "*",
 description: "Matches any string that contains
 zero or more occurrences of n", syntax: "/n*/g",
 useage: "let result = text.match(/lo*/g);",
 url: "https://www.w3schools.com/jsref/jsref_reg
 exp_zeromore.asp",
 url2: "https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Guide/Regular_expressions/
 Cheatsheet", type: "none", tag: "function",
 language: "JavaScript"},

{ category: "regular expression", name: "?",
 description: "Matches any string that contains
 zero or one occurrences of n", syntax: "/n?/g",
 useage: "let result = text.match(/10?/g);",
 url: "https://www.w3schools.com/jsref/jsref_reg
 exp_zeroone.asp",

```
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"{X}",
description:"Matches any string that contains
a sequence of at least X n's", syntax:"/n{X}/g",
useage:"let result = text.match(/\d{4}/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_nx.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression",
name:"{X,Y}", description:"Matches any string
that contains a sequence of X to Y n's",
syntax:"/n{X,Y}/g", useage:"let result =
text.match(/\d{3,4}/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_nxy.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
```

```
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression",
name:"{X,}", description:"Matches any string
that contains a sequence of at least X n's",
syntax:"/n{X,}/g", useage:"let result =
text.match(/\d{3,}/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_nxcomma.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"$",
description:"Matches any string with n at the
end of it", syntax:"/n$/g", useage:"let result =
text.match(/is$/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_ndollar.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"^",  
description:"Matches any string with n at the  
beginning of it", syntax:"/^n/ ^n/g",  
usage:"let result = text.match(/^ls/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_ncaret.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"?=",  
description:"Matches any string that is  
followed by a specific string n",  
syntax:"/regexp(?=n)/g", usage:"let result =  
text.match(/is(?= all)/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_nfollow.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"?!",  
description:"Matches any string that is not  
followed by a specific string n",
```



```

syntax:"/regexp(?!\n)/g", useage:"let result =
text.match(/is(?! all)/gi);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_nfollow_not.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},

```

```

{ category:"regular expression",
name:"source", description:"Returns the text
of the RegExp pattern",
syntax:"RegExpObject.source", useage:"let
result = pattern.source;",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_source.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
RegExp/source", type:"String. The text of the
RegExp pattern", tag:"function",
language:"JavaScript"},

```

```

{ category:"regular expression",
name:"test()", description:"Tests for a match in
a string. Returns true or false",
syntax:"RegExpObject.test(string)",

```

```
usage:"let result = pattern.test(text);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_test.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/test", type:"Boolean. Returns true if it  
finds a match, otherwise it returns false",  
tag:"function", language:"JavaScript"},
```

```
{ category:"regular expression",  
name:"toString()", description:"Returns the  
string value of the regular expression",  
syntax:"RegExpObject.toString()", usage:"let  
text = pattern.toString();",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_tostring.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Reference/Global_Objects/  
RegExp/toString", type:"String. The string  
value of the regular expression",  
tag:"function", language:"JavaScript"},
```

```
{ category:"regular expression",  
name:"[abc]", description:"Find any character  
between the brackets", syntax:"/[abc]/g",  
usage:"let result = text.match(/[h]/g);",
```

```
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_charset.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression",  
name:"[^abc]", description:"Find any character  
NOT between the brackets", syntax:"/[^xyz]/g",  
useage:"let result = text.match(/[^h]/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_charset_not.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"[0-  
9]", description:"Find any character between  
the brackets (any digit)", syntax:"/[0-9]/g",  
useage:"let result = text.match(/[1-4]/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_0-9.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/
```

```
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
  { category:"regular expression", name:"[^0-  
9]", description:"Find any character NOT  
between the brackets (any non-digit)",  
syntax:"/[^0-9]/g", useage:"let result =  
text.match(/[^1-4]/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_not_0-9.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
  { category:"regular expression", name:"(x|  
y)", description:"Find any of the alternatives  
specified", syntax:"/(x|y)/g", useage:"let result  
= text.match(/(red|green)/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_xy.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:".",  
description:"Find a single character, except  
newline or line terminator",  
syntax:"/regexp./g", useage:"let result =  
text.match(/h.t/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_dot.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\w",  
description:"Find a word character",  
syntax:"/\\w/g", useage:"let result =  
text.match(/\\w/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_wordchar.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\W",  
description:"Find a non-word character",  
syntax:"/\\W/g", useage:"let result =
```

```
text.match(/\w/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_wordchar_non.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\d",
description:"Find a digit", syntax:"\d/g",
useage:"let result = text.match(/\d/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_digit.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\D",
description:"Find a non-digit character",
syntax:"\D/g", useage:"let result =
text.match(/\d/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_digit_non.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
```

```
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
  { category:"regular expression", name:"\\s",  
description:"Find a whitespace character",  
syntax:"\\s/g", useage:"let result =  
text.match(\\s/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_whitespace.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
  { category:"regular expression", name:"\\S",  
description:"Find a non-whitespace character",  
syntax:"\\S/g", useage:"let result =  
text.match(\\s/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_whitespace_non.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\b",  
description:"Find a match at the beginning/end  
of a word, beginning like this: \\bHI, end like  
this: HI\\b", syntax:"\\bregex/g", useage:"let  
result = text.match(\\bLO/);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_begin.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\B",  
description:"Find a match, but not at the  
beginning/end of a word",  
syntax:"\\Bregex/g", useage:"let result =  
text.match(\\BLO/);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_begin_not.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\0",  
description:"Find a NULL character",
```



```
syntax:"\0/", useage:"let result =
text.match(\0/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_nul.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\n",
description:"Find a new line character",
syntax:"\n/", useage:"let result =
text.match(\n/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_newline.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\f",
description:"Find a form feed character",
syntax:"\f/", useage:"let result =
text.match(\f/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_formfeed.asp",
```

```
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\r",
description:"Find a carriage return character",
syntax:"\\r/", usage:"let result =
text.match(\\r/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_carriagereturn.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\t",
description:"Find a tab character",
syntax:"\\t/", usage:"let result =
text.match(\\t/);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_tab.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\v",  
description:"Find a vertical tab character",  
syntax:"\\v/", usage:"let result =  
text.match(\\v/);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_vtab.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\  
xxx", description:"Find the character specified  
by an octal number xxx", syntax:"\\xxx/g",  
usage:"let result = text.match(\\127/g);",  
url:"https://www.w3schools.com/jsref/jsref_reg  
exp_octal.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/JavaScript/Guide/Regular_expressions/  
Cheatsheet", type:"none", tag:"function",  
language:"JavaScript"},
```

```
{ category:"regular expression", name:"\\  
xdd", description:"Find the character  
specified by a hexadecimal number dd",
```

```

syntax:"\\xddd/g", useage:"let result =
text.match(\\x57/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_hex.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},

```

```

{ category:"regular expression", name:"\\
\\uxxxx", description:"Find the Unicode
character specified by a hexadecimal number
dddd", syntax:"\\uddddd/g", useage:"let result =
text.match(\\u0057/g);",
url:"https://www.w3schools.com/jsref/jsref_reg
exp_unicode_hex.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Guide/Regular_expressions/
Cheatsheet", type:"none", tag:"function",
language:"JavaScript"},

```

```

{ category:"classes", name:"constructor()",
description:"A special method for creating and
initializing objects created within a class",
syntax:"constructor(parameters)",
useage:"constructor(x) {",

```

```
url:"https://www.w3schools.com/jsref/jsref_constructor_class.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes/constructor", type:"In Progress",  
tag:"function", language:"JavaScript"},
```

```
{ category:"classes", name:"extends",  
description:"Extends a class (inherit)",  
syntax:"class childClass extends  
parentClass", useage:"class Model extends  
Car {",  
url:"https://www.w3schools.com/jsref/jsref_class_extends.asp",  
url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes/extends",  
type:"In Progress", tag:"function",  
language:"JavaScript"},
```

```
{ category:"classes", name:"static",  
description:"Defines a static method for a  
class", syntax:"static methodName()",  
useage:"static hi() {",  
url:"https://www.w3schools.com/jsref/jsref_class_static.asp",  
url2:"https://developer.mozilla.org/en-US/docs/
```

**Web/JavaScript/Reference/Classes/static",
 type:"In Progress", tag:"function",
 language:"JavaScript"},**

**{ category:"classes", name:"super",
 description:"Refers to the parent class",
 syntax:"super(arguments); calls the parent
 constructor (only inside the constructor)
 super.parentMethod(arguments); calls a parent
 method", useage:"super(speed);",
 url:"https://www.w3schools.com/jsref/jsref_cla
 ss_super.asp",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Operators/super",
 type:"In Progress", tag:"function",
 language:"JavaScript"},**

**{ category:"error", name:"name",
 description:"Sets or returns an error name",
 syntax:"errorObj.name", useage:"try
 { Addalert('Welcome guest!'); } catch(err)
 { ge('demo').innerHTML = err.name; }",
 url:"https://www.w3schools.com/jsref/prop_err
 or_name.asp",
 url2:"https://developer.mozilla.org/en-US/docs/
 Web/JavaScript/Reference/Global_Objects/**

Error/name", type:"A String, representing the name of the error", tag:"function", language:"JavaScript"},

{ category:"error", name:"message", description:"Sets or returns an error message (a string)", syntax:"errorObj.message", useage:"try { Adddalert('Welcome guest'); } catch(err) { ge('demo').innerHTML = err.message; }", url:"https://www.w3schools.com/jsref/prop_error_message.asp", url2:"https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Error/message", type:"A String, representing a description of an error (varies depending on the browser)", tag:"function", language:"JavaScript"},

{ category:"json", name:"parse()", description:"Parses a JSON string and returns a JavaScript object", syntax:"JSON.parse(string, function)", useage:"In Progress", url:"https://www.w3schools.com/jsref/jsref_parse_json.asp",

```
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
JSON/parse", type:"A JSON Object, or Array",
tag:"function", language:"JavaScript"},
```

```
{ category:"json", name:"stringify()",
description:"Convert a JavaScript object to a
JSON string", syntax:"JSON.stringify(obj,
replacer, space)", useage:"var myJSON =
JSON.stringify(obj);",
url:"https://www.w3schools.com/jsref/jsref_stri
ngify.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/JavaScript/Reference/Global_Objects/
JSON/stringify", type:"A String",
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"assert()",
description:"Writes an error message to the
console if the assertion is false",
syntax:"console.assert(expression, message)",
useage:"console.assert(x + y == 11,
'Expression returned false');",
url:"https://www.w3schools.com/jsref/met_con
sole_assert.asp",
url2:"https://developer.mozilla.org/en-US/docs/
```



```
Web/API/console/assert", type:"none",  
tag:"function", language:"JavaScript"},
```

```
  { category:"console", name:"clear()",  
    description:"Clears the console",  
    syntax:"console.clear()",  
    useage:"console.clear();",  
    url:"https://www.w3schools.com/jsref/met_console_clear.asp",  
    url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/clear", type:"none",  
    tag:"function", language:"JavaScript"},
```

```
  { category:"console", name:"count()",  
    description:"Logs the number of times that  
    this particular call to count() has been called",  
    syntax:"console.count(label)", useage:"for (let  
    i = 0; i < 5; i++) { console.count('myLabel'); }",  
    url:"https://www.w3schools.com/jsref/met_console_count.asp",  
    url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/count", type:"none",  
    tag:"function", language:"JavaScript"},
```

```
  { category:"console", name:"error()",  
    description:"Outputs an error message to the
```

```
console", syntax:"console.error(message)",
usage:"console.error('They are in error');",
url:"https://www.w3schools.com/jsref/met_console_error.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/error", type:"none",
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"group()",
description:"Creates a new inline group in the
console. This indents following console
messages by an additional level, until
console.groupEnd() is called",
syntax:"console.group(label)",
usage:"console.log('Hi world');
console.group(); console.log('Hi again, inside a
group');",
url:"https://www.w3schools.com/jsref/met_console_group.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/group", type:"none",
tag:"function", language:"JavaScript"},
```

```
{ category:"console",
name:"groupCollapsed()",
description:"Creates a new inline group in the
```

console. However, the new group is created collapsed. The user will need to use the disclosure button to expand it",
 syntax:"console.groupCollapsed(label)",
 useage:"console.log('Hi world!');
 console.groupCollapsed(); console.log('Hi inside collapsed group');",
 url:"https://www.w3schools.com/jsref/met_console_groupcollapsed.asp",
 url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/groupCollapsed",
 type:"none", tag:"function",
 language:"JavaScript"},

{ category:"console", name:"groupEnd()",
 description:"Exits the current inline group in the console", syntax:"console.groupEnd()",
 useage:"console.log('Hi world');
 console.group(); console.log('Hi again, this time inside a group'); console.groupEnd();
 console.log('the new');",
 url:"https://www.w3schools.com/jsref/met_console_groupend.asp",
 url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/groupEnd", type:"none",
 tag:"function", language:"JavaScript"},

```
{ category:"console", name:"info()",  
description:"Outputs an informational  
message to the console",  
syntax:"console.info(message)",  
useage:"console.info('Hi Everyone');",  
url:"https://www.w3schools.com/jsref/met_con  
sole_info.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/console/info", type:"none",  
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"log()",  
description:"Outputs a message to the  
console", syntax:"console.log(message)",  
useage:"console.log('Hi Everyone');",  
url:"https://www.w3schools.com/jsref/met_con  
sole_log.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/console/log", type:"none",  
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"table()",  
description:"Displays tabular data as a table",  
syntax:"console.table(tabledata,  
tablecolumns)", useage:"console.table(['Audi',
```

```
'Volvo', 'Ford']));
console.table({firstname:'John',
lastname:'Doe'});",
url:"https://www.w3schools.com/jsref/met_console_table.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/table", type:"none",
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"time()",
description:"Starts a timer (can track how long
an operation takes)",
syntax:"console.time(label)",
useage:"console.time(); for (let i = 0; i <
100000; i++) { // some code }
console.timeEnd();",
url:"https://www.w3schools.com/jsref/met_console_time.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/API/console/time", type:"none",
tag:"function", language:"JavaScript"},
```

```
{ category:"console", name:"timeEnd()",
description:"Stops a timer that was previously
started by console.time()",
syntax:"console.timeEnd(label)",
```

```

usage:"console.time(); for (let i = 0; i <
100000; i++) {  // some code }
console.timeEnd();",
url:"https://www.w3schools.com/jsref/met_con
sole_timeend.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/console/timeEnd", type:"none",
tag:"function", language:"JavaScript"},

```

```

{ category:"console", name:"trace()",
description:"Outputs a stack trace to the
console", syntax:"console.trace(label)",
usage:"function myFunction()
{ myOtherFunction(); } function
myOtherFunction() { console.trace(); }",
url:"https://www.w3schools.com/jsref/met_con
sole_trace.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/console/trace", type:"none",
tag:"function", language:"JavaScript"},

```

```

{ category:"console", name:"warn()",
description:"Outputs a warning message to the
console", syntax:"console.warn(message)",
usage:"console.warn('This is a warning');",
url:"https://www.w3schools.com/jsref/met_con

```

```
sole_warn.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/console/warn", type:"none",  
tag:"function", language:"JavaScript"},  
  
{ category:"history", name:"back()",  
description:"Loads the previous URL in the  
history list", syntax:"history.back()",  
usage:"<button onclick = 'history.back()>Go  
Back</button>",  
url:"https://www.w3schools.com/jsref/met_his_  
back.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/History/back", type:"none",  
tag:"function", language:"JavaScript"},
```

```
{ category:"history", name:"forward()",  
description:"Loads the next URL in the history  
list", syntax:"history.forward()",  
usage:"<button onclick =  
'history.forward()'>Go Forward</button>",  
url:"https://www.w3schools.com/jsref/met_his_  
forward.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/History/forward", type:"none",  
tag:"function", language:"JavaScript"},
```

```
{ category:"history", name:"go()",  
description:"Loads a specific URL from the  
history list", syntax:"history.go(number)",  
usage:"<button onclick = 'history.go(-2)'>Go  
Back 2 Pages</button>",  
url:"https://www.w3schools.com/jsref/met_his_  
go.asp", url2:"https://developer.mozilla.org/en-  
US/docs/Web/API/History/go", type:"none",  
tag:"function", language:"JavaScript"},
```

```
{ category:"history", name:"length",  
description:"Returns the number of URLs in  
the history list", syntax:"history.length",  
usage:"let length = history.length;",  
url:"https://www.w3schools.com/jsref/prop_his_  
_length.asp",  
url2:"https://developer.mozilla.org/en-US/docs/  
Web/API/History/length", type:"A Number,  
representing the number of entries in the  
session history", tag:"function",  
language:"JavaScript"},
```

```
{ category:"storage", name:"key()",  
description:"Returns the name of the nth key  
in the storage",
```


syntax:"localStorage.key(index) or
sessionStorage.key(index)", **useage:**"var x =
localStorage.key(0);",
url:"https://www.w3schools.com/jsref/met_stor
age_key.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/Storage/key", **type:**"A String,
representing the name of the specified key",
tag:"function", **language:**"JavaScript"},

{ category:"storage", **name:**"length",
description:"Returns the number of data items
stored in the Storage object",
syntax:"localStorage.length or
sessionStorage.length", **useage:**"var x =
localStorage.length;",
url:"https://www.w3schools.com/jsref/prop_sto
rage_length.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/Storage/length", **type:**"A Integer,
representing the number of stored items",
tag:"function", **language:**"JavaScript"},

{ category:"storage", **name:**"getItem()",
description:"Returns the value of the specified
key name",

syntax:"localStorage.getItem(keyname) or sessionStorage.getItem(keyname)",
usage:"var x = localStorage.getItem('time');",
url:"https://www.w3schools.com/jsref/met_storage_getitem.asp",
url2:"https://developer.mozilla.org/en-US/docs/Web/API/Storage/getItem", **type:**"A String, representing the value of the specified key",
tag:"function", **language:**"JavaScript"},

{ category:"storage", **name:**"setItem()",
description:"Adds that key to the storage, or update that key's value if it already exists",
syntax:"localStorage.setItem(keyname, value) or sessionStorage.setItem(keyname, value)",
usage:"localStorage.setItem('mytime', Date.now());",
url:"https://www.w3schools.com/jsref/met_storage_setitem.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"A String, representing the inserted value", **tag:**"function", **language:**"JavaScript"},

{ category:"storage", **name:**"removeItem()",
description:"Removes that key from the storage",

```

syntax:"localStorage.removeItem(keyname) or
sessionStorage.removeItem(keyname)",
useage:"localStorage.removeItem('mytime');",
url:"https://www.w3schools.com/jsref/met_stor
age_removeitem.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/Storage/removeItem", type:"none",
tag:"function", language:"JavaScript"},

```

```

{ category:"storage", name:"clear()",
description:"Empty all key out of the storage",
syntax:"localStorage.clear() or
sessionStorage.clear()",
useage:"localStorage.clear();",
url:"https://www.w3schools.com/jsref/met_stor
age_clear.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/Storage/clear", type:"none",
tag:"function", language:"JavaScript"},

```

```

{ category:"geolocation",
name:"coordinates", description:"Returns the
position and altitude of the device on Earth",
syntax:"gets", useage:"var x = ge('demo');
function getLocation() { if
(navigator.geolocation)

```

```

{ navigator.geolocation.getCurrentPosition(s
howPosition); } else { x.innerHTML =
'Geolocation is not supported by this
browser.'; } }",
url:"https://www.w3schools.com/jsref/prop_ge
o_coordinates.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/GeolocationCoordinates", type:"In
Progress", tag:"function",
language:"JavaScript"},

```

```

{ category:"geolocation", name:"position",
description:"Returns the position of the
concerned device at a given time",
syntax:"gets", useage:"var x = ge('demo');
function getLocation() { if
(navigator.geolocation)
{ navigator.geolocation.getCurrentPosition(s
howPosition); } else { x.innerHTML =
'Geolocation is not supported by this
browser.'; } }",
url:"https://www.w3schools.com/jsref/prop_ge
o_position.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/GeolocationPosition", type:"In

```

**Progress", tag:"function",
language:"JavaScript"},**

**{ category:"geolocation",
name:"positionError", description:"Returns the
reason of an error occurring when using the
geolocating device", syntax:"In Progress",
useage:"In Progress",
url:"https://www.w3schools.com/jsref/api_geol
ocation.asp",
url2:"https://developer.mozilla.org/en-US/docs/
Web/API/GeolocationPositionError", type:"In
Progress", tag:"function",
language:"JavaScript"},**

**{ category:"geolocation",
name:"positionOptions",
description:"Describes an object containing
option properties to pass as a parameter of
Geolocation.getCurrentPosition() and
Geolocation.watchPosition()",
syntax:"getCurrentPosition(success)
getCurrentPosition(success, error)
getCurrentPosition(success, error, options)",
useage:"In Progress",
url:"https://www.w3schools.com/jsref/api_geol**

```
ocation.asp",
url2:"https://collegeofscripting.weebly.com/",
type:"In Progress", tag:"function",
language:"JavaScript"}
];

//--//

// Dedicated to God the Father
// All Rights Reserved Christopher Andrew
// Topalian Copyright 2000-2024
// https://github.com/ChristopherTopalian
//
// https://github.com/ChristopherAndrewTopalian
// lindenLanguage.js

let lindenLanguage =
[
  {   name:"lIAbs",   description:"Tells you
the absolute value of any integer number",
    syntax:"lIAbs(integer number);",
    useage:"lIAbs(-3);",
    url:"https://wiki.secondlife.com/wiki/LIAbs",

url2:"https://collegeofscripting.weebly.com/",
```

```
type:"returns an integer", tag:"function",  
category:"math", language:"Linden"},
```

```
{ name:"lIAcos", description:"Tells you  
the ArcCosine of a number",  
syntax:"lIAcos(float number);",  
useage:"lIAcos(0.7);",
```

```
url:"https://wiki.secondlife.com/wiki/lIAcos",
```

```
url2:"https://collegeofscripting.weebly.com/",  
type:"returns a float, in radians",  
tag:"function", category:"math",  
language:"Linden"},
```

```
{ name:"lIAddToLandBanList",  
description:"Adds person to the land ban  
list for a time. Forever is zero.", syntax:"in  
progress", useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/lIAddToLa  
ndBanList",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress", tag:"function",
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```
category:"in progress",  
language:"Linden"},
```

```
{  name:"lIAddToLandPassList",  
  description:"Adds person to the land pass  
list for a time. Forever is zero.",  syntax:"in  
progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/lIAddToLa  
ndPassList",
```

```
url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
```

```
{  name:"lIAdjustSoundVolume",  
  description:"Changes the volume of  
attached sound.",  syntax:"in progress",  
  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/lIAdjustS  
oundVolume",
```

```
url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",
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category:"in progress",  
language:"Linden"},
```

```
{  name:"LlAgentInExperience",  
  description:"Finds out if the specific person  
is in the script's experience.", syntax:"in  
progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/LlAgentIn  
Experience",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"LlAllowInventoryDrop",  
  description:"Allows all users to add  
inventory items to a prim.", syntax:"in  
progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/LlAllowInv  
entoryDrop",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",
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category:"in progress",  
language:"Linden"},
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{  name:"lAngleBetween", description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
```

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url:"https://wiki.secondlife.com/wiki/LAngleBe  
tween",
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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"lApplyImpulse", description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
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url:"https://wiki.secondlife.com/wiki/LlApplyIm  
pulse",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"lIAApplyRotationalImpulse",
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progress",  useage:"in progress",

url:"https://wiki.secondlife.com/wiki/LIAApplyRo
tationalImpulse",
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  category:"in progress",
  language:"Linden"},
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```
{  name:"lIAsin",  description:"in
progress",  syntax:"in progress", useage:"in
progress",
```

```
url:"https://wiki.secondlife.com/wiki/LIAsin",
```

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url2:"https://collegeofscripting.weebly.com/",
  type:"in progress",  tag:"function",
  category:"in progress",
  language:"Linden"},
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```
{  name:"lIAtan2",  description:"in
progress",  syntax:"in progress", useage:"in
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progress",

url:"https://wiki.secondlife.com/wiki/LIAtan2",

url2:"https://collegeofscripting.weebly.com/",
type:"in progress", tag:"function",
category:"in progress",
language:"Linden"},

{ name:"LIAttachToAvatar",
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progress", useage:"in progress",

url:"https://wiki.secondlife.com/wiki/LIAttachTo
Avatar",

url2:"https://collegeofscripting.weebly.com/",
type:"in progress", tag:"function",
category:"in progress",
language:"Linden"},

{ name:"LIAttachToAvatarTemp",
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AvatarTemp",

**url2:"https://collegeofscripting.weebly.com/",
 type:"in progress", tag:"function",
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**{ name:"lAvatarOnLinkSitTarget",
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 nLinkSitTarget",**

**url2:"https://collegeofscripting.weebly.com/",
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**{ name:"lAvatarOnSitTarget",
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**url:"https://wiki.secondlife.com/wiki/LAvatarO
 nSitTarget",**

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  language:"Linden"},
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```
{  name:"lIAxes2Rot",  description:"in
progress",  syntax:"in progress", useage:"in
progress",
```

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url:"https://wiki.secondlife.com/wiki/LIAxes2Ro
t",
```

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  language:"Linden"},
```

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{  name:"lIAxisAngle2Rot",
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```

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e2Rot",
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language:"Linden"},
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{  name:"llBase64ToInteger",  
  description:"in progress",  syntax:"in  
progress",  useage:"in progress",
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url:"https://wiki.secondlife.com/wiki/llBase64T  
oInteger",
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type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
```

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{  name:"llBase64ToString",  
  description:"in progress",  syntax:"in  
progress",  useage:"in progress",
```

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oString",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"lIBreakAllLinks", description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
```

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url:"https://wiki.secondlife.com/wiki/LIBreakAll  
Links",
```

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{  name:"lIBreakLink",  description:"in  
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progress",
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k",
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```



```
{  name:"lICastRay",description:"in
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  category:"in progress",
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{  name:"lICeil",  description:"in
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  category:"in progress",
  language:"Linden"},

{  name:"lIClearCameraParams",
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**url2:"https://collegeofscripting.weebly.com/",
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**{ name:"LIClearLinkMedia",
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**url2:"https://collegeofscripting.weebly.com/",
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**{ name:"LIClearPrimMedia",
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  category:"in progress",  
  language:"Linden"},
```

```
{  name:"llCloseRemoteDataChannel",  
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```

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moteDataChannel",
```

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url2:"https://collegeofscripting.weebly.com/",  
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  category:"in progress",  
  language:"Linden"},
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{  name:"llCloud (Deprecated)",  
  description:"in progress",  syntax:"in  
progress",  useage:"in progress",
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url:"https://wiki.secondlife.com/wiki/llCloud",
```

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url2:"https://collegeofscripting.weebly.com/",  
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language:"Linden"},
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{  name:"lICollisionFilter", description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
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```
url:"https://wiki.secondlife.com/wiki/LICollision  
Filter",
```

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url2:"https://collegeofscripting.weebly.com/",  
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category:"in progress",  
language:"Linden"},
```

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{  name:"lICollisionSound",  
description:"in progress",  syntax:"in  
progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/LICollision  
Sound",
```

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url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"lCollisionSprite (Broken)",  
  description:"in progress",  syntax:"in  
progress",  useage:"in progress",  
  
url:"https://wiki.secondlife.com/wiki/LlCollision  
Sprite",  
  
url2:"https://collegeofscripting.weebly.com/",  
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  language:"Linden"},  
  
{  name:"lCos",  description:"in  
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progress",  
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url2:"https://collegeofscripting.weebly.com/",  
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  category:"in progress",  
  language:"Linden"},  
  
{  name:"lCreateCharacter",  
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progress",  useage:"in progress",
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**{ name:"LICreateKeyValue",
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**{ name:"LICreateLink", description:"in
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progress",**

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nk",

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 language:"Linden"},

{ name:"lICSV2List", description:"in
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 category:"in progress",
 language:"Linden"},

{ name:"lIDataSizeKeyValue",
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 KeyValue",

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url2:"https://collegeofscripting.weebly.com/",
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  language:"Linden"},
```

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{  name:"lDeleteCharacter",
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aracter",
```

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  category:"in progress",
  language:"Linden"},
```

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{  name:"lDeleteKeyValue",
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progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/LDeleteKe
yValue",
```

```
url2:"https://collegeofscripting.weebly.com/",
  type:"in progress",  tag:"function",
```



```
category:"in progress",  
language:"Linden"},
```

```
{  name:"lDeleteSubList", description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
```

```
url:"https://wiki.secondlife.com/wiki/lDeleteSu  
bList",
```

```
url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
```

```
{  name:"lDeleteSubString",  
description:"in progress",  syntax:"in  
progress",  useage:"in progress",
```

```
url:"https://wiki.secondlife.com/wiki/lDeleteSu  
bString",
```

```
url2:"https://collegeofscripting.weebly.com/",  
type:"in progress",  tag:"function",  
category:"in progress",  
language:"Linden"},
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```
{  name:"lIDetachFromAvatar",  
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progress",  useage:"in progress",  
  
url:"https://wiki.secondlife.com/wiki/lIDetachFr  
omAvatar",  
  
url2:"https://collegeofscripting.weebly.com/",  
  type:"in progress",  tag:"function",  
  category:"in progress",  
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{  name:"lIDetectedGrab",  description:"in  
progress",  syntax:"in progress", useage:"in  
progress",  
  
url:"https://wiki.secondlife.com/wiki/lIDetected  
Grab",  
  
url2:"https://collegeofscripting.weebly.com/",  
  type:"in progress",  tag:"function",  
  category:"in progress",  
  language:"Linden"},
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```
{  name:"lIDetectedGroup",  
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progress",  useage:"in progress",  
  
url:"https://wiki.secondlife.com/wiki/LIDetected  
Group",
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url2:"https://collegeofscripting.weebly.com/",  
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  category:"in progress",  
  language:"Linden"},
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{  name:"lIDetectedKey",  description:"in  
progress",  syntax:"in progress", useage:"in  
progress",
```

```
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Key",
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```
url2:"https://collegeofscripting.weebly.com/",  
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  category:"in progress",  
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{  name:"lIDetectedLinkNumber",  
  description:"in progress",  syntax:"in
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```
progress",  useage:"in progress",

url:"https://wiki.secondlife.com/wiki/LIDetected
LinkNumber",

url2:"https://collegeofscripting.weebly.com/",
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  category:"in progress",
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{  name:"LIDetectedName", description:"in
progress",  syntax:"in progress", useage:"in
progress",

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Name",

url2:"https://collegeofscripting.weebly.com/",
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progress",  useage:"in progress",
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**{ name:"LIDetectedPos", description:"in
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```
// Dedicated to God the Father  
// All Rights Reserved Christopher Andrew  
Topalian Copyright 2000-2024  
// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// mathematics.js
```

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let mathematics =  
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//--//
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```
// Dedicated to God the Father  
// All Rights Reserved Christopher Andrew  
Topalian Copyright 2000-2024  
// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// ourVideoFiles.js
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url2:"https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/video_simulation_team.mp4", tag:"personal",
  description:"personal",
  starttime:"00:00:00", endtime:"00:00:20",
  kind:"video"},
```

```
{ title:"myGuitarMelody1", type:"mp3",
  date:"10/28/2020 12:00 AM",
```

```
url:"https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/myguitarmelody1.mp3",
```

```
url2:"https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/myguitarmelody1.mp3",
  tag:"personal", description:"personal",
  starttime:"00:00:00", endtime:"00:00:48",
  kind:"audio"}
];
```

//--//

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//

<https://github.com/ChristopherAndrewTopalian>// `petitoGabrielleInvestigation.js``let petiteGabrielleInvestigation =``[`
 `{ date: `08/12/2021 12:00 PM`,
 note: `August 12th is the same day
 Petite and Laundrie had an encounter with
 police in Moab, Utah.`, summary: `Police in
 Utah pull Brian over with Gabrielle on August
 12, 2021`, number: `0`, tag: `note`,
 newsArticleOne: `https://newyork.cbslocal.com/
 2021/09/18/gabby-petito-search-timeline-of-
 notable-dates-and-events/`},`
 `{ date: `08/25/2021 12:00 AM`, note: `She last
 spoke with her family on Aug. 25 from
 Wyoming's Grand Teton National Park`,
 summary: `Last time Gabrielle spoke with`

family`, number:`0`, tag:`note`,
 newsArticleOne:`https://nypost.com/2021/09/19/
 /gabby-petito-case-police-have-obtained-cell-
 tracking-data/`},

{ date:`08/30/2021 12:00 PM`, note:`In the last
 text from her phone to family on Aug.
 30, Petito indicated that she ended up in
 Yosemite, about 900 miles away in California -
 though her mother is skeptical that she
 actually sent the message`, summary:`Last text
 from Gabrielle's phone`, number:`0`, tag:`note`,
 newsArticleOne:`https://nypost.com/2021/09/19/
 /gabby-petito-case-police-have-obtained-cell-
 tracking-data/`},

{ date:`09/01/2021 12:00 AM`, note:`Police
 said Laundrie returned in the van alone to his
 home in North Port, Florida on Sept 1.`,
 summary:`Brian returned to his home in the
 van alone`, number:`0`, tag:`note`,
 newsArticleOne:`https://nypost.com/2021/09/19/
 /gabby-petito-case-police-have-obtained-cell-
 tracking-data/`},

{ date:`09/11/2021 12:00 AM`,
 note:`Meanwhile. Petito's family reported her missing **Sept. 11** after she lost contact with them.`, summary:`Gabrielle reported missing on Sept 11, 2021`, number:`0`,
 tag:`note`,
 newsArticleOne:`https://nypost.com/2021/09/19/gabby-petito-case-police-have-obtained-cell-tracking-data/`},

{ date:`09/18/2021 12:00 PM`,
 note:`Laundrie's family has refused to let authorities talk to him and they claimed on **Saturday (09/18/2021)** that he had gone missing himself days earlier from their home.`,
 summary:`Brian reported missing`, number:`0`,
 tag:`note`,
 newsArticleOne:`https://nypost.com/2021/09/19/gabby-petito-case-police-have-obtained-cell-tracking-data/`},

{ date:`09/19/2021 12:00 PM`, note:`A body consistent with the description of Gabby Petito, the 22-year-old woman who went missing while on a cross-country road trip with her boyfriend, was discovered in the Bridger-

**Teton National Forest in Wyoming.`
summary:`Body found matching description of
Gabrielle on Sept 19, 2021`, number:`0`,
tag:`note`,
newsArticleOne:`https://www.yahoo.com/gma/
unidentified-body-found-near-
area-213900218.html`},
];**

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// https://github.com/ChristopherTopalian
//
https://github.com/ChristopherAndrewTopalian
// rickyHattonInterview.js**

**let rickyHattonInterview =
[
 { title:"ABSOLUTE INSULT!` RICKY
HATTON RESPONDS TO DEONTAY WILDERS
CLAIMS HE HELPED TYSON FURY CHEAT!",
 date:"11/06/2020 12:00 AM",**

```
url:"https://www.youtube.com/embed/5HWFJxTy4R0", tag:"youtubeVideo",
  startTime:"00:00:33", endTime:"00:00:57",
  words:"Timecode <br> 00:00:33 to 00:00:57
<br> <br> Deontay Wilder is heard speaking
on a video that Ricky Hatton is watching. <br>
Deontay Wilder is heard saying: <br> <b>So in
the first fight, when Ricky Hatton was pulling
down your glove, to put your fist in an
improper position-</b><br><br> Ricky Hatton
says in response:<br> <b>I wasn't pulling
down the glove.<br> I was pulling his gloves
on.<br> Cause Tyson flicks the punches.<br>
He flicks his shots.<br> Pulling the glove,
pulling the glove back on for him.</b>",
  name:"Ricky Hatton",
  description:"Interview", },
```

```
{ title:"`ABSOLUTE INSULT!` RICKY
HATTON RESPONDS TO DEONTAY WILDER'S
CLAIMS HE HELPED TYSON FURY CHEAT!",
  date:"11/06/2020 12:00 AM",
```

```
url:"https://www.youtube.com/embed/5HWFJxTy4R0", tag:"youtubeVideo",
  startTime:"00:06:33", endTime:"00:07:07",
```


words:"Timecode
 00:06:33

 Ricky Hatton says
 So, that`s why
 Tyson, when Tyson, you know, he went, pull
 me glove up.

 Said pull me glove up.

 He didn`t say get that horseshoe out
 and stick that in it man.
 You know what I
 mean?

 He said pull me glove up,
 because he doesn`t like it as fastened right
 tightly round his wrist, because he, he likes to
 flick the shots.
 You know, he`s not, ah,
 you know, he doesn`t punch with his whole
 body, Tyson, like certain fighters.
 He likes
 to flick and jab and poke his jab and leave it
 there and that`s why he doesn`t like, he likes
 mobility in his wrist rather than having it
 locked, yeah.", name:"Ricky Hatton",
 description:"Interview", },

{ title:"`ABSOLUTE INSULT!` RICKY
 HATTON RESPONDS TO DEONTAY WILDER`S
 CLAIMS HE HELPED TYSON FURY CHEAT!",
 date:"11/06/2020 12:00 AM",

url:"https://www.youtube.com/embed/5HWFJxTy4R0", tag:"youtubeVideo",
 startTime:"00:07:19", endTime:"00:07:30",

words:"Timecode
 00:07:19 to 00:07:30

 Ricky Hatton Says:
 Yeah,
 and it`s like, I think um, he was, you know
 Deontay was you know having a a dig at me,
 you know indirectly, cause I was the individual
 pulling the glove up, but I mean- ",
 name:"Ricky Hatton",
 description:"Interview", },

{ title:"`ABSOLUTE INSULT!` RICKY
 HATTON RESPONDS TO DEONTAY WILDER`S
 CLAIMS HE HELPED TYSON FURY CHEAT!",
 date:"11/06/2020 12:00 AM",

url:"https://www.youtube.com/embed/5HWFJxTy4R0", tag:"youtubeVideo",
 startTime:"00:24:45", endTime:"00:25:14",
 words:"Timecode
 24:45 to 25:14

 Ricky Hatton says:
 I know I keep
 repeating myself about the style of Tyson, you
 know, he flicks his jab, so if you flick your jab,
 what happens to your glove?
 It falls down
 your hand.
 Flicking the jab, flicking the
 jab, flicking the, flicking the.
 Every round I
 had to nearly pull it up.
 Pull the gloves up
 Rick.
 Pull the gloves a bit man.


```
Because he`s, that`s the way his style is, he
flicks it. <br> Come on, puttin a, puttin a thing
in his glove, honest to God.</b>", name:"Ricky
Hatton", description:"Interview", }
];
```

```
//--//
```

```
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// https://github.com/ChristopherTopalian
//
https://github.com/ChristopherAndrewTopalian
// sciencelimages.js
```

```
let sciencelimages =
[
{ title:"Electricity is the flow of electrons
around a circuit", date:"10/07/2020 12:00 AM",
url:"http://ffden-2.phys.uaf.edu/webproj/211_fal
l_2016/Sterling_Stasak/Sterling_Stasak/
Physics%20of%20Electricity.html",
image:"https://cdn4.explainthatstuff.com/electr
```

onflow.png", info:"website", tag:"electricity",
description:"electron flow"},

{ title:"What is Electric Current? Definition &
Direction of flow of current",
date:"08/01/2018 12:00 AM",
url:"https://www.youtube.com/watch?
v=kAL17fHlv4U",

image:"https://i.ytimg.com/vi/kAL17fHlv4U/max
resdefault.jpg", info:"youtubeVideo",
tag:"electricity", description:"electron
flow"},

{ title:"Current Electricity and Electrical
Potential", date:"09/08/2010 12:00 AM",

url:"http://paulzhang-sph3u.blogspot.com/2010
/09/current-electricity-and-electrical.html",

image:"https://1.bp.blogspot.com/_kJYnXmViR
mg/TII-IIFDpsI/AAAAAAAAAAQ/fWFfGCZBiXI/
s1600/electric+current.jpg", info:"website",
tag:"electricity", description:"electron
flow"},

```
{  title:"Electricity Simplified",  
  date:"01/01/2001 12:00 AM",  
  
  url:"https://docireport.org/2013/08/17/electricity  
-simplified/",  
  
  image:"https://docireport.files.wordpress.com/  
2013/08/electron-flow.jpg",  info:"website",  
  tag:"electricity",  description:"electron  
flow"},  
  
{  title:"DIY - How to Build a mini electric  
motor",  date:"07/27/2017 12:00 AM",  
  url:"https://www.youtube.com/watch?  
v=Xnc4oLHZ438",  
  
  image:"https://i.ytimg.com/vi/Xnc4oLHZ438/ma  
xresdefault.jpg",  info:"youtubeVideo",  
  tag:"electricity",  description:"electric  
motor"},  
  
{  title:"Rotation electric motor, easy  
homemade",  date:"02/04/2013 12:00 AM",  
  url:"https://www.youtube.com/watch?  
v=WKklyuzghQg",
```

```
image:"https://i.ytimg.com/vi/WKklyuzghQg/maxresdefault.jpg", info:"youtubeVideo",
  tag:"electricity", description:"electric
motor"},
```

```
{ title:"How to make an electric motor
homemade", date:"08/10/2014 12:00 AM",
  url:"https://www.youtube.com/watch?
v=kkXUmex-fy4",
  image:"https://i.ytimg.com/vi/kkXUmex-
fy4/maxresdefault.jpg", info:"youtubeVideo",
  tag:"electricity", description:"electric
motor"}
];
```

```
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```

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```
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```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
// socialMediaEvidence.js
```

```
let socialMediaEvidence =
```

```
[
{  title:"Jeffrey Epstein hosted Bill Clinton on
his private island, documents reveal",
   date:"07/31/2020 03:05 AM",
   url:"https://nypost.com/2020/07/31/jeffrey-
epstein-hosted-bill-clinton-on-private-island-
court-docs/",   info:"Witness Testimony",

image:"https://nypost.com/wp-content/uploads
/sites/2/2020/07/clinton-epstein.jpg?
quality=90&strip=all&w=1236&h=820&crop=1",
   tag:"twitter",   description:"epstein",
   probability:"98"},

{  title:"Bill Clinton visited Jeffrey Epstein's
private island, unsealed court documents
suggest",   date:"07/31/2020 12:00 AM",
   url:"https://www.foxnews.com/us/bill-
clinton-visited-jeffrey-epsteins-private-island-
unsealed-court-documents-suggest",
   info:"testimony",
   image:"https://a57.foxnews.com/cf-
images.us-east-1.prod.boltdns.net/v1/static/
694940094001/a178ccca-ad16-4650-9e23-
b520d8f99642/c0ebbece-df07-
4bcf-852b-2e84318ee934/1280x720/match/
```

931/524/image.jpg?ve=1&tl=1", tag:"twitter",
description:"epstein", probability:"97"},

{ title:"MIT Technology Review @techreview",
date:"07/31/2020 02:55 PM",

url:"https://twitter.com/techreview/status/12892
73594761994241", info:"The pandemic has
rapidly grown the presence of QAnon and the
spread of its conspiracy theories. If we stand
any hope of stopping it, online platforms must
do much more than fact checks and account
bans.",

image:"https://collegeofscripting.weebly.com/u
ploads/6/4/4/8/64482293/mit_orig.jpg",
tag:"twitter", description:"censorship",
probability:"99"},

{ title:"Save the Children",date:"08/01/2020
12:04 AM",

url:"https://twitter.com/i/status/12894117292653
93664", info:"HUMANITY IS ALIVE",

image:"https://collegeofscripting.weebly.com/u


```
ploads/6/4/4/8/64482293/save_orig.jpg",  
  tag:"twitter",  description:"epstein",  
  probability:"100"},  
  
{  title:"Thousands of protesters against  
German coronavirus restrictions converge in  
Berlin",  date:"08/01/2020 08:31 AM",  
  
url:"https://twitter.com/AP/status/128953915225  
8662402",  info:"German People unite for  
freedom",  
  
image:"https://collegeofscripting.weebly.com/u  
ploads/6/4/4/8/64482293/  
germanprotest_orig.jpg",  tag:"twitter",  
  description:"freedom",  probability:"100"}  
];
```

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```
//  
https://github.com/ChristopherAndrewTopalian  
// techVideos.js  
  
let techVideos =  
[  
{ title:"How To Make a Water Pump From DC  
Motor at Home | DC Motor Ideas",  
date:"03/31/2020 12:00 AM",  
url:"https://www.youtube.com/embed/qnhReMd  
7dAk", tag:"youtubeVideo", description:"water  
pump"},  
  
{ title:"Simple Homemade DIY Water PUMP",  
date:"09/22/2020 12:00 AM",  
url:"https://www.youtube.com/embed/9fwo_VE  
MKos", tag:"youtubeVideo", description:"water  
pump"},  
  
{ title:"How To Make Water Pump 12V At  
Home/Centrifugal/WaterProof/PROPELLER BIG  
60mm/775/288W/V14", date:"08/11/2020 12:00  
AM",  
url:"https://www.youtube.com/embed/JS828t-6  
3HI", tag:"youtubeVideo", description:"water  
pump"},
```

**{ title:"Powerful Homemade Electric Motor (Physics Explained)", date:"04/10/2016 12:00 AM",
url:"https://www.youtube.com/embed/nw1JDYY3zfA", tag:"youtubeVideo",
description:"electric motor"},**

**{ title:"The First Electric Motor",
date:"02/07/2015 12:00 AM",
url:"https://www.youtube.com/embed/8LTP49d7KF8", tag:"youtubeVideo",
description:"electric motor"},**

**{ title:"How to make a air pump at home",
date:"07/12/2019 12:00 AM",
url:"https://www.youtube.com/embed/KgG-GjF0c8o", tag:"youtubeVideo", description:"air pump"},**

**{ title:"How To Make a Mini Air Pump using DC Motor", date:"11/18/2019 12:00 AM",
url:"https://www.youtube.com/embed/7f-FrBc6j38", tag:"youtubeVideo",
description:"air pump"},**

```
{ title:"How to Make a Matchbox Microphone",  
date:"02/03/2015 12:00 AM",  
url:"https://www.youtube.com/embed/yj-  
wkw98j7Q", tag:"youtubeVideo",  
description:"microphone"},
```

```
{ title:"How to Make Microphone using Pencil  
Nobs and Match Box", date:"04/22/2017 12:00  
AM",  
url:"https://www.youtube.com/embed/3weyFhg  
9jsM", tag:"youtubeVideo",  
description:"microphone"},  
];
```

```
//--//
```

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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// theNews.js
```

```
let theNews =  
[
```

{ headline:`Bill Gates Met With Jeffrey Epstein Many Times, Despite His Past`, date:`10/12/2019 12:00 AM`, url:`https://www.nytimes.com/2019/10/12/business/jeffrey-epstein-bill-gates.html`, tag:`news`, description:`epstein`},

{ headline:`Ghislaine Maxwell was a faithful lapdog to Jeffrey Epstein, wanted to marry him, royal cousin claims`, date:`07/06/2020 12:00 AM`, url:`https://www.foxnews.com/entertainment/g-hislaine-maxwell-jeffrey-epstein-christina-oxenberg-prince-andrew`, tag:`news`, description:`epstein`},

{ headline:`Massachusetts Legislature Overrides Governors Veto, Allowing Minors to Obtain Abortions without Parental Consent`, date:`01/18/2021 02:23 PM`, url:`https://www.nationalreview.com/corner/massachusetts-legislature-overrides-governors-veto-allowing-minors-to-obtain-abortions-without-parental-consent/`, tag:`news`, description:`crimes against humanity`},

{ headline:`New York Democrats bill allowing governor to detain individuals dangerous to public health sparks backlash`,
date:`01/03/2021 12:00 AM`,
url:`https://www.foxnews.com/politics/new-york-bill-a416-detainment-assembly-ny`,
tag:`news`, description:`constitution violation`},

{ headline:`Bidens executive order unlevels the playing field for girls`, date:`01/21/2021 08:12 PM`,
url:`https://nypost.com/2021/01/21/bidens-exec-order-unlevels-the-playing-field-for-girls/`,
tag:`news`, description:`executive order`},

{ headline:`More hand sanitizers identified for methanol risk and added to FDA list of ones to avoid`, date:`08/04/2020 12:11 PM`,
url:`https://www.usatoday.com/story/money/2020/08/04/hand-sanitizer-recalls-methanol-risk-fda-warning-coronavirus/5581182002/`,
tag:`news`, description:`hand soap`},

{ headline:`Covid-19 mask safety: Two or three layers best to protect against virus, study

finds`, date:`07/24/2020 07:39 AM`,
 url:`https://www.cnn.com/2020/07/23/health/covid-mask-layers-wellness/index.html`,
 tag:`news`, description:`mask`},

{ headline:`CDC post says to wear a mask with 2 or more layers of fabric over the nose and mouth.`, date:`01/16/2021 04:29 PM`,
 url:`https://twitter.com/CDCgov/status/1350555688683134985`, tag:`news`,
 description:`mask`},

{ headline:`Heres how you can be forced to get the Covid vaccine in the U.S.`,
 date:`04/01/2021 05:08 PM`,
 url:`https://www.cnbc.com/2021/04/01/can-i-be-forced-to-get-the-covid-vaccine.html`,
 tag:`news`, description:`vaccines`},

{ headline:`Smallpox virus squads and the mandatory vaccinations upheld by the Supreme Court`, date:`04/01/2021 04:36 PM`,
 url:`https://www.washingtonpost.com/history/2021/04/01/vaccine-supreme-court-smallpox-covid/`, tag:`news`, description:`vaccines`}
];

```
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```

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```
// https://github.com/ChristopherTopalian
```

```
//
```

```
https://github.com/ChristopherAndrewTopalian  
// theNotes.js
```

```
let theNotes =
```

```
[
```

```
  {  note:"Here is a simple Note.",  
    date:"08/22/1998 12:00 AM",number:"1",  
    tag:"note"},
```

```
  {  note:"Here is the second note.",  
    date:"08/29/2018 12:00 AM",number:"2",  
    tag:"note"},
```

```
  {  note:"Here is the third note.",  
    date:"09/07/2019 12:00 AM",number:"3",  
    tag:"note"},
```



```
{  note:"Here is the fourth note.",  
  date:"10/16/2020 10:19 AM",number:"4",  
  tag:"note"}  
];
```

```
//--//
```

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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
// videoEvidence.js
```

```
let videoEvidence =  
[  
  { title:`Event 201 Pandemic Exercise:  
Highlights Reel`, date:`11/04/2019 12:00 AM`,  
url:`https://www.youtube.com/embed/AoLw-  
Q8X174`, tag:`youtubeVideo`,  
description:`exercise`},
```

```
  { title:`Video footage shows massive  
explosion in Tianjin, China`, date:`08/12/2015  
12:00 AM`,
```

url:`https://www.youtube.com/embed/qARRLog38k`, tag:`youtubeVideo`,
description:`important`},

{ title:`Najaf , Iraq explosion video`,
date:`08/06/2020 12:00 AM`,
url:`https://www.youtube.com/embed/YARLD34YiAY`, tag:`youtubeVideo`,
description:`important`},

{ title:`HD footage shows new angle of blast
that rocked Beirut, Lebanon`, date:`08/09/2020
12:00 AM`,
url:`https://www.youtube.com/embed/F-
vGklKxGAg`, tag:`youtubeVideo`,
description:`important`}
];

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// <https://github.com/ChristopherTopalian>

```
//  
https://github.com/ChristopherAndrewTopalian  
// videoInvestigator.js
```

```
let bdaBoxingComments =  
[  
  { title:"Lomachenko fans making excuses like  
the LDBC/Wilder fanboys?", date:"10/21/2020  
12:00 AM",  
url:"https://www.youtube.com/embed/JZpvDUe  
UU24", tag:"youtubeVideo",  
startTime:"00:04:20", endTime:"00:05:20",  
description:"shoulder excuse", words:"BDA  
cites the shoulder injury excuse. BDA attempts  
to excuse the excuse by citing the source of  
the report.", name:"BDA", },
```

```
{ title:"Lomachenko fans making excuses like  
the LDBC/Wilder fanboys?", date:"10/21/2020  
12:00 AM",  
url:"https://www.youtube.com/embed/JZpvDUe  
UU24", tag:"youtubeVideo",  
startTime:"00:04:44", endTime:"00:05:44",  
description:"funny", words:"Bucho claims that  
he found NO channels making excuses for  
Lomachenko. Bucho name calls any person
```

making excuses for Lomachenko, as
PSYCHOS. Bucho says there are a lot of
PSYCHOS and redefines channels to mean:
MAJOR Boxing Channels.", name:"Bucho", },

{ title:"Lomachenko fans making excuses like
the LDBC/Wilder fanboys?", date:"10/21/2020
12:00 AM",
url:"https://www.youtube.com/embed/JZpvDUe
UU24", tag:"youtubeVideo",
startTime:"00:06:48", endTime:"00:07:48",
description:"shoulder excuse", words:"BDA
cites the shoulder injury excuse. BDA attempts
to excuse the excuse by citing the source of
the report. BDA also attempts to excuse the
excuse by claiming that the excuse had to be
announced or else Lomachenko HATERS,
would call Lomachenko a LIAR, for not citing
the excuse.", name:"BDA", }
];

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```
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</script>

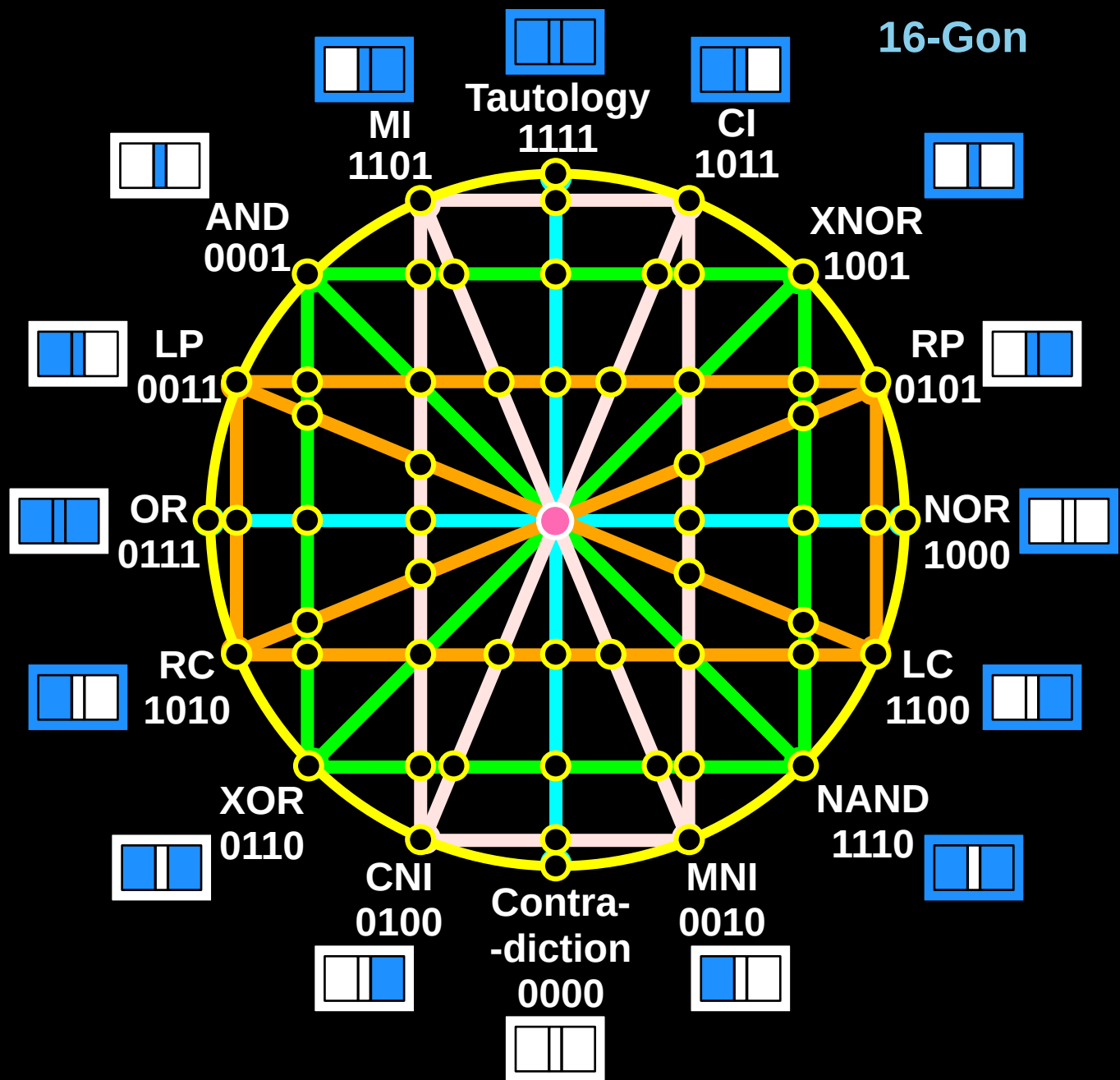
</head>

<body onload = "whenLoaded();">

</body>

</html>
```

True Artificial Intelligence System



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[**GitHub.com/ChristopherAndrewTopalian**](https://github.com/ChristopherAndrewTopalian)

[**Sites.google.com/view/CollegeOfScripting**](https://sites.google.com/view/CollegeOfScripting)

[**CollegeOfScripting.weebly.com**](http://CollegeOfScripting.weebly.com)

[**CollegeOfScripting.wordpress.com**](http://CollegeOfScripting.wordpress.com)

[**Youtube.com/ScriptingCollege**](https://youtube.com/ScriptingCollege)

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[**Rumble.com/user/CollegeOfScripting**](https://rumble.com/user/CollegeOfScripting)

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**This book is created by the
College of Scripting Music & Science.
Always remember, that each time you write a
script with a pencil and paper, it becomes
imprinted so deeply in memory that the
material and methods are learned extremely
well.**

**When you Type the scripts, the same is true.
The more you type and write out the scripts by
keyboard or pencil and paper, the more you
will learn programming!**

**Write and Type every example that you find.
Keep all of your scripts organized.
Every script that you create increases your
programming abilities.
SEEING CODE, is one thing,
but WRITING CODE is another.
Write it, Type it, Speak it, See it, Dream it.**

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