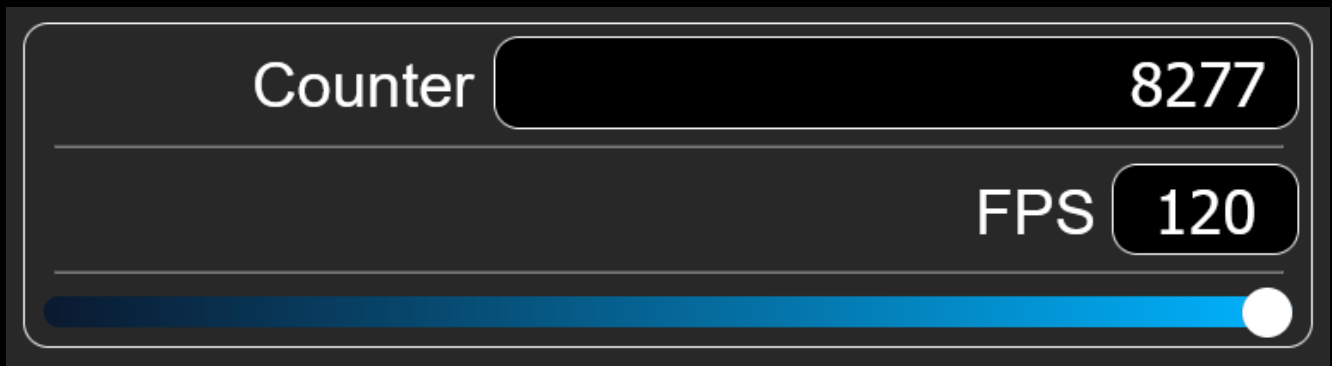
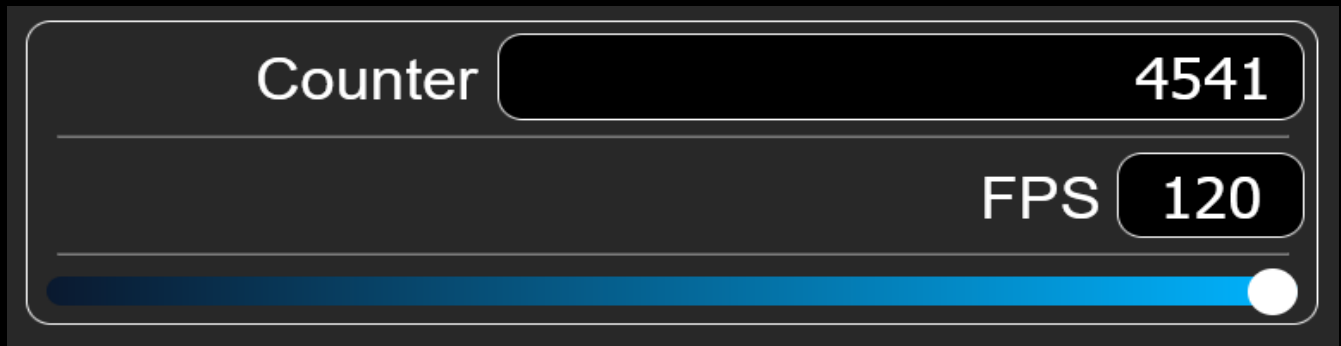
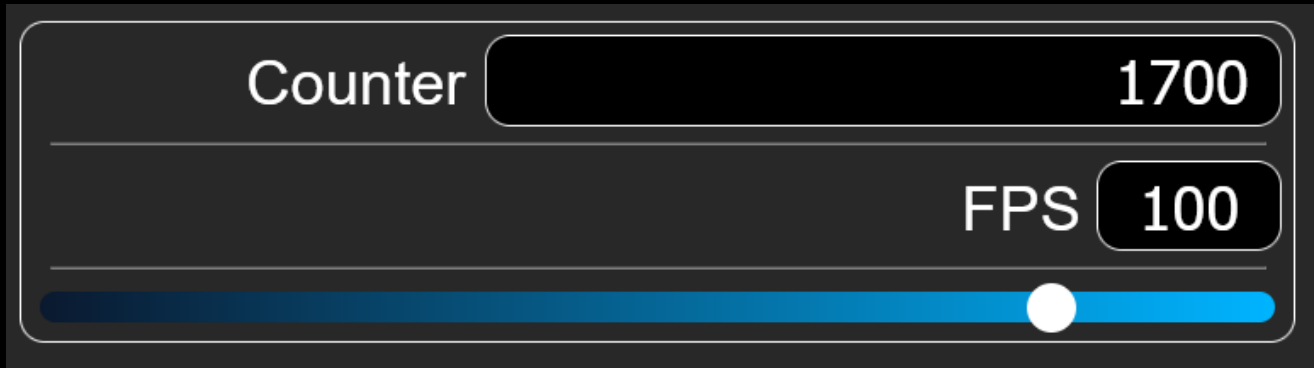


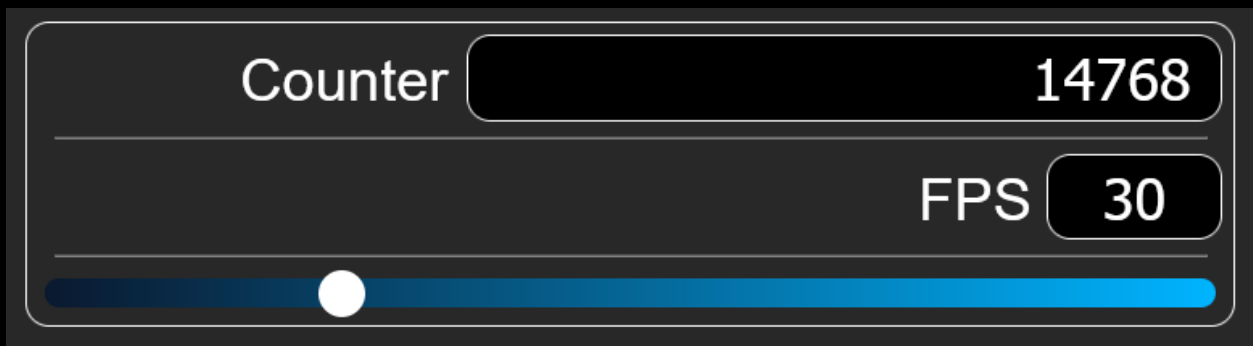
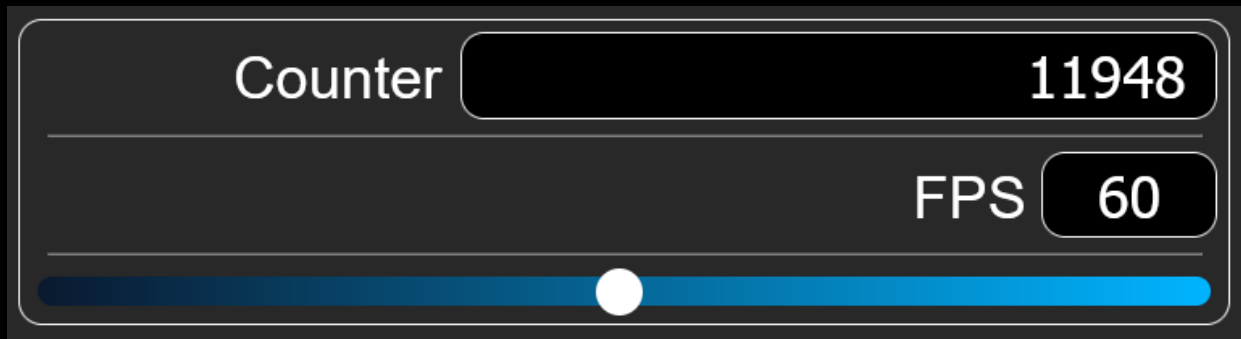
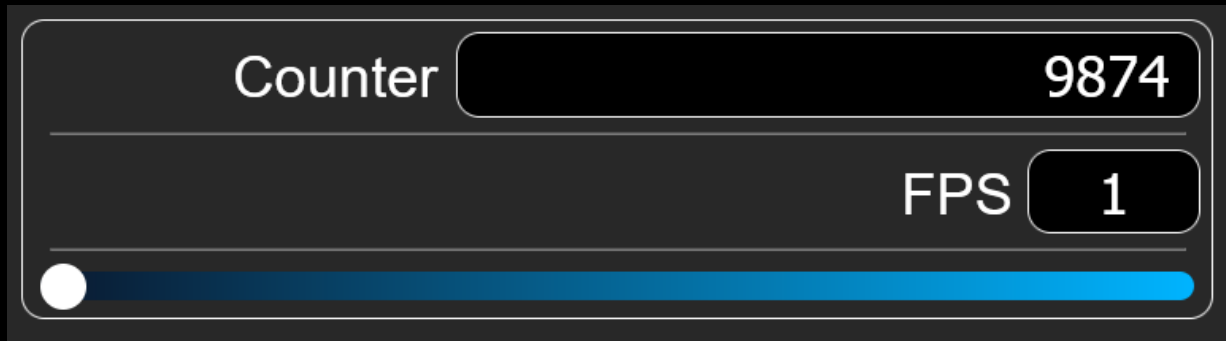
Topalian JavaScript Frames Per Second

**by
Christopher Andrew Topalian**

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Dedicated to God the Father






Topalian JavaScript Frames Per Second X +

file:///D:/_1Code/0_JS_Apps/Topalian_JavaScript_Frames_Per_Second/Topalian_JavaScript_Frames_Per_Second/Topalian_JavaScript_Frames_Per_Second.html 220%

Counter 1293

FPS 90




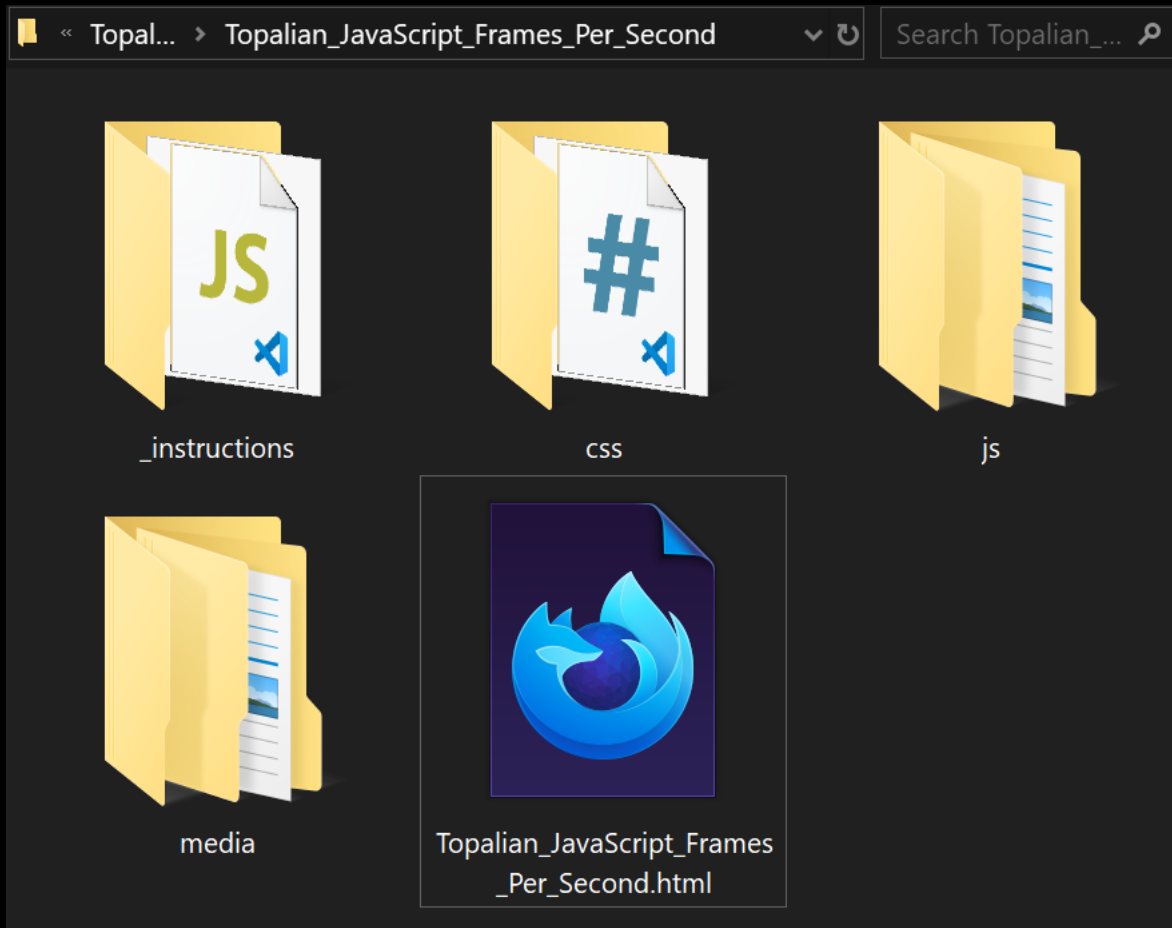
Topalian JavaScript Frames Per Second X +

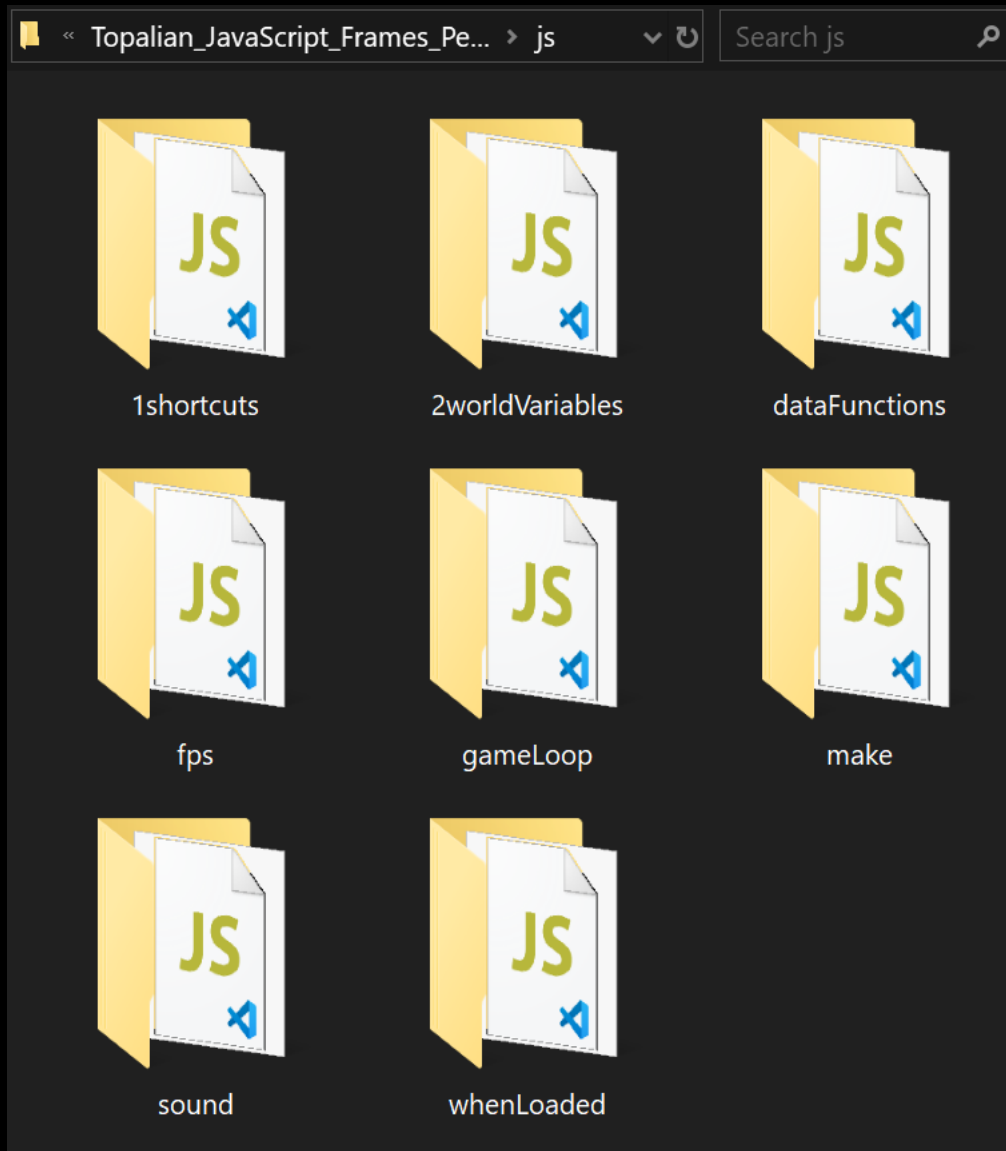
file:///D:/_1Code/0_JS_Apps/Topalian_JavaScript_Frames_Per_Second/Topalian_JavaScript_Frames_Per_Second/Topalian_JavaScript_Frames_Per_Second.html 220%

Counter 4595

FPS 107







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// HowToCombineJSFiles.js

TUTORIAL:

**How to Combine all .js files in all folders that
are in our js folder.**

Getting things ready:

We should add two new lines at the end every script. This way they will combine nicely with a line break in between each script.

Step One: Open our js folder

Step Two: Type in the address bar of the js folder, cmd, press Enter

This opens our js folder in the command prompt

Step Three: Type the command shown below in the command prompt and then press Enter

for /r "%CD%" %i in (*.js) do type "%i" >> main.js

Now we have a newly created .js file named main.js that has all of our js files included into one file.

This makes it easy to upload our application and easy to find out how many lines of code our project is.

To use our main.js file, we include it in our html file code:

```
<script src = 'js/main.js'></script>
```

Happy Scripting :-)

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>**

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n](https://github.com/ChristopherAndrewTopalian) -->**

**<!--
Topalian_JavaScript_Frames_Per_Second.ht
ml -->**

<!-- Version 001 - (2024-02-23) -->

```
<html>
<head>
<title> Topalian JavaScript Frames Per
Second </title>

<link rel = 'stylesheet' href =
'css/style001.css'>

<script src =
'js/1shortcuts/shortcuts.js'></script>

<script src =
'js/2worldVariables/worldVariables.js'></scrip
t>

<script src =
'js/dataFunctions/extractFileName.js'></script
>
```

```
<script src =  
'js/sound/loadSounds.js'></script>
```

```
<script src =  
'js/make/makeInterface.js'></script>
```

```
<script src =  
'js/gameLoop/gameLoop.js'></script>
```

```
<script src = 'js/fps/changeFps.js'></script>
```

```
<script src =  
'js/whenLoaded/whenLoaded.js'></script>
```

```
<body onload = "whenLoaded();">
```

```
</body>
```

`</html>`

```
/* Dedicated to God the Father */
```

```
/* All Rights Reserved Christopher Andrew  
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```

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

```
/*  
https://github.com/ChristopherAndrewTopalia  
n */
```

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

```
body  
{  
    background-color: rgb(40, 40, 40);  
    font-family: Arial;  
    font-size: 20px;
```

```
color: rgb(255, 255, 255);  
}
```

```
hr  
{  
  margin: 5px;  
}
```

```
a  
{  
  text-decoration: none;  
  font-weight: bold;  
  color: rgb(70, 70, 70);  
}
```

```
.mainDiv  
{  
  position: fixed;
```



```
left: 10px;  
top: 5px;  
margin: 5px;  
border: solid 1px;  
border-radius: 8px;  
padding: 4px;  
text-align: right;  
transition: opacity 4.0s ease-in-out;  
}
```

```
.counterLabel  
{  
    padding-right: 6.5px;  
}
```

```
.counterTextbox  
{  
    background-color: rgb(0, 0, 0);
```

```
border: solid 1px rgb(255, 255, 255);  
border-radius: 8px;  
padding-left: 10px;  
padding-right: 10px;  
padding-top: 2px;  
padding-bottom: 2px;  
font-size: 20px;  
color: rgb(255, 255, 255);  
text-align: right;  
}
```

```
.fpsLabel  
{  
    padding-right: 5px;  
}
```

```
.fpsTextbox  
{
```

```
width: 60px;  
background-color: rgb(0, 0, 0);  
border: solid 1px rgb(255, 255, 255);  
border-radius: 8px;  
padding-left: 10px;  
padding-right: 10px;  
padding-top: 2px;  
padding-bottom: 2px;  
font-size: 20px;  
color: rgb(255, 255, 255);  
text-align: center;  
}
```

```
input[type = "range"]  
{  
  -webkit-appearance: none;  
  appearance: none;  
  width: 100%;
```

```
height: 10px;  
background: linear-gradient(to right,  
rgb(10, 25, 47), rgb(0, 180, 255));  
border-radius: 5px;  
outline: none;  
opacity: 0.7;  
-webkit-transition: .2s;  
transition: opacity .2s;  
}
```

```
input[type = "range"]:hover  
{  
    opacity: 1;  
}
```

```
/* chrome and chromium */  
input[type = "range"]::-webkit-slider-thumb  
{
```

```
-webkit-appearance: none;
appearance: none;
width: 20px;
height: 20px;
background:rgb(0, 180, 255);
border: solid 2px rgb(20, 20, 20);
border-radius: 50%;
cursor: pointer;
}

/* mozilla */
input[type = "range"]::-moz-range-thumb
{
    width: 16px;
    height: 16px;
    background: rgb(255, 255, 255);
    border-width: 0px;
    border-radius: 50%;
}
```

```
cursor: pointer;  
}
```

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// 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;  
}
```


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// worldVariables.js

let counter = 1;

let timerId;

let fps = 1000 / 5;

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// extractFileName.js

```
function extractFileName(whichPath)  
{  
    let pathParts = whichPath.split('/');
```

```
let fileNameWithExtension =  
pathParts[pathParts.length - 1];
```

```
let fileNameParts =  
fileNameWithExtension.split('.');
```

```
// [0] is the file name without extension  
let fileNameOnly = fileNameParts[0];
```

```
return fileNameOnly;  
}
```

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// changeFPS.js

```
function changeFPS(whichFPS)  
{  
    fps = 1000 / whichFPS;  
  
    clearInterval(timerId);
```

```
// start new interval with the updated fps  
gameLoop();  
}
```

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// gameLoop.js

```
function gameLoop()  
{  
    timerId = setInterval(function()  
    {  
        ge("counterTextbox").value = counter;
```

```
        counter += 1;  
    }, fps);  
}
```

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// makeInterface.js

```
function makeInterface()  
{  
  // mainDiv  
  let mainDiv = ce('div');  
  mainDiv.id = 'mainDiv';
```



```
mainDiv.className = 'mainDiv';  
mainDiv.style.opacity = 0.0;  
setTimeout(function()  
{  
    mainDiv.style.opacity = 1.0;  
}, 10);  
ba(mainDiv);
```

```
//-//
```

```
let creditText = ce('div');  
creditText.innerHTML = 'Topalian  
JavaScript Frames Per Second';  
creditText.innerHTML += '<br>';  
creditText.innerHTML += '<a href =  
'https://github.com/christophertopalian'  
target = '_blank'>  
github.com/ChristopherTopalian </a>`;
```

```
creditText.innerHTML += '<br>';
creditText.innerHTML += `<a href =
'https://sites.google.com/view/collegeofscripting' target = '_blank'> College of Scripting
</a>`;
creditText.id = 'creditText';
creditText.style.position = 'absolute';
creditText.style.left =
(mainDiv.getBoundingClientRect().x + 450 +
'px');
creditText.style.top =
(mainDiv.getBoundingClientRect().y + 12 +
'px');
creditText.style.fontWeight = 'bold';
creditText.style.color = 'rgb(100, 100, 100)';

mainDiv.parentNode.insertBefore(creditText,
mainDiv);
```

```
//-//
```

```
// counterLabel
```

```
let counterLabel = ce('label');  
counterLabel.textContent = 'Counter';  
counterLabel.id = 'counterLabel';  
counterLabel.className = 'counterLabel';  
counterLabel.title = 'counterLabel';  
mainDiv.append(counterLabel);
```

```
//-//
```

```
// counterTextbox
```

```
let counterTextbox = ce('input');  
counterTextbox.type = 'text';  
counterTextbox.id = 'counterTextbox';
```

```
counterTextbox.className =  
'counterTextbox';  
mainDiv.append(counterTextbox);
```

```
//-//
```

```
// linebreak
```

```
let linebreakUnderCounter = ce('hr');  
mainDiv.append(linebreakUnderCounter);
```

```
//-//
```

```
// fpsLabel
```

```
let fpsLabel = ce('label');  
fpsLabel.textContent = 'FPS';  
fpsLabel.id = 'fpsLabel';  
fpsLabel.className = 'fpsLabel';  
mainDiv.append(fpsLabel);
```

```
//-//
```

```
// fpsTextbox
```

```
let fpsTextbox = ce('input');  
fpsTextbox.type = 'text';  
fpsTextbox.placeholder = 1000 / fps;  
fpsTextbox.id = 'fpsTextbox';  
fpsTextbox.className = 'fpsTextbox';  
fpsTextbox.onkeyup = function()  
{  
    changeFPS(fpsTextbox.value);  
};  
mainDiv.append(fpsTextbox);
```

```
//-//
```

```
// linebreak
```

```
let linebreakUnderFpsTextbox = ce('hr');  
mainDiv.append(linebreakUnderFpsTextbox);
```

```
//-//
```

```
// fpsSlider
```

```
let fpsSlider = ce('input');  
fpsSlider.type = 'range';  
fpsSlider.id = 'fpsSlider';  
fpsSlider.className = 'fpsSlider';  
fpsSlider.min = '1';  
fpsSlider.max = '120';  
fpsSlider.value = 1000 / fps;  
fpsSlider.step = '1';  
fpsSlider.style.width = '400px';  
fpsSlider.oninput = function()  
{  
    ge('sfx_blip_001').play();  
}
```

```
ge('fpsTextbox').value = fpsSlider.value;

fps = changeFPS(fpsTextbox.value);
};

fpsSlider.onchange = function()
{
    ge('sfx_warp_001').play();
};

mainDiv.append(fpsSlider);
}
```

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// loadSounds.js

```
function loadSounds()  
{  
    let sounds =  
    [  

```



```
//  
'https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/sfx_blip_001.mp4',  
  
//  
'https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/sfx_warp_001.mp4'  
  
  'media/sounds/sfx_blip_001.mp4',  
  'media/sounds/sfx_warp_001.mp4',  
];  
  
for (let z = 0; z < sounds.length; z++)  
{  
  let theSound = ce('audio');  
  theSound.src = sounds[z];  
  theSound.loop = false;
```

```
theSound.id =  
extractFileName(sounds[z]);
```

```
theSound.volume = 1.0;  
ba(theSound);
```

```
}
```

```
}
```

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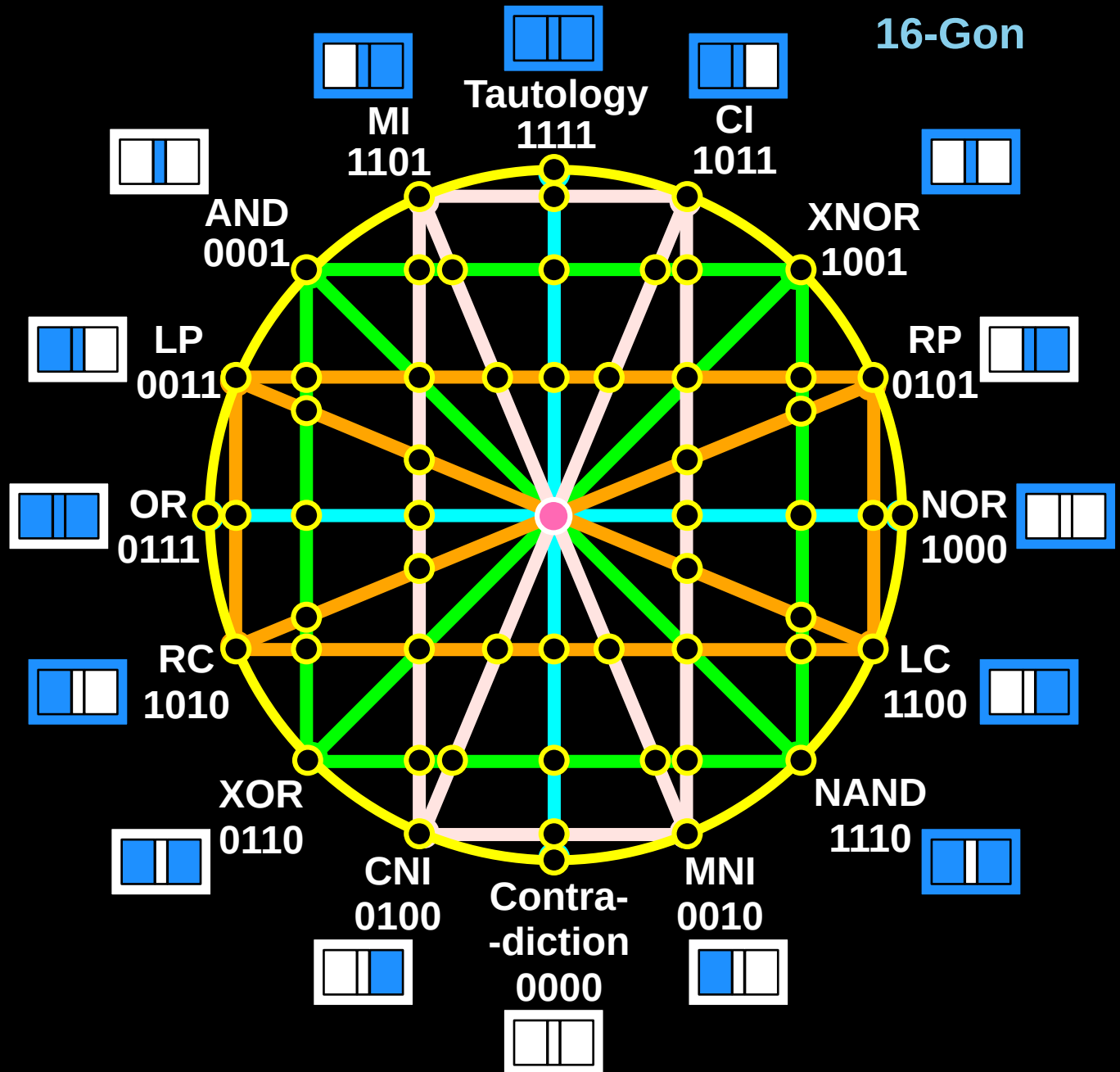
**//
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n](https://github.com/ChristopherAndrewTopalian)**

// whenLoaded.js

```
function whenLoaded()  
{  
    loadSounds();  
  
    makeInterface();
```

```
    gameLoop();  
}
```

True Artificial Intelligence System



For More Tutorials:

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CollegeOfScripting.wordpress.com

Youtube.com/ScriptingCollege

Twitter.com/CollegeOfScript

GitHub.com/ChristopherTopalian

GitHub.com/ChristopherAndrewTopalian

Sites.google.com/view/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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