$(document).ready(function(){

var socket = io.connect();

var chess = new Chess();

var illegal = false;

var onMoveEnd = function(oldPos, newPos) {

console.log("Move animation complete:");

console.log("Old position: " + ChessBoard.objToFen(oldPos));

console.log("New position: " + ChessBoard.objToFen(newPos));

var Move1 = "";

var Move2 = "";

for (var variable in oldPos) {

if(typeof newPos[variable] === 'undefined' )

{

Move1 = variable;

}

}

for (var variable in newPos) {

if(newPos[variable]!= oldPos[variable])

{

Move2 = variable;

}

}

/\*

var Move4 = \_.omit(newPos, function(v,k) { return oldPos[k] === v; })

var Move3 = \_.omit(oldPos, function(v,k) { return newPos[k] === v; })

console.log(Move3);

console.log(Move4);

if(Object.keys(Move3).length>1)

{

var keys = [];

for (var variable in Move3) {

keys.push(variable);

}

if(chess.turn()=='b')

{

Move1 = keys[1];

Move2 = keys[0];

}

else

{

Move1 = keys[0];

Move2 = keys[1];

}

}

else

{

for (var variable in Move3) {

Move1 = variable;

}

for (var variable in Move4) {

Move2 = variable;

}

}

\*/

console.log(Move1.toString()+" "+ Move2.toString());

if(chess.move({ from: Move1.toString(), to: Move2.toString() })==null && chess.move({ from: Move2.toString(), to: Move1.toString() })==null)

{

console.log("illegal");

illegal = true;

return 'snapback';

/\*var board1 = ChessBoard('board1', {

draggable: true,

// dropOffBoard: 'trash',

// sparePieces: true,

position: oldPos,

onChange: onMoveEnd

});

\*/

}

else

{

illegal = false;

//var chess = new Chess(oldPos);

socket.emit("update",ChessBoard.objToFen(newPos));

}

};

var board1 = ChessBoard('board1', {

draggable: true,

// dropOffBoard: 'trash',

// sparePieces: true,

position: 'start',

onChange: onMoveEnd,

onDrop: onDroop

});

socket.on("update",function(data){

board1.position(data, true)

// socket.emit("update",{"socketID":socket.id,"position":board1.fen()});

});

function getOwnSnake(players){

for(var i = 0;i < players.length;i++){

if(players[i].id == socket.id){

return players[i];

}

}

}

});