About
Bacione Javascript Editor is an Integrated Development Environment (IDE) for programming small javascript games on a phone. Several games are included.
License: GPL
Github: github.com/bacionejs

Hello World
At the top of the editor, create this code and click Run:
```
function helloworld(){
  L.canvas(W/2).icon(127759,W/2,W/2);
}
```

Run
Runs the game which contains the cursor.
Stop game with Run or Enter.

Save
Saves to a timestamped file.
The file contains your games AND the Editor.

Zoom/Fullscreen
Toggles font size.
Doubleclick toggles fullscreen.

Pretty Print
Displays a readonly version of code that can be saved as PDF.

Comment
Toggles comments for the current line.
Also puts the line in Paste.

Complete
Completes a word.
Looks for match in current game and then elsewhere.

Rename (find/replace)
To rename, select text, type text, click Paste several times. To skip, click Arrow.

Undo/Redo
Restore up to 50 changes.

Paste
Selects text and puts it in Paste. Once Paste is set, it pastes.
Backspace deletes selected text.
Enter moves the cursor to the end of selection and unselects.
Undo resets Paste.
Selection looks at the character to the right and then selects for:
  newline: line
  characters: left,right
  spaces: right
  blank line: next blank line
  blocks: (){}[]""

Misc
Color-Picker and Icon-Picker put a code in Paste.
Edit-the-Editor enables changes to the editor source code, such as colors, new buttons, etc.

Swipeup
Insert capital letter, instead of using shift.

Errors
Runtime errors display an error message and automatically jump to the error in code.

Global Variables and Aliases
```
FPS=(frames per second)
W=innerWidth;
floor=Math.floor;
```

Overridden
Array sort: compares numbers instead of strings.

Variable tracking
```
L.debug(string,canvas)
```

Random number
```
number=L.rnd(max,min)
```

Random biased sets (reduces repetition)
```
set=L.RandomArray(quantity,range)
set.next()
```

Sound
```
sound=L.Sound()
sound.rocket()
```

Canvas
```
canvas=L.canvas(fontsize,iconstart)
canvas.icon(emoji,x,y)
canvas.white()
```

Color gradient
```
canvas.fillStyle=L.gradient(canvas,bottom,height,[[stop,color],...])
```

Shapes
```
canvas.fill(L.shape([[x,y,...],...],scale))
```

Pixel to Vector
```
canvas.fill(L.shape(L.vertices(pixels)))
```

Features
designed for phones and tablets
no setup required
one file
offline
vanilla javascript
no dependencies
one click run
context aware logic helps reduce task steps
less work to refactor your code
easy to modify editor
the editor source code is editable in the editor
editor is less than 500 lines of significant code
fully programmable keyboard, including creating you own button icons and functions
easy to share the editor
supports swipe, double-click, hold-repeat

Buttons

↓ Save

▷ Run

🗋 Pretty

ⓘ Help

◇ Misc

A̷ Zoom

← Left

→ Right

↰ Undo

↱ Redo

⌃ Shift

// Comment

⇨ Complete

📋 Paste

◿ Enter

⟨× Backspace