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
Tested on: Android 13, Chrome 121, tablet and phone

Download
The editor is one file including the games.
At the github link, click editor, click bacione.html, click download, open your file manager, click bacione.html to run in your Chrome browser.
You may have to close and reopen the first time.

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.
Also stops the game.

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
  word: 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.
Easy to share.
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.
Edit the editor in the editor.
Editor is less than 500 lines of significant code.
Fully programmable keyboard, including creating you own button icons and functions.
Supports swipe, doubleclick, longpress.

Game Controls
Ski - Click anywhere.
Pairs - Click in squares.
Smash - Click the pumpkin.
Monkeymaze - Click quadrants.
Snake - Click vertical half if snake is horizontal, etc.
Chess - Click piece and destination. Longpress to change piece.
Marslander - Click on right or left of canvas. To disable sound, comment snd.rocket().

Buttons

↓ Save

▷ Run

◻ Pretty

▯ Help

◇ Misc

A Zoom

← Left

→ Right

� Undo

↷ Redo

⌢ Shift

// Comment

⇨ Complete

▢ Paste

◿ Enter

⬨ Backspace