The **Quicksand 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/quicksandjavascript

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)))
```

Buttons

Save

Run

Pretty

Help

Misc

Zoom

Left

Right

Undo

Redo

Shift

Comment

Complete

Paste

Enter

Backspace