



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.

Download [bacione.html](#), open your file manager, click bacione.html to run in your Chrome browser, click Run to play the Ski game.

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/Diff

Saves to a timestamped file.

The file contains your games AND the Editor.

Swipeup shows changes you have made.

Zoom/Fullscreen

Toggles font size.

Swipeup toggles fullscreen.

Complete

Completes a word.

Looks for match in current game and then elsewhere.

Comment

Toggles comments for the current line.

Also puts the line in Paste.

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:

newline: line

word: left,right

spaces: right

blank line: next blank line

blocks: (){}[]""

Undo/Redo

Restore up to 50 changes.

Rename (find/replace)

To rename, select text, type text, click Paste several times. To skip, click Arrow.

Swipeup

Like shift

Longpress

Repeats key

Errors

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

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.

Unlike editing games, once the editor is broken, the broken editor cannot fix itself and a prior IDE must be used.

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.clear()  
canvas.black()  
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 only 7 kilobytes zipped.

Fully programmable keyboard, including creating your own button icons and functions.

Supports swipe and longpress-repeat.

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

▶ Run

⌵ Save

Ⓐ Zoom

◇ Misc

ℹ Help

↵ Enter

⌫ Backspace

↶ Redo

↶ Undo

📋 Paste

// Comment

⇒ Complete

→ Right

← Left

⌵ Capslock