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.

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.

Copy
Selects text and puts it in 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: (){}[]""

Paste
Pastes

Backspace
Deletes character or selection.

Undo/Redo
Restore up to 50 changes.

Rename
Find/Replace

Swipeup
Like shift

Longpress
Repeats key

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

Misc/Themes
Swipeup toggles themes.
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.

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().

Other Help
Game Tutorial
Videos

Buttons

▷ Run

↓ Save

A Zoom

⌕ Rename

◇ Misc

Help

⊿⌐ Enter

⨯ Backspace

↷ Redo

↵ Undo

▯ Paste

▯ Copy

→ Right

← Left

// Comment

⇨ Complete

⌃ Capslock