canvasWidget

canvasWidget

```
new canvasWidget(x, y, width, height) → {canvasWidget}
```

Source: widgets/canvasWidget.js, line 16

Parameters:

Name	Type	Description
x	Integer	This is the Column that this widget should be added to.
y	Integer	This is the row of of the Column that this widget should be added to.
width	Integer	This is the width in pixels that this canvas element should take up.
height	Integer	This is the height in pixels that this canvas element should take up.

Returns:

Returns a canvasWidget, an instance of the Widget class which allows a user to draw on an html canvas.

Type canvasWidget

Extends

- Widget

Methods

```
draw()
```

Source: widgets/canvasWidget.js, line 93

```
getCol() → {Integer}
```

Source: widgets/widget.js, line 89

Inherited From: Widget#getCol

Get the position in columns(Left = 0 to Right = n) of this widget.

Returns:
colIndex - The column index of this Widget.

Type `Integer`

getElement() → {Element}

Source: widgets/widget.js, line 81

Inherited From: Widget#getElement

Get the dom element that represents this widget.

Returns:
element - The dom object for this widget.

Type `Element`

getRow() → {Integer}

Source: widgets/widget.js, line 97

Inherited From: Widget#getRow

Get the position in rows(Top = 0 to Bottom = n) of this widget.

Returns:
rowIndex - The row index of this Widget.

Type `Integer`

(async) init(configData)

Source: widgets/canvasWidget.js, line 33

Overrides: Widget#init

This function overrides the parent widgets init function to create a new canvas widget.

Parameters:

Name	Type	Description
`configData`	`Object`	This is the save object passed back into the function, the only important field on this object is 'fps' which determines the target framerate of the canvas. * @return {Promise} - This promise resolves once this widget has initialized.

postinit()

Source: widgets/canvasWidget.js, line 59

This function triggers after the widget has initialized, at this point all fields should be able to be referenced. In the canvas widget this function registers a callback function to run 'fps' times per second.

save() → {Object}

Source: widgets/canvasWidget.js, line 122

This function generates a save object so that this widget can initialize to the state which it is in the next time the application starts.

Returns:

Type Object

setElement(element)

Source: widgets/widget.js, line 70

Inherited From: Widget#setElement

Set the dom element that represents this widget.

Parameters:

Name	Type	Description
element	Element	The dom object for this widget.

setFameRate(fps)

Source: widgets/canvasWidget.js, line 105

This function allows a user to adjust the rate at which the screen refreshes. The parameter fps specifies the new target frame-rate.

Parameters:

Name	Type	Description
fps	Integet	The target frame rate for this canvas.

subscribeToDraw(observer)

Source: widgets/canvasWidget.js, line 82

This function allows a user to subscribe to this widgets draw call, The passed function will have gl passed to it, and will be called 'fps' times per second.

Parameters:

Name	Type	Description
`observer`	`function`	`This is a callback function to execute fps times per second.`

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