

chanceKey --> chanceFiles (orderedStylesheetFiles, resourceFiles)

Chance

- adds, updates, removes files
- preprocesses css and images

add_file()

update_file()

update_file_if_needed()

remove_file()

remove_all_files()

has_file()

get_file()

_preprocess()

_preprocess_image()

_preprocess_css()

ChanceProcessorFactory

- primary function is update_instance()

clear_instances()

instance_for_key()

update_instance()

ChanceProcessor

- uses ChanceParser to preprocess CSS
- converts for styl-specific formatting
- generates sprites and rewrites CSS
- postprocesses CSS, data urls, sprite layouts, etc.

map_file()

unmap_file()

unmap_all()

check_all_files()

get_file()

output_for()

css()

get_slice()

clean()

chance_test()

_render()

_css_for_slices()

_postprocess_css()

_strip_slice_class_names()

chance_header_for_file()

_include_file()

_convert_to_style()

_preprocess()

postprocess_dataurl()

type_for()

base64_for()

javascript()

preload_javascript()

add_canvas_to_cache()

get_canvas_from_cache()

slice_images()

canvas_for()

file_for()

slice_rect()

generate_slice_definitions()

group_slices_into_sprites()

sprite_for_slice()

get_sprite_named()

sprite_name_for_slice()

layout_slices_in_sprite()

generate_sprite()

canvas_for_sprite()

compose_slice_on_canvas()

postprocess_css_sprited()

sprite_data()

sprite_names()

ChanceParser

- parses css for:
 - @theme
 - @include slices(
 - slices(
 - slice(
- generates needed slice references

create_slice()

normalize_rectangle()

parse()

_parse()

handle_comment()

parse_string()

replace_unescaped_quotes()

handle_string()

handle_empty()

handle_scope()

handle_theme()

handle_theme_variable()

handle_file_change()

parse_argument()

parse_argument_list()

generate_slice_include()

handle_slice_include()

should_include_slice()

slice_layout()

handle_slices()