Notation

Tile identifiers

This library uses mpsz notation, where m = Manzu (Character suit), p = Pinzu (Circle suit), s = Souzu (Bamboo suit) and z = Honor tiles and others. Here is every available tile:

1m	2m	3m	4m	5m	0m	6m	7m	8m	9m
									

1p	2p	3p	4p	5p	0p	6p	7p	8p	9p
									

1s	2s	3s	4s	5s	0s	6s	7s	8s	9s
									

1z	2z	3z	4z	5z	6z	7z	0z
							

Concatenation of tiles

For ease of typing, for inputs that accept more than 1 tile, if multiple tiles have the same suit, the suit indicator can be placed at the end of the sequence. For example, instead of inputting `1s1s1s2s3s4s5s6s7s8s9s9s9s`, we can instead input `1112345678999s`.

```
#hand("1112345678999s")
#hand("123p778s11m789p33z")
```

Shorthand for hidden tiles

Often, you may want to show a large sequence of hidden tiles, e.g. opponent's hands or irrelevant discard pools for example problems. In this case, simply specify the number of hidden tiles as an integer:

```
#hand(13)
#river(13)
```

Tile spacer

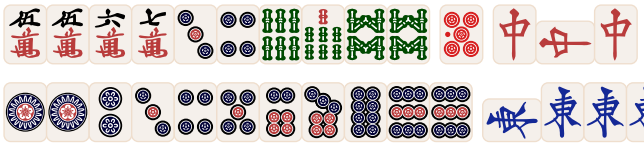
you can use `-` to draw a space 1/4 the width of a tile, for example to show the most recently drawn tile, or a called group (e.g. closed kan):

```
#hand("45089m3488p2467s-8p")
#hand("1236688p-0770z")
```

Tile Modifiers

To rotate a tile, simply add `'` to the end of the number. Here are some examples:

```
#river("1s6p7m67s8p253'z")
#hand("5567m34p6788s-0p-77'7z")
#hand("1123456789p-1'111z")
```



For added/extended kans, use `"` to rotate and stack the previous 2 tiles:

```
#hand("11178p35566z-505\"5p")
```

riichinator

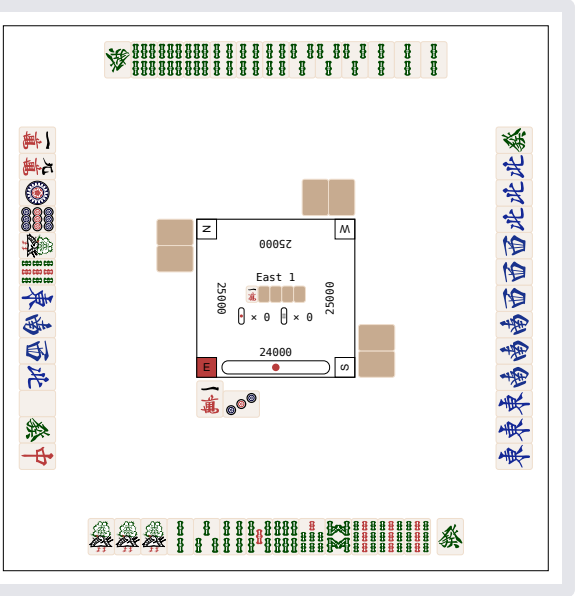
- board()
- hand()
- honba-stick()
- riichi-stick()
- river()
- tile()

board

Renders a board state.

All 4-player arguments are in a counterclockwise direction starting from yourself (or "hero" point of view)

```
#board(
  hands: ("1112345678999s-6z",
"1112223334446z", "222333444666s6z",
"19m19p19s1234567z"),
  hero-wind: "E",
  discards: ("1m3'p", 2, 2, 2),
  dora-indicators: "1m0000z",
  scores: (24000, 25000, 25000, 25000),
  current-round: "East 1",
  pot: (riichi: 0, honba: 0),
  riichied-players: (true, false, false,
false)
)
```



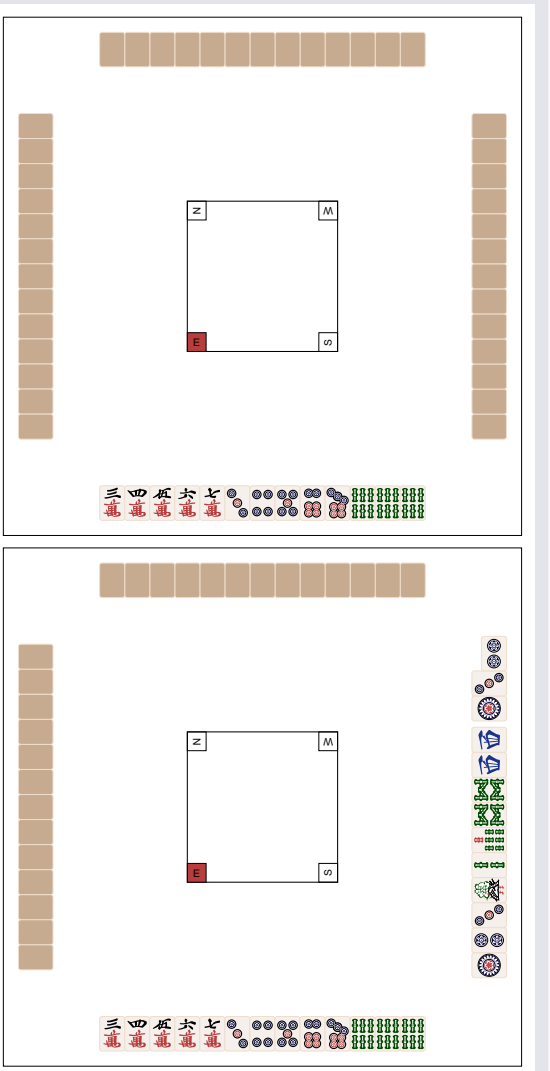
Parameters

```
board(
  hands: str int array,
  hero-wind: "E" "S" "W" "N",
  discards: array,
  current-round: str,
  dora-indicators: str,
  riichied-players: array,
  scores: array,
  pot: obj,
  use-cjk-wind: boolean,
  wind-font: font
) -> content
```

hands `str` or `int` or `array`

The hands to show on the board. If only a string or integer is provided it is treated as your hand. Otherwise it expects an array of length 4

```
#board(
  hands: "34567m34567p666s"
)
#board(
  hands: ("34567m34567p666s",
"123p12788s33z-132'p", 13, 13)
)
```

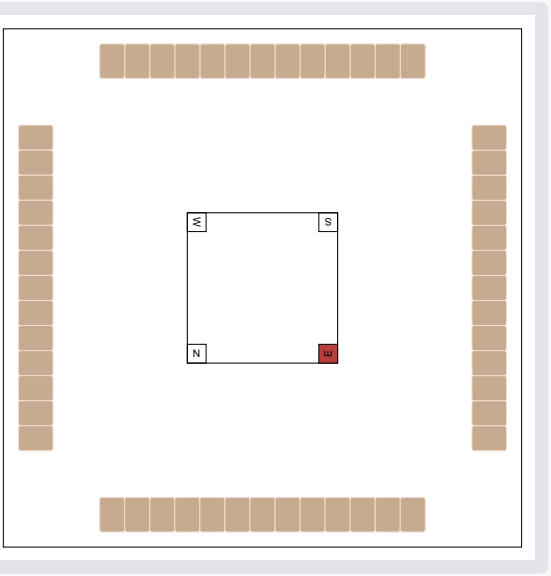


Default: `(13, 13, 13, 13)`

hero-wind `"E"` or `"S"` or `"W"` or `"N"`

The seat wind of the hero

```
#board(
  hero-wind: "N"
)
```

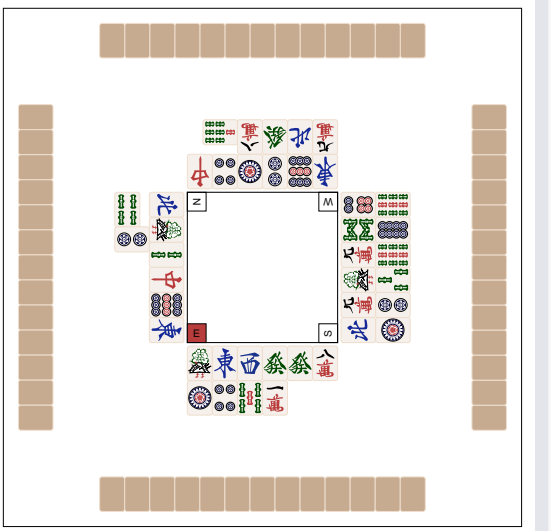


Default: `"E"`

discards `array`

The discard pools of the players

```
#board(
  discards: ("1s1366z8m14p5s1m",
"4z9m1s9m8s612p39s8p9s",
"1z9214p7z9m46z8m7's",
"4z12s7z9p1z4's2p")
)
```

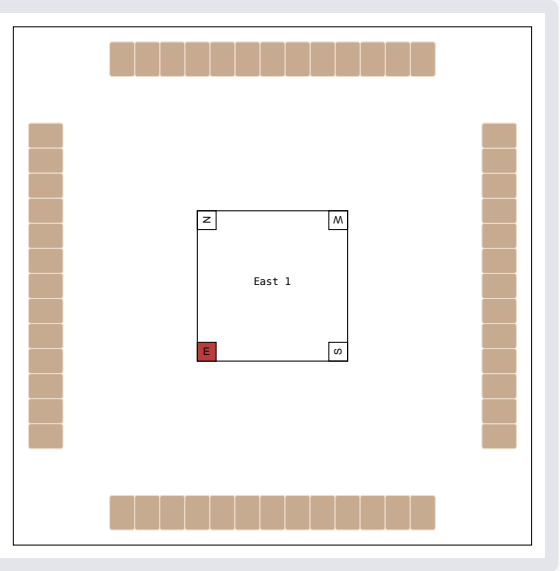


Default: `("", "", "", "")`

current-round `str`

The current round of the game, e.g. East 1, South 4. Can be any text in general, e.g. “East Round”

```
#board(
  current-round: "East 1"
)
```

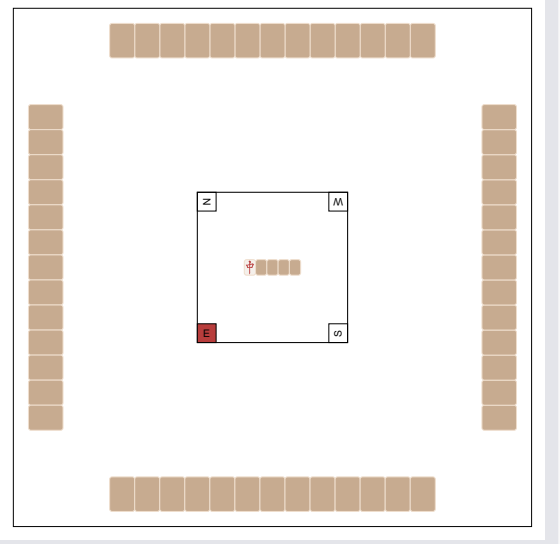


Default: none

dora-indicators `str`

Display the dead wall dora indicators. Functionally just a wrapper for `hand()`

```
#board(
  dora-indicators: "7z0000z"
)
```

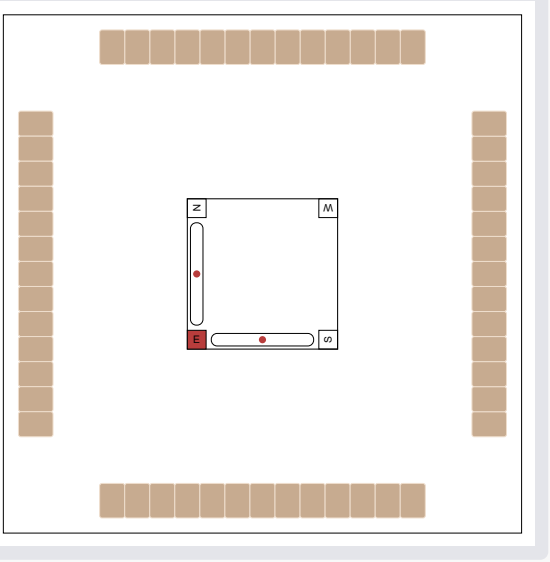


Default: none

riichied-players `array`

Display riichi sticks (if any)

```
#board(
  riichied-players: (true, false, false,
true)
)
```

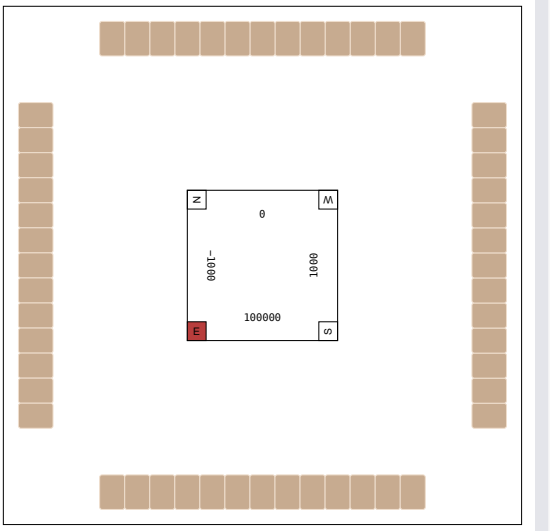


Default: `(false, false, false, false)`

scores `array`

Display scores of each player

```
#board(
  scores: (100000, 1000, 0, -1000)
)
```

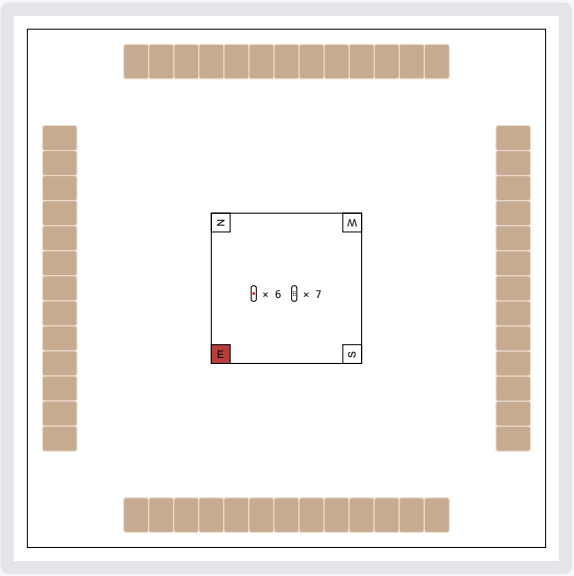


Default: `none`

pot `obj`

Display the “pot”, i.e. extra points you will gain on a win. Comprises leftover riichi sticks and honba sticks

```
#board(
  pot: (riichi: 6, honba: 7)
)
```

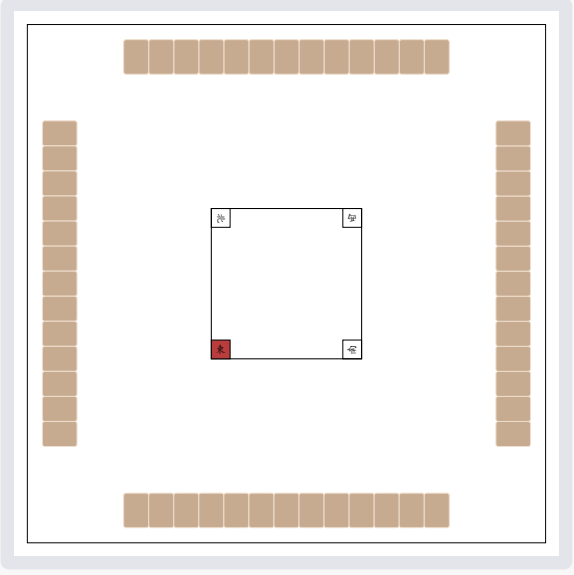


Default: `none`

use-cjk-wind `boolean`

Whether or not to use 東南西北 instead of ESNW for the seat wind indicators

```
#board(
  use-cjk-wind: true
)
```



Default: `false`

wind-font `font`

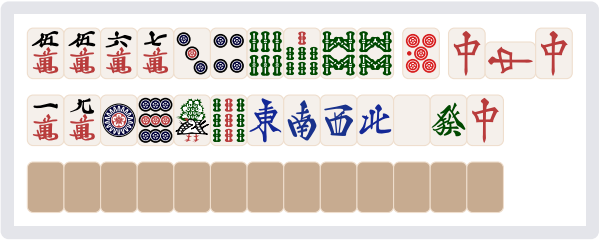
The font to use for the seat wind indicators

Default: `"Arial"`

hand

Renders a mahjong hand, or rather any series of tiles as an inline element

```
#hand("5567m34p6788s-0p-77'7z")\
#hand("19m19p19s1234567z")\
#hand(13)
```



Parameters

```
hand(
  hand: str int,
  tile-height: length
) -> content
```

hand `str` or `int`

the input to be parsed and processed as the hand

tile-height `length`

height of the tile, INLINE_TILE_HEIGHT = `2em` by default

Default: `INLINE-TILE-HEIGHT`

honba-stick

Renders a honba stick

```
#honba-stick(10em, 1em)
```

Parameters

```
honba-stick(
  width: length,
  height: length
) -> content
```

width `length`

width of the honba stick

height `length`

height of the honba stick

riichi-stick

Renders a riichi stick

```
#riichi-stick(10em, 1em)
```

Parameters

```
riichi-stick(
  width: length,
  height: length
) -> content
```

width `length`

width of the riichi stick

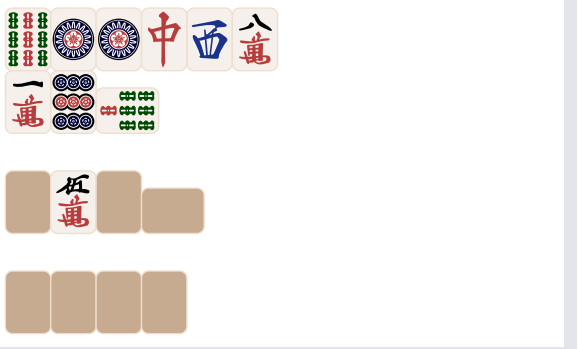
height `length`

height of the riichi stick

river

Renders a discard pool

```
#river("9s11p73z81m9p7's")
#river("0z5m00'z")
#river(4)
```



Parameters

```
river(
  river: str int,
  tile-height: length
) -> content
```

river `str` or `int`

the input to parsed and processed as the discard pool

tile-height `length`

height of the tile, INLINE_TILE_HEIGHT = `2em` by default

Default: `INLINE-TILE-HEIGHT`

tile

Renders a single tile as an inline element

```
The dragon tiles are #tile("5z"),
#tile("6z"), and #tile("7z")
```

The dragon tiles are ,  , and 

Parameters

```
tile(
  tile-name: string,
  tile-height: length,
  rotation: angle
) -> content
```

tile-name `string`

name of the tile in mpsz notation

tile-height `length`

height of the tile, INLINE_TILE_HEIGHT = `2em` by default

Default: `INLINE-TILE-HEIGHT`

rotation `angle`

angle to rotate the tile by

Default: `0deg`

```
(width: 0pt, height: 0pt)
```