**Fake change** (2/23/14)

/\* global constant \*/

NO\_CHANGE = 0;

IS\_PLAYERS = 1;

IS\_WAITING = 2;

// these are server lists

**playerList = [];**

**waitingList = [];**

**list\_type** = NO\_CHANGE;

{ name : 'Kieu', \_id : 'id\_01',

css\_map : { top: 20, left: 20,

'background-color' : 'rgb( 128, 128, 128)'

}

**emit\_sio** = function ( msg\_type, data ) {

var person\_map, i;

// send 'adduser' msg to server

if ( msg\_type === 'adduser' && callback\_map.userupdate ) {

setTimeout( function () {

person\_map = {

\_id : makeFakeId(),

name : data.name,

css\_map : data.css\_map

};

peopleList.push( person\_map );

// aftr 3 sec, issue callback\_map.userupdate with added user and type\_list

/\* If msg\_type === 'adduser' => then user is not in these two lists,

so, put the new user in one of these list

\*/

if ( playerlist.length < 5 ) {

playerList.push( new user);

type\_list = IS\_PLAYERS;

} else {

waitingList.push( new user);

type\_list = IS\_WAITING = 2;

}

callback\_map.userupdate([ person\_map ], **type\_list**);

}, 3000 );

}

};