public class JSFBoard { // the game board as individual boxes

\*\*\* other unchanged functions \*\*\*

// function to init all the required stuff during OnStart()

public void init(){

initNeighbourReferences(); // moved to GameManager.cs script

piece.init(); // init piece (game objects are created now...)

panel.initPanels(); // init panels (game objects are created now...)

if(piece != null && piece.pd != null) piece.pd.onGameStart(this);

if(panel != null && panel.pnd != null) panel.pnd.onGameStart(this);

}

// new function to separate on-start and init

public void onGameStart(){

// call the GameStart() for custom pieces and panels

if(piece != null && piece.pd != null) piece.pd.onGameStart(this);

if(panel != null && panel.pnd != null) panel.pnd.onGameStart(this);

}

\*\*\* other unchanged functions \*\*\*

}