public static class JSFRelay {

\*\*\* other code segments \*\*\*

// when the board has been finalized, and are being initiated ( GUI output of pieces and panels )

public static void onGameStart (){

// init the board objects

for(int x = 0; x < gm.boardWidth; x++){

for(int y = 0; y < gm.boardHeight; y++){

gm.board[x,y].init();

}

}

// -----------------------------------

// your own stuff here...

// -----------------------------------

}

\*\*\* other code segments \*\*\*

// the "RAW" score given for destroyed pieces / matches of an individual box

// the score HAS NOT been multiplied by combo bonus yet~!

public static int onScoreIssue(int scoreGain, int x, int y){

int modifiedGains = scoreGain;

// -----------------------------------

// your own stuff here...

// -----------------------------------

// modifiedGains = something else?? ;

return modifiedGains;

}

\*\*\* other code segments \*\*\*