What if multiple players sit down at the same time? First two, that you choose button from or all those sitting at current moment? Do setInterval, maybe in case activePlayersArray doesn’t accurately represent all who just sat down.

How to deal relative to button

As soon as two players sitting down, button is randomly chosen from activePlayers. Doesn’t have to be first two, but activePlayers at time of function executing

How about when player sits out, how do you splice his seatNum from activePlayersIdxArr? Do indexOf

How to specify which poker variant the game object is playing

Is this activePlayersIdxArr only for button selection?

Button being chosen applies for 2 new players, not include players who sat back in after sitting out

Players kicked out after sitting out a certain amount of time.

Have 1 hr to sit with last sit in amount if more than max buyin at cash game