ChargeRenderer

chargeId: string
chargesLayer: d3.Selection
charge: ECharge | EQuarter
sinister: boolean
tincture: ETincture

+ draw(clipPathUrl?: string)
+ updateChargesLayer(newChargesLayer: d3.Selection)
# drawCharge(currentCharge: d3.Selection,
              chargeLayer?: d3.Selection)
- getRandomInt(max: number = 512): number

△
Extends

QuarterRenderer

+ draw()
+ addClipPathDefinition(svg: d3.Selection)