Module

Module for mouse events.

| Source: | events.js, line 1 |

Members

(inner) mouseDown :boolean

Determines if the left mouse button is being held down.

Type:

- boolean

| Source: | events.js, line 16 |

(inner) movestr :string

Stores user provided moves.

Type:

- string

| Source: | events.js, line 10 |

(inner) pieceBuffer :string

Holds type of piece currently being selected.

Type:

- string

| Source: | events.js, line 22 |

(inner) pieceLocation :string

Saves the starting location of the piece as it is being dragged.

Type:

- string

| Source: | events.js, line 28 |

Methods

(inner) loadCanvasListeners()

Loads listeners on the canvas element to check for mouse events.

| Source: | events.js, line 36 |

(inner) mouseEnd(evt, board)

Records the coordinates of where the piece was placed on release of the left mouse button.

Parameters:

Name	Type	Description
evt	object	Event object containing data captured by the listener.

| board | object | Board object containing the current status of the board. |

Source: events.js, line 71

(inner) mouseMove(evt, board)

Draws the current location of the selected piece while the left mouse button is held down.

Parameters:

Name	Type	Description
evt	object	Event object containing data captured by the listener.
board	object	Board object containing the current status of the board.

Source: events.js, line 92

(inner) mouseStart(evt, board)

Records the coordinates of where the piece is on a left mouse click.

Parameters:

Name	Type	Description
evt	object	Event object containing data captured by the listener.
board	object	Board object containing the current status of the board.

Source: events.js, line 48

(inner) surrender(board)

Clears the pieces of the calling user from the board to forfeit the game.

Parameters:

Name	Type	Description
board	object	Board object containing the current status of the board.

Source: events.js, line 106