Nally

Draw module.

Source: [draw.js, line 1](draw.js)

Members

(inner) `board_img`

WebGL texture, checker board image.

Source: [draw.js, line 9](draw.js)

(inner) `boardFlipped`

Boolean that determines whether the board should be flipped for the current player.

Source: [draw.js, line 29](draw.js)

(inner) `canvas`

HTML5 canvas element with id "canvas".

Source: [draw.js, line 19](draw.js)

(inner) `context`

CanvasRenderingContext2D for HTML5 canvas element with id "canvas".

Source: [draw.js, line 24](draw.js)

(inner) `pieces_img`

WebGL texture, checker pieces sprite sheet.

Source: [draw.js, line 14](draw.js)

Methods

(inner) `drawBoard(board, mask)`

Draws checkerboard to canvas.

Parameters:

Name	Type	Description
board	object	A Javascript object containing the board state.
mask	integer	Index of piece to be masked (during piece drag), -1 otherwise.

Source: [draw.js, line 68](draw.js)

(inner) `drawPiece(image_id, x, y)`

Draws a checker piece at (x,y).

Parameters:

Name	Type	Description
image_id	integer	The integer associated with the piece to be drawn. 1: black, 2: red, 3: black king, 4: red king.
x	float	The x coordinate of the top left of the square to draw to.

| y | float | The y coordinate of the top left of the square to draw to. |

| Source: | [draw.js, line 55](draw.js) |

(inner) `loadCanvas()`

Initializes global context variable with CanvasRenderingContext2D from document element with id "canvas".

| Source: | [draw.js, line 34](draw.js) |

(inner) `loadImages()`

Initializes image variables.

| Source: | [draw.js, line 42](draw.js) |