



Socket IO and networking module.

Source: [io.js, line 1](#)

Methods

`(inner) doubleJump :string`

Variable used to store previous jump in multi-jump sequence.

Type:

- string

Source: [io.js, line 15](#)

`(inner) socket`

Variable for socket.io context object.

Source: [io.js, line 9](#)

Methods

`(inner) addMove(move)`

If a valid move, changes game state and emits new game state to server. Otherwise, return.

Parameters:

Name	Type	Description
move	string	A 4-character string of the form "abcd", where c,d = row,col of square to move piece at a,b = row,col to.

Source: [io.js, line 72](#)

`(inner) changeMoveIndicator()`

Alternates colored square next to board which indicates whose turn it is.

Source: [io.js, line 59](#)

`(inner) initSocketio()`

Initializes client socket.io context, communicates with server to receive a new game.

Source: [io.js, line 20](#)

`(inner) isDoubleJumpAvailable(move, pieceType) → {boolean}`

Returns boolean representing whether there are any double jumps available.

Parameters:

Name	Type	Description
move	string	A 4-character string of the form "abcd", where c,d = row,col of square to move piece at a,b = row,col to.
pieceType	integer	The integer corresponding to the piece being examined.

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Returns:

Double Jump is possible from the given move and piece.

Type

boolean

`(inner) isValid(move) → {boolean}`

Determines if a move is valid, given the current board and turn state.

Parameters:

Name	Type	Description
move	string	A 4-character string of the form "abcd", where c,d = row,col of square to move piece at a,b = row,col to.

Source: [io.js, line 91](#)

Returns:

Move is valid.

Type

boolean

`(inner) pieceAt(row, col) → {integer}`

Returns integer at row, col of the game board.

Parameters:

Name	Type	Description
row	integer	Row of game board.
col	integer	Column of game board.

Source: [io.js, line 163](#)

Returns:

Integer at row, col of game board.

Type

integer