

rustwasm/wasm-bindgen: Facilitat X

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About

Facilitating high-level interactions between Wasm modules and JavaScript

[rustwasm.github.io/docs/wasm...](#)

javascriptrustwasm

binding-generatorrust-wasm

Readme

Apache-2.0, MIT licenses found

Code of conduct

```
#[wasm_bindgen]
```

```
pub async fn render(rom: Vec<u8>) → Result<(), wasm_bindgen::JsValue> {  
    let mut gb = GameBoy::new(rom);  
  
    let document = window().document().unwrap();  
    let game = document.get_element_by_id("game");  
    let canvas = document.create_element("canvas")?  
        .dyn_into::<web_sys::HtmlCanvasElement>()?;  
    game.unwrap().append_child(&canvas)?;  
    canvas.set_width(gb.width());  
    canvas.set_height(gb.height());  
    let context = canvas.get_context("2d")?.unwrap()  
        .dyn_into::<CanvasRenderingContext2d>().unwrap();
```