

```

$(document).ready()
xhrrequest(msg, flag)
xmlhttp.onreadystatechange() 1 0
layout()
  shuffle (demo)=
gameid: 46059887
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
setupLayout()
  addEvents()
  tableauInit():
  setSolved( undefined ):
gray()
hint()
xmlhttp.onreadystatechange() 2 200
xmlhttp.onreadystatechange() 4 200
  setSolved( false ):
-----
'.img deck'.on('click')
checkAvailable()
removehighlight(extra)
gen(tableau)
addhighlight(node, color)
hint()
-----
'.img freecell hilite-yellow'.on('click')
dstselectFree(element)
autoplay(list)
  add(entry):
  move():
redo()
  get():
buildSeq( q = Object {entry: Array[1], auto: false, frwd: true, done: true, first: true} )
calc(entry)
  return k: {src: TS ,dst: <div class="img freecell hilite-yellow hilite-orange" style="background-
position: 65% 80%; top: 120px; left: 10px; "></div> ,idx: 0 ,delta: 460 }
  speed(k, q)=
beginFactory( #TS )
completeFactory(dst: <div class="img freecell hilite-yellow hilite-orange" style="background-
position: 65% 80%; top: 120px; left: 10px; "></div> ,ytop: 0 ,done: true ,first: true ,hilite:
hilite-blue )
  result: {e: $(".bus") ,
    p: {top: 120 ,left: 10 } ,
    o: {duration: 368 ,begin: begin, complete: complete} }
  tableauPlay( 0,7,0,0,cf ):
  iskings():

$.Velocity.RunSequence( [object Object] )

hint()
gray()
-----
'.icon'.on('click').eq( 2 )
removehighlight(extra)
undo()
  get():
buildSeq( q = Object {entry: Array[1], auto: false, frwd: false, done: true, first: true} )
calc(entry)
  return k: {src: TS ,dst: <div class="img cascades" style="background-position: 65% 80%; top:
280px; left: 10px; ">...</div> ,idx: 6 ,delta: 460 }
  speed(k, q)=
beginFactory( #TS )
completeFactory(dst: <div class="img cascades" style="background-position: 65% 80%; top: 280px;
left: 10px; ">...</div> ,ytop: 300 ,done: true ,first: true ,hilite: hilite-blue )
  result: {e: $(".bus") ,
    p: {top: 580 ,left: 10 } ,
    o: {duration: 184 ,begin: begin, complete: complete} }
  tableauPlay( 0,0,0,7,cf ):

RunSequence [object Object]

  dec():
  move():
hint()
gray()

```

```

-----
'.icon'.on('click').eq( 4 )
  setSolved( false ):
  layout()
  shuffle (demo)=
  gameno: 16242
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  setupLayout()
  addEvents()
  tableauInit():
  setSolved( undefined ):
  gray()
  hint()
-----
'.icon'.on('click').eq( 6 )
  removehighlight(extra)
  message(sep)
  xhrrequest(msg, flag)
  xmlhttp.onreadystatechange() 1 0
  xmlhttp.onreadystatechange() 2 200
  xmlhttp.onreadystatechange() 3 200
  xmlhttp.onreadystatechange() 4 200
  trimLists():
  setSolved( true ):
  hint()
  move():
-----
'.icon'.on('click').eq( 3 )
  inc():
  move():
  redo()
  get():
  buildSeq( q = Object {entry: Array[2], auto: false, frwd: true, done: false, first: true} )
  calc(entry)
  return k: {src: 5H,4S ,dst: <div class="img cascades" style="background-position: 65% 80%; top:
280px; left: 120px; ">...</div> ,idx: 7 ,delta: 241 }
  speed(k, q)=
  beginFactory( #5H, #4S )
  completeFactory(dst: <div class="img cascades" style="background-position: 65% 80%; top: 280px;
left: 120px; ">...</div> ,ytop: 350 ,done: false ,first: true ,hilite: hilite-blue )
  result: {e: $(".bus") ,
    p: {top: 630 ,left: 120 } ,
    o: {duration: 192.8 ,begin: begin, complete: complete} }
  tableauPlay( 3,6,1,8,cc ):
  tableauPlay( 3,7,1,9,cc ):
  isKings():
  buildSeq( q = Object {entry: Array[1], auto: true, frwd: true, done: false, first: false} )
  calc(entry)
  return k: {src: AS ,dst: <div class="img homecell" style="background-position: 65% 60%; top:
120px; left: 780px; "></div> ,idx: 0 ,delta: 424 }
  speed(k, q)=
  beginFactory( #AS )
  completeFactory(dst: <div class="img homecell" style="background-position: 65% 60%; top: 120px;
left: 780px; "></div> ,ytop: 0 ,done: false ,first: false ,hilite: hilite-auto )
  result: {e: $(".bus") ,
    p: {top: 120 ,left: 780 } ,
    o: {duration: 169.60000000000002 ,begin: begin, complete: complete} }
  tableauPlay( 6,6,7,0,ach ):
  isKings():
  buildSeq( q = Object {entry: Array[1], auto: true, frwd: true, done: true, first: false} )
  calc(entry)
  return k: {src: AC ,dst: <div class="img homecell" style="background-position: 65% 20%; top:
120px; left: 560px; "></div> ,idx: 0 ,delta: 465 }
  speed(k, q)=
  beginFactory( #AC )
  completeFactory(dst: <div class="img homecell" style="background-position: 65% 20%; top: 120px;
left: 560px; "></div> ,ytop: 0 ,done: true ,first: false ,hilite: hilite-auto )
  result: {e: $(".bus") ,
    p: {top: 120 ,left: 560 } ,
    o: {duration: 186 ,begin: begin, complete: complete} }
  tableauPlay( 7,6,5,0,ach ):
  isKings():

$.Velocity.RunSequence( [object Object],[object Object],[object Object] )

  hint()
  move():
  gray()

```

```

-----
'.icon'.on('click').eq( 1 )
removehighlight(extra)
setupLayout()
  addEvents()
  tableauInit():
  setSolved( undefined ):
gray()
hint()
  move():
-----
'.icon'.on('click').eq( 6 )
removehighlight(extra)
  setSolved( false ):
hint()
-----
'.icon'.on('click').eq( 5 )
  setSpeed():
-----
'.icon'.on('click').eq( 0 )
removehighlight(extra)
  setSolved( false ):
layout()
  shuffle (demo)=
gameno: 363490422
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
  createDivs(cls, n, ofsLeft, ofsTop, imgwidth, imgHeight, ft, fl, bpx, bpy)=
setupLayout()
  addEvents()
  tableauInit():
  setSolved( undefined ):
gray()
hint()

```