

const Ez		
Public properties		
rad	float	Math.PI / 180
grad	float	10 / 9
turn	float	1 / 360
defZero	array	arguments for Ez.toNumber() in array form
grThan0	array	
notNeg	array	
notZero	array	
okEmptyUndef	array	
		for Ez.toArray()
undefGrThan0	array	created for toNumber() in Pfactory.init()
undefNotZero	array	
defGrThan0	array	
defNotNeg	array	
intGrThan0	array	
intNotNeg	array	
x	integer	bitmasks for masking SVG viewBox attribute arguments they work for other properties too...
y	integer	
z	integer	
w	integer	
h	integer	
width	integer	
height	integer	
angle	integer	
		bitmask for SVG rotate()
Public methods		
is()	assigns a read-only property to an object in the format: isXXX	
readOnly()	assigns a read-only property to an object	
shallowClone()	returns a shallow clone of an object	
newArray2D()	returns a new 2D array, optionally filled	
swapDims()	swaps a 2D array's inner and outer dimensions	
clamp()	clamps a value between a min and a max	
comp()	complements a unit interval value = 1 - unit	
compIf()	conditional version of comp()	
unitOutOfBounds()	checks for out-of-bounds units in an array	
promise()	instead of Promise.withResolvers()	
initialCap()	returns a new string with the first character in upper case	
toCamel()	returns a camelCase string based on the arg supplied	
camelToKebab()	converts a camelCase string to kebab-case	
kebabToCamel()	converts a kebab-case string to camelCase	
kebabToSnake()	converts a kebab-case string to snake_case	
toSum()	preset callback for Array.prototype.reduce() to sum numbers	
toNumby()	soft numeric conversion, helps PBase and subclasses	
toNumber()	numeric conversion with lots of options	
toArray()	converts to an array from any number of types, many options	
toElement()	validates elements and converts string to element by id	
toElements()	converts to an array of elements	
defaultToTrue()	converts undefined to true and everything else to boolean	
noneToZero()	converts null to zero for Color.js coordinate arrays	
"Protected" methods		
_mustBe()	error & error message generating functions	
_mustBeErr()		
_cantBe()		
_cantBeErr()		
_cant()		
_cantErr()		
_only()		
_onlyErr()		
_mustAscendErr()		
_invalidErr()		
_isElmy()	validation functions	
_validObj()		
_validFunc()		
_join()	helps Func/Prop.prototype.join()	
_appendUnits()	validates as it applies string units to numbers	
_dims()	counts array dimensions up to 2, non-array = 0, undefined = -1	

