The purpose of image URL refs is to know when an image can be deleted from Firebase storage.

Update:

An increment or decrement to the count of an image URL is needed for every change to an entity that can be added/deleted/changed by a user. if an image appears 0 times in an entity when it previously appeared 1 or more times, a decrement to the count is given. If an image appears 1 or more times when it previously appeared 0 times, a decrement to the count is given. This rule applies to each of the following:

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| --- | --- | --- | --- |
| Number | Case | Test | Result |
| 1 | A new game is created | 1 increment to the count is given for every image included in the game | Passed |
| 2 | A game is saved with same name as a game that already exists | imgRefs in the old game and not in the new, get their counts decremented, and if at 0 the count and storage image are removed. imgRefs in the new game and not in the old, get their counts incremented. imgRefs in the old game that are also in the new remain the same. |  |
| 3 | Saving a piece with name that already exists, W img different, B img the same (and vice-verca) | W decremented, B incremented | Passed |
| 4 | Saving a piece, W & B the same image | Shared image incremented once | Passed |
| 5. | Saving a piece with name that already exists, both images the same | Count for both images remains the same | Passed |
| 6. | Saving a piece with name that already exists, both new images are different | Both the old image counts get decrement, both the new image counts get incremented | Passed |
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1. An image in the pool of uploaded sample images
2. A piece profile/definition
3. A saved game

*For example:* If the same image is used for both white and black versions of a piece, only 1 increment to the count is given. No matter how many times the same image appears in a game, only one increment to the count is given.