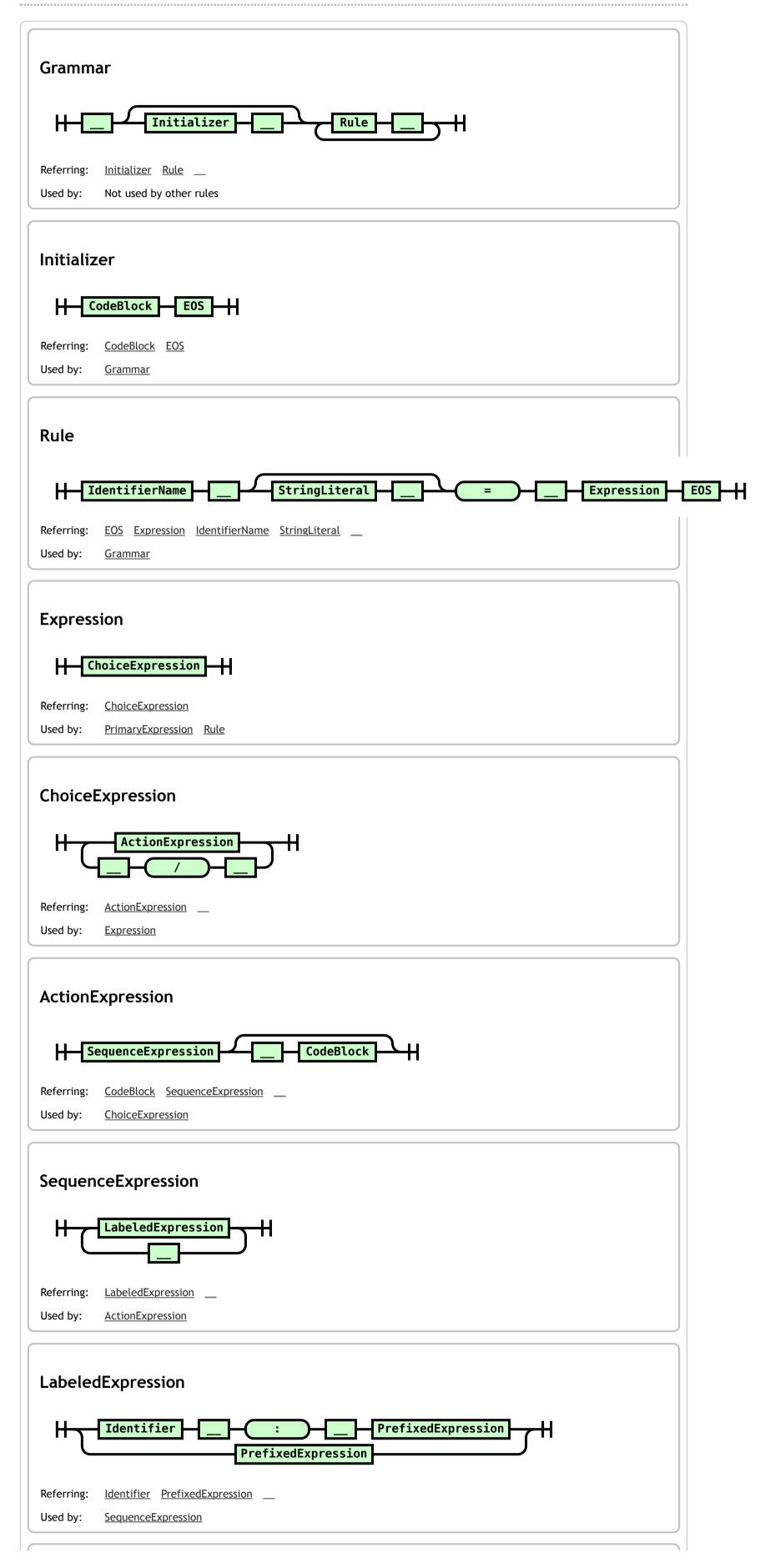
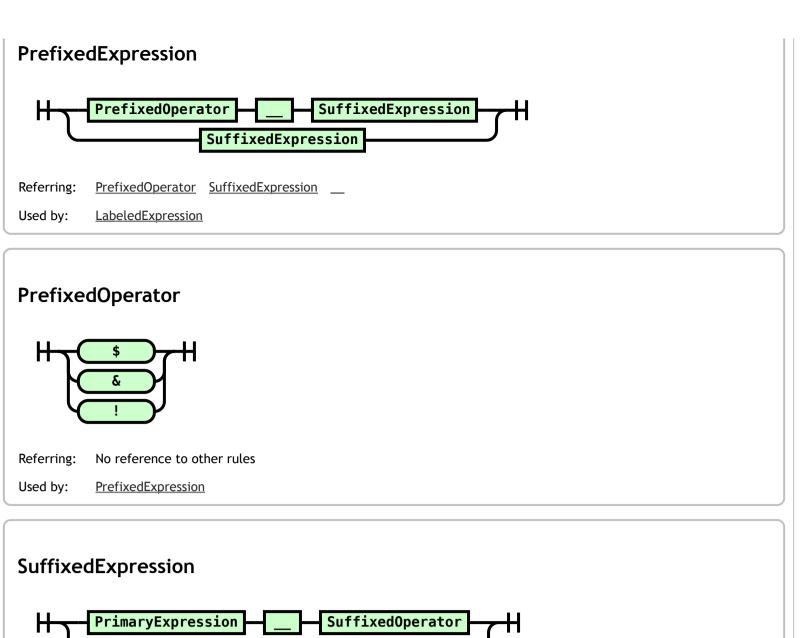


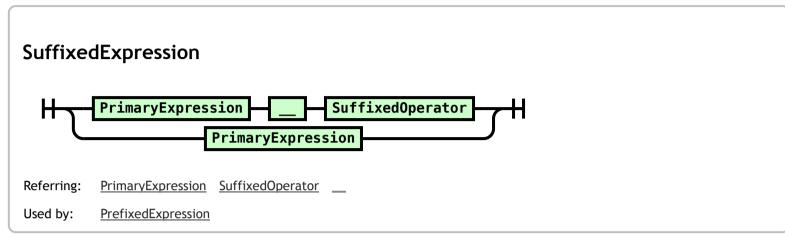
Micro Animation Language using PEG.js

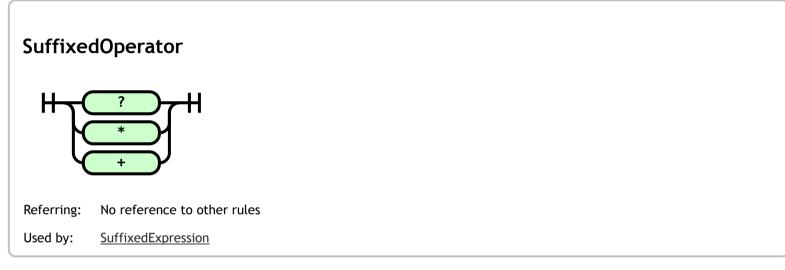
Home Workbench Syntax diagrams Testbench Documentation Development

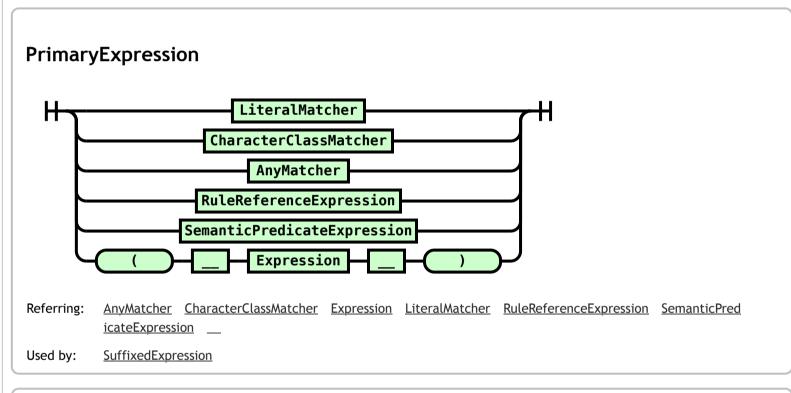
## Syntax diagrams

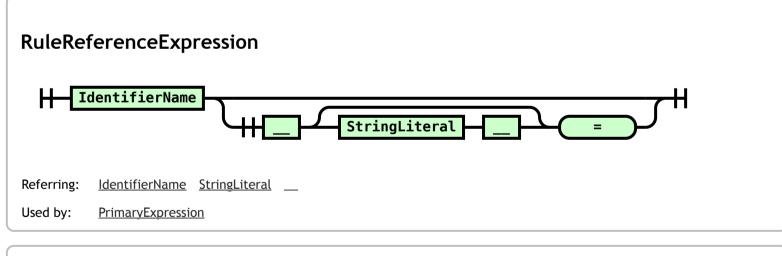


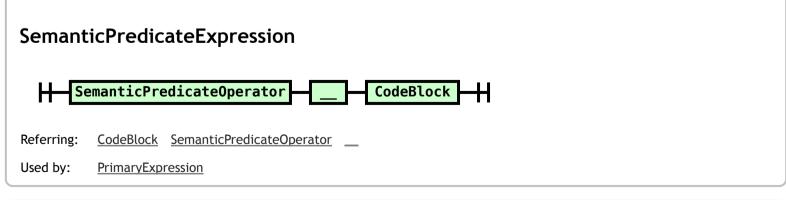


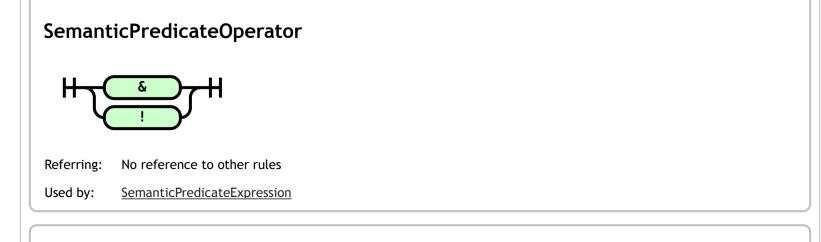




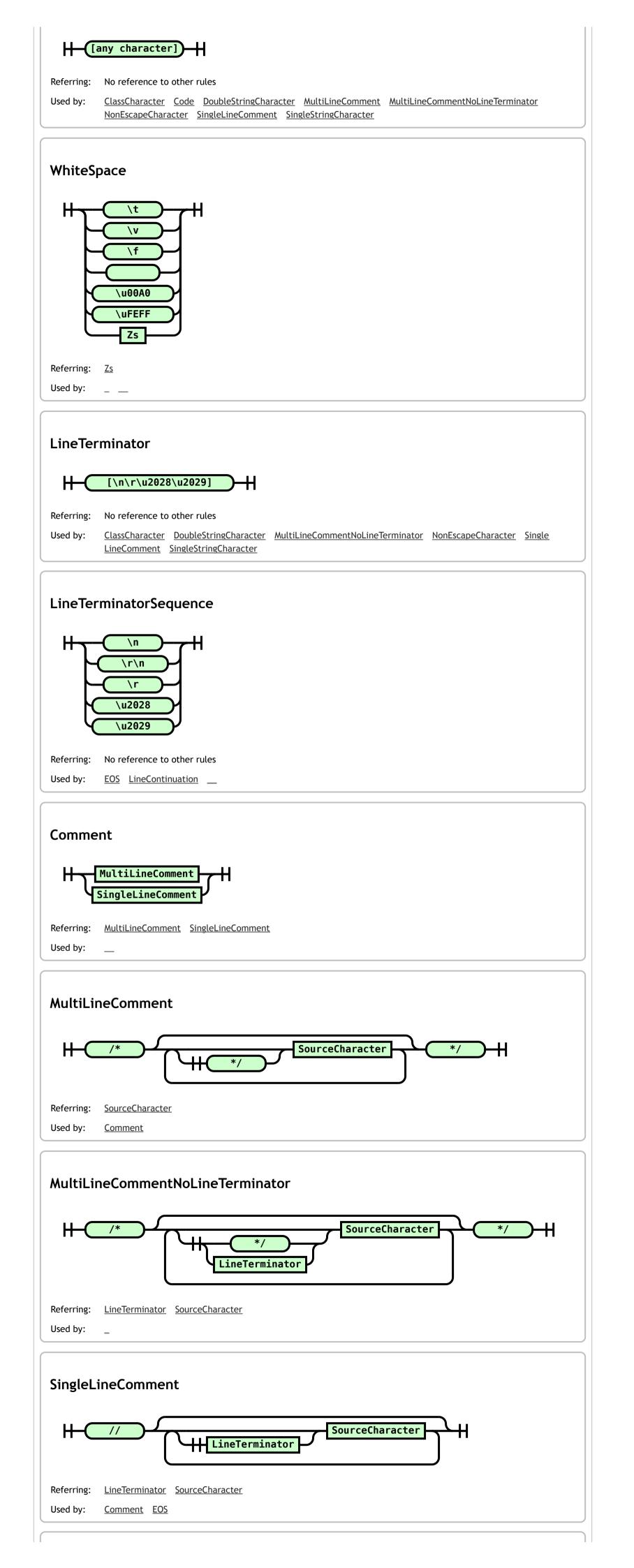


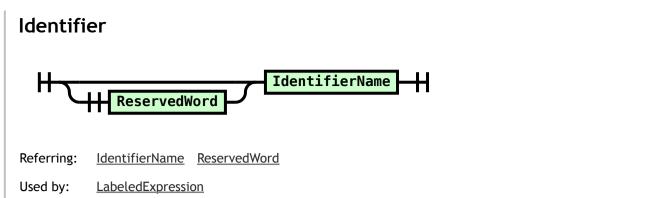


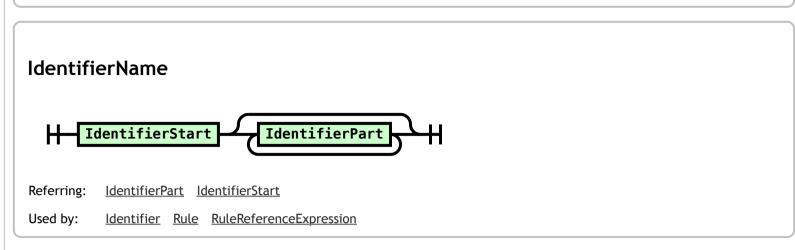


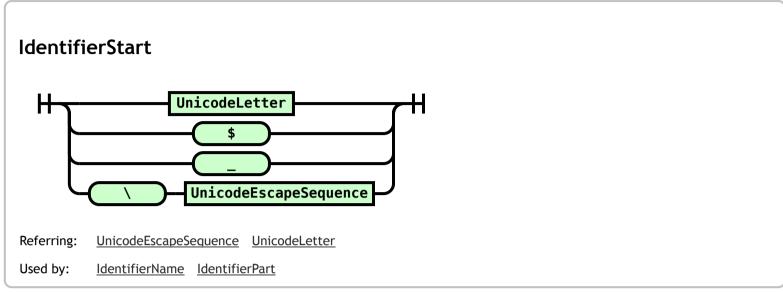


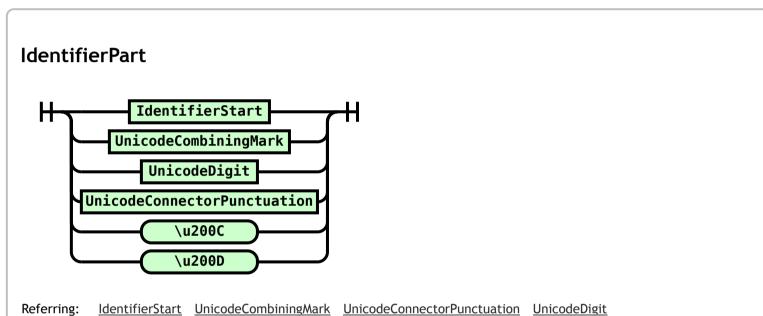
## SourceCharacter







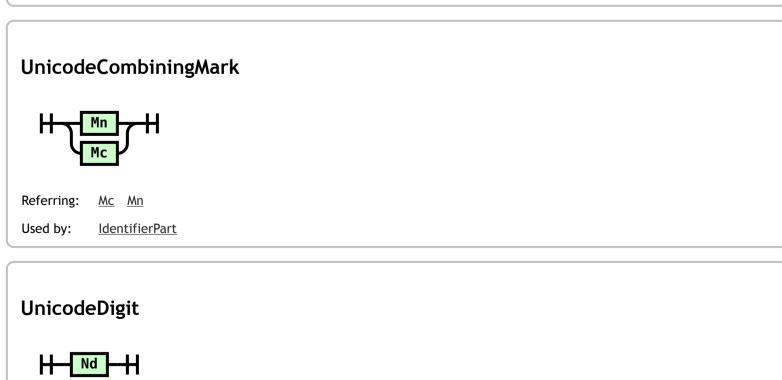




Used by:

BreakToken CaseToken CatchToken ClassToken ConstToken ContinueToken DebuggerToken DefaultT
oken DeleteToken DoToken ElseToken EnumToken ExportToken ExtendsToken FalseToken FinallyT
oken ForToken FunctionToken IdentifierName IfToken ImportToken InToken InstanceofToken New
Token NullToken ReturnToken SuperToken SwitchToken ThisToken ThrowToken TrueToken TryToke
n TypeofToken VarToken VoidToken WhileToken WithToken

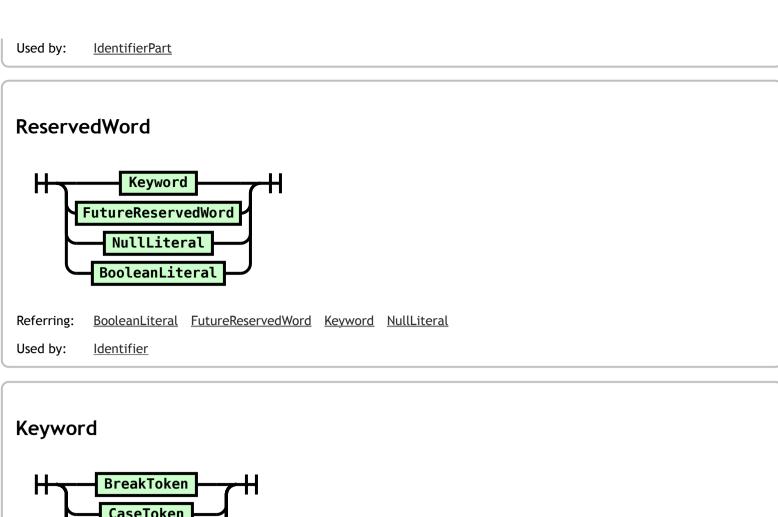


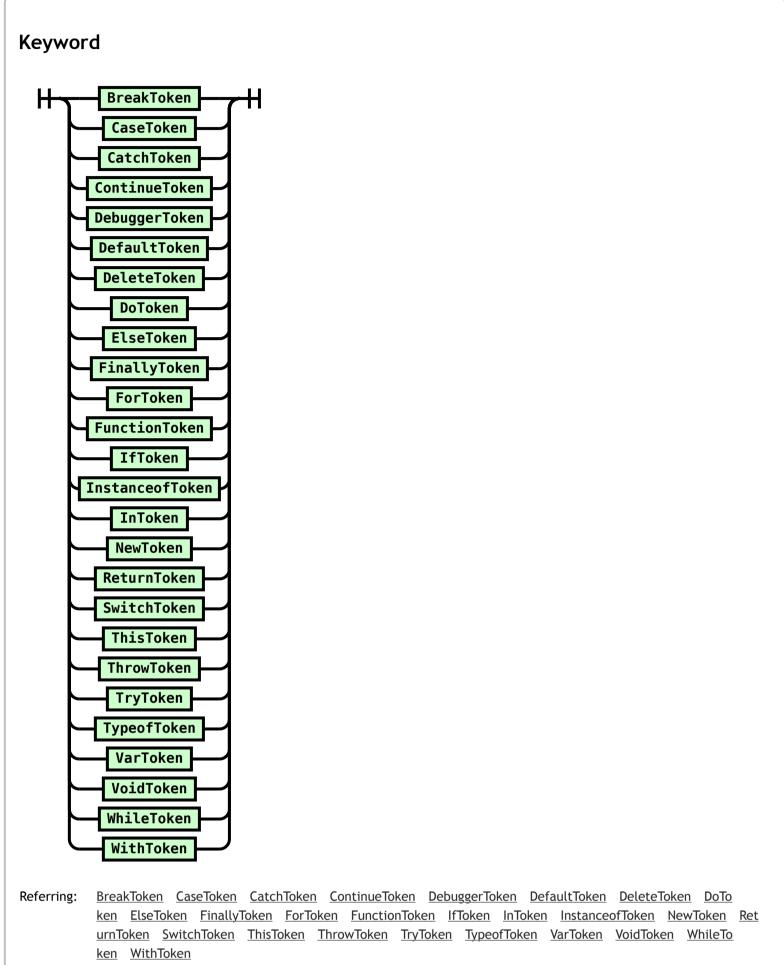




Referring: Nd

Used by: <u>IdentifierPart</u>



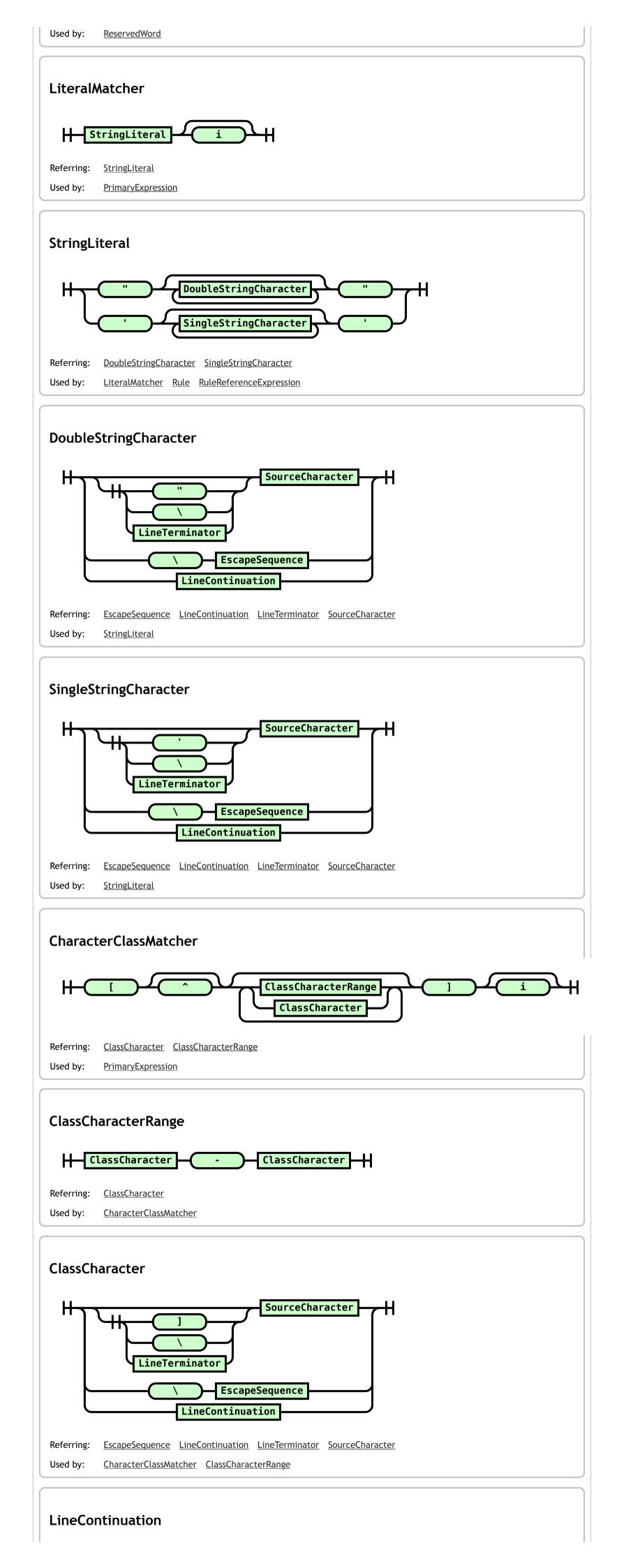


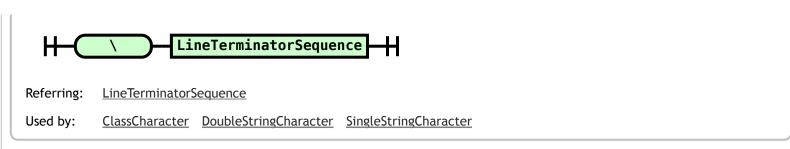


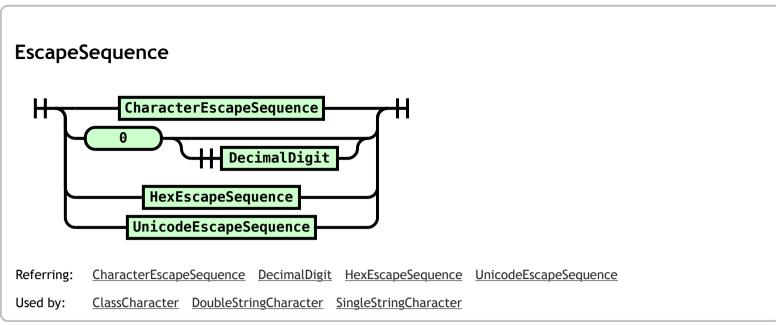


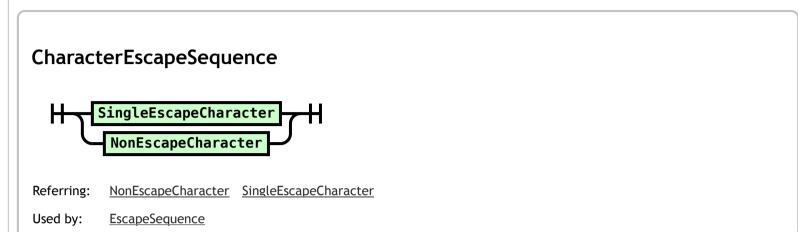


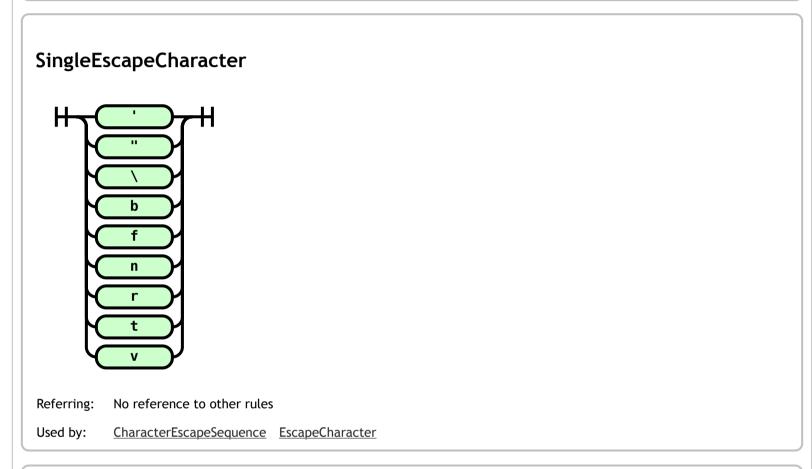


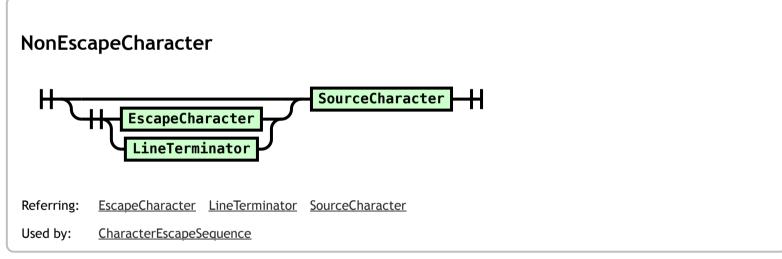


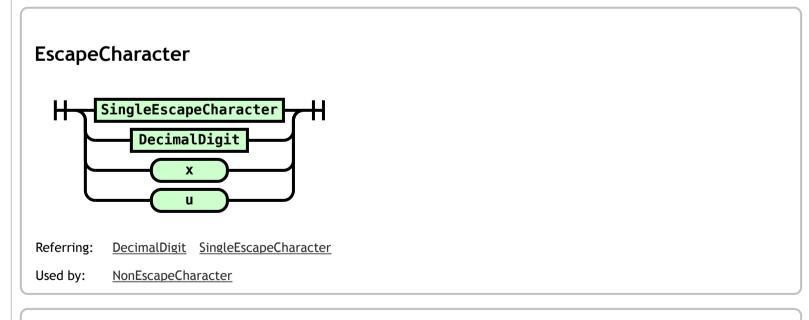


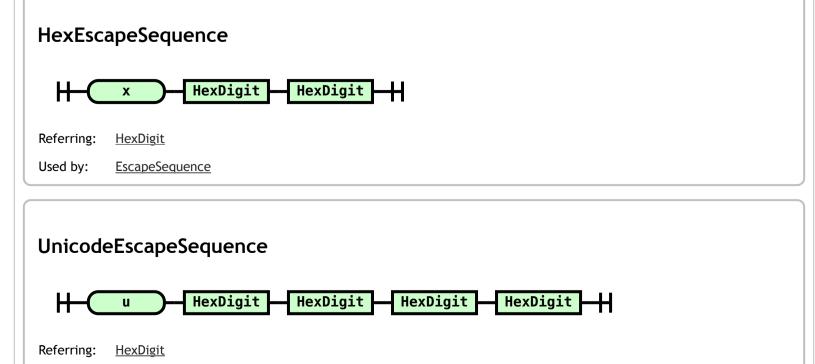






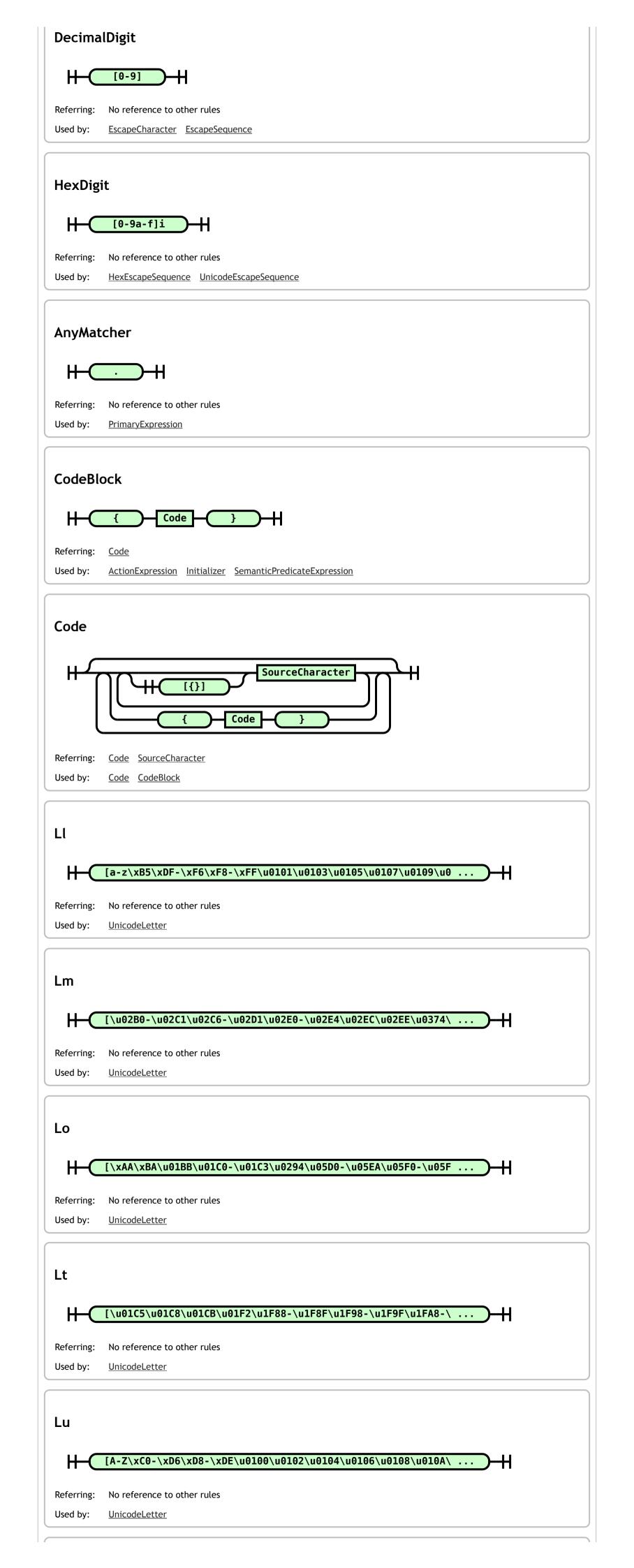






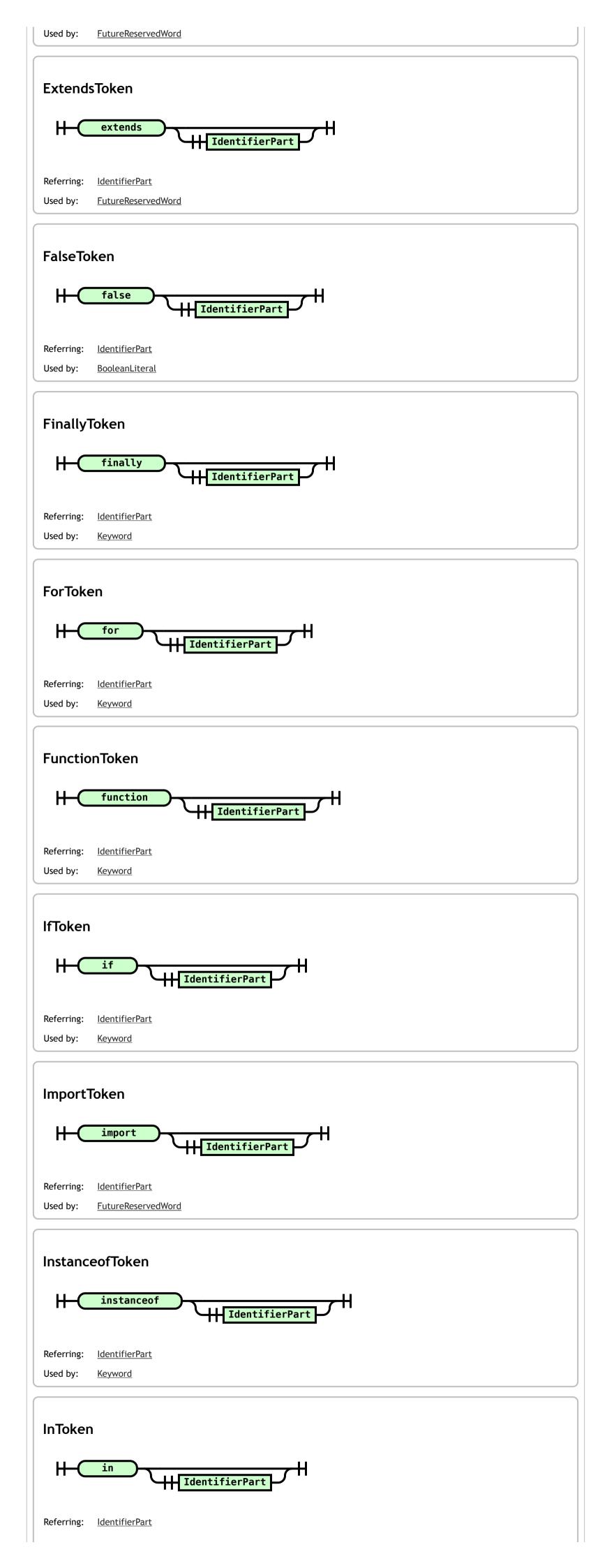
Used by:

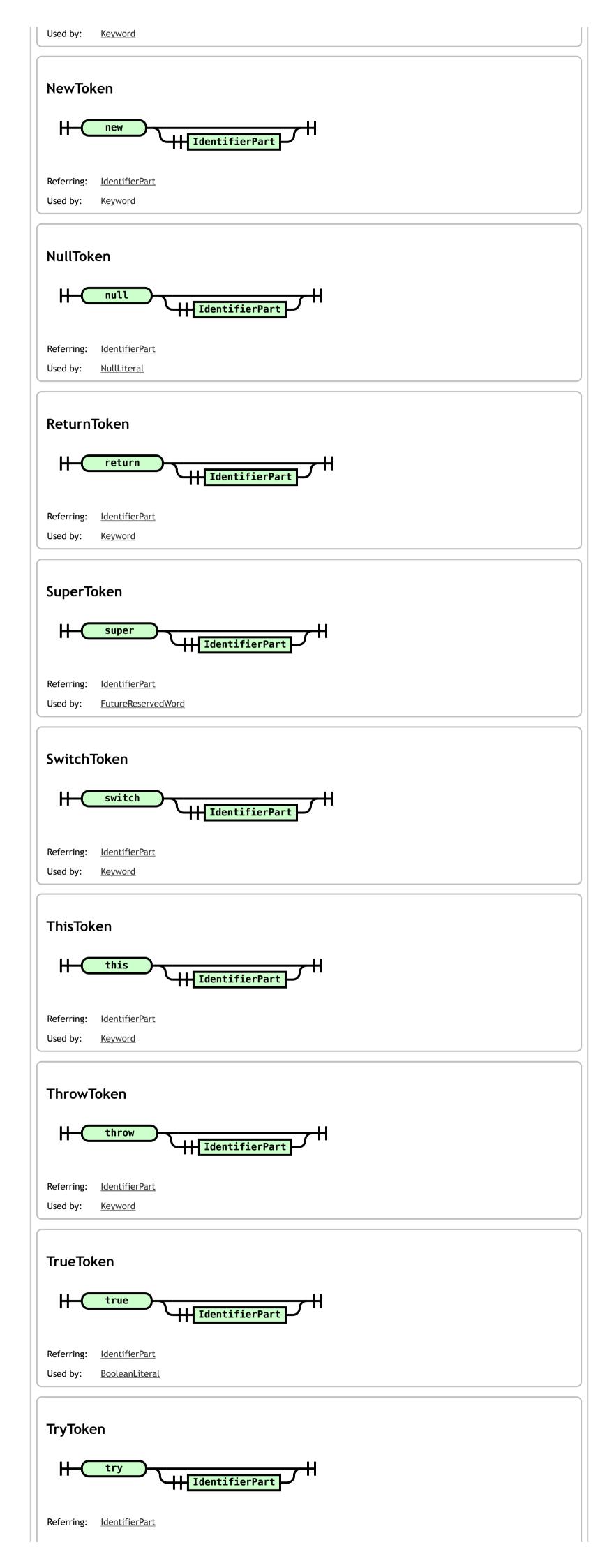
<u>EscapeSequence</u> <u>IdentifierStart</u>

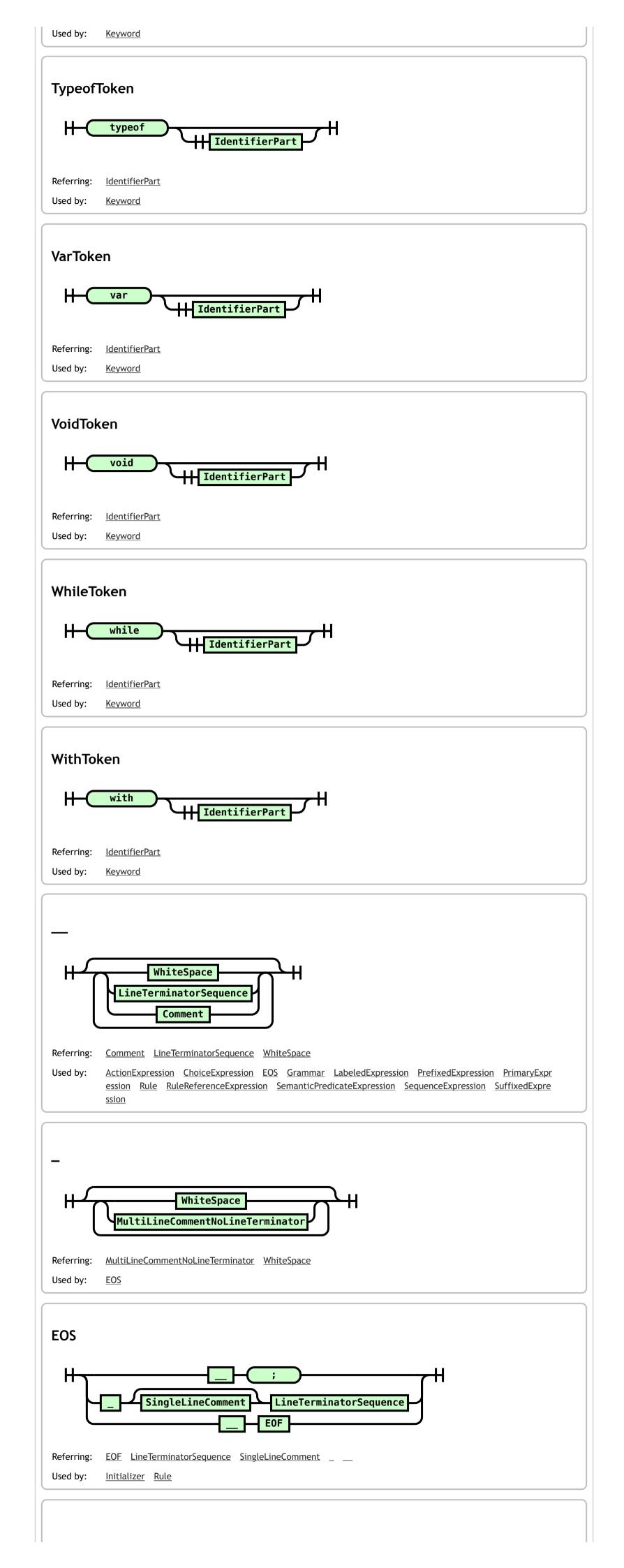














Copyright © 2010-2016 <u>David Majda</u> • <u>Source code</u>