

chessPrinter

Created by: peterdownie.ails to auto generate, working on a fixcom

Software Version: 2.41k

Greater Code Name: Atomic

Lesser Code Name: Neutron

Service Version: 1.09RC

Purpose

Use the generator to call this webservice. You need to set the pieces first. To do so you need to call `changePosition_fen` or `changePosition_array`. Once you have that set you can print out microboard. If you want to use the standard board, you need to have `css` set properly. To do that put the function `defaultStyle_header` in your head section. If you want to see the `css` and edit turn the text in the function to `TRUE`. You are print the board.

lowerText

technicalSpecifications

Noting at the moment

Main Methods

`__construct`
`board_output`
`changePosition`
`defaultStyle_header`

Method Details

`__construct`

| Used for testing a connection to the web service.

`board_output`

| *Parameter #0 [<required> \$board_type]*

Parameter #1 [<required> \$color]

Parameter #2 [<required> \$options]

Possible board_type = standard, micro

Needs pieces to be set

standard needs display values in header.

Micro and standard comments should be added here.

If board is standard, if you add an array element of withTitle to it, it will show titles

changePosition

Parameter #0 [<required> \$type]

Parameter #1 [<required> \$input]

Change position is changePosition_array and changePosition_fen combined to reduce learning curve.

if type = fen then you can supply the input of the fen

if type = array then input is an array of white and black

the array contains pieces of Ke1, Pa1, Pa2 etc.

defaultStyle_header

Parameter #0 [<optional> \$text = false]

Call this function in the head to get results that look like a chess game! You need to use this along with printWhite or PrintBlack

You can now get the text value by setting text to true

Method Technical Specifications

___construct

Returns an array of output being SUCCESSFULLY_CONNECTED and a status of NOMINAL

At one time you could use this to set the pieces but no more. You need to make sure you call changePosition_array or changePosition_fen

board_output

No technical specifications found

changePosition

No technical specifications found

defaultStyle_header

No technical specifications found