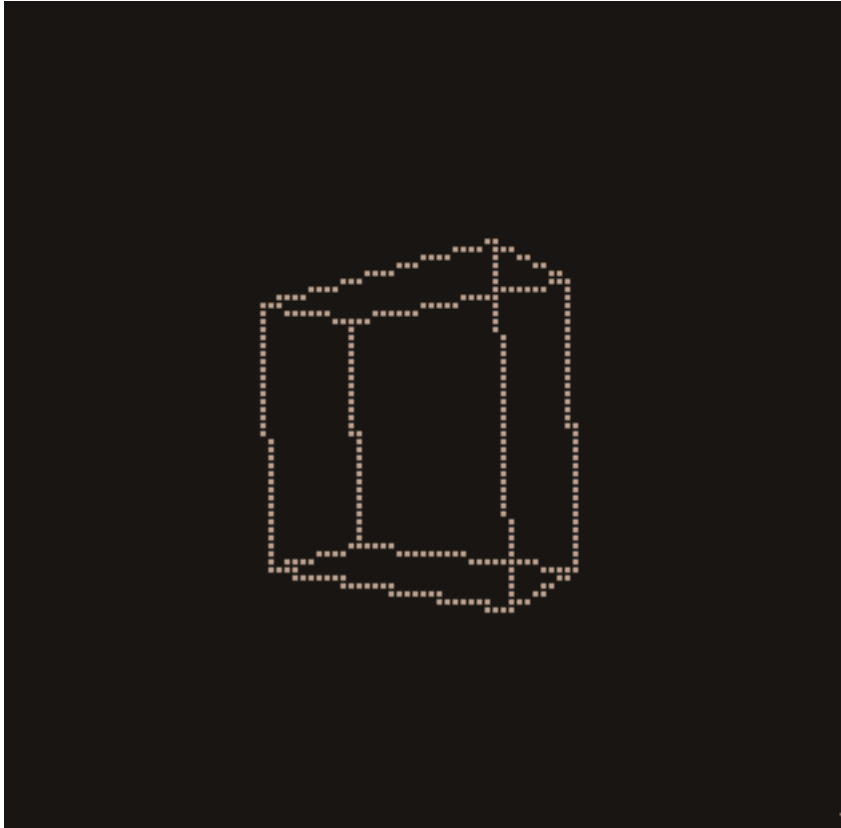

node-drawille build unknown

drawing in terminal with unicode braille characters. The idea is based on drawille by @asciimoo.



install

install the package with [npm](#):

```
1 $ npm install --save drawille
```

usage

See examples.

this module provides a very basic API only, for fancy things, like drawing lines, use another module, like [bresenham](#).

[drawille-canvas](#) provides HTML5 Canvas API for drawille.

api

Canvas(w, h)

Create a new canvas with the given dimensions. `w` must be multiple of 2, `h` must be multiple of 4. Uses `columns` & `rows` from `process.stdout` as default values for `w` and `h`.

canvas.set(x, y)

Draw point on `canvas` at the given position.

canvas.unset(x, y)

Delete point on `canvas` at the given position.

canvas.toggle(x, y)

Toggle point on `canvas` at the given position.

canvas.clear()

Clear the whole canvas (delete every point).

canvas.frame(delimiter)

return the current content of `canvas`, as a `delimiter`-delimited string. `delimiter` defaults to `\n`.

it uses braille characters to represent points, so every line has length of `w/2`, and the string contains `h/4` lines.

projects

- `vtop` uses it to draw CPU and memory usage charts in the terminal
- `datop` uses it to draw dat statistics
- `boscillate` uses it to draw `baudio` soundwaves in real-time

license

MIT