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// Bluff - A wrapper for the JavaScript Bluff Graphing package
// by neilw, 2009
//
// Version history:
//   0.5.0   20-Nov-2009   neilw   First beta version published

var errors = [];
var id = @id;

//*****
// Process options
//*****

// type
var type = $0 ?? $type;
var allowed_types = [
  /* "AccumulatorBar", */ "Area", "Bar", "Dot", "Line", "Mini.Bar",
"Mini.Pie", "Mini.SideBar",
  /* "Net",*/ "Pie", "SideBar", "SideStackedBar", /* "Spider",*/
"StackedArea", "StackedBar"
];
if (type is not str || !list.contains(allowed_types,type)) {
  if (type is not nil)
    let errors .= [ "invalid graph type '".type.''; allowed types
are "..string.join(allowed_types,", ") ];
  let type = "Line";
}
// types which require single datum per series: Pie, Mini.Pie

// size
var size = $1 ?? $size;
if (size is num) let size = [ size, size*(3/4) ];
if (size is not list || #size != 2 || size[0] is not num || size[1] is
not num || size[0] <= 0 || size[1] <= 0) {
  if (size is not nil) let errors .= [ "size must be a list of
positive numbers" ];
  let size = [ 400, 300];
}

// theme
var theme = $2 ?? $theme;
var allowed_themes = [ "keynote", "37signals", "rails_keynote", "odeo",
"pastel", "greyscale" ];
if (theme is not str || !list.contains(allowed_themes, theme)) {
  if (theme is not nil)
    let errors .= [ "invalid theme '".theme.''; allowed themes are
"..string.join(allowed_themes,", ") ];
  let theme = "37signals";
}
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// data
var data = $3 ?? $data;
if (data is not list) {
  if (data is not nil) let errors .= [ "data must be a list of maps" ];
  let data = [];
}

// title
var title = $4 ?? $title;
if (title is not str) {
  if (title is not nil) let errors .= [ "title must be a string" ];
  let title = "";
}

// labels
var labels = $5 ?? $labels;
if (labels is not list && labels is not map) {
  if (labels is not nil) let errors .= [ "labels must be a list or
map" ];
  let labels = {};
}
if (labels is list)
  let labels = { (i):labels[i] foreach var i in num.series(0,#labels-1)
where labels[i] is not nil };

// y
var y = $6 ?? $y;
if (y is not map) {
  if (y is not nil) let errors .= [ "y must be a map" ];
  let y = {};
}

//*****
// Output the HTML/Javascript
//*****
<html>
<head>
<script type="text/javascript" src="http://developer.mindtouch.com/@api/
deki/files/4948/=excanvas.js" ></script>;
<script type="text/javascript" src="http://developer.mindtouch.com/@api/
deki/files/4949/=js-class.js" ></script>;
<script type="text/javascript" src="http://developer.mindtouch.com/@api/
deki/files/4947/=bluff-min.js" ></script>;

<script type="text/javascript"> "
Deki.$(document).ready(function($) {
  var g = new
Bluff.."..type.."('"..id.."','"..string.join(size,"x")..'");
  g.theme_"..theme.."();

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    g.title = '"..title.."';
";
// output the data
foreach (var d in data)
    "g.data("..json.emit(d.name??)"")..".."..json.emit(d.data).."(d.color
? ","..json.emit(d.color):"")..""); ";
// y axis parameters
if (y.inc is not nil) "g.y_axis_increment = ".. y.inc .. ";";
if (y.min is not nil) "g.minimum_value = "    .. y.min .. ";";
if (y.max is not nil) "g.maximum_value = "    .. y.max .. ";";
// resume script
"
    g.labels = " .. json.emit(labels) .. ";
    g.tooltips = true;
    g.draw();
});
" </script>
</head>
<body>
if (#errors) <div style="color:red">
    <strong> "ERRORS:" </strong>;
    <ul> foreach (var e in errors) <li> e </li>; </ul>;
</div>;
<canvas id=(id) width=(size[0] .. "px") height=(size[1] .. "px")>
</canvas>;
</body>
</html>

```