

SLIDE GALLERY



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El Condor – CONDOR INFORMATIQUE – Turin

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Conventions

Commands syntax, instructions in programming language and examples are with font COURIER NEW.

The optional parties of syntactic explanation are contained between [square parentheses] and the variable parties are in *italics*.

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1 Slide gallery

Slide gallery is a lean JavaScript object for create a gallery were the image transition can have some graphic effects.

1.1 Installation and use

Slide gallery is created by the function `slideGallery` contained in `gallery.js` script; it presuppose HTML 5 for the support of the `canvas` tag.

`slideGallery` function has an object as argument that contains the values necessary for the creation and management of the gallery.

The source must be included in the page, if there is a `js` directory this can be:

```
<script type='text/javascript' src='js/gallery.js'></script>
```

When the script is loaded it is created the object `gallery` which expose a function for create a gallery; this function is called with one argument, an object which contains the information like dimension, time of visibility, effect and obviously an array with the names of the images; except the file names of images, all information are optional.

```
<script type='text/javascript'>
var args = {"width":400,"Height":400,"duration":6000,"transition":2000,
            "effect":"fade","id":"divGallery",
            "images":[["img/TramVenaria.jpg","Tramway at Venaria castle"],
["img/Olimpo.jpg","Mount Olympus"],["img/ConteVerde.jpg",
["img/RabbitLake.jpg","Rabbit lake"],["img/Bukavu.png",
            "Bukavu and lake Kiwu"],["img/Burkina.png"]}
slideGallery.gallery(args);
</script>
```

1.2 Arguments

The key and the name of effects are indifferent to the case.

1.2.1 Images

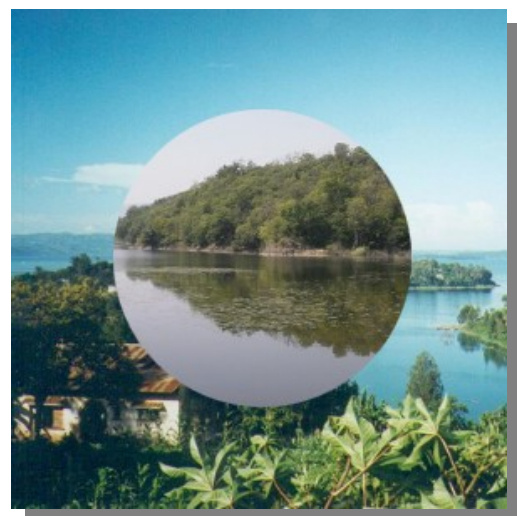
The argument `images` is a list of images in the server; if we want to add a title to the image the argument is an array of two elements formed by the name and title: `... , ["img/Bukavu.png", "Bukavu and lake Kiwu"], "img/Burkina.png", ...`

1.2.2 effect

This parameter indicate the graphic effect, the values can be one of:

- `no` no effect;
- `fade` the new image appears on the previous image;
- `page` is the effect of a book page turning;
- `tl-wipe` a top left replacement;
- `tr-wipe` a top right replacement;
- `c-wipe` new image grows into circular area;
- `l-wipe` new image enters from left;
- `r-wipe` new image enters from right.

The names are indifferent to the case.



1.2.3 duration

This parameter tells the time, in milliseconds, of the visualisation (unless it is indicated `manual` or `0`); it includes the transition time (in milliseconds) of the image with the `effect` indicated.

In case of manual use of gallery the canvas is inserted in a table which contains also the navigation arrows.

1.2.4 transition

This is the time in milliseconds of the transition from images; on the basis of 25 frames per second the function that makes the effect is activated every 40 milliseconds.

1.2.5 width, height

These parameters control width and height of the gallery; the ideal is to have images of the exact dimension, therefore the program fits the images on the values required, cropping or stretching or expanding if necessary.

1.2.6 Id

Is the id name of the container for the canvas; if omitted the canvas is appended to the body of the HTML page.

1.3 Manual usage

The passage from one image to the successive (or precedent one) can be manual, by imposing the argument `duration` to `manual` or `0`; in this case the canvas is inserted in a table which contains also the navigation arrows.

1.4 Other methods

The script contains also `stop` method and `restart` method.

1.5 Environment

HTML5 support of `canvas` tag

IE 9 support of `canvas`.

1.6 Technicalities

The canvas has the id composed by the `Id` argument plus `_canvas`; the table which contains the canvas and the navigation arrows has the id composed by the `Id` argument plus `_table` and the possible row whit title has the id composed by the `Id` argument plus `_title`.