

# Infinite Scrolling

```
<div id="content">
```

```
<div class="box1" style="background-color: rgb(131, 102, 158);"></div>
<div class="box1" style="background-color: rgb(83, 25, 135);"></div>
<div class="box1" style="background-color: rgb(143, 47, 34);"></div>
<div class="box1" style="background-color: rgb(85, 89, 153);"></div>
<div class="box1" style="background-color: rgb(51, 32, 119);"></div>
<div class="box1" style="background-color: rgb(131, 21, 95);"></div>
<div class="box1" style="background-color: rgb(50, 178, 230);"></div>
<div class="box1" style="background-color: rgb(219, 129, 113);"></div>
<div class="box1" style="background-color: rgb(77, 64, 115);"></div>
<div class="box1" style="background-color: rgb(226, 31, 180);"></div>
<div class="box1" style="background-color: rgb(137, 94, 128);"></div>
<div class="box1" style="background-color: rgb(44, 223, 249);"></div>
<div class="box1" style="background-color: rgb(104, 28, 176);"></div>
<div class="box1" style="background-color: rgb(7, 24, 89);"></div>
<div class="box1" style="background-color: rgb(111, 45, 48);"></div>
<div class="box1" style="background-color: rgb(174, 14, 60);"></div>
<div class="box1" style="background-color: rgb(140, 17, 160);"></div>
<div class="box1" style="background-color: rgb(107, 49, 64);"></div>
</div>
```

```
<div id="loader">
```

```

LOADING...
```

```
</div>
```

```
<script>
```

```
// init controller
```

```
var controller = new ScrollMagic.Controller();
```

```
// build scene
```

```
var scene = new ScrollMagic.Scene({
  triggerElement: ".dynamicContent #loader",
  triggerHook: "onEnter"
})
.addTo(controller)
.on("enter", function (e) {
  if (!$("#loader").hasClass("active")) {
    $("#loader").addClass("active");
    if (console) {
      console.log("loading new items");
    }
    // simulate ajax call to add content using the function below
    setTimeout(addBoxes, 1000, 9);
  }
});
```

```
// pseudo function to add new content. In real life it would be done through an ajax request.
```

```
function addBoxes(amount) {
  for (i = 1; i <= amount; i++) {
    var randomColor = '#' + ('000000' + (Math.random() * 0xFFFFFFFF << 0).toString(16)).slice(-6);
    $("<div></div>")
      .addClass("box1")
      .css("background-color", randomColor)
      .appendTo(".dynamicContent #content");
  }
  // "loading" done -> revert to normal state
  scene.update(); // make sure the scene gets the new start position
  $("#loader").removeClass("active");
}
```

```
// add some boxes to start with.
```

```
addBoxes(18);
```

```
</script>
```