

"LauncherZ" by iDangero.us

i DANGERO.US

Incredible Animated Ajax Based Solutions

**PREMIUM WEBSITE TEMPLATES
SCRIPTS & WORDPRESS PLUGINS**



LauncherZ

Usage Documentation

Premium Website Template by iDangero.us

Thank you for purchasing the this item! If you have any questions that are beyond the scope of this help file, please please feel free to contact us via our support ticket form [here](#).

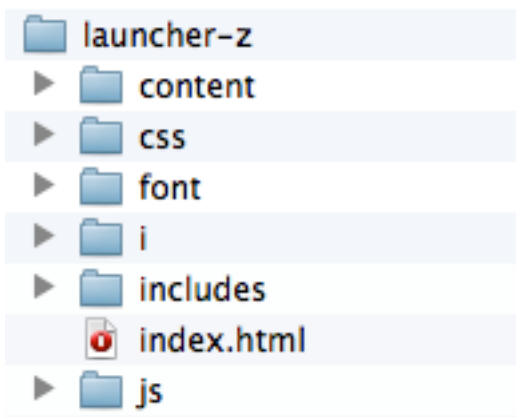
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1. About LauncherZ

LauncherZ is the premium Ajax based countdown HTML5 template developed by iDangero.us. It is designed for temporary usage until the main site is under construction. It comes with awesome animated clock with a countdown to the grand opening date, brief information about the main site (or company) and Ajax Contact form with validation and Google Map.

2. LauncherZ Files & Folders Structure



LauncherY files are located in the **launcher-y/** folder from the downloaded archive:

- **content**: in this folder there are .html files with popup pages.
- **css**: folder with a .css files
- **font**: folder with additional font used in this theme
- **i**: here you can find layouts images and icons used in this Template.
- **includes**: here are php files with "send-email" and "send-message" scripts.
- **js**: JavaScripts and PHP scripts used in this template
- and the main **index.html** in the root folder

3. Installation

To install LauncherZ template you have to copy all files & folders from the **launcher-z/** folder to your web-site root folder on the server (It could be a real server or local testing server).

4. Template Configuration

LauncherZ configuration is located in the beginning of **js/launcher-z.js** file. You can set here your Google Maps marker and location, configure background lights animation and launch date:

```
/*=====
  LauncherY Template Configuration
  =====*/
var lz = {
  //Count time to date
  date: '01.01.2014-00:00',
  onTimerStop : function(){},
  rotateLights : true,
  lightsDuration : 15000,
```

```
//Orbits enable/disable
orbits:true,

//Animated Blinking Colon
blinkingColon : false,

//Google Map
gm : {
    latitude : 55.7518,
    longitude : 37.6179,
    zoom : 11,
    mapElementID : "map_canvas",
    markerTitle : "LauncherZ Inc",
    bubbleHTML : "<strong>LauncherZ Inc</strong> <br/>"
                +"114 Second Lane Street, <br/>"
                +"344013 Rostov-na-Donu"
}
}
/*=====
End Of Configuration
=====*/
```

Let's look at this parameters more closely:

4.1 Set Up Launch Date

Set up your launch date in the following format:

date : 'DD.MM.YYYY-HH:MM'

- DD - day of the month. From 01 to 31
- MM - month. From 01 to 12
- YYYY - year. For example 2012
- HH - hours in 24-hours format. From 00 to 23
- MM - minutes. From 00 to 59

Important Note! You have to specify hours in UTC+0 timezone.

For example, you live in Los Angeles. Los Angeles timezone is UTC-7 hours. So if you want to set hours to 10 hours - you have to set it to 10+7= **17 hours**.

4.2 Google Maps

- **latitude** - latitude of the marker element, e.g. **52.4523**
- **longitude** - longitude of the marker element, e.g. **37.6179**
- **zoom** - default map zoom level
- **mapElementID** - ID attribute of the element with Google Map

- **markerTitle** - title of the marker, it will appear when you hover mouse on the marker
- **bubbleHTML** - HTML content of the Info Bubble. It will appear when you click on the marker

4.3 Animation settings

- **rotateLights** - set to false to disable background rotating lights
- **lightsDuration** - duration of lights animation (of 1 circle) in ms
- **orbits** - set to false to disable 3D "orbits" around seconds counter
- **blinkingColon** - set to true to enable blinking colon between minutes and seconds

4.4 onTimerStop

You can add onTimerStop callback - JavaScript function that will be executed after counter will count to target date.

```
....
onTimerStop: function() {
    alert('Its time!')
}
...
```

5. HTML Structure

Let's look at HTML structure of LauncherZ. Open index.html file:

5.1 Main Layout

```
<!DOCTYPE html>
<!--[if lt IE 7]>      <html class="no-js lt-ie9 lt-ie8 lt-ie7"> <![endif]-->
<!--[if IE 7]>         <html class="no-js lt-ie9 lt-ie8"> <![endif]-->
<!--[if IE 8]>         <html class="no-js lt-ie9"> <![endif]-->
<!--[if gt IE 8]><!--> <html class="no-js"> <!--<![endif]-->
<head>
    <meta charset="utf-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
    <title>LauncherZ - Premium Countdown Website Template</title>
    <meta name="description" content="">
    <meta name="viewport" content="width=device-width, initial-scale=1, maximum-
scale=1">
    <!-- Place favicon.ico and apple-touch-icon.png in the root directory -->
    <link rel="stylesheet" href="css/normalize.css">
    <link rel="stylesheet" href="css/launcher-z.css">
    <link rel="stylesheet" href="css/responsive.css">
    <script src="js/vendor/modernizr-2.6.2.min.js"></script>
</head>
<body class="gold">
    <div class="lights-wrap">
```

Site Title

Template's CSS stylesheets

```
<div class="lights">
  <div class="light"></div>
</div>
<div class="background"></div>
</div>
<div class="header">
  <div class="logo"></div>
  <ul class="nav">
    <li class="first"><a href="#" class="loadContent" data-content="content/
about.html">About LauncherZ</a></li>
    <li><a href="#" class="loadContent" data-content="content/
subscribe.html">Won't wait?</a></li>
    <li><a href="#" class="loadContent" data-content="content/
contacts.html">Contacts</a></li>
  </ul>
</div>
<div class="clock">
  <div class="title">Time To Launch</div>
  <div class="days numbers">
    <span></span>
    <b>Days</b>
  </div>

  <div class="hours numbers">
    <span></span>
    <b>Hours</b>
  </div>

  <div class="minutes numbers">
    <span></span>
    <b>Minutes</b>
  </div>

  <div class="seconds numbers">
    <span></span><span></span>
    <b>Seconds</b>
  </div>

  <div class="clearfix"></div>
</div>
<div class="footer">
  <div class="copy">&copy; 2012 LauncherZ. All Rights Reserved </div>
  <div class="social">
    <a class="tw" target="_blank" href="http://twitter.com/idangerous"></a>
    <a class="fb" target="_blank" href="http://facebook.com/idangero.us"></a>
    <a class="mail loadContent" href="#" data-content='content/contacts.html'></a>
  </div>
</div>
<div class="popup-layer"></div>
<div class="popup">
  <div class="popup-close">x</div>
  <div class="popup-content"></div>
</div>
<!-- Scripts -->
<script src="//ajax.googleapis.com/ajax/libs/jquery/1.8.1/jquery.min.js"></script>
<script>window.jQuery || document.write('<script src="js/vendor/jquery-1.8.1.min.js"></script>')</script>
<script src="js/plugins.js"></script>
<script src="js/launcher-z.js"></script>
```

Layer with background lights

Header

Logo

Navigation menu

Footer. Put your copyrights here

Semi-transparent black popup layer

Content of the page/file will be loaded inside of "popup-content" DIV

Template's JavaScripts


```
</body>  
</html>
```

Let's look at some "blocks" more closely:

5.2 CSS Files

There are three CSS files used in this Template. You can find css attachment in the HEAD section of index.html file. By default they are located in the **css/** folder. You can easily change the path or filename in the href attribute of LINK tag.

launcher-z.css - this file contains all general layouts for the template. It is separated into different sections. If you would like to edit a specific section of the site, simply find the appropriate section in the CSS file, and then scroll down until you find the appropriate style that needs to be edited.

responsive.css - this file contains styles modification for different screen resolutions. It contains three types of rules: for devices with a width less than

- 600px in width,
- 480px in width (like iPhone in landscape mode),
- 320px in width (like iPhone in portrait mode)

5.3 Menu

```
<ul class="nav">  
  <li class="first"><a href="#" class="loadContent" data-content="content/  
about.html">About LauncherZ</a></li>  
  <li><a href="#" class="loadContent" data-content="content/  
subscribe.html">Won't wait?</a></li>  
  <li><a href="#" class="loadContent" data-content="content/  
contacts.html">Contacts</a></li>  
</ul>
```

As you can see it is a pretty clear. It contains simple links to the specific pages. Learn more about why to use DATA-CONTENT attribute instead of HREF attribute and how it works in **Chapter 6**.

5.4 About Page

About Page HTML is located in "**content/about.html**" file.

```
<!--Page Title-->
<h1>About LauncherZ</h1>

<!-- Page HTML -->
<p><strong>LauncherZ</strong> is the premium Ajax based countdown HTML5 template
developed by <a target="_blank" href="http://www.idangero.us">iDangero.us</a>. It
is designed for temporary usage until the main site is under construction. It
comes with awesome animated clock with a ....
```

5.5 JavaScripts

LauncherZ template uses 4 JavaScript files

Attachment of JavaScript files can be found in the HEAD section and in the end of index.php file:

```
<script src="js/libs/modernizr-2.6.2.min.js"></script>
<script src="js/libs/jquery-1.8.1.min.js"></script>
<script src="js/plugins"></script>
<script src="js/launcher.js"></script>
```

modernizr-2.6.2.min.js - Modernizr is an open-source JavaScript library that helps you build the next generation of HTML5 and CSS3-powered websites. More information can be found at <http://modernizr.com/>

jquery-1.8.1.min.js - jQuery is a fast and concise JavaScript Library that simplifies HTML document traversing, event handling, animating, and Ajax interactions for rapid web development. More information can be found at <http://jquery.com/>

plugins.js - JavaScript file with a couple of useful JS plugins used in template

launcher-z.js - is the custom script used for template configuration, animation, effects and Ajax requests. You can learn more about jQuery methods used here (fadeOut(), fadeIn(), fadeTo(), animate(), jQuery.get(), html(), delay(), hover() etc.) by visiting this [jQuery Documentation](#) Site.

6. Inner Linking & Popups

As mentioned above the LauncherZ is totally Ajax based template. So here are some things we need to know about pages (and files with pages HTML content) structure before we learn the HTML content and how the linking works here.

1. Path to HTML (or PHP) file (page) with HTML content should be specified in "**data-content**" attribute, not in HREF attribute of the link.
2. If you want to open new page in Popup (like Contacts) on demo page, you need to add "**loadContent**" class to link.

Here is an examples:

We want to open "About LauncherZ" page which is located in content/about.html file. We want to open it in Popup. We should use the following formatting for link:

```
<a href="#" data-content="content/about.html" class="loadContent">About  
LauncherZ</a>
```

7. Color Themes

LauncherZ comes with 5 color variations. To change color theme all you need is to change class of BODY element:



```
<body class="gold">
```



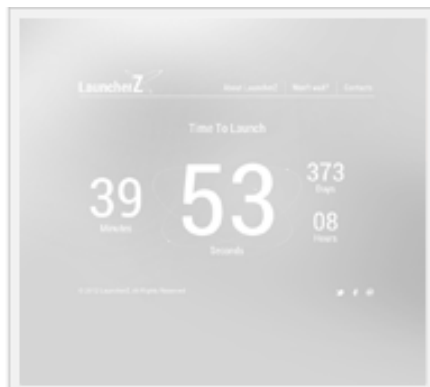
```
<body class="black">
```



```
<body class="dark-blue">
```



```
<body class="inverse">
```



```
<body class="white">
```

So all you will need is to pick the theme you like and add appropriate class to the BODY element.

8. Ajax Contact Form & Subscription Form

8.1 Contact Form

HTML content of the Contact form is located in content/contacts.html file:

```
<!-- Contacts Form -->
<div class="col-half">
  <h1>Contacts</h1>
  <form class="contacts">
    <p>You can contact us using the following contact form:</p>
    <p><input type="text" value="Your name..." class="default" id="name"
  </p>
    <p><input type="text" value="Your Email..." class="default" id="email"
  </p>
    <p><input type="text" value="Subject..." class="default" id="subject"
  </p>
    <p><textarea id="message" class="default" >Message...</textarea></p>
    <p><a href="#" class="button">Send Message</a></p>
  </form>
</div>

<!-- Google Map and Contacts-->
<div class="col-half last">
  <h1>How To Find Us</h1>
  <p style="font-weight:bold">LauncherY Inc</p>
  <p>Work: +7-900-190-0000<br />
    Fax: +7-900-190-0000<br />
    Email: demo@idangero.us</p>
  <div class="map_canvas">
    <div id="map_canvas"></div>
  </div>
</div>
<div class="clearfix"></div>
```

After you click on the "Send Message" button script will check all required fields (email and message) and if everything is correct it will send Ajax request to php script which will send email message to the specified e-mail address.

Let's look at this script more closely. It is located in **includes/send-message.php** :

```
<?php
if (isset($_GET['email'])) $email = $_GET['email'];
else {
    header('Location: ../');
    exit();
}

if (isset($_GET['name'])) $name = $_GET['name'];
if (isset($_GET['subject'])) $subject = $_GET['subject'];
```

```
if (isset($_GET['message'])) $message = $_GET['message'];

$mail_to = "demo@idangero.us"; //change this email to yours
$message = stripslashes($message);
$headers = "From: ".$name." <".$email.">\r\n";
$headers .= "Reply-To: ".$email."\r\n";
$headers .= "X-Mailer: PHPMailer".".\r\n";
$headers .= "Content-Type: text/plain; charset=\"utf-8\"";
if (mail($mail_to, $subject, $message, $headers)) {
?>

<div class="mail-sent">
    Thanks! Your message has been successfully sent!
</div>
<?php
    }
else {
?>
<div class="mail-error">
    Error Occurred! Try again later.
</div>
<?php
    }
?>
```

8.2 Subscription Form

Subscription form HTML is located in "content/subscribe.html" file.

```
<!--Page Title-->
<h1>Subscribe</h1>

<!-- Page Content -->
<p>Give us your email address and we will inform you when our site will open.
Don't worry we do not send spam</p>
<div class="subscribe">
    <input type="text" placeholder="Your e-mail..." class="text">
    <a class="button" href="#">Send E-mail</a>
    <div class="clearfix"></div>
</div>
```

After you visitor leaves his email and press "Send E-mail" button Java Script sends Ajax request to 'includes/send-email.php' file which sends visitor's email to you. Let's look at this file more closer:

```
<?php
if (isset($_GET['email'])) $email = $_GET['email'];
else {
    header('Location: ../');
    exit();
}

$mail_to = "demo@idangero.us"; //change this email to yours
$subject = "LauncherZ Subscription"; // Change message subject
$message = "
```

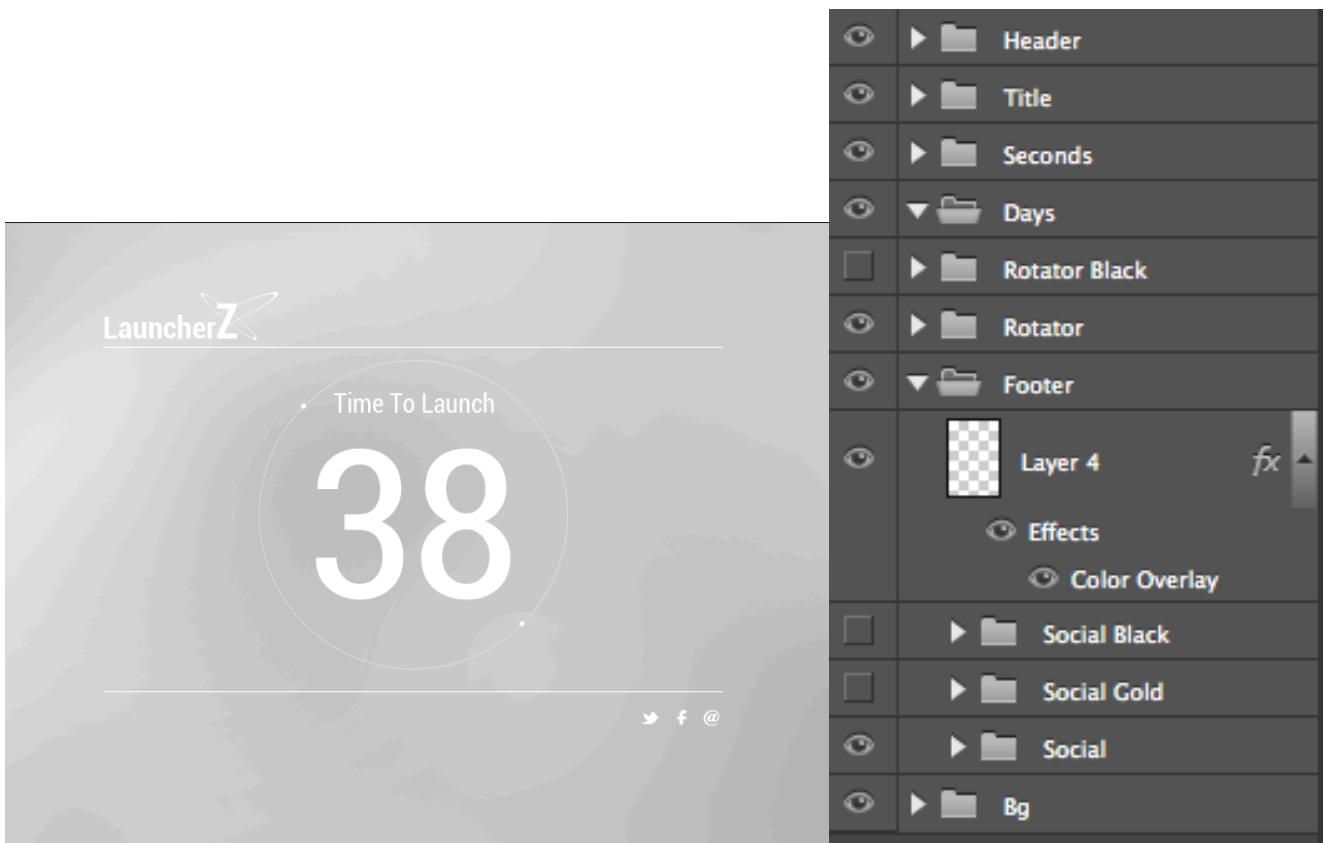
```
New Launcher's visitor want to know when the site will be opened.
His email: $email
";
$headers = "From: ".$email."\r\n";
$headers .= "Reply-To: ".$email."\r\n";
$headers .= "X-Mailer: PHPMailer"." \r\n";
$headers .= "Content-Type: text/plain; charset=\"utf-8\"";
if (mail($mail_to, $subject, $message, $headers)) {
?>
<!-- Visitor will see this message if the mail will be successfully sent -->
<div class="mail-sent">
    Thanks! Your email has been successfully sent!
</div>
<?php
    }
else {
?>
<!-- Visitor will see this message if the mail will not be sent -->

<div class="mail-error">
    Error Occurred! Try again later.
</div>
<?php
    }
?>
```

9. PSD Files & Structure

There are **one** layered **psd** files comes with the **LauncherZ** template. You can locate it into **psd/** folder from the downloaded archive. Using this file you can easily redesign template and every its element, or to create your own color theme. To edit them file you'll need an Adobe™ Photoshop™ (Recommended is CS5 or higher version)

Here is **launcher-z.psd** file.



All layers in this file are well organized and easy to understand and redesign.

10. Licensing Terms

Regular License (RL)

RL gives you as a customer non-exclusive & non-transferable right to use the product you've bought, in this case is the **LauncherZ** (further "**Item**")

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2. You can use the **Item** by itself or it's also possible to apply it in other project you work at.
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