XXX

P. Baillehache

November 3, 2017

Contents

1	jscaroussel.js			
2 jscaroussel.css			2	
3	Usa	${ m ge}$	2	
	3.1	index.php	2	
	3.2	index.js	3	
	3.3	index.css	6	
	3.4	index.css	7	

Introduction

JSCarousel is a JavaScript library to create a carousel of pictures on a web-page.

You can have a look at JSCarousel here: http://www.bayashiinjapan.net/Carousel01/

JSC arousel has one external dependancy: JQuery which can be found here: $\label{eq:jquery.com/download/} here: https://jquery.com/download/$

- 1 jscaroussel.js
- 2 jscaroussel.css
- 3 Usage

3.1 index.php

```
<?php
  // ----->
  // Start the PHP session
 session_start();
 // Ensure no message will interfere with output
 ini_set('display_errors', 'Off');
 error_reporting(0);
 \ensuremath{//} Turn on display of errors and warning for debug
 ini_set('display_errors', 'On');
 error_reporting(E_ALL ^ E_WARNING);
 error_reporting(E_ALL | E_STRICT);
<!DOCTYPE html>
<html>
 <head>
    <!-- Meta -->
    <meta content="text/html; charset=UTF-8;">
    <meta name="viewport"</pre>
     content="width=device-width, initial-scale=1, maximum-scale=1">
    <meta name="description" content="JSCarousel" />
    <meta name="keywords" content="JSCarousel" />
    <!-- Icon -->
    <link rel="icon" type="image/x-icon"</pre>
      href="./Img/jscarousel.ico" />
    <!-- Include the CSS files -->
    <link href = "./index.css" rel = "stylesheet" type = "text/css">
    k href = "./jscarousel.css" rel = "stylesheet" type = "text/css">
    <!-- Include the JS files -->
   <script charset = "UTF-8" src = "./jquery.min.js"></script>
<script charset = "UTF-8" src = "./jscarousel.js"></script>
<script charset = "UTF-8" src = "./index.js"></script></script>
    <title>JSCarousel</title>
  <body onload = 'BodyOnLoad();'>
    <!-- Main div -->
    <div id = "divMain">
      <!-- Title div -->
      <div id = "divTitle">
        JSCarousel<br>
        <div id = "divSubTitle">
```

```
</div>
      </div>
      <!-- Main div -->
      <div id = "divJSCarousel">
      </div>
      <!-- Button div -->
      <div id = "divCmd">
        <input type = "button" onClick = "Prev();" value = "Prev">
        <input type = "button" onClick = "Play();" value = "Play">
<input type = "button" onClick = "Next();" value = "Next">
        <input type = "button" onClick = "Perspective();"</pre>
          value = "Perspective">
        <input type = "button" onClick = "Cylinder();"</pre>
          value = "Cylinder">
        <input type = "button" onClick = "Solid();"</pre>
          value = "Solid">
        <input type = "button" onClick = "Darken();"</pre>
          value = "Darken">
        <input type = "button" onClick = "Opacity();"</pre>
          value = "Opacity">
      </div>
      <!-- footer div -->
      <div id = "divFooter">
        Copyright <a href="mailto:Pascal@BayashiInJapan.net">
            P. Baillehache
        </a>, 2017.<br>
      </div>
    </div>
    <script type="text/javascript">
    </script>
  </body>
</html>
         index.js
3.2
/* ======= index.js ====== */
// ----- Global variables
var theJSCarousel = {};
var playing = 0;
// ----- OnLoad function
function BodyOnLoad() {
  try {
    // Create the image url array
    var folderImg = "./Img/";
    var nbImg = 10;
    var urls = new Array();
    for (var iImg = 0; iImg < nbImg; iImg += 1) {</pre>
      var id = ("00" + iImg).slice(-3);
```

```
urls[iImg] = folderImg + "/" + id + ".jpg";
    }
    // Create the JSCarousel entity
    var idParent = "divJSCarousel";
    var idJSCarousel = "divMyJSCarousel";
    var width = 800;
    var height = 512;
    var range = 2;
    var initImg = 0;
    var speed = 1;
    the JSC arouse = new JSC arouse 1 (id JSC arouse 1, id Parent, urls, nb Img,
     width, height, range, initImg, speed);
    // Set the tick function
    tickInterval = 2000; // millisecond
    window.setInterval(function(){
     Tick();
    }, tickInterval);
  } catch (err) {
    console.log("BodyOnLoad " + err.stack);
}
// ----- Function to move to the previous image
function Prev() {
    theJSCarousel.SetTarget(theJSCarousel._tgtImg - 1);
  } catch (err) {
    console.log("Prev " + err.stack);
// ----- Function to move to the next image
function Next() {
 try {
    theJSCarousel.SetTarget(theJSCarousel._tgtImg + 1);
  } catch (err) {
    console.log("Next " + err.stack);
// ----- Function to change to perspective mode
function Perspective() {
  try {
   theJSCarousel.SetPerspectiveMode();
  } catch (err) {
    console.log("Perspective " + err.stack);
}
// ----- Function to change to cylinder mode
function Cylinder() {
  try {
    theJSCarousel.SetCylinderMode();
  } catch (err) {
    console.log("Cylinder " + err.stack);
```

```
// ----- Function to change to solid mode
function Solid() {
 try {
    theJSCarousel.SetSolidEffect();
  } catch (err) {
    console.log("Solid " + err.stack);
// ----- Function to change to darken mode
function Darken() {
  try {
    theJSCarousel.SetDarkenEffect();
  } catch (err) {
    console.log("Darken " + err.stack);
// ----- Function to change to opacity mode
function Opacity() {
    theJSCarousel.SetOpacityEffect();
  } catch (err) {
    console.log("Opacity " + err.stack);
// ----- Function to play automatically
function Play() {
  try {
    if (playing == 0) {
     playing = 1;
    } else {
   playing = 0;
  } catch (err) {
    console.log("Play " + err.stack);
 }
}
function Tick() {
  try {
    if (playing == 1) {
      // If we haven't passed all the images
      // (go up to nbImg + range to slide til the last image disappears)
      if (theJSCarousel._tgtImg <</pre>
       theJSCarousel._nbImg + theJSCarousel._range - 1) {
        // Move to next image
       Next();
      \ensuremath{//} Else, we have passed all the images
      } else {
        // Restart from beginning
        // (start at -range to put have the first image appearing from
        // null at next step)
       theJSCarousel._curImg = -1 * theJSCarousel._range;
        theJSCarousel._tgtImg = theJSCarousel._curImg + 1;
   }
  } catch (err) {
```

```
console.log("Tick " + err.stack);
}
```

3.3 index.css

```
/* ======== index.css ====== */
body {
 background-color: #000000;
 color: #eeeeee;
#divMain {
 text-align: center;
  overflow: hidden;
#divTitle {
 text-align: center;
  font-size: 25px;
 margin: 10px;
#divSubTitle {
 text-align: center;
 font-size: 18px;
#divFooter {
 text-align: center;
 font-size: 15px;
 margin: auto;
 margin-top: 20px;
}
#divFooter a {
color: #ff0000;
}
#divJSCarousel {
 background-color: #aaaaaa;
  margin: auto;
 width: 900px;
 height: 522px;
 padding: 5px;
```

3.4 Example

