fConsole v1.1.1 - For touch devices and desktop browsers

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Demo: http://www.mouse-track.com/fConsole

Thank you for purchasing my plugin. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form.

Thanks so much!

This plugin contains a single file: fConsole-1.1.1.js

In order to use this plugin you will need the jQuery Library - *jQuery is a Javascript library that greatly reduces the amount of code that you must write*. If you don't have it you can download it from <u>here</u>. Just include this file in your project and that's it.

About fConsole plugin:
- Easy integration to any web project
- Cross browser
- Three nice color schemes
- Draggable & Resizeable (on touch too)
- Run JavaScript code & see the results
- Change settings in realtime
- Shortcuts & inline commands

Full Features List
- The default options explaind
  - hideHeader: false
    - default value: false
    - if is true – the console header will hide and will disable draggable option too
  - hideFooter: false
    - default value: false
    - if is true – the console footer will hide and you will nlonger be able trun Javascript code
  - className: null
    - default value: null
    - if is set - you can control the console from CSS - all inline style will be removed
  - width: "250px"
    - default value: "250px"
    - you can change this value with whatever size you need
  - minWidth: 0
    - default value: "0"
    - you can change this value with whatever size you need
  - maxHeight: "250px"
    - default value: "250px"
    - you can change this value with whatever size you need
  - position: "bottomLeft"
    - default value: "bottomLeft"
    - determine the start position of the console. Values that can be used are "topLeft" | "topRight" | "bottomLeft" | "bottomRight"
  - draggable: true
    - default value: true
    - if is true you can dragg the console arround your browsers or your touch device
  - opacity: 1
    - default value: 1
    - you can use this option tmake the console transparent or not. Values that can be used are from [0, 0.1, 0.2 ... 0.8, 0.9, 1].
  - fontSize: "12px"
    - default value: "12px"
    - you can change this value with whatever size you need
  - fontFamily: "monospace"
    - default value: "monospace"
    - you can change this value with whatever font you like
  - theme: "default"

- - default value: `"default"`
    - you can change it to `"default"` | `"clasic"` | `"light"` depend on what you like
  - `logJSErrors: true`
    - default value: `true`
    - if is true the console will show the Javascript erros that may occurr in your website
  - `zIndex: 2147483647`
    - default value: `2147483647`
    - you can change this value with whatever size you need
- Others
  - **very useful for environments who lack of a console eg. (mobile, tables - browsers) as well for desktop browsers**
  - you can dragg the console around the browser (works on touch devices too)
  - you can resize the console (works on touch devices too)
  - you can run JavaScript code from fConsole and see the results by pressing Enter Key or Exec button.
  - will log all JavaScript errors
  - on desktop browsers use "UP" or "DOWN" keys to access typing history
  - you can clear/minimize the console
  - available keyboard shortcuts:
    - alt + c - Open fConsole
    - alt + x - Close fConsole
    - alt + z - Minimize fConsole
    - alt + d - Clear fConsole
  - available inline commands:
    - /? or /help - will show all avaiable commands
    - /cls or /clear - Clear fConsole
    - /m or /min or /minimize - Minimize fConsole
    - /c or /close - Close fConsole
  - general Help Functions
  - you can access them like fConsole.fn.<function-name>
- How to use this plugin
  - Direct usage - will use default options

    ```
    $(document).ready(function () {
        fConsole.log("Hello!"); //simple message
        fConsole.log("Hello!", null, "#00FF00"); //message with custom BgColor
        fConsole.log("Hello!", null, "#00FF00", "#000"); //message with BgColor and TextColor
        fConsole.log(function() { return Date.now(); }, 1000); //message in realtime
    });
    ```
  - New object - using default options

```
$(document).ready(function () {
    //init console
    myConsole = new fConsole({
        hideHeader: false, //if is true - will disable draggable option
        hideFooter: false, //if is true - will no longer be able to run Javascript
code
        className: null, //if is set - you can control the console from CSS - all
inline style will be removed
        width: "250px",
        minWidth: 0,
        maxHeight: "250px",
        position: "bottomLeft", //topLeft | topRight | bottomLeft | bottomRight
        draggable: true,
        opacity: 1,
        fontSize: "12px",
        fontFamily: "monospace",
        theme: "default", //default | clasic | light
        logJSErrors: true, //will log JS errors
        zIndex: 2147483647
    });
    //myConsole.log method parameters
    //   first param - a string
    //   second param - interval - set in miliseconds
    //   third param - row background color
    //   four param - row text color

    myConsole.log("Hello!"); //simple message
    myConsole.log("Hello!", null, "#00FF00"); //mssage with custom BgColor
    myConsole.log("Hello!", null, "#00FF00", "#000"); //mssage withc custom BgColor
and TextColor
    myConsole.log(function() { return Date.now(); }, 1000); //message in realtime -
get time stamp at one second interval
});
```

- o Change fConsole Settings like this

```
$(document).ready(function () {
    myConsole = new fConsole();
    myConsole.reloadSettings({ theme: "default" });
    myConsole.reloadSettings({ width: "100%", minWidht: 0 });
});
```

- o Help Functions

```
$(document).ready(function () {
    fConsole.fn.isNumeric("123"); //will return true
    fConsole.fn.isNumeric("123$%"); //will return false
    fConsole.fn.isInt(123); //will return true
    fConsole.fn.isTouchDevice();

    //etc...
    //a list of all help function can be found in the exampls folder alog with the
description
});
```

- That's it. You can see it in actions at http://www.mouse-track.com/fConsole. For any question or problem you can write me at emanoil.florin@gmail.com