



fConsole v1.0 - For touch devices and desktop browsers

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Demo: <http://compedio.ro/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 [here](#). Thanks so much!

This plugin contains a single file:

1. fConsole-1.0.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 [here](#).

Just include this file in your project and that's it.

About fConsole plugin:

- is very useful for environments who lack of a console
- very useful on touch devices
- you can run Javascript code in fConsole footer area and see the results by pressing ENTER key or 'EXEC' button on the right.
- you can minimize the console
- will log Javascript errors
- on desktop browsers use UP or DOWN keys to access your typing history

How to use fConsole:

1. the default options

- `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 no longer be able to run 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 drag the console around your browsers or your touch device
- `opacity: 1`
 - default value: `1`
 - you can use this option to make 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"` | `"classic"` | `"light"` depend on what you like
- `logJSErrors: true`
 - default value: `true`
 - - if is true the console will show the Javascript errors that may occur in your website
- `zIndex: 2147483647`
 - default value: `2147483647`
 - you can change this value with whatever size you need

2. available keyboard shortcuts for `fConsole`

- Alt + C - Open `fConsole`
- Alt + X - Close `fConsole`
- Alt + Z - Minimize `fConsole`
- Alt + D - Clear `fConsole`

3. run `fConsole` – with options

```
var myConsole;
(function () {
    //init console - with default options
    myConsole = new fConsole({
        hideHeader: false,
        hideFooter: false,
        className: null,
        width: "250px",
        minWidth: 0,
        maxHeight: "250px",
        position: "bottomLeft",
        draggable: true,
        opacity: 1,
        fontSize: "12px",
        fontFamily: "monospace",
        theme: "default",
        logJSErrors: true,
        zIndex: 2147483647
    });
})();

$(document).ready(function () {
    //myConsole.log method parameters
    // first - a string
    // second - interval - set in milliseconds
    // third - row background color
    // four - row text color

    //simple message
    myConsole.log("Hello!");

    //message with custom BgColor
    myConsole.log("Hello!", null, "#00FF00");

    //message with custom BgColor and TextColor
    myConsole.log("Hello!", null, "#00FF00", "#000");

    //message in realtime - get time stamp at one second interval
    myConsole.log(function() { return Date.now(); }, 1000);
});
```

4. run `fConsole` – simple way

```
$(document).ready(function () {
    //simple message
    fConsole.log("Hello!");

    //message with custom BgColor
    fConsole.log("Hello!", null, "#00FF00");

    //message with custom BgColor and TextColor
```

```

fConsole.log("Hello!", null, "#00FF00", "#000");

//message in realtime - get time stamp at one second interval
fConsole.log(function() { return Date.now(); }, 1000);
});

```

5. update fConsole settings

```

var myConsole;
(function () {
    //init console
    myConsole = new fConsole();
})();

$(document).ready(function () {
    //update theme to classic
    myConsole.reloadSettings({
        theme: "classic"
    });

    //update width and minWidth
    myConsole.reloadSettings({
        width: "100%",
        minWidth: 0
    });

    //you can update all options from step 1
});

```

6. some helper methods

- `rgbToHex`
 - `fConsole.rgbToHex("rgb(65, 5, 116)");`
- `hexToRgb`
 - `fConsole.hexToRgb("#FF00FF")`
- `isNumeric`
 - `fConsole.isNumeric(123);` //verify if the parameter is a number
- `isTouchDevice`
 - `fConsole.isTouchDevice();` //return true or false
- `getWindowWidth`
 - `fConsole.getWindowWidth();` //get browser window width
- `getWindowHeight`
 - `fConsole.getWindowHeight();` //get browser window height
- `openUrlInNewTab`
 - `fConsole.openUrlInNewTab("http://compedio.ro/fConsole");` //will open a url in a new tab
- `setCookie`

- `fConsole.setCookie("cookie-name", "cookie-value", 2);` //cookie name, cookie value, cookie expire in nr of days
- `setTempCookie`
 - `fConsole.setTempCookie("cookie-name", "cookie-value");` //cookie name, cookie value - the cookie will expire after the you close the browser
- `getCookie`
 - `fConsole.getCookie("cookie-name");` //will display the value of that cookie, null if cookie don't exists
- `validateEmail`
 - `fConsole.validateEmail("email@test-example.foo");` //will validate if a string is a valid email address

7. That's it. You can see it in actions at <http://compedio.ro/fConsole> For any question or problem you can write me at emanoil.florin@gmail.com