

JebGradients v3.0.x

Documentation

/// You need to know ///

JebGradients ^v2.0.0 versions are very different from v1.0.0, one of the biggest differences is that now we don't use the class "jebg" neither "jebg" attribute.

If you want to keep working with v1.0.0 use the CDN:

```
<script src="https://cdn.jsdelivr.net/gh/jebbarbas/jebgradients@v1.0.0/jebgradients.js"></script>
```

Both jebgradients.js and jebgradients.min.js makes the same, the difference is that jebgradients.js has the code cleaner and comments, jebgradients.min.js has all the code in one line and doesn't have comments.

Use .min.js when you only want to use the library, and .js when you want to see how it works.

/// Quick Start – Install ///

You can download the files and put them in your project and then add a <script src> pointing to it.

```
<script src="route/to/jebgradients.js"></script>
```

Or you can use the v3.0.0 CDN provided by jsDelivr:

```
<script src="https://cdn.jsdelivr.net/gh/jebbarbas/jebgradients@v3.0.0/jebgradients.js"></script>
```

Or you can use the updated CDN (this CDN gives you the newest version):

```
<script src="https://cdn.jsdelivr.net/gh/jebbarbas/jebgradients/jebgradients.js"></script>
```

Put this CDN in the <head> of your page.

/// Quick Start – Use ///

This library applies a background-image gradient, this means you can apply it to any element, this means a <body>, <div>, , <button>, <a>, etc.

To apply the gradient, add the attribute jebg-colors to your element, the value of the attribute must be a string with all the colors you want in the gradient, separated by a comma.

Examples:

```
<div jebg-colors="red, magenta, blue"> My First Gradient </div>
```

Does this:



You can also use colors in hexadecimal value, rgb() and hsl().

This:

```
<div jebg-  
colors="red, #ff00ff, rgb(0, 0, 255), hsl(119, 100%, 50%)"> My Mixed Grad  
ient </div>
```

Does this:



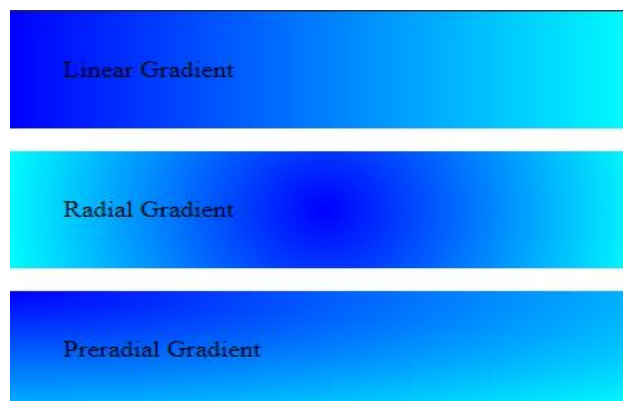
/// Additional Options – jebg-type ///

Another attribute you can use is `jebg-type`, it can have 3 different values: 'linear' (default), 'radial', and 'preradial' if you write something different it will use the default value.

For instance, these 2 gradients have the same jebg-colors, but one has a value of 'linear' in the attribute jebg-type, and the other one has the value 'radial'.

```
<div jebg-colors="blue,cyan" jebg-type="linear"> Linear Gradient </div>  
<div jebg-colors="blue,cyan" jebg-type="radial"> Radial Gradient </div>  
<div jebg-colors="blue,cyan" jebg-  
type="preradial"> Preradial Gradient </div>
```

This is the result:



/// Additional Options – jebg-dir ///

Attribute jebg-dir in linear gradients

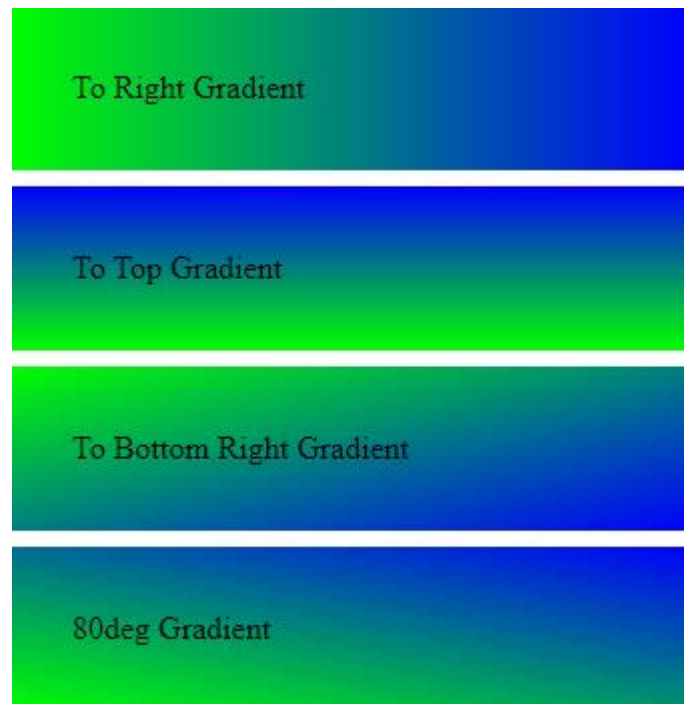
You can change the direction of the gradient using the `jebg-dir` attribute, it can have this values: top, left, right, bottom, a combination of two of these ('top right' or 'bottom left' for instance) and a number between 0-360 with the word **deg** at the end.

The value can also have the prefix 'to ', 'to top', 'to bottom', 'to top right'; and it will work equally.

This code:

```
<div jebg-colors="lime,blue" jebg-dir="to right"> To Right Gradient </div>
<div jebg-colors="lime,blue" jebg-dir="top"> To Top Gradient </div>
<div jebg-colors="lime,blue" jebg-dir="bottom right"> To Bottom Right Gradient </div>
<div jebg-colors="lime,blue" jebg-dir="80deg"> 80deg Gradient </div>
```

Results in this:



Attribute jebg-dir in radial gradients

In this gradient type, the value to jebg-dir is less intuitive, you can choose between circle or ellipse, and optionally, you can specify where it will start and in what direction it will spread.

This code:

```
<div jebg-colors="lime,blue" jebg-type="radial" jebg-dir="circle"> Circle Radial Gradient </div>
<div jebg-colors="lime,blue" jebg-type="radial" jebg-dir="ellipse"> Ellipse Radial Gradient </div>
```

```
<div jebg-colors="lime,blue" jebg-type="radial" jebg-dir="ellipse farthest-corner at 100% 100%"> Ellipse Radial Gradient that starts in 100% 100% and spreads to the farthest corner </div>
<div jebg-colors="lime,blue" jebg-type="radial" jebg-dir="ellipse farthest-side at 0px 0px"> Ellipse Radial Gradient that starts in 0px 0px and spreads to the farthest side </div>
```

Will show this:



As you can see, this is a bit very difficult. That's why I added the new gradient type: 'preradial'.

Attribute jebg-dir in preradial gradients

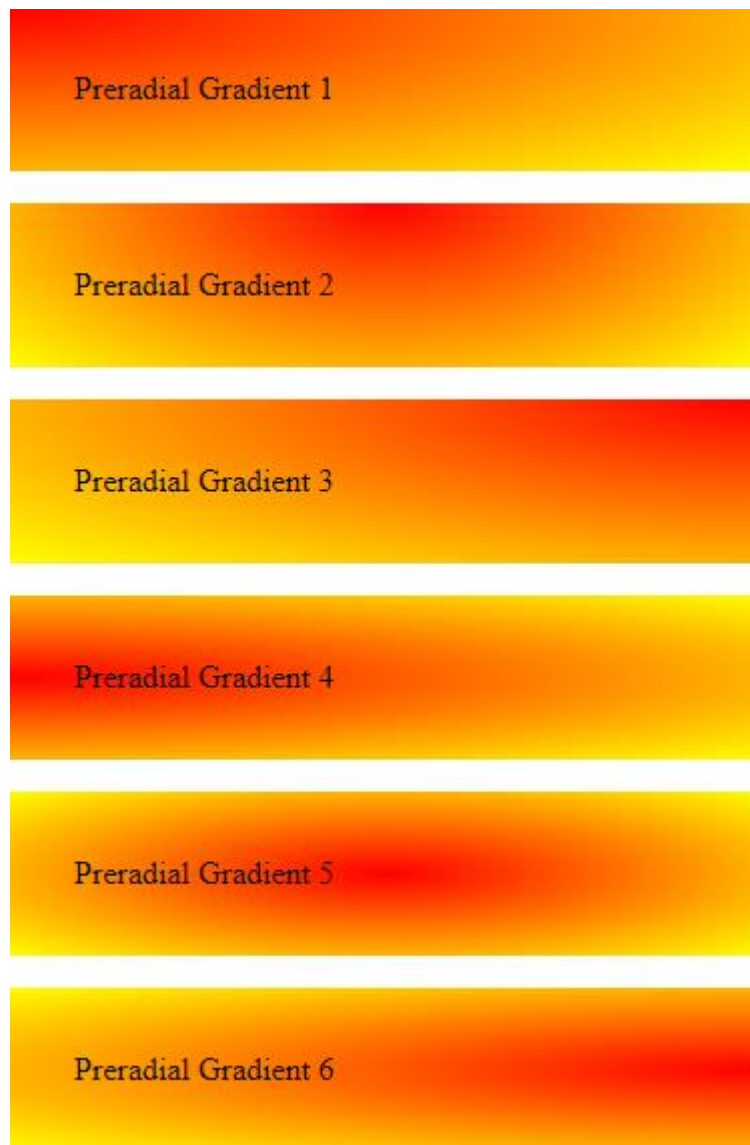
Work with preradial gradients is very easy because I had predefined the "configurations". In this case you must write one of this 9 predefined options: 'top-left', 'top-center', 'top-right', 'center-left', 'center-center', 'center-right', 'bottom-left', 'bottom-center' and 'bottom-right'. This value references where the gradient is going to start, and it will spread always to the farthest-corner. For example, this code:

```
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="top-left"> Preradial Gradient 1</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="top-center"> Preradial Gradient 2</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="top-right"> Preradial Gradient 3</div>
```

```
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="center-left"> Preradial Gradient 4</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="center-center"> Preradial Gradient 5</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="center-right"> Preradial Gradient 6</div>

<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="bottom-left"> Preradial Gradient 7</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="bottom-center"> Preradial Gradient 8</div>
<div jebg-colors="red,yellow" jebg-type="preradial" jebg-dir="bottom-right"> Preradial Gradient 9</div>
```

Will display this:

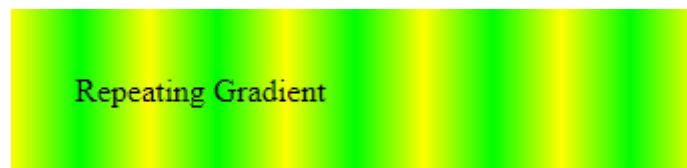




/// Additional Options – jebg-repeat ///

With this attribute with the value of “true” (or any equivalent in [JS] like “1” or “yes”) you can make a repeating gradient (is your homework to check out how works this type of gradients), this is a little example:

```
<div jebg-colors="lime 10% ,yellow 20%, lime 30%" jebg-repeat="true"> Repeating Gradient </div>
```



/// Using jebGradients ///

In versions ^v3.0.0, you can use the predefined gradients in gradients.json (<https://cdn.jsdelivr.net/gh/jebbarbas/jebgradients/gradients.json>), to make this, you need to write the attribute `jebg-grad` instead of `jebg-colors`. Its value has to be the name of the gradient you want. For example, if you want the gradient named “El Dorado”, you need to write this:

```
<div jebg-grad="El Dorado">El Dorado</div>
```

And get this:



If you want to get a random gradient, only write ‘\$random\$’ in the value

```
<div jebg-grad="$random$">Random jebGradient</div>
```



But, if you want to know the name of the gradient, you can see your browser's console, where you can see it.



```
/// Using uiGradients ///
```

You can apply in the easiest way possible an uiGradient (those are gradients from <https://uigradients.com/>), without writing any CSS, you only need to write the attribute `jebg-ui` instead of `jebg-colors`. Its value has to be the name of the gradient you want. For instance, imagine you want to apply the gradient named "Wedding Day Blues" (<https://uigradients.com/#WeddingDayBlues>), you need to write this:

```
<div jebg-ui="Wedding Day Blues"> Wedding Day Blues Gradient </div>
```

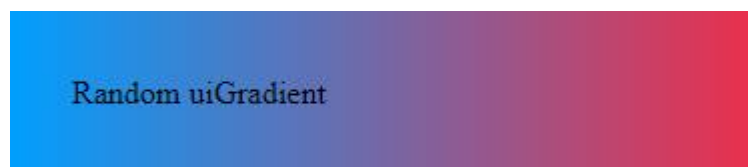
And you get this:



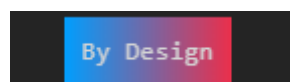
This will work for any of the gradients for uiGradients.

This works if you want a gradient in specific, but what happens if you want a random gradient? Well, you just have to put a value of '\$random\$' in the attribute 'jebg-ui'

```
<div jebg-ui="$random$">Random uiGradient</div>
```

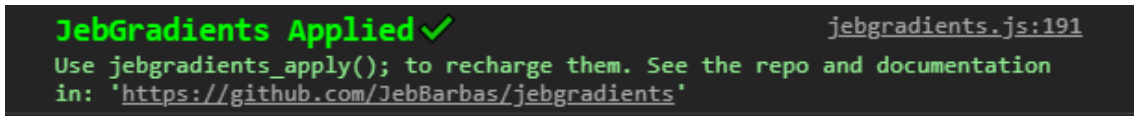


In addition, if you want to know the name of the gradient, you can check your browser console, where it will be printed.



/// Console Logs ///

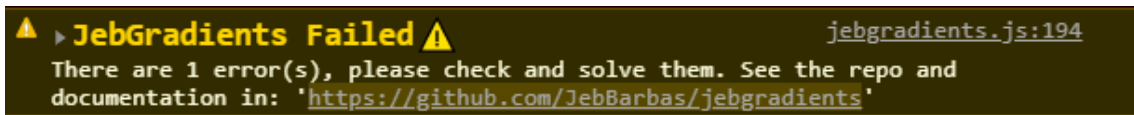
The library also can display some logs in the browser console, there are 7. The first and most common is this:



Log Number 1 - JebGradients Applied

It means that the gradients had been applied without critical errors (those doesn't include errors like write in jebg-dir 'circe farestside' instead of 'circle farthest-side') and gives you the name of a function that you can use if you want to recharge and reapply the gradients, also the repository link.

If there at least 1 critical error, this will not show, instead we'll get this message, that says how many errors there are and the repository link.



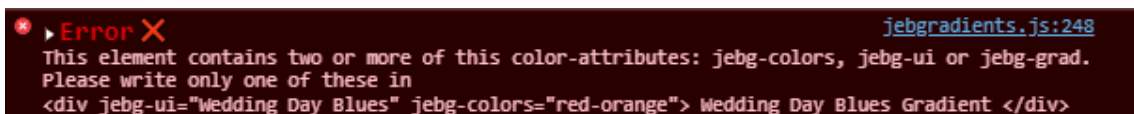
Log Number 2 - JebGradients Failed

One critical error can be one that displays when you use two or more of this: jebg-colors, jebg-ui or jebg-grad at the same time (in the same element), it will say that there are an error and in what element.

Example, we write this:

```
<div jebg-ui="Wedding Day Blues" jebg-colors="red-orange"> Wedding Day Blues Gradient </div>
```

And get this:



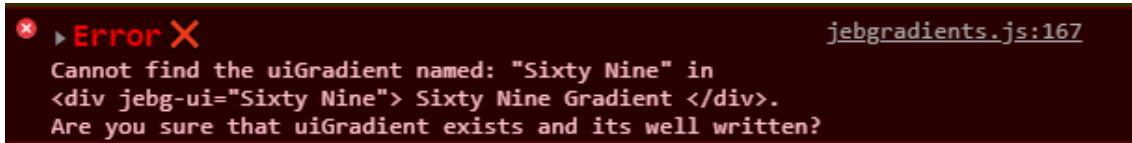
Log Number 3 - Put more than 1 color-attribute

To fix it is very easy, just let only one of the attributes that are acting (jebg-colors, jebg-ui or jebg-grad).

Another log happens when you use the jebg-ui attribute, and the gradient you write doesn't exist, for example, let's put this gradient that obviously doesn't exist.

```
<div jebg-ui="Sixty Nine"> Sixty Nine Gradient </div>
```


We'll get this in the console:

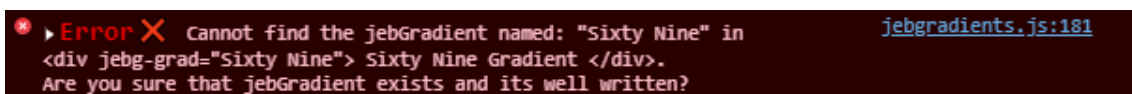


Log Number 4 - Write an unknown uiGradient

To fix this issue verify that the gradient you want exists and you are writing it correctly.

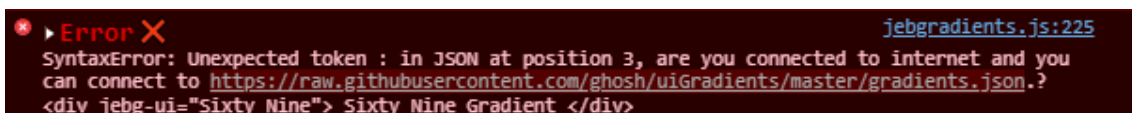
If you make the same with an unknown jebGradient, you will get another error, and it fixes the same as the one above.

```
<div jebg-grad="Sixty Nine"> Sixty Nine Gradient </div>
```



Log Number 5 - Write an unknown jebGradient

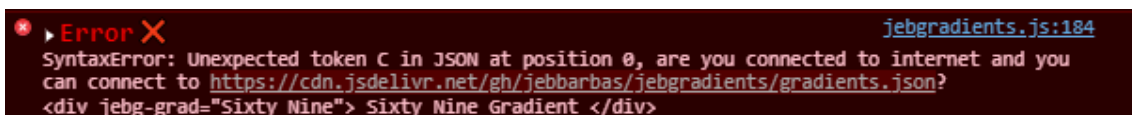
If you don't have internet connection, or for any reason, you can't connect to the link located in jebgradients_const.link (uiGradients) you will get this error.



Log Number 6 - uiGradients fetch error

This not have an exact solution, but, you can see the first sentence to have a hint of what can be the problem.

Will happen the same if you can't connect to the link located in jebgradients_const.link_j (jebGradients):



Log Number 7 - jebGradients fetch error

/// Thanks ///

I made this with a lot of love in the Covid-19 quarantine, after 3 versions, I finally feel that this is finished, that's why I plan that this will be the last version, I will still be updating the jebGradients, but I thing that updates will be 3.0.x (3.0.1, 3.0.12, 3.0.99, etc.).

Thank you to you who is reading this documentation or using my library, and sorry for my bad English.