

JebGradients v2.0.0

Documentation

/// You need to know ///

JebGradients v2.0.0 is very different from v.1.0.0, 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>
```

Jebgradients.js & jebgradients.min.js both 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, or you can use the v2.0.0 CDN:

```
<script src="https://cdn.jsdelivr.net/gh/jebbarbas/jebgradients@v2.0.0/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 ///

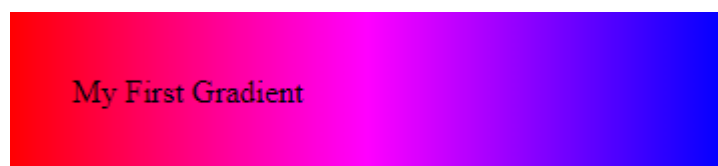
This library applies a background-image gradient, this means you can apply it to any element, this means a `<body>`, `<div>`, ``, etc.

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:



Although you can use the functions rgb() and hsl(), I don't recommend them, my recommendation is only use the web colors (red, magenta, blue, etc.) and hexadecimal colors (#ff0000, #0d0, #ff69b4).

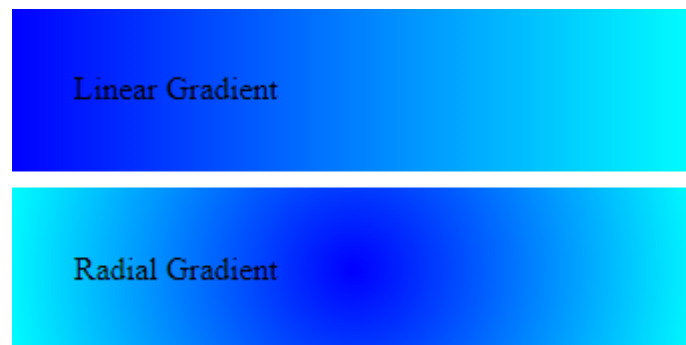
/// Additional Options – jebg-type ///

Another attribute you can use is **jebg-type**, it can have 2 different values: 'linear' (default) and 'radial', if you write something different it will use the default value.

For instance, this 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>
```

This is the result:



/// Additional Options – jebg-dir ///

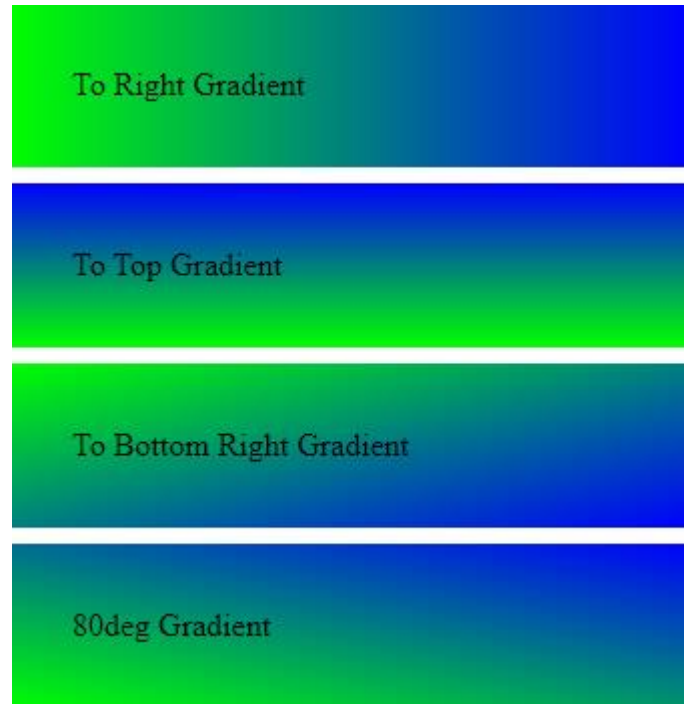
You can change the direction of the gradient using the **jebg-dir** attribute, it can have this values: top, left, right, bottom, a combination of two of these ('top right' or 'bottom left' for instance) and a number between 0-360 with the word **deg** at the end.

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:

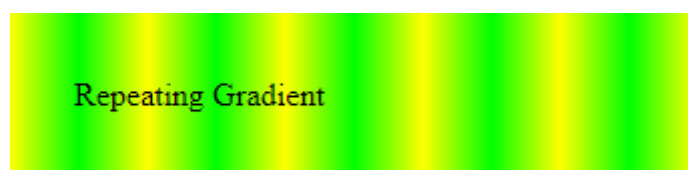


The attribute jebg-dir **only works for linear gradients** (putting the attribute jebg-type='linear' or doesn't putting it).

/// 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 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`. Its value have 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.

```
/// Console Logs ///
```

The library also can display some logs in the browser console, there are 3. The first and most common is this:

```
JebGradients Applied ✓  
Use jebgradients_apply(); to recharge them.
```

It means that the gradients had been applied and gives you the name of a function that you can use if you want to recharge and reapply the gradients.

Another log can be one that displays when you use `jebg-colors` and `jebg-ui` at the same time (in the same element), it will say that there are an error and in what element (Is shown twice for element).

Example, we write this:

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

And get this:

```
Error ✗  
This element contains both jebg-colors and jebg-ui, please write only one of these  
<div jebg-ui="Wedding Day Blues" jebg-colors="red-orange"> Wedding Day Blues Gradient </div>
```

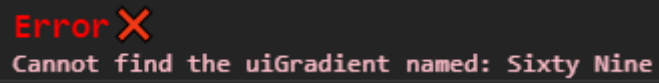
```
Error ✗  
This element contains both jebg-colors and jebg-ui, please write only one of these  
<div jebg-ui="Wedding Day Blues" jebg-colors="red-orange"> Wedding Day Blues Gradient </div>
```

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

The last 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:

A dark rectangular box containing a red 'Error X' icon and the text 'Cannot find the uiGradient named: Sixty Nine' in a light-colored monospace font.

Error X
Cannot find the uiGradient named: Sixty Nine

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