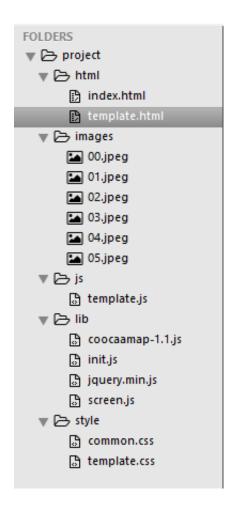
# Coocaa百宝箱

## install

HTML文件统一模板

```
<!DOCTYPE html>
    <meta http-equiv="Content-Type" content="text/html; charset=UT</pre>
    <meta name="viewport" content="width=device-width, target-densi</pre>
tydpi=high-dpi, initial-scale= 1.0">
    <title>Coocaa百宝箱</title>
    <link href="../style/template.css" rel="stylesheet">
    <link rel="stylesheet" type="text/css" href="../style/common.cs</pre>
s">
    <script src="../lib/jquery.min.js"></script>
    <script src="../lib/coocaamap-1.1.js"></script>
    <script src="../lib/screen.js"></script>
    <meta name="viewport" content="width=1920, minimum-scale = 0.71</pre>
1458333333333, maximum-scale = 0.711458333333333, target-densityd
pi=device-dpi">
    </head>
    <div id="content" class="main-content">
    <script src="../lib/init.js"></script>
        <div class="warpper home">
            <header></header>
            <div class="content">
            </div>
        </div>
    </div>
    <div id="footer" align="center"></div>
    <div class="button_hover"></div>
    </body>
</html>
```



- index.html作为首页
- template.html为html统一模板
- images文件夹用来存放图片
- js文件夹存放自己的js文件
- lib文件夹里为coocaa库函数
- init, screnn为原写在html的js代码
- style文件夹中common.css为统一样式,到时统一header,footer之类用
- template.css为coocaa的css文件

### 聚焦

改变起始焦点

在coocaa.js文件中:

```
function coocaakeymap(buts, curlink, hover, getVal, setVal){
    this.linkbuttons = $(buts);
    if(this.linkbuttons.length == 0){
        this.linkbuttons = $("body");
    }
    //确定buts选择的第一个节点为焦点,将i设置为对应0,1,2,3即可
    if($(curlink).length != 0){
        this.curLink = $(curlink);
    }else{
        for(var i = 0; i <this.linkbuttons.length; i++ ){
            if($(this.linkbuttons[i]).is(":visible")){
                this.curLink = $(this.linkbuttons[i]);
                break;
        }
     }
    }
}</pre>
```

### 固定某焦点的下一个焦点

```
<div lefttarget="#left">按左键调到1</div>
<div id="left">1</div>
<!--toptarget,bottomtarget,righttarget -->
```

#### 跳转url

```
<div url="/contrast" readonly="readonly">
<!-- url为绝对路径-->
```