

Tips for JavaScript-Button R

1. First get the print button rollover to work, do not try to do all JavaScript at once!!!
2. You can use the suggested code from the example **Javascript rollover tutorial** linked for you in the Project6 instructions.
3. Place the **if else statement** suggested to preload your two print button images inside your JavaScript `<script type="text/javascript"> </script>` tag.
I named the two new images in the if else statement **print1** and **print2** instead of smile and nosmile. Make sure the path is correct to where these images are in your Images folder:
print1.src = "Images/print1.jpg"
4. Name the function swapImage(thisImage,newImage) for the print button rollover a different name because this will conflict with your swapImage(imgID) used for your thumbnail/fullsize image swap. I renamed mine: **function swapMe(thisImage,newImage)**
5. In your HTML code in the <body> you need to add a **name** attribute to your **** tag for the src="Images/print1.jpg" button. The tutorial named this name= "Jack", but you could name it anything, maybe **name= "printimage"** .
6. For XHTML1.0 transitional validation, your JavaScript eventhandlers must use all lowercase letters: use **onmouseout** instead of onMouseOut.
7. When you call the eventhandler for the onmouseover you would then pass the name of the image you want to rollover and the name of the image you preloaded:
onmouseover="swapMe('printimage','print2');"
8. When you call the eventhandler for the onmouseout you would then pass the name of the image you want to rollover and the name of the image you preloaded:
onmouseout="swapMe('printimage','print1');"
9. Test to make sure this works.

Tips for JavaScript of Logo rollover

1. Add two new Images to the same print if else statement to preload your logo1 and logo 2 images inside your JavaScript `<script language="JavaScript" type="text/javascript"> </script>` tag.
I named mine logo1 and logo2, make sure their path is correct to you file in your Images folder.
logo1.src = "Images/logo1.jpg"
2. In your HTML code in the <body> you need to add a **name** attribute to your **** tag for the logo1 button. The tutorial named this name="Jack", but you could name it anything, maybe **name="logoimage"** .

3. When you call the eventhandler for the onmouseover you would then pass the name of the image you want to rollover and the name of the image you preloaded:
onmouseover="swapMe('logoimage','logo2');"
4. When you call the eventhandler for the onmouseout you would then pass the name of the image you want to rollover and the name of the image you preloaded:
onmouseout="swapMe('logoimage','logo1');"
5. Test to make sure this works.

Tips for JavaScript of Thumbnail/Fullsize imageSwap

1. If you want to use CSS style rules to style the <div> tags that will surround the Thumbnail images and Fullsize image as used in our JavaScript practice for the imageSwap, the **CSS** should go in an embedded style sheet inside **<style type="text/css"> </style>** tags.
2. I would suggest copying the two new **Arrays** from the JavaScript imageSwap practice and the **imgPath** code inside your JavaScript **<script language="JavaScript" type="text/javascript"> </script>** tag.
3. Then I would modify the Arrays to be your Fullsize image names in the **imgArray** and your title names you want for these Fullsize images in the **titleArray**.
4. Then make sure the path to your Fullsize images is correct in the **ImgPath**.
5. Copy the preloadImages() function from the Javascript practice inside the JavaScript **<script language="JavaScript" type="text/javascript"> </script>** tag.
6. Add the onload="preloadImages();" to your <body> tag.
7. Copy the <div id="thumbs"> from the JavaScript practice. Change the Thumbnail image paths to match your images.
8. Copy the <div id="image"> from the JavaScript practice. Change the Fullsize image path to be your first Fullsize image.
Change the <h3> text to be your first title.
9. Test to make sure this works.