[ScrollMagic](http://docs.google.com/index.html)

* [Classes](http://docs.google.com/classes.list.html)
  + [Controller](http://docs.google.com/ScrollMagic.Controller.html)
  + [Scene](http://docs.google.com/ScrollMagic.Scene.html)
* [Events](http://docs.google.com/events.list.html)
  + [add](http://docs.google.com/ScrollMagic.Scene.html#event:add)
  + [change](http://docs.google.com/ScrollMagic.Scene.html#event:change)
  + [destroy](http://docs.google.com/ScrollMagic.Scene.html#event:destroy)
  + [end](http://docs.google.com/ScrollMagic.Scene.html#event:end)
  + [enter](http://docs.google.com/ScrollMagic.Scene.html#event:enter)
  + [leave](http://docs.google.com/ScrollMagic.Scene.html#event:leave)
  + [progress](http://docs.google.com/ScrollMagic.Scene.html#event:progress)
  + [remove](http://docs.google.com/ScrollMagic.Scene.html#event:remove)
  + [shift](http://docs.google.com/ScrollMagic.Scene.html#event:shift)
  + [start](http://docs.google.com/ScrollMagic.Scene.html#event:start)
  + [update](http://docs.google.com/ScrollMagic.Scene.html#event:update)
* [Plugins](http://docs.google.com/mixins.list.html)
  + [GSAP](http://docs.google.com/animation.GSAP.html)
  + [Velocity](http://docs.google.com/animation.Velocity.html)
  + [addIndicators](http://docs.google.com/debug.addIndicators.html)
  + [jQuery](http://docs.google.com/framework.jQuery.html)

Source: ScrollMagic.js

/\*!  
 \* @file ScrollMagic main library.  
 \*/  
 /\*\*  
 \* @namespace ScrollMagic  
 \*/  
(function (root, factory) {  
 if (typeof define === 'function' && define.amd) {  
 // AMD. Register as an anonymous module.  
 define(factory);  
 } else if (typeof exports === 'object') {  
 // CommonJS  
 module.exports = factory();  
 } else {  
 // Browser global  
 root.ScrollMagic = factory();  
 }  
}(this, function () {  
 "use strict";  
  
 var ScrollMagic = function () {  
 \_util.log(2, '(COMPATIBILITY NOTICE) -> As of ScrollMagic 2.0.0 you need to use \'new ScrollMagic.Controller()\' to create a new controller instance. Use \'new ScrollMagic.Scene()\' to instance a scene.');  
 };  
  
 ScrollMagic.version = "%VERSION%";  
  
 // TODO: temporary workaround for chrome's scroll jitter bug  
 window.addEventListener("mousewheel", function () {});  
  
 // global const  
 var PIN\_SPACER\_ATTRIBUTE = "data-scrollmagic-pin-spacer";  
  
// @include('ScrollMagic/Controller.js')  
  
// @include('ScrollMagic/Scene.js')  
  
// @include('ScrollMagic/Event.js')  
  
// @include('ScrollMagic/\_util.js')  
  
// @generate PlugInWarnings  
  
 return ScrollMagic;  
}));

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