[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/Scene/feature-classToggles.js

var   
 \_cssClasses,  
 \_cssClassElems = [];  
  
Scene  
 .on("destroy.internal", function (e) {  
 Scene.removeClassToggle(e.reset);  
 });  
/\*\*  
 \* Define a css class modification while the scene is active.   
 \* When the scene triggers the classes will be added to the supplied element and removed, when the scene is over.  
 \* If the scene duration is 0 the classes will only be removed if the user scrolls back past the start position.  
 \* @method ScrollMagic.Scene#setClassToggle  
 \* @example  
 \* // add the class 'myclass' to the element with the id 'my-elem' for the duration of the scene  
 \* scene.setClassToggle("#my-elem", "myclass");  
 \*  
 \* // add multiple classes to multiple elements defined by the selector '.classChange'  
 \* scene.setClassToggle(".classChange", "class1 class2 class3");  
 \*  
 \* @param {(string|object)} element - A Selector targeting one or more elements or a DOM object that is supposed to be modified.  
 \* @param {string} classes - One or more Classnames (separated by space) that should be added to the element during the scene.  
 \*  
 \* @returns {Scene} Parent object for chaining.  
 \*/  
this.setClassToggle = function (element, classes) {  
 var elems = \_util.get.elements(element);  
 if (elems.length === 0 || !\_util.type.String(classes)) {  
 log(1, "ERROR calling method 'setClassToggle()': Invalid " + (elems.length === 0 ? "element" : "classes") + " supplied.");  
 return Scene;  
 }  
 if (\_cssClassElems.length > 0) {  
 // remove old ones  
 Scene.removeClassToggle();  
 }  
 \_cssClasses = classes;  
 \_cssClassElems = elems;  
 Scene.on("enter.internal\_class leave.internal\_class", function (e) {  
 var toggle = e.type === "enter" ? \_util.addClass : \_util.removeClass;  
 \_cssClassElems.forEach(function (elem, key) {  
 toggle(elem, \_cssClasses);  
 });  
 });  
 return Scene;  
};  
  
/\*\*  
 \* Remove the class binding from the scene.  
 \* @method ScrollMagic.Scene#removeClassToggle  
 \* @example  
 \* // remove class binding from the scene without reset  
 \* scene.removeClassToggle();  
 \*  
 \* // remove class binding and remove the changes it caused  
 \* scene.removeClassToggle(true);  
 \*  
 \* @param {boolean} [reset=false] - If `false` and the classes are currently active, they will remain on the element. If `true` they will be removed.  
 \* @returns {Scene} Parent object for chaining.  
 \*/  
this.removeClassToggle = function (reset) {  
 if (reset) {  
 \_cssClassElems.forEach(function (elem, key) {  
 \_util.removeClass(elem, \_cssClasses);  
 });  
 }  
 Scene.off("start.internal\_class end.internal\_class");  
 \_cssClasses = undefined;  
 \_cssClassElems = [];  
 return Scene;  
};

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