[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)

Plugin: addIndicators

This plugin was formerly known as the ScrollMagic debug extension.

It enables you to add visual indicators to your page, to be able to see exactly when a scene is triggered.

To have access to this extension, please include plugins/debug.addIndicators.js.

Source:

* [plugins/debug.addIndicators.js](http://docs.google.com/plugins_debug.addIndicators.js.html), [line 4](http://docs.google.com/plugins_debug.addIndicators.js.html#sunlight-1-line-4)

### Controller Constructor Extension

#### new ScrollMagic.Controller**(options)**

Every ScrollMagic.Controller instance now accepts an additional option.

See [ScrollMagic.Controller](http://docs.google.com/ScrollMagic.Controller.html) for a complete list of the standard options.

##### Parameters:

| Name | Type | Argument | Description |
| --- | --- | --- | --- |
| options | object | <optional> | Options for the Controller. Properties  | Name | Type | Argument | Default | Description | | --- | --- | --- | --- | --- | | addIndicators | boolean | <optional> | false | If set to true every scene that is added to the controller will automatically get indicators added to it. | |

Source:

* [plugins/debug.addIndicators.js](http://docs.google.com/plugins_debug.addIndicators.js.html), [line 139](http://docs.google.com/plugins_debug.addIndicators.js.html#sunlight-1-line-139)

##### Example

// make a controller and add indicators to all scenes attached  
var controller = new ScrollMagic.Controller({addIndicators: true});  
// this scene will automatically have indicators added to it  
new ScrollMagic.Scene()  
 .addTo(controller);

### Scene Control Methods

#### Scene.addIndicators**(options)**

Add visual indicators for a ScrollMagic.Scene.

##### Parameters:

| Name | Type | Argument | Description |
| --- | --- | --- | --- |
| options | object | <optional> | An object containing one or more options for the indicators. Properties  | Name | Type | Argument | Default | Description | | --- | --- | --- | --- | --- | | parent | string | object | <optional> |  | A selector, DOM Object or a jQuery object that the indicators should be added to.  If undefined, the controller's container will be used. | | name | number | <optional> | "" | This string will be displayed at the start and end indicators of the scene for identification purposes. If no name is supplied an automatic index will be used. | | indent | number | <optional> | 0 | Additional position offset for the indicators (useful, when having multiple scenes starting at the same position). | | colorStart | string | <optional> | green | CSS color definition for the start indicator. | | colorEnd | string | <optional> | red | CSS color definition for the end indicator. | | colorTrigger | string | <optional> | blue | CSS color definition for the trigger indicator. | |

Source:

* [plugins/debug.addIndicators.js](http://docs.google.com/plugins_debug.addIndicators.js.html), [line 83](http://docs.google.com/plugins_debug.addIndicators.js.html#sunlight-1-line-83)

##### Example

// add basic indicators  
scene.addIndicators()  
  
// passing options  
scene.addIndicators({name: "pin scene", colorEnd: "#FFFFFF"});

#### Scene.removeIndicators**()**

Removes visual indicators from a ScrollMagic.Scene.

Source:

* [plugins/debug.addIndicators.js](http://docs.google.com/plugins_debug.addIndicators.js.html), [line 121](http://docs.google.com/plugins_debug.addIndicators.js.html#sunlight-1-line-121)

##### Example

// remove previously added indicators  
scene.removeIndicators()

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