[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: plugins/jquery.ScrollMagic.js

/\*!  
 \* @file ScrollMagic jQuery plugin.  
 \*  
 \* requires: jQuery >=1.11  
 \*/  
/\*\*  
 \* This plugin is meant to be used in conjunction with jQuery.   
 \* It enables ScrollMagic to make use of jQuery's advanced selector engine (sizzle) for all elements supplied to ScrollMagic objects, like scroll containers or trigger elements.   
 \* ScrollMagic also accepts jQuery elements for all methods that expect references to DOM elements. Please note, that in most cases the first element of the matched set will be used.  
 \*   
 \* Additionally it provides the ScrollMagic object within the jQuery namespace, so it can be accessed using `$.ScrollMagic`.  
 \*  
 \* In contrast to most other plugins it does not offer new API additions for ScrollMagic.  
 \*  
 \* To have access to this extension, please include `plugins/jquery.ScrollMagic.js`.  
 \* @example  
 \* // create a new scene making use of jQuery's advanced selector engine  
 \* var scene = new $.ScrollMagic.Scene({  
 \* triggerElement: "#parent div.trigger[attr='thisone']:not(.notthisone)"  
 \* });  
 \* @requires {@link http://jquery.com/|jQuery >=1.11}  
 \* @mixin framework.jQuery  
 \*/  
(function (root, factory) {  
 if (typeof define === 'function' && define.amd) {  
 // AMD. Register as an anonymous module.  
 define(['ScrollMagic', 'jquery'], factory);  
 } else if (typeof exports === 'object') {  
 // CommonJS  
 factory(require('scrollmagic'), require('jquery'));  
 } else {  
 // Browser global  
 factory(root.ScrollMagic, root.jQuery);  
 }  
}(this, function (ScrollMagic, $) {  
 "use strict";  
 var NAMESPACE = "jquery.ScrollMagic";  
  
 // (BUILD) - REMOVE IN MINIFY - START  
 var  
 console = window.console || {},  
 err = Function.prototype.bind.call(console.error || console.log || function() {}, console);  
 if (!ScrollMagic) {  
 err("(" + NAMESPACE + ") -> ERROR: The ScrollMagic main module could not be found. Please make sure it's loaded before this plugin or use an asynchronous loader like requirejs.");  
 }  
 if (!$) {  
 err("(" + NAMESPACE + ") -> ERROR: jQuery could not be found. Please make sure it's loaded before ScrollMagic or use an asynchronous loader like requirejs.");  
 }  
 // (BUILD) - REMOVE IN MINIFY - END  
  
 ScrollMagic.\_util.get.elements = function (selector) {  
 return $(selector).toArray();  
 };  
 ScrollMagic.\_util.addClass = function (elem, classname) {  
 $(elem).addClass(classname);  
 };  
 ScrollMagic.\_util.removeClass = function (elem, classname) {  
 $(elem).removeClass(classname);  
 };  
 $.ScrollMagic = ScrollMagic;  
}));

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