

window = Browser global object

PROPERTIES

- b**.closed check if window is closed
- n**.devicePixelRatio ratio vertical size pix
- b**.fullScreen check if window is fullscreen
- n**.innerWidth width size (incl. scrollbar)
- n**.innerHeight height size (incl. scrollbar)
- n**.outerWidth width size (incl. browser)
- n**.outerHeight height size (incl. browser)
- n**.length number of frames
- s**.name inner name of window
- s**.status bottom statusbar text

API/OBJECTS PROPERTIES

- o**.applicationCache offline resources API
- o**.console console browser API
- o**.crypto cryptographic API
- o**.history session page history API
- o**.location information about URL API
- o**.localStorage storage for site domain
- o**.sessionStorage storage until closed
- o**.navigator information about browser
- o**.performance data about performance

SCREEN PROPERTIES

- o**.screen information about screen
- n**.screenX horizontal pos browser/screen
- n**.screenY vertical pos browser/screen
- n**.pageXOffset horizontal pixels scrolled
- n**.pageYOffset vertical pixels scrolled

WINDOW PROPERTIES

- o**.opener window that opened this window
- o**.parent parent of current window/frame
- o**.self this window (equal to .window)
- o**.top top window of current win/frame

METHODS

- s**.btoa(str) encode string to base64
- s**.atob(str) decode base64 string to text
- z**.focus() request send window to front
- z**.blur() remove focus from window
- o**.getSelection(id) return Selection object
- z**.postMessage(msg, dst, transf) send
- o**.open(url, name, options) open popup
- z**.stop() stop window loading
- b**.find(str, case, back, wrap, word, fr, d)
- z**.print() open print document window

ANIMATION METHODS

- n**.requestAnimationFrame(cb(n))
- z**.cancelAnimationFrame(reqID)

TIMER METHODS

- n**.setTimeout(f(a...), ms, a...) delay&run
- z**.clearTimeout(id) remove timeout
- n**.setInterval(f(a...), ms, a...) run every
- z**.clearInterval(id) remove interval

SCREEN METHODS

- z**.scrollBy(x, y) scroll x,y pixels (relative)
- z**.scrollTo(x, y) scroll x,y pixels (absolute)
- z**.moveBy(x, y) move window by x,y (rel)
- z**.moveTo(x, y) move window to x,y (abs)
- z**.resizeBy(x, y) resize win by x,y (rel)
- z**.resizeTo(w, h) resize win to WxH (abs)

STYLESHEET METHODS

- o**.getComputedStyle(elem, pseudoelem)
- a**.matchMedia(mediaq) match CSSMQ

screen = info about screen / resolution

PROPERTIES

- n**.availTop top-from space available
- n**.availLeft left-from space available
- n**.availWidth width space available
- n**.availHeight height space available
- n**.width screen width resolution
- n**.height screen height resolution
- n**.colorDepth screen color depth (bits)
- n**.pixelDepth screen pixel depth (bits)

METHODS

- b**.lockOrientation(mode|modearray)
- b**.unlockOrientation() remove locks

console = unofficial console browser API

METHODS

- z**.assert(cond, str1|obj1...) set a assert
- z**.count(str) count (show number times)
- z**.dir(obj) show object (expanded debug)
- z**.group() open new message group
- z**.groupCollapsed() open new group coll.
- z**.groupEnd() close previous group
- z**.table(array|obj, colnames) show table
- z**.trace() show code trace
- z**.timeStamp(str) put time on timeline

PERFORMANCE METHODS

- z**.profile(name) start performance profile
- z**.profileEnd(name) stop perf. profile
- z**.time(name) start performance timer
- z**.timeEnd(name) stop perf. timer

LOG LEVEL METHODS

- z**.log(str1|obj1...) output message
- z**.info(str1|obj1...) output information
- z**.warn(str1|obj1...) output warning
- z**.error(str1|obj1...) output error

window = global interaction func.

METHODS

USER INTERACTION METHODS

- z**.alert(str) show message (ok button)
- s**.prompt(str, def) ask answer to user
- b**.confirm(str) show message (ok, cancel)

history = page history on tab

PROPERTIES

- n**.length number of pages in historytab
- n**.state return state top history stack

METHODS

- z**.back() go prev page (same as .go(-1))
- z**.forward() go next page (same as .go(1))
- z**.go(n) go n page (positive or negative)
- z**.pushState(obj, title, url) insert state
- z**.replaceState(obj, title, url) repl. state

storage localStorage / sessionStorage

PROPERTIES

- n**.length number of items in storage

METHODS

- s**.key(n) return key name on position n
- s**.getItem(key) return value of item key
- z**.setItem(key, value) set or update key
- z**.removeItem(key) delete item with key
- z**.clear() delete all items for current site

performance = info about performance

PROPERTIES

- o**.navigation info about redir/type nav.
- o**.timing info about latency-load perf.

METHODS

- n**.now() high precision timestamp

navigator = info about browser

PROPERTIES

- b**.cookieEnabled browser cookies on?
- n**.doNotTrack DNT privacy enabled?
- o**.geolocation user-info geolocation
- s**.language language in browser
- n**.maxTouchPoints max on device
- b**.onLine browser work in online mode?
- s**.userAgent identify browser of user

METHODS

- n**.vibrate(n|pattern) use device vibration

location = info about current URL

PROPERTIES

- s**.href full document url
- s**.protocol <https://www.emezeta.com/>
- s**.username <https://user:pass@www>
- s**.password <https://user:pass@www>
- s**.host <https://emezeta.com:81/>
- s**.hostname <https://emezeta.com:81/>
- s**.port <https://emezeta.com:81/>
- s**.pathname <http://emezeta.com/42/>
- s**.hash <http://emezeta.com/#contacto>
- s**.search <http://google.com/?q=emezeta>
- o**.searchParams search params object
- s**.origin source origin of document url

onClick="..." (HTML) .onclick = (JS func) 'click' (Listener)

e events (only popular events)

MOUSE EVENTS

- e**.onClick
- e**.onMouseDown
- e**.onMouseEnter
- e**.onMouseMove
- e**.onMouseOut
- e**.onDbClick
- e**.onMouseUp
- e**.onMouseLeave
- e**.onMouseOver
- e**.onWheel

KEYBOARD EVENTS

- e**.onKeyDown
- e**.onKeyUp

LOAD/OBJECT EVENTS

- e**.onDOMContentLoaded
- e**.onLoad
- e**.onAbort
- e**.onError
- e**.onResize
- e**.onScroll
- e**.onBeforeUnload
- e**.onUnload

FORM/FIELDS EVENTS

- e**.onBlur
- e**.onChange
- e**.onInvalid
- e**.onReset
- e**.onFocus
- e**.onInput
- e**.onSelect
- e**.onSubmit

ANIMATION/TRANSITION EVENTS

- e**.onDragEnter
- e**.onDragStart
- e**.onDragOver
- e**.onDragLeave
- e**.onDragEnd
- e**.onDragDrop

ANIMATION/TRANSITION EVENTS

- e**.onAnimationStart
- e**.onAnimationEnd
- e**.onAnimationIteration
- e**.transitionEnd