

"C:\Users\alonj\OneDrive\Documents\GitHub\ariasul.github.io\TD-Ticoaires\turnjs4\samples\basic\index.html"

```
<!doctype html>

<!--[if lt IE 7 ]> <html lang="en" class="ie6"> <![endif]-->
<!--[if IE 7 ]>  <html lang="en" class="ie7"> <![endif]-->
<!--[if IE 8 ]>  <html lang="en" class="ie8"> <![endif]-->
<!--[if IE 9 ]>  <html lang="en" class="ie9"> <![endif]-->
<!--[if !IE]><!--> <html lang="en"> <!--<![endif]-->

<head>

<meta name="viewport" content="width=device-width, user-scalable=yes" />
<script type="text/javascript" src="../../extras/jquery.min.1.7.js"></script>
<script type="text/javascript" src="../../extras/modernizr.2.5.3.min.js"></script>
</head>

<body>

<div class="flipbook-viewport">
  <div class="container">
    <div class="flipbook">
      <div style="background-image:url(pics/03_480.jpg)">
        <div class="blur">
          <h1>Cocinas de Madera</h1>
          <h2>¡Ahora si...</h2>
          <h2>Su casa se verá preciosa!</h2>
        </div>
      </div>
      <div style="background-image:url(pics/03_1605x2000.jpg)">
        <div class="blur">
```

```
<table style="width: 80%;" border="0"; align="center">

  <tbody>

    <tr>

      <td><a href="https://www.facebook.com/" target="_blank"></a></td>

      <td><a
href="https://wa.me/50685611722?text=Hola%20Jorge%20de%20Cocinas%20de%20Madera.%0D%0AD
eseo%20m%C3%A1s%20informaci%C3%B3n%20de%3A%0D%0A%0D%0AMi%20nombre%20es%3A"
target="_blank"></a></td>

    </tr>

  </tbody>

</table>

</div>

</div>

<div style="background-image:url(pics/04_1605x2000.jpg)">

  <div class="blur">

    <table style="width: 80%;" border="0"; align="center">

      <tbody>

        <tr>

          <td><a href="https://www.facebook.com/" target="_blank"></a></td>

          <td><a
href="https://wa.me/50685611722?text=Hola%20Jorge%20de%20Cocinas%20de%20Madera.%0D%0AD
eseo%20m%C3%A1s%20informaci%C3%B3n%20de%3A%0D%0A%0D%0AMi%20nombre%20es%3A"
target="_blank"></a></td>

        </tr>

      </tbody>

    </table>

  </div>

</div>
```

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eseo%20m%C3%A1s%20informaci%C3%B3n%20de%3A%0D%0A%0D%0AMi%20nombre%20es%3A"
target="_blank"></a></td>

        </tr>

      </tbody>

    </table>

  </div>

</div>
```

```
</div>
```

```
</div>
```

```
</div>
```

```
</div>
```

```
</div>
```

```
<script type="text/javascript">
```

```
function loadApp() {
```

```
    // Create the flipbook
```

```
    $('#flipbook').turn({
```

```
        // Width
```

```
        width: 380,
```

```
        // Height
```

```
        height: 640,
```

```
        // Elevation
```

```
        elevation: 50,
```

```
        // Enable gradients
```

```
        gradients: true,
```

```
// Auto center this flipbook
```

```
autoCenter: true,
```

```
// Display single page
```

```
display: 'single'
```

```
});
```

```
}
```

```
// Load the HTML4 version if there's not CSS transform
```

```
yepnope({
```

```
  test : Modernizr.csstransforms,
```

```
  yep: ['../lib/turn.js'],
```

```
  nope: ['../lib/turn.html4.min.js'],
```

```
  both: ['css/basic.css'],
```

```
  complete: loadApp
```

```
});
```

```
</script>
```

```
</body>
```

```
</html>
```

"C:\Users\alonz\OneDrive\Documents\GitHub\ariasul.github.io\TD-Ticoaires\turnjs4\samples\basic\js\basic.js"

```
/*
```

```
 * Basic sample
```

```
*/
```

```
function addPage(page, book) {
```

```
    var id, pages = book.turn('pages');
```

```
    // Create a new element for this page
```

```
    var element = $('<div />', {});
```

```
    // Add the page to the flipbook
```

```
    if (book.turn('addPage', element, page)) {
```

```
        // Add the initial HTML
```

```
        // It will contain a loader indicator and a gradient
```

```
        element.html('<div class="gradient"></div><div class="loader"></div>');
```

```
        // Load the page
```

```
        loadPage(page, element);
```

```
    }
```

```
}
```

```
function loadPage(page, pageElement) {
```

```
// Create an image element

var img = $('<img />');

img.mousedown(function(e) {
    e.preventDefault();
});

img.load(function() {

    // Set the size
    $(this).css({width: '100%', height: '100%'});

    // Add the image to the page after loaded

    $(this).appendTo(pageElement);

    // Remove the loader indicator

    pageElement.find('.loader').remove();
});

// Load the page

img.attr('src', 'pages/' + page + '.jpg');

}
```

```
function loadLargePage(page, pageElement) {

    var img = $('<img />');

    img.load(function() {

        var prevImg = pageElement.find('img');
        $(this).css({width: '100%', height: '100%'});
        $(this).appendTo(pageElement);
        prevImg.remove();

    });

    // Loadnew page

    img.attr('src', 'pages/' + page + '-large.jpg');
}
```

```
function loadSmallPage(page, pageElement) {

    var img = pageElement.find('img');

    img.css({width: '100%', height: '100%'});

    img.unbind('load');

    // Loadnew page

    img.attr('src', 'pages/' + page + '.jpg');
```



```
}
```

```
// http://code.google.com/p/chromium/issues/detail?id=128488
```

```
function isChrome() {
```

```
    return navigator.userAgent.indexOf('Chrome')!==-1;
```

```
}
```

```
"C:\Users\alonj\OneDrive\Documents\GitHub\ariasul.github.io\TD-  
Ticoaires\turnjs4\samples\basic\css\basic.css"
```

```
@import url('https://fonts.googleapis.com/css2?family=Open+Sans:wght@300;400&display=swap');
```

```
body {
```

```
    overflow: hidden;
```

```
    background-color: #fcfcfc;
```

```
    margin: 0;
```

```
    padding: 0;
```

```
    font-family: 'Open Sans', sans-serif;
```

```
    line-height: 1.5;
```

```
}
```

```
.flipbook-viewport {
```

```
    overflow: hidden;
```

```
    width: 100%;
```

```
height: 100vh;
position: relative;
display: flex;
justify-content: center;
align-items: center;
}
```

```
.flipbook-viewport .container {
width: 100%;
height: 100%;
display: flex;
justify-content: center;
align-items: center;
}
```

```
.flipbook-viewport .flipbook {
width: 480px;
height: 640px;
}
```

```
.flipbook .page {
-webkit-box-shadow: 0 0 20px rgba(0, 0, 0, 0.2);
-moz-box-shadow: 0 0 20px rgba(0, 0, 0, 0.2);
-ms-box-shadow: 0 0 20px rgba(0, 0, 0, 0.2);
-o-box-shadow: 0 0 20px rgba(0, 0, 0, 0.2);
box-shadow: 0 0 20px rgba(0, 0, 0, 0.2);
}
```

```
.flipbook-viewport .page img {
```

```
-webkit-touch-callout: none;
-webkit-user-select: none;
-khtml-user-select: none;
-moz-user-select: none;
-ms-user-select: none;
user-select: none;
margin: 0;
}
```

```
.flipbook-viewport .shadow {
  -webkit-transition: -webkit-box-shadow 0.5s;
  -moz-transition: -moz-box-shadow 0.5s;
  -o-transition: -webkit-box-shadow 0.5s;
  -ms-transition: -ms-box-shadow 0.5s;
  transition: box-shadow 0.5s;
  -webkit-box-shadow: 0 0 20px #ccc;
  -moz-box-shadow: 0 0 20px #ccc;
  -o-box-shadow: 0 0 20px #ccc;
  -ms-box-shadow: 0 0 20px #ccc;
  box-shadow: 0 0 20px #ccc;
}
```

```
.blur {
  align-items: center;
  justify-content: center;
  text-align: center;
  background-color: rgba(255, 255, 255, .6);
  backdrop-filter: blur(5px);
  border-radius: 15px;
```

```
margin: 25px;  
}
```

```
.icon-container {  
  display: flex;  
  justify-content: space-between; /* Evenly space icons */  
  align-items: center; /* Center vertically */  
  width: 50%;  
  padding: 10px; /* Optional padding for better spacing */  
  margin: 0 auto; /* Center the container itself */  
}
```

```
.icon-container a {  
  flex: 1;  
  text-align: center;  
}
```

```
.icon-container img {  
  width: 50px;  
  height: 50px;  
}
```

```
h1 {  
  font-weight: 300;  
  font-size: 60px;  
  line-height: 1.2;  
  margin-bottom: 15px;  
}
```

```
h2 {  
    margin: 30px 0;  
    color: var(--primary-color);  
}
```

```
/* Responsive styles */
```

```
@media (max-width: 768px) {  
    .flipbook-viewport .flipbook {  
        width: 100%;  
        height: auto;  
    }
```

```
h1 {  
    font-size: 36px; /* Adjust font size for smaller screens */  
}
```

```
h2 {  
    font-size: 24px; /* Adjust font size for smaller screens */  
}
```

```
.icon-container {  
    width: 90%; /* Adjust width for smaller screens */  
    padding: 5px; /* Adjust padding for smaller screens */  
}
```

```
.icon-container img {  
    width: 40px; /* Adjust icon size for smaller screens */  
    height: 40px;  
}
```

```
}
```

```
@media (max-width: 480px) {  
  .flipbook-viewport .flipbook {  
    width: 100%;  
    height: auto;  
  }
```

```
.flipbook-viewport .page {  
  width: 100%;  
  height: auto;  
}
```

```
.icon-container {  
  flex-direction: column;  
}
```

```
.icon-container a {  
  margin-bottom: 10px;  
}  
}
```

```
"C:\Users\alongj\OneDrive\Documents\GitHub\ariasul.github.io\TD-Ticoaires\turnjs4\lib\turn.js"
```

```
/**
```

```
* turn.js 4th release
```

```
* turnjs.com
```

```
* turnjs.com/
```

*

**/

```
(function($) {
```

```
'use strict';
```

```
var has3d,
```

```
hasRot,
```

```
vendor = "",
```

```
version = '4.1.0',
```

```
PI = Math.PI,
```

```
A90 = PI/2,
```

```
isTouch = 'ontouchstart' in window,
```

```
mouseEvents = (isTouch) ?
```

```
{
```

```
  down: 'touchstart',
```

```
  move: 'touchmove',
```

```
  up: 'touchend',
```

```
  over: 'touchstart',
```

```
  out: 'touchend'
```

```
}
```

```
:  
{  
  down: 'mousedown',  
  move: 'mousemove',  
  up: 'mouseup',  
  over: 'mouseover',  
  out: 'mouseout'  
},
```

```
// Contanst used for each corner
```

```
// | tl * tr |  
// | *      * | r  
// | bl * br |
```

```
corners = {  
  backward: ['bl', 'tl'],  
  forward: ['br', 'tr'],  
  all: ['tl', 'bl', 'tr', 'br', 'l', 'r']  
},
```

```
// Display values
```

```
displays = ['single', 'double'],
```

```
// Direction values
```

```
directions = ['ltr', 'rtl'],
```

```
// Default options
```



```
turnOptions = {  
  
    // Enables hardware acceleration  
  
    acceleration: true,  
  
    // Display  
  
    display: 'double',  
  
    // Duration of transition in milliseconds  
  
    duration: 600,  
  
    // First page  
  
    page: 1,  
  
    // Enables gradients  
  
    gradients: true,  
  
    // Corners used when turning the page  
  
    turnCorners: 'bl,br',  
  
    // Events
```

```
    when: null
  },

  flipOptions = {

    // Size of the active zone of each corner

    cornerSize: 100

  },

  // Number of pages in the DOM, minimum value: 6

  pagesInDOM = 6,

  turnMethods = {

    // Singleton constructor
    // $('#selector').turn([options]);

    init: function(options) {

      // Define constants

      has3d = 'WebKitCSSMatrix' in window || 'MozPerspective' in document.body.style;
      hasRot = rotationAvailable();
      vendor = getPrefix();
```

```
var i, that = this, pageNum = 0, data = this.data(), ch = this.children();
```

```
// Set initial configuration
```

```
options = $.extend({  
    width: this.width(),  
    height: this.height(),  
    direction: this.attr('dir') || this.css('direction') || 'ltr'  
}, turnOptions, options);
```

```
data.opts = options;  
data.pageObjs = {};  
data.pages = {};  
data.pageWrap = {};  
data.pageZoom = {};  
data.pagePlace = {};  
data.pageMv = [];  
data.zoom = 1;  
data.totalPages = options.pages || 0;  
data.eventHandlers = {  
    touchStart: $.proxy(turnMethods._touchStart, this),  
    touchMove: $.proxy(turnMethods._touchMove, this),  
    touchEnd: $.proxy(turnMethods._touchEnd, this),  
    start: $.proxy(turnMethods._eventStart, this)  
};
```

```
// Add event listeners
```

```
if (options.when)
  for (i in options.when)
    if (has(i, options.when))
      this.bind(i, options.when[i]);

// Set the css

this.css({position: 'relative', width: options.width, height: options.height});

// Set the initial display

this.turn('display', options.display);

// Set the direction

if (options.direction!="")
  this.turn('direction', options.direction);

// Prevent blue screen problems of switching to hardware acceleration mode
// By forcing hardware acceleration for ever

if (has3d && !isTouch && options.acceleration)
  this.transform(translate(0, 0, true));

// Add pages from the DOM

for (i = 0; i<ch.length; i++) {
  if ($(ch[i]).attr('ignore')!='1') {
```

```
        this.turn('addPage', ch[i], ++pageNum);
    }
}

// Event listeners

$(this).bind(mouseEvents.down, data.eventHandlers.touchStart).
    bind('end', turnMethods._eventEnd).
    bind('pressed', turnMethods._eventPressed).
    bind('released', turnMethods._eventReleased).
    bind('flip', turnMethods._flip);

$(this).parent().bind('start', data.eventHandlers.start);

$(document).bind(mouseEvents.move, data.eventHandlers.touchMove).
    bind(mouseEvents.up, data.eventHandlers.touchEnd);

// Set the initial page

this.turn('page', options.page);

// This flipbook is ready

data.done = true;

return this;
},

// Adds a page from external data
```

```
addPage: function(element, page) {

    var currentPage,
        className,
        incPages = false,
        data = this.data(),
        lastPage = data.totalPages+1;

    if (data.destroying)
        return false;

    // Read the page number from the className of `element` - format: p[0-9]+

    if ((currentPage = /\bp([0-9]+)\b/.exec($(element).attr('class'))))
        page = parseInt(currentPage[1], 10);

    if (page) {

        if (page==lastPage)
            incPages = true;
        else if (page>lastPage)
            throw turnError('Page "'+page+'" cannot be inserted');

    } else {

        page = lastPage;
        incPages = true;
    }
}
```

```
}
```

```
if (page>=1 && page<=lastPage) {
```

```
    if (data.display=='double')
```

```
        className = (page%2) ? ' odd' : ' even';
```

```
    else
```

```
        className = '';
```

```
    // Stop animations
```

```
    if (data.done)
```

```
        this.turn('stop');
```

```
    // Move pages if it's necessary
```

```
    if (page in data.pageObjs)
```

```
        turnMethods._movePages.call(this, page, 1);
```

```
    // Increase the number of pages
```

```
    if (incPages)
```

```
        data.totalPages = lastPage;
```

```
    // Add element
```

```
    data.pageObjs[page] = $(element).
```

```
        css({'float': 'left'}).
```

```
        addClass('page p' + page + className);
```

```
    if (!hasHardPage() && data.pageObjs[page].hasClass('hard')) {
```

```
        data.pageObjs[page].removeClass('hard');
```

```
    }
```

```

// Add page
turnMethods._addPage.call(this, page);

// Remove pages out of range
turnMethods._removeFromDOM.call(this);
}

return this;
},

// Adds a page

_addPage: function(page) {

var data = this.data(),
    element = data.pageObjs[page];

if (element)
    if (turnMethods._necessPage.call(this, page)) {

        if (!data.pageWrap[page]) {

            // Wrapper
            data.pageWrap[page] = $('<div/>',
                {'class': 'page-wrapper',
                 page: page,
                 css: {position: 'absolute',
                      overflow: 'hidden'}});

```



```
// Append to this flipbook
this.append(data.pageWrap[page]);

if (!data.pagePlace[page]) {

    data.pagePlace[page] = page;
    // Move `pageObjs[page]` to wrapper
    data.pageObjs[page].appendTo(data.pageWrap[page]);

}

// Set the size of the page
var prop = turnMethods._pageSize.call(this, page, true);
element.css({width: prop.width, height: prop.height});
data.pageWrap[page].css(prop);

}

if (data.pagePlace[page] == page) {

    // If the page isn't in another place, create the flip effect
    turnMethods._makeFlip.call(this, page);

}

} else {

    // Place
```

```

    data.pagePlace[page] = 0;

    // Remove element from the DOM
    if (data.pageObjs[page])
        data.pageObjs[page].remove();

    }

},

// Checks if a page is in memory

hasPage: function(page) {

    return has(page, this.data().pageObjs);

},

// Centers the flipbook

center: function(page) {

    var data = this.data(),
        size = $(this).turn('size'),
        left = 0;

    if (!data.noCenter) {
        if (data.display=='double') {
            var view = this.turn('view', page || data.tpage || data.page);

```

```

        if (data.direction=='ltr') {
            if (!view[0])
                left -= size.width/4;
            else if (!view[1])
                left += size.width/4;
        } else {
            if (!view[0])
                left += size.width/4;
            else if (!view[1])
                left -= size.width/4;
        }

    }

    $(this).css({marginLeft: left});
}

return this;

},

// Destroys the flipbook

destroy: function () {

    var page,
        flipbook = this,
        data = this.data(),

```

```
events = [  
  'end', 'first', 'flip', 'last', 'pressed',  
  'released', 'start', 'turning', 'turned',  
  'zooming', 'missing'];
```

```
if (trigger('destroying', this)=='prevented')  
  return;
```

```
data.destroying = true;
```

```
$.each(events, function(index, eventName) {  
  flipbook.unbind(eventName);  
});
```

```
this.parent().unbind('start', data.eventHandlers.start);
```

```
$(document).unbind(mouseEvents.move, data.eventHandlers.touchMove).  
  unbind(mouseEvents.up, data.eventHandlers.touchEnd);
```

```
while (data.totalPages!==0) {  
  this.turn('removePage', data.totalPages);  
}
```

```
if (data.fparent)  
  data.fparent.remove();
```

```
if (data.shadow)  
  data.shadow.remove();
```

```
this.removeData();
```

```
data = null;
```

```
return this;
```

```
},
```

```
// Checks if this element is a flipbook
```

```
is: function() {
```

```
    return typeof(this.data().pages)=='object';
```

```
},
```

```
// Sets and gets the zoom value
```

```
zoom: function(newZoom) {
```

```
    var data = this.data();
```

```
    if (typeof(newZoom)=='number') {
```

```
        if (newZoom<0.001 || newZoom>100)
```

```
            throw turnError(newZoom+ ' is not a value for zoom');
```

```
        if (trigger('zooming', this, [newZoom, data.zoom])=='prevented')
```

```
            return this;
```

```

var size = this.turn('size'),
    currentView = this.turn('view'),
    iz = 1/data.zoom,
    newWidth = Math.round(size.width * iz * newZoom),
    newHeight = Math.round(size.height * iz * newZoom);

data.zoom = newZoom;

$(this).turn('stop').
    turn('size', newWidth, newHeight);
/*
css({marginTop: size.height * iz / 2 - newHeight / 2});*/

if (data.opts.autoCenter)
    this.turn('center');
/*else
    $(this).css({marginLeft: size.width * iz / 2 - newWidth / 2});*/

turnMethods._updateShadow.call(this);

for (var i = 0; i<currentView.length; i++) {
    if (currentView[i] && data.pageZoom[currentView[i]]!=data.zoom) {

        this.trigger('zoomed',[
            currentView[i],
            currentView,
            data.pageZoom[currentView[i]],
            data.zoom]);
    }
}

```

```
        data.pageZoom[currentView[i]] = data.zoom;
    }
}
```

```
return this;
```

```
} else
    return data.zoom;
```

```
},
```

```
// Gets the size of a page
```

```
_pageSize: function(page, position) {
```

```
    var data = this.data(),
        prop = {};
```

```
    if (data.display=='single') {
```

```
        prop.width = this.width();
        prop.height = this.height();
```

```
        if (position) {
            prop.top = 0;
            prop.left = 0;
            prop.right = 'auto';
        }
```

```
} else {

var pageWidth = this.width()/2,
    pageHeight = this.height();

if (data.pageObjs[page].hasClass('own-size')) {
    prop.width = data.pageObjs[page].width();
    prop.height = data.pageObjs[page].height();
} else {
    prop.width = pageWidth;
    prop.height = pageHeight;
}

if (position) {
    var odd = page%2;
    prop.top = (pageHeight-prop.height)/2;

    if (data.direction=='ltr') {

        prop[(odd) ? 'right' : 'left'] = pageWidth-prop.width;
        prop[(odd) ? 'left' : 'right'] = 'auto';

    } else {

        prop[(odd) ? 'left' : 'right'] = pageWidth-prop.width;
        prop[(odd) ? 'right' : 'left'] = 'auto';

    }
}
```



```

    }
  }

  return prop;

},

// Prepares the flip effect for a page

_makeFlip: function(page) {

  var data = this.data();

  if (!data.pages[page] && data.pagePlace[page]==page) {

    var single = data.display=='single',
        odd = page%2;

    data.pages[page] = data.pageObjs[page].
      css(turnMethods._pageSize.call(this, page)).
      flip({
        page: page,
        next: (odd || single) ? page+1 : page-1,
        turn: this
      }).
      flip('disable', data.disabled);

    // Issue about z-index

    turnMethods._setPageLoc.call(this, page);
  }
}

```

```

        data.pageZoom[page] = data.zoom;

    }

    return data.pages[page];
},

// Makes pages within a range

_makeRange: function() {

    var page, range,
        data = this.data();

    if (data.totalPages<1)
        return;

    range = this.turn('range');

    for (page = range[0]; page<=range[1]; page++)
        turnMethods._addPage.call(this, page);

},

// Returns a range of pages that should be in the DOM
// Example:
// - page in the current view, return true
// * page is in the range, return true

```

```
// Otherwise, return false
//
// 1 2-3 4-5 6-7 8-9 10-11 12-13
//  ** **  --  ** **
```

```
range: function(page) {
```

```
    var remainingPages, left, right, view,
        data = this.data();
```

```
    page = page || data.tpage || data.page || 1;
    view = turnMethods._view.call(this, page);
```

```
    if (page<1 || page>data.totalPages)
        throw turnError('"' + page + '" is not a valid page');
```

```
    view[1] = view[1] || view[0];
```

```
    if (view[0]>=1 && view[1]<=data.totalPages) {
```

```
        remainingPages = Math.floor((pagesInDOM-2)/2);
```

```
        if (data.totalPages-view[1] > view[0]) {
```

```
            left = Math.min(view[0]-1, remainingPages);
```

```
            right = 2*remainingPages-left;
```

```
        } else {
```

```
            right = Math.min(data.totalPages-view[1], remainingPages);
```

```
            left = 2*remainingPages-right;
```

```
}
```

```
} else {
```

```
    left = pagesInDOM-1;
```

```
    right = pagesInDOM-1;
```

```
}
```

```
return [Math.max(1, view[0]-left),
```

```
        Math.min(data.totalPages, view[1]+right)];
```

```
},
```

```
// Detects if a page is within the range of `pagesInDOM` from the current view
```

```
_necessPage: function(page) {
```

```
    if (page===0)
```

```
        return true;
```

```
    var range = this.turn('range');
```

```
    return this.data().pageObjs[page].hasClass('fixed') ||
```

```
        (page>=range[0] && page<=range[1]);
```

```
},
```

```
// Releases memory by removing pages from the DOM
```

```
_removeFromDOM: function() {
```

```
var page, data = this.data();
```

```
for (page in data.pageWrap)
```

```
  if (has(page, data.pageWrap) &&
```

```
    !turnMethods._necessPage.call(this, page))
```

```
    turnMethods._removePageFromDOM.call(this, page);
```

```
},
```

```
// Removes a page from DOM and its internal references
```

```
_removePageFromDOM: function(page) {
```

```
  var data = this.data();
```

```
  if (data.pages[page]) {
```

```
    var dd = data.pages[page].data();
```

```
    flipMethods._moveFoldingPage.call(data.pages[page], false);
```

```
    if (dd.f && dd.f.fwrapper)
```

```
      dd.f.fwrapper.remove();
```

```
    data.pages[page].removeData();
```

```
    data.pages[page].remove();
```

```
    delete data.pages[page];
```

```
  }
```

```
if (data.pageObjs[page])  
    data.pageObjs[page].remove();
```

```
if (data.pageWrap[page]) {  
    data.pageWrap[page].remove();  
    delete data.pageWrap[page];  
}
```

```
turnMethods._removeMv.call(this, page);
```

```
delete data.pagePlace[page];  
delete data.pageZoom[page];
```

```
},
```

```
// Removes a page
```

```
removePage: function(page) {
```

```
    var data = this.data();
```

```
    // Delete all the pages
```

```
    if (page=='*') {
```

```
        while (data.totalPages!==0) {  
            this.turn('removePage', data.totalPages);  
        }
```

```
    } else {
```

```
if (page<1 || page>data.totalPages)
  throw turnError('The page ' + page + ' doesn\'t exist');

if (data.pageObjs[page]) {

  // Stop animations
  this.turn('stop');

  // Remove `page`
  turnMethods._removePageFromDOM.call(this, page);

  delete data.pageObjs[page];

}

// Move the pages
turnMethods._movePages.call(this, page, -1);

// Resize the size of this flipbook
data.totalPages = data.totalPages-1;

// Check the current view

if (data.page>data.totalPages) {

  data.page = null;
  turnMethods._fitPage.call(this, data.totalPages);
```

```

    } else {

        turnMethods._makeRange.call(this);
        this.turn('update');

    }
}

return this;

},

// Moves pages

_movePages: function(from, change) {

    var page,
        that = this,
        data = this.data(),
        single = data.display=='single',
        move = function(page) {

            var next = page + change,
                odd = next%2,
                className = (odd) ? ' odd ' : ' even ';

            if (data.pageObjs[page])
                data.pageObjs[next] = data.pageObjs[page].
                    removeClass('p' + page + ' odd even').

```



```

addClass('p' + next + className);

if (data.pagePlace[page] && data.pageWrap[page]) {

    data.pagePlace[next] = next;

    if (data.pageObjs[next].hasClass('fixed'))
        data.pageWrap[next] = data.pageWrap[page].
            attr('page', next);
    else
        data.pageWrap[next] = data.pageWrap[page].
            css(turnMethods._pageSize.call(that, next, true)).
            attr('page', next);

    if (data.pages[page])
        data.pages[next] = data.pages[page].
            flip('options', {
                page: next,
                next: (single || odd) ? next+1 : next-1
            });

    if (change) {
        delete data.pages[page];
        delete data.pagePlace[page];
        delete data.pageZoom[page];
        delete data.pageObjs[page];
        delete data.pageWrap[page];
    }
}

```

```
}
```

```
};
```

```
if (change>0)
```

```
  for (page=data.totalPages; page>=from; page--)
```

```
    move(page);
```

```
else
```

```
  for (page=from; page<=data.totalPages; page++)
```

```
    move(page);
```

```
},
```

```
// Sets or Gets the display mode
```

```
display: function(display) {
```

```
  var data = this.data(),
```

```
  currentDisplay = data.display;
```

```
  if (display===undefined) {
```

```
    return currentDisplay;
```

```
  } else {
```

```
    if ($.inArray(display, displays)==-1)
```

```
      throw turnError('"' + display + '" is not a value for display');
```

```
switch(display) {  
  case 'single':  
  
    // Create a temporal page to use as folded page  
  
    if (!data.pageObjs[0]) {  
      this.turn('stop').  
        css({'overflow': 'hidden'});  
  
      data.pageObjs[0] = $('<div />',  
        {'class': 'page p-temporal'}).  
        css({'width': this.width(), height: this.height()}).  
        appendTo(this);  
    }  
  
    this.addClass('shadow');  
  
    break;  
  case 'double':  
  
    // Remove the temporal page  
  
    if (data.pageObjs[0]) {  
      this.turn('stop').css({'overflow': ''});  
      data.pageObjs[0].remove();  
      delete data.pageObjs[0];  
    }  
  
    this.removeClass('shadow');
```

```
break;  
}
```

```
data.display = display;
```

```
if (currentDisplay) {  
    var size = this.turn('size');  
    turnMethods._movePages.call(this, 1, 0);  
    this.turn('size', size.width, size.height).  
        turn('update');  
}
```

```
return this;
```

```
}
```

```
},
```

```
// Gets and sets the direction of the flipbook
```

```
direction: function(dir) {
```

```
    var data = this.data();
```

```
    if (dir===undefined) {
```

```
        return data.direction;
```

```
} else {
```

```
    dir = dir.toLowerCase();
```

```
    if ($.inArray(dir, directions)==-1)
```

```
        throw turnError('"' + dir + '" is not a value for direction');
```

```
    if (dir=='rtl') {
```

```
        $(this).attr('dir', 'ltr').
```

```
        css({direction: 'ltr'});
```

```
    }
```

```
    data.direction = dir;
```

```
    if (data.done)
```

```
        this.turn('size', $(this).width(), $(this).height());
```

```
    return this;
```

```
}
```

```
},
```

```
// Detects animation
```

```
animating: function() {
```

```
    return this.data().pageMv.length>0;
```

```
},
```

```
// Gets the current activated corner
```

```
corner: function() {
```

```
    var corner,
```

```
        page,
```

```
        data = this.data();
```

```
    for (page in data.pages) {
```

```
        if (has(page, data.pages))
```

```
            if ((corner = data.pages[page].flip('corner'))) {
```

```
                return corner;
```

```
            }
```

```
    }
```

```
    return false;
```

```
},
```

```
// Gets the data stored in the flipbook
```

```
data: function() {
```

```
    return this.data();
```

```
},
```

```
// Disables and enables the effect
```

```

disable: function(disable) {

    var page,
        data = this.data(),
        view = this.turn('view');

    data.disabled = disable===undefined || disable===true;

    for (page in data.pages) {
        if (has(page, data.pages))
            data.pages[page].flip('disable',
                (data.disabled) ? true : $.inArray(parseInt(page, 10), view)==-1);
    }

    return this;

},

// Disables and enables the effect

disabled: function(disable) {

    if (disable===undefined) {
        return this.data().disabled===true;
    } else {
        return this.turn('disable', disable);
    }
}

```

```
},
```

```
// Gets and sets the size
```

```
size: function(width, height) {
```

```
    if (width===undefined || height===undefined) {
```

```
        return {width: this.width(), height: this.height()};
```

```
    } else {
```

```
        this.turn('stop');
```

```
        var page, prop,
```

```
            data = this.data(),
```

```
            pageWidth = (data.display=='double') ? width/2 : width;
```

```
        this.css({width: width, height: height});
```

```
        if (data.pageObjs[0])
```

```
            data.pageObjs[0].css({width: pageWidth, height: height});
```

```
        for (page in data.pageWrap) {
```

```
            if (!has(page, data.pageWrap)) continue;
```

```
            prop = turnMethods._pageSize.call(this, page, true);
```

```
            data.pageObjs[page].css({width: prop.width, height: prop.height});
```



```

    data.pageWrap[page].css(prop);

    if (data.pages[page])
        data.pages[page].css({width: prop.width, height: prop.height});
    }

    this.turn('resize');

    return this;

}
},

// Resizes each page

resize: function() {

    var page, data = this.data();

    if (data.pages[0]) {
        data.pageWrap[0].css({left: -this.width()});
        data.pages[0].flip('resize', true);
    }

    for (page = 1; page <= data.totalPages; page++)
        if (data.pages[page])
            data.pages[page].flip('resize', true);

    turnMethods._updateShadow.call(this);

```

```
if (data.opts.autoCenter)
    this.turn('center');

},

// Removes an animation from the cache

_removeMv: function(page) {

    var i, data = this.data();

    for (i=0; i<data.pageMv.length; i++)
        if (data.pageMv[i]==page) {
            data.pageMv.splice(i, 1);
            return true;
        }

    return false;

},

// Adds an animation to the cache

_addMv: function(page) {

    var data = this.data();

    turnMethods._removeMv.call(this, page);
```

```
data.pageMv.push(page);
```

```
},
```

```
// Gets indexes for a view
```

```
_view: function(page) {
```

```
var data = this.data();
```

```
page = page || data.page;
```

```
if (data.display=='double')
```

```
    return (page%2) ? [page-1, page] : [page, page+1];
```

```
else
```

```
    return [page];
```

```
},
```

```
// Gets a view
```

```
view: function(page) {
```

```
var data = this.data(),
```

```
view = turnMethods._view.call(this, page);
```

```
if (data.display=='double')
```

```
    return [(view[0]>0) ? view[0] : 0,
```

```
    (view[1]<=data.totalPages) ? view[1] : 0];
```

else

return [(view[0]>0 && view[0]<=data.totalPages) ? view[0] : 0];

},

// Stops animations

stop: function(ignore, animate) {

if (this.turn('animating')) {

var i, opts, page,

data = this.data();

if (data.tpage) {

data.page = data.tpage;

delete data['tpage'];

}

for (i = 0; i<data.pageMv.length; i++) {

if (!data.pageMv[i] || data.pageMv[i]===ignore)

continue;

page = data.pages[data.pageMv[i]];

opts = page.data().f.opts;

page.flip('hideFoldedPage', animate);

```

    if (!animate)
        flipMethods._moveFoldingPage.call(page, false);

    if (opts.force) {
        opts.next = (opts.page%2===0) ? opts.page-1 : opts.page+1;
        delete opts['force'];
    }

}

}

this.turn('update');

return this;
},

// Gets and sets the number of pages

pages: function(pages) {

    var data = this.data();

    if (pages) {

        if (pages<data.totalPages) {

            for (var page = data.totalPages; page>pages; page--)
                this.turn('removePage', page);

```

```

    }

    data.totalPages = pages;
    turnMethods._fitPage.call(this, data.page);

    return this;

} else
    return data.totalPages;

},

// Checks missing pages

_missing : function(page) {

    var data = this.data();

    if (data.totalPages<1)
        return;

    var p,
        range = this.turn('range', page),
        missing = [];

    for (p = range[0]; p<=range[1]; p++) {
        if (!data.pageObjs[p])
            missing.push(p);
    }

```

```
if (missing.length>0)
  this.trigger('missing', [missing]);
```

```
},
```

```
// Sets a page without effect
```

```
_fitPage: function(page) {
```

```
  var data = this.data(),
      newView = this.turn('view', page);
```

```
  turnMethods._missing.call(this, page);
```

```
  if (!data.pageObjs[page])
    return;
```

```
  data.page = page;
```

```
  this.turn('stop');
```

```
  for (var i = 0; i<newView.length; i++) {
```

```
    if (newView[i] && data.pageZoom[newView[i]]!=data.zoom) {
```

```
      this.trigger('zoomed',[
        newView[i],
        newView,
```

```
        data.pageZoom[newView[i]],  
        data.zoom]);  
  
    data.pageZoom[newView[i]] = data.zoom;  
  
    }  
}
```

```
turnMethods._removeFromDOM.call(this);  
turnMethods._makeRange.call(this);  
turnMethods._updateShadow.call(this);  
this.trigger('turned', [page, newView]);  
this.turn('update');
```

```
if (data.opts.autoCenter)  
    this.turn('center');
```

```
},
```

```
// Turns the page
```

```
_turnPage: function(page) {  
  
    var current,  
        next,  
        data = this.data(),  
        place = data.pagePlace[page],  
        view = this.turn('view'),  
        newView = this.turn('view', page);
```



```

if (data.page!=page) {

    var currentPage = data.page;

    if (trigger('turning', this, [page, newView])=='prevented') {

        if (currentPage==data.page && $.inArray(place, data.pageMv)!=-1)
            data.pages[place].flip('hideFoldedPage', true);

        return;

    }

    if ($.inArray(1, newView)!=-1)
        this.trigger('first');
    if ($.inArray(data.totalPages, newView)!=-1)
        this.trigger('last');

}

if (data.display=='single') {
    current = view[0];
    next = newView[0];
} else if (view[1] && page>view[1]) {
    current = view[1];
    next = newView[0];
} else if (view[0] && page<view[0]) {

```

```
current = view[0];  
next = newView[1];  
}
```

```
var optsCorners = data.opts.turnCorners.split(','),  
    flipData = data.pages[current].data().f,  
    opts = flipData.opts,  
    actualPoint = flipData.point;
```

```
turnMethods._missing.call(this, page);
```

```
if (!data.pageObjs[page])  
    return;
```

```
this.turn('stop');
```

```
data.page = page;
```

```
turnMethods._makeRange.call(this);
```

```
data.tpage = next;
```

```
if (opts.next !== next) {  
    opts.next = next;  
    opts.force = true;  
}
```

```
this.turn('update');
```

```
flipData.point = actualPoint;
```

```
if (flipData.effect=='hard')
```

```
    if (data.direction=='ltr')
```

```
        data.pages[current].flip('turnPage',
```

```
            (page>current) ? 'r' : 'l');
```

```
    else
```

```
        data.pages[current].flip('turnPage',
```

```
            (page>current) ? 'l' : 'r');
```

```
else {
```

```
    if (data.direction=='ltr')
```

```
        data.pages[current].flip('turnPage',
```

```
            optsCorners[(page>current) ? 1 : 0]);
```

```
    else
```

```
        data.pages[current].flip('turnPage',
```

```
            optsCorners[(page>current) ? 0 : 1]);
```

```
}
```

```
},
```

```
// Gets and sets a page
```

```
page: function(page) {
```

```
    var data = this.data();
```

```
    if (page===undefined) {
```

```
        return data.page;
```

```

} else {

    if (!data.disabled && !data.destroying) {

        page = parseInt(page, 10);

        if (page>0 && page<=data.totalPages) {

            if (page!=data.page) {
                if (!data.done || $.inArray(page, this.turn('view'))!=-1)
                    turnMethods._fitPage.call(this, page);
                else
                    turnMethods._turnPage.call(this, page);
            }

            return this;

        } else {

            throw turnError('The page ' + page + ' does not exist');

        }

    }

}

},

```

```
// Turns to the next view
```

```
next: function() {
```

```
    return this.turn('page', Math.min(this.data().totalPages,  
    turnMethods._view.call(this, this.data().page).pop() + 1));
```

```
},
```

```
// Turns to the previous view
```

```
previous: function() {
```

```
    return this.turn('page', Math.max(1,  
    turnMethods._view.call(this, this.data().page).shift() - 1));
```

```
},
```

```
// Shows a peeling corner
```

```
peel: function(corner, animate) {
```

```
    var data = this.data(),  
    view = this.turn('view');
```

```
    animate = (animate===undefined) ? true : animate===true;
```

```
    if (corner===false) {
```

```
this.turn('stop', null, animate);

} else {

    if (data.display==='single') {

        data.pages[data.page].flip('peel', corner, animate);

    } else {

        var page;

        if (data.direction==='ltr') {

            page = (corner.indexOf('l')!==-1) ? view[0] : view[1];

        } else {

            page = (corner.indexOf('l')!==-1) ? view[1] : view[0];

        }

        if (data.pages[page])
            data.pages[page].flip('peel', corner, animate);

    }

}
```

```
return this;
```

```
},
```

```
// Adds a motion to the internal list
```

```
// This event is called in context of flip
```

```
_addMotionPage: function() {
```

```
var opts = $(this).data().f.opts,
```

```
    turn = opts.turn,
```

```
    dd = turn.data();
```

```
turnMethods._addMv.call(turn, opts.page);
```

```
},
```

```
// This event is called in context of flip
```

```
_eventStart: function(e, opts, corner) {
```

```
var data = opts.turn.data(),
```

```
    actualZoom = data.pageZoom[opts.page];
```

```
if (e.isDefaultPrevented()) {
```

```
    turnMethods._updateShadow.call(opts.turn);
```

```
    return;
```

```
}
```

```

if (actualZoom && actualZoom!=data.zoom) {

    opts.turn.trigger('zoomed',[
        opts.page,
        opts.turn.turn('view', opts.page),
        actualZoom,
        data.zoom]);

    data.pageZoom[opts.page] = data.zoom;

}

if (data.display=='single' && corner) {

    if ((corner.charAt(1)=='l' && data.direction=='ltr') ||
        (corner.charAt(1)=='r' && data.direction=='rtl'))
    {

        opts.next = (opts.next<opts.page) ? opts.next : opts.page-1;
        opts.force = true;

    } else {

        opts.next = (opts.next>opts.page) ? opts.next : opts.page+1;

    }

}

```



```
turnMethods._addMotionPage.call(e.target);
turnMethods._updateShadow.call(opts.turn);
},

// This event is called in context of flip

_eventEnd: function(e, opts, turned) {

  var that = $(e.target),
      data = that.data().f,
      turn = opts.turn,
      dd = turn.data();

  if (turned) {

    var tpage = dd.tpage || dd.page;

    if (tpage===opts.next || tpage===opts.page) {
      delete dd.tpage;

      turnMethods._fitPage.call(turn, tpage || opts.next, true);
    }

  } else {

    turnMethods._removeMv.call(turn, opts.page);
    turnMethods._updateShadow.call(turn);
    turn.turn('update');
```

```
}
```

```
},
```

```
// This event is called in context of flip
```

```
_eventPressed: function(e) {
```

```
    var page,
```

```
    data = $(e.target).data().f,
```

```
    turn = data.opts.turn,
```

```
    turnData = turn.data(),
```

```
    pages = turnData.pages;
```

```
    turnData.mouseAction = true;
```

```
    turn.turn('update');
```

```
    return data.time = new Date().getTime();
```

```
},
```

```
// This event is called in context of flip
```

```
_eventReleased: function(e, point) {
```

```
    var outArea,
```

```
    page = $(e.target),
```

```
    data = page.data().f,
```

```

    turn = data.opts.turn,
    turnData = turn.data();

    if (turnData.display=='single') {
        outArea = (point.corner=='br' || point.corner=='tr') ?
            point.x<page.width()/2:
            point.x>page.width()/2;
    } else {
        outArea = point.x<0 || point.x>page.width();
    }

    if ((new Date()).getTime()-data.time<200 || outArea) {

        e.preventDefault();
        turnMethods._turnPage.call(turn, data.opts.next);

    }

    turnData.mouseAction = false;

},

// This event is called in context of flip

_flip: function(e) {

    e.stopPropagation();

    var opts = $(e.target).data().f.opts;

```

```
opts.turn.trigger('turn', [opts.next]);
```

```
if (opts.turn.data().opts.autoCenter) {  
    opts.turn.turn('center', opts.next);  
}
```

```
},
```

```
//
```

```
_touchStart: function() {  
    var data = this.data();  
    for (var page in data.pages) {  
        if (has(page, data.pages) &&  
            flipMethods._eventStart.apply(data.pages[page], arguments)===false) {  
            return false;  
        }  
    }  
},
```

```
//
```

```
_touchMove: function() {  
    var data = this.data();  
    for (var page in data.pages) {  
        if (has(page, data.pages)) {  
            flipMethods._eventMove.apply(data.pages[page], arguments);  
        }  
    }  
},
```

```
//
_touchEnd: function() {
  var data = this.data();
  for (var page in data.pages) {
    if (has(page, data.pages)) {
      flipMethods._eventEnd.apply(data.pages[page], arguments);
    }
  }
},
```

```
// Calculate the z-index value for pages during the animation
```

```
calculateZ: function(mv) {

  var i, page, nextPage, placePage, dpage,
      that = this,
      data = this.data(),
      view = this.turn('view'),
      currentPage = view[0] || view[1],
      total = mv.length-1,
      r = {pageZ: {}, partZ: {}, pageV: {}},

      addView = function(page) {
        var view = that.turn('view', page);
        if (view[0]) r.pageV[view[0]] = true;
        if (view[1]) r.pageV[view[1]] = true;
      };
  }
```

```

for (i = 0; i<=total; i++) {
    page = mv[i];
    nextPage = data.pages[page].data().f.opts.next;
    placePage = data.pagePlace[page];
    addView(page);
    addView(nextPage);
    dpage = (data.pagePlace[nextPage]==nextPage) ? nextPage : page;
    r.pageZ[dpage] = data.totalPages - Math.abs(currentPage-dpage);
    r.partZ[placePage] = data.totalPages*2 - total + i;
}

return r;
},

```

// Updates the z-index and display property of every page

```

update: function() {

    var page,
        data = this.data();

    if (this.turn('animating') && data.pageMv[0]!==0) {

        // Update motion

        var p, apage, fixed,
            pos = this.turn('calculateZ', data.pageMv),
            corner = this.turn('corner'),
            actualView = this.turn('view'),

```

```
newView = this.turn('view', data.tpage);
```

```
for (page in data.pageWrap) {
```

```
    if (!has(page, data.pageWrap))
```

```
        continue;
```

```
    fixed = data.pageObjs[page].hasClass('fixed');
```

```
    data.pageWrap[page].css({
```

```
        display: (pos.pageV[page] || fixed) ? '' : 'none',
```

```
        zIndex:
```

```
            (data.pageObjs[page].hasClass('hard') ?
```

```
                pos.partZ[page]
```

```
            :
```

```
                pos.pageZ[page]
```

```
            ) || (fixed ? -1 : 0)
```

```
    });
```

```
    if ((p = data.pages[page])) {
```

```
        p.flip('z', pos.partZ[page] || null);
```

```
        if (pos.pageV[page])
```

```
            p.flip('resize');
```

```
        if (data.tpage) { // Is it turning the page to `tpage`?
```

```
            p.flip('hover', false).
```

```

        flip('disable',
            $.inArray(parseInt(page, 10), data.pageMv)==-1 &&
            page!=newView[0] &&
            page!=newView[1]);

    } else {

        p.flip('hover', corner===false).
            flip('disable', page!=actualView[0] && page!=actualView[1]);

    }

}

}

} else {

    // Update static pages

    for (page in data.pageWrap) {

        if (!has(page, data.pageWrap))
            continue;

        var pageLocation = turnMethods._setPageLoc.call(this, page);

        if (data.pages[page]) {
            data.pages[page].

```



```

        flip('disable', data.disabled || pageLocation!=1).
        flip('hover', true).
        flip('z', null);
    }
}
}

return this;
},

// Updates the position and size of the flipbook's shadow

_updateShadow: function() {

var view, view2, shadow,
    data = this.data(),
    width = this.width(),
    height = this.height(),
    pageWidth = (data.display=='single') ? width : width/2;

view = this.turn('view');

if (!data.shadow) {
    data.shadow = $('<div />', {
        'class': 'shadow',
        'css': divAtt(0, 0, 0).css
    }).
    appendTo(this);
}

```

```

for (var i = 0; i<data.pageMv.length; i++) {
  if (!view[0] || !view[1])
    break;

  view = this.turn('view', data.pages[data.pageMv[i]].data().f.opts.next);
  view2 = this.turn('view', data.pageMv[i]);

  view[0] = view[0] && view2[0];
  view[1] = view[1] && view2[1];
}

if (!view[0]) shadow = (data.direction=='ltr') ? 1 : 2;
else if (!view[1]) shadow = (data.direction=='ltr') ? 2 : 1;
else shadow = 3;

switch (shadow) {
case 1:
  data.shadow.css({
    width: pageWidth,
    height: height,
    top: 0,
    left: pageWidth
  });
  break;
case 2:
  data.shadow.css({
    width: pageWidth,
    height: height,

```

```

        top: 0,
        left: 0
    });
    break;
case 3:
    data.shadow.css({
        width: width,
        height: height,
        top: 0,
        left: 0
    });
    break;
}

},

// Sets the z-index and display property of a page
// It depends on the current view

_setPageLoc: function(page) {

    var data = this.data(),
        view = this.turn('view'),
        loc = 0;

    if (page==view[0] || page==view[1])
        loc = 1;
    else if (

```

```

(data.display=='single' && page==view[0]+1) ||
(data.display=='double' && page==view[0]-2 || page==view[1]+2)
)
loc = 2;

if (!this.turn('animating'))
switch (loc) {
case 1:
    data.pageWrap[page].css(
    {
        zIndex: data.totalPages,
        display: "
    });
break;
case 2:
    data.pageWrap[page].css(
    {
        zIndex: data.totalPages-1,
        display: "
    });
break;
case 0:
    data.pageWrap[page].css(
    {
        zIndex: 0,
        display: (data.pageObjs[page].hasClass('fixed')) ? " : 'none'
    );
break;
}

```

```
    return loc;
},

// Gets and sets the options

options: function(options) {

    if (options===undefined) {

        return this.data().opts;

    } else {

        var data = this.data();

        // Set new values

        $.extend(data.opts, options);

        // Set pages

        if (options.pages)
            this.turn('pages', options.pages);

        // Set page

        if (options.page)
            this.turn('page', options.page);
```

```

// Set display

if (options.display)
  this.turn('display', options.display);

// Set direction

if (options.direction)
  this.turn('direction', options.direction);

// Set size

if (options.width && options.height)
  this.turn('size', options.width, options.height);

// Add event listeners

if (options.when)
  for (var eventName in options.when)
    if (has(eventName, options.when)) {
      this.unbind(eventName).
        bind(eventName, options.when[eventName]);
    }

return this;
}

},

```

```
// Gets the current version
```

```
version: function() {
```

```
    return version;
```

```
}
```

```
},
```

```
// Methods and properties for the flip page effect
```

```
flipMethods = {
```

```
    // Constructor
```

```
    init: function(opts) {
```

```
        this.data({f: {
```

```
            disabled: false,
```

```
            hover: false,
```

```
            effect: (this.hasClass('hard')) ? 'hard' : 'sheet'
```

```
        }});
```

```
        this.flip('options', opts);
```

```
        flipMethods._addPageWrapper.call(this);
```

```
        return this;
```

```
},
```

```
setData: function(d) {
```

```
    var data = this.data();
```

```
    data.f = $.extend(data.f, d);
```

```
    return this;
```

```
},
```

```
options: function(opts) {
```

```
    var data = this.data().f;
```

```
    if (opts) {
```

```
        flipMethods.setData.call(this,
```

```
            {opts: $.extend({}, data.opts || flipOptions, opts)});
```

```
        return this;
```

```
    } else
```

```
        return data.opts;
```

```
},
```

```
z: function(z) {
```

```
    var data = this.data().f;
```

```
    data.opts['z-index'] = z;
```



```
if (data.fwrapper)
  data.fwrapper.css({
    zIndex: z || parseInt(data.parent.css('z-index'), 10) || 0
  });
```

```
return this;
},
```

```
_cAllowed: function() {
```

```
  var data = this.data().f,
      page = data.opts.page,
      turnData = data.opts.turn.data(),
      odd = page%2;
```

```
  if (data.effect=='hard') {
```

```
    return (turnData.direction=='ltr') ?
      [(odd) ? 'r' : 'l'] :
      [(odd) ? 'l' : 'r'];
```

```
  } else {
```

```
    if (turnData.display=='single') {
```

```
      if (page==1)
        return (turnData.direction=='ltr') ?
          corners['forward'] : corners['backward'];
```

```

else if (page==turnData.totalPages)
    return (turnData.direction=='ltr') ?
        corners['backward'] : corners['forward'];
else
    return corners['all'];

} else {

    return (turnData.direction=='ltr') ?
        corners[(odd) ? 'forward' : 'backward']
        :
        corners[(odd) ? 'backward' : 'forward'];

}

}

},

_cornerActivated: function(p) {

var data = this.data().f,
width = this.width(),
height = this.height(),
point = {x: p.x, y: p.y, corner: ""},
csz = data.opts.cornerSize;

if (point.x<=0 || point.y<=0 || point.x>=width || point.y>=height)
    return false;

```

```
var allowedCorners = flipMethods._cAllowed.call(this);
```

```
switch (data.effect) {
```

```
  case 'hard':
```

```
    if (point.x>width-csz)
```

```
      point.corner = 'r';
```

```
    else if (point.x<csz)
```

```
      point.corner = 'l';
```

```
    else
```

```
      return false;
```

```
    break;
```

```
  case 'sheet':
```

```
    if (point.y<csz)
```

```
      point.corner+= 't';
```

```
    else if (point.y>=height-csz)
```

```
      point.corner+= 'b';
```

```
    else
```

```
      return false;
```

```
    if (point.x<=csz)
```

```
      point.corner+= 'l';
```

```
    else if (point.x>=width-csz)
```

```
      point.corner+= 'r';
```

```
    else
```

```
return false;
```

```
break;
```

```
}
```

```
return (!point.corner || $.inArray(point.corner, allowedCorners)==-1) ?
```

```
false : point;
```

```
},
```

```
_isArea: function(e) {
```

```
var pos = this.data().f.parent.offset();
```

```
e = (isTouch && e.originalEvent) ? e.originalEvent.touches[0] : e;
```

```
return flipMethods._cornerActivated.call(this,
```

```
{
```

```
x: e.pageX-pos.left,
```

```
y: e.pageY-pos.top
```

```
});
```

```
},
```

```
_c: function(corner, opts) {
```

```
opts = opts || 0;
```

```
switch (corner) {
```

```
case 'tl':
    return point2D(opts, opts);
case 'tr':
    return point2D(this.width()-opts, opts);
case 'bl':
    return point2D(opts, this.height()-opts);
case 'br':
    return point2D(this.width()-opts, this.height()-opts);
case 'l':
    return point2D(opts, 0);
case 'r':
    return point2D(this.width()-opts, 0);
}

},
```

```
_c2: function(corner) {

switch (corner) {
case 'tl':
    return point2D(this.width()*2, 0);
case 'tr':
    return point2D(-this.width(), 0);
case 'bl':
    return point2D(this.width()*2, this.height());
case 'br':
    return point2D(-this.width(), this.height());
case 'l':
    return point2D(this.width()*2, 0);
```

```

    case 'r':
        return point2D(-this.width(), 0);
    }

},

_foldingPage: function() {

    var data = this.data().f;

    if (!data)
        return;

    var opts = data.opts;

    if (opts.turn) {
        data = opts.turn.data();
        if (data.display == 'single')
            return (opts.next>1 || opts.page>1) ? data.pageObjs[0] : null;
        else
            return data.pageObjs[opts.next];
    }

},

_backGradient: function() {

    var data = this.data().f,
        turnData = data.opts.turn.data(),

```

```
gradient = turnData.opts.gradients && (turnData.display=='single' ||  
    (data.opts.page!=2 && data.opts.page!=turnData.totalPages-1));
```

```
if (gradient && !data.bshadow)  
    data.bshadow = $('<div/>', divAtt(0, 0, 1)).  
        css({'position': '', width: this.width(), height: this.height()}).  
        appendTo(data.parent);
```

```
return gradient;
```

```
},
```

```
type: function () {
```

```
    return this.data().f.effect;
```

```
},
```

```
resize: function(full) {
```

```
    var data = this.data().f,  
        turnData = data.opts.turn.data(),  
        width = this.width(),  
        height = this.height();
```

```
    switch (data.effect) {
```

```
        case 'hard':
```

```
            if (full) {
```

```

data.wrapper.css({width: width, height: height});
data.fpage.css({width: width, height: height});
if (turnData.opts.gradients) {
    data.ashadow.css({width: width, height: height});
    data.bshadow.css({width: width, height: height});
}
}

break;
case 'sheet':

if (full) {
    var size = Math.round(Math.sqrt(Math.pow(width, 2)+Math.pow(height, 2)));

    data.wrapper.css({width: size, height: size});
    data.fwrapper.css({width: size, height: size}).
        children(':first-child').
            css({width: width, height: height});

    data.fpage.css({width: width, height: height});

    if (turnData.opts.gradients)
        data.ashadow.css({width: width, height: height});

    if (flipMethods._backGradient.call(this))
        data.bshadow.css({width: width, height: height});
}

if (data.parent.is(':visible')) {

```



```

var offset = findPos(data.parent[0]);

data.fwrapper.css({top: offset.top,
left: offset.left});

//if (data.opts.turn) {
offset = findPos(data.opts.turn[0]);
data.fparent.css({top: -offset.top, left: -offset.left});
//}
}

this.flip('z', data.opts['z-index']);

break;
}

},

// Prepares the page by adding a general wrapper and another objects

_addPageWrapper: function() {

var att,
data = this.data().f,
turnData = data.opts.turn.data(),
parent = this.parent();

data.parent = parent;

```

```
if (!data.wrapper)
switch (data.effect) {
case 'hard':

var cssProperties = {};
cssProperties[vendor + 'transform-style'] = 'preserve-3d';
cssProperties[vendor + 'backface-visibility'] = 'hidden';

data.wrapper = $('
```

```
height = this.height(),  
size = Math.round(Math.sqrt(Math.pow(width, 2)+Math.pow(height, 2)));
```

```
data.fparent = data.opts.turn.data().fparent;
```

```
if (!data.fparent) {  
  var fparent = $('<div/>', {css: {'pointer-events': 'none'}}).hide();  
  fparent.data().flips = 0;  
  fparent.css(divAtt(0, 0, 'auto', 'visible')).css().  
  appendTo(data.opts.turn);  
  
  data.opts.turn.data().fparent = fparent;  
  data.fparent = fparent;  
}
```

```
this.css({position: 'absolute', top: 0, left: 0, bottom: 'auto', right: 'auto'});
```

```
data.wrapper = $('<div/>', divAtt(0, 0, this.css('z-index'))).  
  appendTo(parent).  
  prepend(this);
```

```
data.fwrapper = $('<div/>', divAtt(parent.offset().top, parent.offset().left)).  
  hide().  
  appendTo(data.fparent);
```

```
data.fpage = $('<div/>', divAtt(0, 0, 0, 'visible')).  
  css({cursor: 'default'}).  
  appendTo(data.fwrapper);
```

```

    if (turnData.opts.gradients)
        data.ashadow = $('<div/>', divAtt(0, 0, 1)).
            appendTo(data.fpage);

    flipMethods.setData.call(this, data);

    break;
}

// Set size
flipMethods.resize.call(this, true);

},

// Takes a 2P point from the screen and applies the transformation

_fold: function(point) {

    var data = this.data().f,
        turnData = data.opts.turn.data(),
        o = flipMethods._c.call(this, point.corner),
        width = this.width(),
        height = this.height();

    switch (data.effect) {

        case 'hard':

            if (point.corner=='l')

```

```

    point.x = Math.min(Math.max(point.x, 0), width*2);
else
    point.x = Math.max(Math.min(point.x, width), -width);

var leftPos,
    shadow,
    gradientX,
    fpageOrigin,
    parentOrigin,
    totalPages = turnData.totalPages,
    zIndex = data.opts['z-index'] || totalPages,
    parentCss = {'overflow': 'visible'},
    relX = (o.x) ? (o.x - point.x)/width : point.x/width,
    angle = relX * 90,
    half = angle<90;

switch (point.corner) {
case 'l':

    fpageOrigin = '0% 50%';
    parentOrigin = '100% 50%';

    if (half) {
        leftPos = 0;
        shadow = data.opts.next-1>0;
        gradientX = 1;
    } else {
        leftPos = '100%';
        shadow = data.opts.page+1<totalPages;
    }
}

```

```

        gradientX = 0;
    }

    break;

    case 'r':

        fpageOrigin = '100% 50%';
        parentOrigin = '0% 50%';
        angle = -angle;
        width = -width;

        if (half) {
            leftPos = 0;
            shadow = data.opts.next+1<totalPages;
            gradientX = 0;
        } else {
            leftPos = '-100%';
            shadow = data.opts.page!=1;
            gradientX = 1;
        }

        break;
    }

    parentCss[vendor+'perspective-origin'] = parentOrigin;

    data.wrapper.transform('rotateY('+angle+'deg)' +
        'translate3d(0px, 0px, '+(this.attr('depth')|0)+ 'px)', parentOrigin);

```

```
data.fpage.transform('translateX('+width+'px) rotateY('+(180+angle)+'deg)', fpageOrigin);
```

```
data.parent.css(parentCss);
```

```
if (half) {  
    relX = -relX+1;  
    data.wrapper.css({zIndex: zIndex+1});  
    data.fpage.css({zIndex: zIndex});  
} else {  
    relX = relX-1;  
    data.wrapper.css({zIndex: zIndex});  
    data.fpage.css({zIndex: zIndex+1});  
}
```

```
if (turnData.opts.gradients) {  
    if (shadow)  
        data.ashadow.css({  
            display: "",  
            left: leftPos,  
            backgroundColor: 'rgba(0,0,0,'+(0.5*relX)+')'  
        }).  
        transform('rotateY(0deg)');  
    else  
        data.ashadow.hide();  
  
    data.bshadow.css({opacity:-relX + 1});  
  
    if (half) {  
        if (data.bshadow.parent()[0]!=data.wrapper[0]) {
```

```

        data.bshadow.appendTo(data.wrapper);
    }
} else {
    if (data.bshadow.parent()[0] != data.fpage[0]) {
        data.bshadow.appendTo(data.fpage);
    }
}

/*data.bshadow.css({
    backgroundColor: 'rgba(0,0,0,'+(0.1)+'')
})*

gradient(data.bshadow, point2D(gradientX * 100, 0), point2D((-gradientX + 1)*100, 0),
    [[0, 'rgba(0,0,0,0.3)'],[1, 'rgba(0,0,0,0)']],2);

}

break;
case 'sheet':

var that = this,
    a = 0,
    alpha = 0,
    beta,
    px,
    gradientEndPointA,
    gradientEndPointB,
    gradientStartVal,
    gradientSize,
    gradientOpacity,
    shadowVal,

```



```

mv = point2D(0, 0),
df = point2D(0, 0),
tr = point2D(0, 0),
folding = flipMethods._foldingPage.call(this),
tan = Math.tan(alpha),
ac = turnData.opts.acceleration,
h = data.wrapper.height(),
top = point.corner.substr(0, 1) == 't',
left = point.corner.substr(1, 1) == 'l',

compute = function() {

var rel = point2D(0, 0);
var middle = point2D(0, 0);

rel.x = (o.x) ? o.x - point.x : point.x;

if (!hasRot) {
    rel.y = 0;
} else {
    rel.y = (o.y) ? o.y - point.y : point.y;
}

middle.x = (left)? width - rel.x/2 : point.x + rel.x/2;
middle.y = rel.y/2;

var alpha = A90-Math.atan2(rel.y, rel.x),
    gamma = alpha - Math.atan2(middle.y, middle.x),

```

```
distance = Math.max(0, Math.sin(gamma) * Math.sqrt(Math.pow(middle.x, 2) +  
Math.pow(middle.y, 2)));
```

```
a = deg(alpha);
```

```
tr = point2D(distance * Math.sin(alpha), distance * Math.cos(alpha));
```

```
if (alpha > A90) {
```

```
    tr.x = tr.x + Math.abs(tr.y * rel.y/rel.x);
```

```
    tr.y = 0;
```

```
    if (Math.round(tr.x*Math.tan(PI-alpha)) < height) {
```

```
        point.y = Math.sqrt(Math.pow(height, 2)+2 * middle.x * rel.x);
```

```
        if (top) point.y = height - point.y;
```

```
        return compute();
```

```
    }
```

```
}
```

```
if (alpha>A90) {
```

```
    var beta = PI-alpha, dd = h - height/Math.sin(beta);
```

```
    mv = point2D(Math.round(dd*Math.cos(beta)), Math.round(dd*Math.sin(beta)));
```

```
    if (left) mv.x = - mv.x;
```

```
    if (top) mv.y = - mv.y;
```

```
}
```

```
px = Math.round(tr.y/Math.tan(alpha) + tr.x);
```

```
var side = width - px,
```

```
    sideX = side*Math.cos(alpha*2),
```

```
    sideY = side*Math.sin(alpha*2);
```

```

df = point2D(
    Math.round((left ? side -sideX : px+sideX)),
    Math.round((top ? sideY : height - sideY));

// Gradients
if (turnData.opts.gradients) {

    gradientSize = side*Math.sin(alpha);

    var endingPoint = flipMethods._c2.call(that, point.corner),
    far = Math.sqrt(Math.pow(endingPoint.x-point.x, 2)+Math.pow(endingPoint.y-point.y, 2))/width;

    shadowVal = Math.sin(A90*((far>1) ? 2 - far : far));

    gradientOpacity = Math.min(far, 1);

    gradientStartVal = gradientSize>100 ? (gradientSize-100)/gradientSize : 0;

    gradientEndPointA = point2D(
        gradientSize*Math.sin(alpha)/width*100,
        gradientSize*Math.cos(alpha)/height*100);

    if (flipMethods._backGradient.call(that)) {

        gradientEndPointB = point2D(
            gradientSize*1.2*Math.sin(alpha)/width*100,
            gradientSize*1.2*Math.cos(alpha)/height*100);

```

```

        if (!left) gradientEndPointB.x = 100-gradientEndPointB.x;
        if (!top) gradientEndPointB.y = 100-gradientEndPointB.y;

    }

}

tr.x = Math.round(tr.x);
tr.y = Math.round(tr.y);

return true;
},

transform = function(tr, c, x, a) {

var f = ['0', 'auto'], mvW = (width-h)*x[0]/100, mvH = (height-h)*x[1]/100,
    cssA = {left: f[c[0]], top: f[c[1]], right: f[c[2]], bottom: f[c[3]]},
    cssB = {},
    aliasingFk = (a!=90 && a!=-90) ? (left ? -1 : 1) : 0,
    origin = x[0] + '% ' + x[1] + '%';

that.css(cssA).
    transform(rotate(a) + translate(tr.x + aliasingFk, tr.y, ac), origin);

data.fpage.css(cssA).transform(
    rotate(a) +
    translate(tr.x + df.x - mv.x - width*x[0]/100, tr.y + df.y - mv.y - height*x[1]/100, ac) +
    rotate((180/a - 2)*a),

```

```
origin);
```

```
data.wrapper.transform(translate(-tr.x + mvW-aliasingFk, -tr.y + mvH, ac) + rotate(-a), origin);
```

```
data.fwrapper.transform(translate(-tr.x + mv.x + mvW, -tr.y + mv.y + mvH, ac) + rotate(-a), origin);
```

```
if (turnData.opts.gradients) {
```

```
  if (x[0])
```

```
    gradientEndPointA.x = 100-gradientEndPointA.x;
```

```
  if (x[1])
```

```
    gradientEndPointA.y = (100-gradientEndPointA.y);
```

```
  cssB['box-shadow'] = '0 0 20px rgba(0,0,0,'+(0.5*shadowVal)+')';
```

```
  folding.css(cssB);
```

```
  gradient(data.ashadow,
```

```
    point2D(left?100:0, top?0:100),
```

```
    point2D(gradientEndPointA.x, gradientEndPointA.y),
```

```
    [[gradientStartVal, 'rgba(0,0,0,0)'],
```

```
    [((1-gradientStartVal)*0.8)+gradientStartVal, 'rgba(0,0,0,'+(0.2*gradientOpacity)+')'],
```

```
    [1, 'rgba(255,255,255,'+(0.2*gradientOpacity)+')']],
```

```
    3,
```

```
    alpha);
```

```
  if (flipMethods._backGradient.call(that))
```

```
    gradient(data.bshadow,
```

```
      point2D(left?0:100, top?0:100),
```

```
    point2D(gradientEndPointB.x, gradientEndPointB.y),  
    [[0.6, 'rgba(0,0,0,0)'],  
    [0.8, 'rgba(0,0,0,'+(0.3*gradientOpacity)+')'],  
    [1, 'rgba(0,0,0,0)']  
    ],  
    3);  
}
```

```
};
```

```
switch (point.corner) {
```

```
    case 'l' :
```

```
        break;
```

```
    case 'r' :
```

```
        break;
```

```
    case 'tl' :
```

```
        point.x = Math.max(point.x, 1);
```

```
        compute();
```

```
        transform(tr, [1,0,0,1], [100, 0], a);
```

```
        break;
```

```
    case 'tr' :
```

```
        point.x = Math.min(point.x, width-1);
```

```
        compute();
```

```
        transform(point2D(-tr.x, tr.y), [0,0,0,1], [0, 0], -a);
```

```
        break;
```

```

    case 'bl' :
        point.x = Math.max(point.x, 1);
        compute();
        transform(point2D(tr.x, -tr.y), [1,1,0,0], [100, 100], -a);
    break;
    case 'br' :
        point.x = Math.min(point.x, width-1);
        compute();
        transform(point2D(-tr.x, -tr.y), [0,1,1,0], [0, 100], a);
    break;
}

break;
}

data.point = point;

},

_moveFoldingPage: function(move) {

    var data = this.data().f;

    if (!data)
        return;

    var turn = data.opts.turn,
        turnData = turn.data(),
        place = turnData.pagePlace;

```

```
if (move) {

    var nextPage = data.opts.next;

    if (place[nextPage] != data.opts.page) {

        if (data.folding)
            flipMethods._moveFoldingPage.call(this, false);

        var folding = flipMethods._foldingPage.call(this);

        folding.appendTo(data.fpage);
        place[nextPage] = data.opts.page;
        data.folding = nextPage;
    }

    turn.turn('update');

} else {

    if (data.folding) {

        if (turnData.pages[data.folding]) {

            // If we have flip available

            var flipData = turnData.pages[data.folding].data().f;
```



```

        turnData.pageObjs[data.folding].
            appendTo(flipData.wrapper);

    } else if (turnData.pageWrap[data.folding]) {

        // If we have the pageWrapper

        turnData.pageObjs[data.folding].
            appendTo(turnData.pageWrap[data.folding]);

    }

    if (data.folding in place) {
        place[data.folding] = data.folding;
    }

    delete data.folding;

}

},

_showFoldedPage: function(c, animate) {

    var folding = flipMethods._foldingPage.call(this),
        dd = this.data(),
        data = dd.f,
        visible = data.visible;

```

```

if (folding) {

    if (!visible || !data.point || data.point.corner!=c.corner) {

        var corner = (
            data.status=='hover' ||
            data.status=='peel' ||
            data.opts.turn.data().mouseAction) ?
            c.corner : null;

        visible = false;

        if (trigger('start', this, [data.opts, corner])=='prevented')
            return false;

    }

    if (animate) {

        var that = this,
            point = (data.point && data.point.corner==c.corner) ?
            data.point : flipMethods._c.call(this, c.corner, 1);

        this.animatef({
            from: [point.x, point.y],
            to: [c.x, c.y],
            duration: 500,
            frame: function(v) {
                c.x = Math.round(v[0]);
            }
        });
    }
}

```

```
    c.y = Math.round(v[1]);  
    flipMethods._fold.call(that, c);  
  }  
});
```

```
} else {
```

```
    flipMethods._fold.call(this, c);
```

```
    if (dd.effect && !dd.effect.turning)  
        this.animatef(false);
```

```
}
```

```
if (!visible) {
```

```
    switch(data.effect) {  
        case 'hard':
```

```
            data.visible = true;  
            flipMethods._moveFoldingPage.call(this, true);  
            data.fpage.show();  
            if (data.opts.shadows)  
                data.bshadow.show();
```

```
            break;
```

```
        case 'sheet':
```

```
            data.visible = true;
```

```
data.fparent.show().data().flips++;  
flipMethods._moveFoldingPage.call(this, true);  
data.fwrapper.show();  
if (data.bshadow)  
    data.bshadow.show();  
  
break;  
}  
  
}  
  
return true;  
  
}  
  
return false;  
},  
  
hide: function() {  
  
var data = this.data().f,  
    turnData = data.opts.turn.data(),  
    folding = flipMethods._foldingPage.call(this);  
  
switch (data.effect) {  
    case 'hard':  
  
        if (turnData.opts.gradients) {  
            data.bshadowLoc = 0;
```

```
data.bshadow.remove();  
data.ashadow.hide();  
}
```

```
data.wrapper.transform("");  
data.fpage.hide();
```

```
break;  
case 'sheet':
```

```
if ((--data.fparent.data()).flips)===0)  
    data.fparent.hide();
```

```
this.css({left: 0, top: 0, right: 'auto', bottom: 'auto'}).  
    transform("");
```

```
data.wrapper.transform("");
```

```
data.fwrapper.hide();
```

```
if (data.bshadow)  
    data.bshadow.hide();
```

```
folding.transform("");
```

```
break;  
}
```

```
data.visible = false;
```

```

return this;
},

hideFoldedPage: function(animate) {

    var data = this.data().f;

    if (!data.point) return;

    var that = this,
        p1 = data.point,
        hide = function() {
            data.point = null;
            data.status = "";
            that.flip('hide');
            that.trigger('end', [data.opts, false]);
        };

    if (animate) {

        var p4 = flipMethods._c.call(this, p1.corner),
            top = (p1.corner.substr(0,1)=='t'),
            delta = (top) ? Math.min(0, p1.y-p4.y)/2 : Math.max(0, p1.y-p4.y)/2,
            p2 = point2D(p1.x, p1.y+delta),
            p3 = point2D(p4.x, p4.y-delta);

        this.animatef({
            from: 0,

```

```

    to: 1,
    frame: function(v) {
        var np = bezier(p1, p2, p3, p4, v);
        p1.x = np.x;
        p1.y = np.y;
        flipMethods._fold.call(that, p1);
    },
    complete: hide,
    duration: 800,
    hiding: true
});

} else {

    this.animatef(false);
    hide();

}
},

turnPage: function(corner) {

    var that = this,
        data = this.data().f,
        turnData = data.opts.turn.data();

    corner = {corner: (data.corner) ?
        data.corner.corner :
        corner || flipMethods._cAllowed.call(this)[0]};

```

```

var p1 = data.point ||
flipMethods._c.call(this,
    corner.corner,
    (data.opts.turn) ? turnData.opts.elevation : 0),
p4 = flipMethods._c2.call(this, corner.corner);

this.trigger('flip').
animatef({
    from: 0,
    to: 1,
    frame: function(v) {

        var np = bezier(p1, p1, p4, p4, v);
        corner.x = np.x;
        corner.y = np.y;
        flipMethods._showFoldedPage.call(that, corner);

    },
    complete: function() {

        that.trigger('end', [data.opts, true]);

    },
    duration: turnData.opts.duration,
    turning: true
});

data.corner = null;

```



```
},
```

```
moving: function() {
```

```
    return 'effect' in this.data();
```

```
},
```

```
isTurning: function() {
```

```
    return this.flip('moving') && this.data().effect.turning;
```

```
},
```

```
corner: function() {
```

```
    return this.data().f.corner;
```

```
},
```

```
_eventStart: function(e) {
```

```
    var data = this.data().f,
```

```
    turn = data.opts.turn;
```

```
    if (!data.corner && !data.disabled && !this.flip('isTurning') &&
```

```
        data.opts.page==turn.data().pagePlace[data.opts.page])
```

```
    {
```

```

data.corner = flipMethods._isArea.call(this, e);

if (data.corner && flipMethods._foldingPage.call(this)) {

    this.trigger('pressed', [data.point]);
    flipMethods._showFoldedPage.call(this, data.corner);

    return false;

} else
    data.corner = null;

}

},

_eventMove: function(e) {

    var data = this.data().f;

    if (!data.disabled) {

        e = (isTouch) ? e.originalEvent.touches : [e];

        if (data.corner) {

            var pos = data.parent.offset();
            data.corner.x = e[0].pageX-pos.left;
            data.corner.y = e[0].pageY-pos.top;

```

```

flipMethods._showFoldedPage.call(this, data.corner);

} else if (data.hover && !this.data().effect && this.is(':visible')) {

var point = flipMethods._isArea.call(this, e[0]);

if (point) {

if ((data.effect=='sheet' && point.corner.length==2) || data.effect=='hard') {
    data.status = 'hover';
    var origin = flipMethods._c.call(this, point.corner, data.opts.cornerSize/2);
    point.x = origin.x;
    point.y = origin.y;
    flipMethods._showFoldedPage.call(this, point, true);
}

} else {

if (data.status=='hover') {
    data.status = '';
    flipMethods.hideFoldedPage.call(this, true);
}

}

}

}

```

```
},
```

```
_eventEnd: function() {
```

```
    var data = this.data().f,
```

```
    corner = data.corner;
```

```
    if (!data.disabled && corner) {
```

```
        if (trigger('released', this, [data.point | | corner])!='prevented') {
```

```
            flipMethods.hideFoldedPage.call(this, true);
```

```
        }
```

```
    }
```

```
    data.corner = null;
```

```
},
```

```
disable: function(disable) {
```

```
    flipMethods.setData.call(this, {'disabled': disable});
```

```
    return this;
```

```
},
```

```
hover: function(hover) {
```

```
    flipMethods.setData.call(this, {'hover': hover});
```

```
    return this;
```

```
},
```

```
peel: function (corner, animate) {
```

```
    var data = this.data().f;
```

```
    if (corner) {
```

```
        if ($.inArray(corner, corners.all)==-1)
```

```
            throw turnError('Corner '+corner+' is not permitted');
```

```
        if ($.inArray(corner, flipMethods._cAllowed.call(this))!=-1) {
```

```
            var point = flipMethods._c.call(this, corner, data.opts.cornerSize/2);
```

```
            data.status = 'peel';
```

```
            flipMethods._showFoldedPage.call(this,
```

```
            {
```

```
                corner: corner,
```

```
                x: point.x,
```

```
                y: point.y
```

```
            }, animate);
```

```
        }
```

```
    } else {
```

```
data.status = '';
```

```
flipMethods.hideFoldedPage.call(this, animate);
```

```
}
```

```
return this;
```

```
}
```

```
};
```

```
// Processes classes
```

```
function dec(that, methods, args) {
```

```
  if (!args[0] || typeof(args[0])==='object')
```

```
    return methods.init.apply(that, args);
```

```
  else if (methods[args[0]])
```

```
    return methods[args[0]].apply(that, Array.prototype.slice.call(args, 1));
```

```
  else
```

```
    throw turnError(args[0] + ' is not a method or property');
```

```
}
```

```
// Attributes for a layer
```

```
function divAtt(top, left, zIndex, overf) {
```

```
    return {'css': {  
        position: 'absolute',  
        top: top,  
        left: left,  
        'overflow': overf || 'hidden',  
        zIndex: zIndex || 'auto'  
    }};  
  
}
```

```
// Gets a 2D point from a bezier curve of four points
```

```
function bezier(p1, p2, p3, p4, t) {  
  
    var a = 1 - t,  
        b = a * a * a,  
        c = t * t * t;  
  
    return point2D(Math.round(b*p1.x + 3*t*a*a*p2.x + 3*t*t*a*p3.x + c*p4.x),  
        Math.round(b*p1.y + 3*t*a*a*p2.y + 3*t*t*a*p3.y + c*p4.y));  
  
}
```

```
// Converts an angle from degrees to radians
```

```
function rad(degrees) {
```

```
    return degrees/180*PI;
```

```
}
```

```
// Converts an angle from radians to degrees
```

```
function deg(radians) {
```

```
    return radians/PI*180;
```

```
}
```

```
// Gets a 2D point
```

```
function point2D(x, y) {
```

```
    return {x: x, y: y};
```

```
}
```

```
// Webkit 534.3 on Android wrongly repaints elements that use overflow:hidden + rotation
```

```
function rotationAvailable() {
```

```
    var parts;
```

```
    if ((parts = /AppleWebKit\/([0-9\.]+)/i.exec(navigator.userAgent))) {
```

```
        var webkitVersion = parseFloat(parts[1]);
```

```
        return (webkitVersion>534.3);
```



```
} else {
```

```
    return true;
```

```
}
```

```
}
```

```
// Returns the traslate value
```

```
function translate(x, y, use3d) {
```

```
    return (has3d && use3d) ? ' translate3d(' + x + 'px,' + y + 'px, 0px) '
```

```
    : ' translate(' + x + 'px, ' + y + 'px) ';
```

```
}
```

```
// Returns the rotation value
```

```
function rotate(degrees) {
```

```
    return ' rotate(' + degrees + 'deg) ';
```

```
}
```

```
// Checks if a property belongs to an object
```

```
function has(property, object) {
```

```
    return Object.prototype.hasOwnProperty.call(object, property);
```

```
}
```

```
// Gets the CSS3 vendor prefix
```

```
function getPrefix() {
```

```
    var vendorPrefixes = ['Moz','Webkit','Khtml','O','ms'],
```

```
    len = vendorPrefixes.length,
```

```
    vendor = '';
```

```
    while (len--)
```

```
        if ((vendorPrefixes[len] + 'Transform') in document.body.style)
```

```
            vendor+='-'+vendorPrefixes[len].toLowerCase()+'-';
```

```
    return vendor;
```

```
}
```

```
// Detects the transitionEnd Event
```

```
function getTransitionEnd() {
```

```
    var t,
```

```
    el = document.createElement('fakeelement'),
```

```
    transitions = {
```

```
        'transition':'transitionend',
```

```
        'OTransition':'oTransitionEnd',
```

```
        'MSTransition':'transitionend',
```

```
        'MozTransition':'transitionend',
```

```
        'WebkitTransition':'webkitTransitionEnd'
```

```

};

for (t in transitions) {
  if (el.style[t] !== undefined) {
    return transitions[t];
  }
}

}

// Gradients

function gradient(obj, p0, p1, colors, numColors) {

  var j, cols = [];

  if (vendor=='-webkit-') {

    for (j = 0; j<numColors; j++)
      cols.push('color-stop('+colors[j][0]+'', '+colors[j][1]+'')');

    obj.css({'background-image':
      '-webkit-gradient(linear, '+
      p0.x+'% '+
      p0.y+'%', '+
      p1.x+'% '+
      p1.y+'%', '+
      cols.join(',') + ' '));
  } else {

```

```

p0 = {x:p0.x/100 * obj.width(), y:p0.y/100 * obj.height()};
p1 = {x:p1.x/100 * obj.width(), y:p1.y/100 * obj.height()};

var dx = p1.x-p0.x,
    dy = p1.y-p0.y,
    angle = Math.atan2(dy, dx),
    angle2 = angle - Math.PI/2,
    diagonal = Math.abs(obj.width()*Math.sin(angle2))+Math.abs(obj.height()*Math.cos(angle2)),
    gradientDiagonal = Math.sqrt(dy*dy + dx*dx),
    corner = point2D((p1.x<p0.x) ? obj.width() : 0, (p1.y<p0.y) ? obj.height() : 0),
    slope = Math.tan(angle),
    inverse = -1/slope,
    x = (inverse*corner.x - corner.y - slope*p0.x + p0.y)/(inverse-slope),
    c = {x: x, y: inverse*x - inverse*corner.x + corner.y},
    segA = (Math.sqrt( Math.pow(c.x-p0.x,2) + Math.pow(c.y-p0.y,2)));

for (j = 0; j<numColors; j++)
    cols.push(' '+colors[j][1]+' '+((segA + gradientDiagonal*colors[j][0])*100/diagonal)+'%');

obj.css({'background-image': vendor+'linear-gradient(' + (-angle) + 'rad,' + cols.join(',') + ')');
}
}

```

```

// Triggers an event

```

```

function trigger(eventName, context, args) {

```

```

    var event = $.Event(eventName);

```

```
context.trigger(event, args);
if (event.isDefaultPrevented())
    return 'prevented';
else if (event.isPropagationStopped())
    return 'stopped';
else
    return "";
}
```

```
// JS Errors
```

```
function turnError(message) {
```

```
    function TurnJsError(message) {
        this.name = "TurnJsError";
        this.message = message;
    }
```

```
    TurnJsError.prototype = new Error();
    TurnJsError.prototype.constructor = TurnJsError;
    return new TurnJsError(message);
```

```
}
```

```
// Find the offset of an element ignoring its transformation
```

```
function findPos(obj) {
```

```
    var offset = {top: 0, left: 0};
```

```
do{
    offset.left += obj.offsetLeft;
    offset.top += obj.offsetTop;
} while ((obj = obj.offsetParent));
```

```
return offset;
```

```
}
```

```
// Checks if there's hard page compatibility
```

```
// IE9 is the only browser that does not support hard pages
```

```
function hasHardPage() {
    return (navigator.userAgent.indexOf('MSIE 9.0')== -1);
}
```

```
// Request an animation
```

```
window.requestAnim = (function() {
    return window.requestAnimationFrame ||
        window.webkitRequestAnimationFrame ||
        window.mozRequestAnimationFrame ||
        window.oRequestAnimationFrame ||
        window.msRequestAnimationFrame ||
        function(callback) {
            window.setTimeout(callback, 1000 / 60);
        };
});
```

```
})();
```

```
// Extend $.fn
```

```
$.extend($.fn, {
```

```
  flip: function() {  
    return dec($(this[0]), flipMethods, arguments);  
  },
```

```
  turn: function() {  
    return dec($(this[0]), turnMethods, arguments);  
  },
```

```
  transform: function(transform, origin) {
```

```
    var properties = {};
```

```
    if (origin)  
      properties[vendor+'transform-origin'] = origin;
```

```
    properties[vendor+'transform'] = transform;
```

```
    return this.css(properties);
```

```
  },
```

```
  animatef: function(point) {
```

```
var data = this.data();

if (data.effect)
    data.effect.stop();

if (point) {

    if (!point.to.length) point.to = [point.to];
    if (!point.from.length) point.from = [point.from];

    var diff = [],
        len = point.to.length,
        animating = true,
        that = this,
        time = (new Date()).getTime(),
        frame = function() {

            if (!data.effect || !animating)
                return;

            var v = [],
                timeDiff = Math.min(point.duration, (new Date()).getTime() - time);

            for (var i = 0; i < len; i++)
                v.push(data.effect.easing(1, timeDiff, point.from[i], diff[i], point.duration));

            point.frame((len==1) ? v[0] : v);

            if (timeDiff==point.duration) {
```



```
delete data['effect'];  
that.data(data);  
if (point.complete)  
    point.complete();  
} else {  
    window.requestAnim(frame);  
}  
};
```

```
for (var i = 0; i < len; i++)  
    diff.push(point.to[i] - point.from[i]);
```

```
data.effect = $.extend({  
    stop: function() {  
        animating = false;  
    },  
    easing: function (x, t, b, c, data) {  
        return c * Math.sqrt(1 - (t=t/data-1)*t) + b;  
    }  
}, point);
```

```
this.data(data);
```

```
frame();
```

```
} else {
```

```
delete data['effect'];
```

```
}  
}  
});
```

```
// Export some globals
```

```
$.isTouch = isTouch;  
$.mouseEvents = mouseEvents;  
$.cssPrefix = getPrefix;  
$.cssTransitionEnd = getTransitionEnd;  
$.findPos = findPos;
```

```
})(jQuery);
```

```
"C:\Users\alonj\OneDrive\Documents\GitHub\ariasul.github.io\TD-  
Ticoaires\turnjs4\lib\turn.html4.min.js"
```

```
/* turn.js 4.1.0 | Copyright (c) 2012 Emmanuel Garcia | turnjs.com | turnjs.com/license.txt */
```

```
(function(f){function s(a,b,c){if(!c[0] || "object"===typeof c[0])return b.init.apply(a,c);if(b[c[0]])return  
b[c[0]].apply(a,Array.prototype.slice.call(c,1));throw k(c[0]+" is an invalid value");}function  
q(a,b,c,d){return{css:{position:"absolute",top:a,left:b,overflow:d || "hidden","z-  
index":c || "auto"}}}function t(a,b,c,d,e){var g=1-e,f=g*g*g,l=e*e*e;return  
m(Math.round(f*a.x+3*e*g*g*b.x+3*e*e*g*c.x+l*d.x),Math.round(f*a.y+3*e*g*g*b.y+3*e*e*g*c.y+l*  
d.y))}function m(a,b){return{x:a,y:b}}function j(a,b){return Object.prototype.hasOwnProperty.call(b,  
a)}function k(a){function  
b(a){this.name="TurnJsError";this.message=a}b.prototype=Error();b.prototype.constructor=b;return  
new b(a)}function v(){return""}var  
r="",n={down:"mousedown",move:"mousemove",up:"mouseup",over:"mouseover",out:"mouseout"},p=  
{backward:["l"],forward:["r"],all:["l","r"]},x=["single","double"],y=["ltr","rtl"],z={acceleration:!0,display:"
```

```

double",duration:600,page:1,gradients:!0,when:null},A={acceleration:!0,cornerRadius:"forward",cornerSize:1
00,duration:600,gradients:!0},i={init:function(a){if(1<
this.length)throw k("This selector has more than 1 element");for(var
b=["Moz","Webkit","Khtml","O","ms"],c=b.length,d="";c--;)b[c]+"Transform"in
document.body.style&&(d="-"+b[c].toLowerCase()+"-");r=d;var
e,b=0,g=this.data(),c=this.children(),a=f.extend({width:this.width(),height:this.height(),direction:this.attr
("dir")||this.css("direction")||"ltr"},z,a);g.opts=a;g.pageObjs={};g.pages={};g.pageWrap={};g.pagePlace={
};g.pageMv=[];g.zoom=1;g.totalPages=a.pages||0;g.docEvents={mouseStart:function(a){for(var b in
g.pages)if(j(b,
g.pages)&&!1===h._eventStart.call(g.pages[b],a))return!1},mouseMove:function(a){for(var b in
g.pages)j(b,g.pages)&&h._eventMove.call(g.pages[b],a)},mouseEnd:function(a){for(var b in
g.pages)j(b,g.pages)&&h._eventEnd.call(g.pages[b],a)}};if(a.when)for(e in
a.when)j(e,a.when)&&this.bind(e,a.when[e]);this.css({position:"relative",width:a.width,height:a.height})
;this.turn("display",a.display);""!=a.direction&&this.turn("direction",a.direction);for(e=0;e<c.length;e+
+)1!=f(c[e]).attr("ignore")&&this.turn("addPage",
c[e],++b);f(this).bind(n.down,g.docEvents.mouseStart).bind("start",i._start).bind("end",i._end).bind("pre
ssed",i._pressed).bind("released",i._released).bind("flip",i._flip);f(document).bind(n.move,g.docEvents.
mouseMove).bind(n.up,g.docEvents.mouseEnd);this.turn("page",a.page);g.done=!0;return
this},addPage:function(a,b){var
c,d=!1,e=this.data(),g=e.totalPages+1;if(e.destroying)return!1;if(c=/\b([0-
9]+)\b/.exec(f(a).attr("class"))))b=parseInt(c[1],10);if(b)if(b==g)d=!0;else{if(b>g)throw k("Page ""+
b+" cannot be inserted");}else b=g,d=!0;1<=b&&b<=g&&(c="double"==e.display?b%2?" odd":"
even":"","e.done&&this.turn("stop"),b in
e.pageObjs&&i._movePages.call(this,b,1),d&&(e.totalPages=g),e.pageObjs[b]=f(a).css({"float":"left"}).ad
dClass("page
p"+b+c),i._addPage.call(this,b),e.done&&this.turn("update"),i._removeFromDOM.call(this));return
this},_addPage:function(a){var
b=this.data(),c=b.pageObjs[a];if(c)if(i._necessPage.call(this,a)){if(!b.pageWrap[a]){var
d=i._pageSize.call(this,a,!0);c.css({width:d.width,
height:d.height});b.pagePlace[a]=a;b.pageWrap[a]=f("<div/>",{class:"turn-page-
wrapper",page:a,css:{position:"absolute",overflow:"hidden"}}).css(d);this.append(b.pageWrap[a]);b.pag
eWrap[a].prepend(b.pageObjs[a])}{!a||1==i._setPageLoc.call(this,a)}&&i._makeFlip.call(this,a)}else
b.pagePlace[a]=0,b.pageObjs[a]&&b.pageObjs[a].remove(),hasPage:function(a){return
j(a,this.data().pageObjs)},center:function(a){var
b=this.data(),c=f(this).turn("size"),d=c.width/(2*b.zoom)-c.width/2;"double"==b.display&&
(a=this.turn("view",a||b.tpage||b.page),"ltr"==b.direction?a[0]?a[1]||(d+=c.width/4):d-
=c.width/4:a[0]?a[1]||(d-=c.width/4):d+=c.width/4);f(this).css({marginLeft:d});return
this},destroy:function(){var
a=this.data();a.destroying=!0;f(this).unbind(n.down).unbind("end").unbind("first").unbind("flip").unbind
("last").unbind("pressed").unbind("released").unbind("start").unbind("turning").unbind("turned").unbin

```

```
d("zooming");for(f(document).unbind(n.move,a.docEvents.mouseMove).unbind(n.up,a.docEvents.mouseEnd);0!==(
```

```
a.totalPages);this.turn("removePage",a.totalPages);a.fparent&&a.fparent.remove();a.shadow&&a.shadow.remove();this.removeData();return this,is:function(){return"object"==typeof this.data().pages},zoom:function(a){var b=this.data();if("number"==typeof a){if(0.0010>a || 100<a)throw k(a+" is not a value for zoom");var c=f.Event("zooming");this.trigger(c,[a,b.zoom]);if(c.isDefaultPrevented())return this;var c=f(this).turn("size"),d=1/b.zoom,e=Math.round(c.width*d*a),g=Math.round(c.height*d*a);b.zoom=a;
```

```
f(this).turn("stop").turn("size",e,g).css({marginTop:c.height*d/2-g/2});b.opts.autoCenter?this.turn("center"):f(this).css({marginLeft:c.width*d/2-e/2});i._updateShadow.call(this);return this}return b.zoom},_pageSize:function(a,b){var c=this.data(),d={};if("single"==c.display)d.width=this.width(),d.height=this.height(),b&&(d.top=0,d.left=0,d.right="auto");else{var e=this.width()/2,g=this.height();c.pageObjs[a].hasClass("own-size")?(d.width=c.pageObjs[a].width(),d.height=c.pageObjs[a].height()):(d.width=
```

```
e,d.height=g);if(b){var f=a%2;d.top=(g-d.height)/2;"ltr"==c.direction?(d[f?"right":"left"]=e-d.width,d[f?"left":"right"]="auto):(d[f?"left":"right"]=e-d.width,d[f?"right":"left"]="auto"))}return d},_makeFlip:function(a){var b=this.data();if(!b.pages[a]&&b.pagePlace[a]==a){var c="single"==b.display,d=a%2;b.pages[a]=b.pageObjs[a].css(i._pageSize.call(this,a)).flip({page:a,next:d || c?a+1:a-1,turn:this,duration:b.opts.duration,acceleration:b.opts.acceleration,gradients:b.opts.gradients}).flip("di sable",
```

```
b.disabled)}return b.pages[a]},_makeRange:function(){var a,b;if(!(1>this.data().totalPages)){b=this.turn("range");for(a=b[0];a<=b[1];a++)i._addPage.call(this,a)},range:function(a){var b,c,d,e=this.data(),a=a || e.tpage || e.page || 1;d=i._view.call(this,a);if(1>a || a>e.totalPages)throw k("'+a+' is not a page for range');d[1]=d[1] || d[0];1<=d[0]&&d[1]<=e.totalPages?(a=Math.floor(2),e.totalPages-d[1]>d[0]?(b=Math.min(d[0]-1,a),c=2*a-b):(c=Math.min(e.totalPages-d[1],a),b=2*a-c)):c=b=5;return[Math.max(1,d[0]-
```

```
b),Math.min(e.totalPages,d[1]+c)],_necessPage:function(a){if(0===a)return!0;var b=this.data(),c=this.turn("range");return b.pageObjs[a].hasClass("fixed") || a>=c[0]&&a<=c[1]},_removeFromDOM:function(){var a,b=this.data();for(a in b.pageWrap)(a,b.pageWrap)&&!i._necessPage.call(this,a)&&i._removePageFromDOM.call(this,a),_removePageFromDOM:function(a){var b=this.data();if(b.pages[a]){var c=b.pages[a].data();h._moveFoldingPage.call(b.pages[a],!1);c.f&&c.f.wrapper&&c.f.wrapper.remove();b.pages[a].removeData();
```

```
b.pages[a].remove();delete b.pages[a]}b.pageObjs[a]&&b.pageObjs[a].remove();b.pageWrap[a]&&(b.pageWrap[a].remove(),delete b.pageWrap[a]);delete b.pagePlace[a]},removePage:function(a){var b=this.data();if(1>a || a>b.totalPages)throw k("The page '"+a+"' doesn't
```

```

exist");b.pageObjs[a]&&(this.turn("stop"),i._removePageFromDOM.call(this,a),delete
b.pageObjs[a]);i._movePages.call(this,a,-1);b.totalPages-
=1;b.page>b.totalPages?this.turn("page",b.totalPages):i._makeRange.call(this);return
this},_movePages:function(a,
b){var c,d=this,e=this.data(),g="single"==e.display,f=function(a){var c=a+b,f=c%2,h=f?" odd ":" even
";e.pageObjs[a]&&(e.pageObjs[c]=e.pageObjs[a].removeClass("p"+a+" odd
even").addClass("p"+c+h));e.pagePlace[a]&&e.pageWrap[a]&&(e.pagePlace[c]=c,e.pageWrap[c]=e.page
Objs[c].hasClass("fixed"?e.pageWrap[a].attr("page",c):e.pageWrap[a].css(i._pageSize.call(d,c,!0)).attr("
page",c),e.pages[a]&&(e.pages[c]=e.pages[a].flip("options",{page:c,next:g|f?c+1:c-
1,cornerRadius:"all":f?"forward":"backward"})),b&&
(delete e.pages[a],delete e.pagePlace[a],delete e.pageObjs[a],delete e.pageWrap[a],delete
e.pageObjs[a]));if(0<b)for(c=e.totalPages;c>=a;c--)f(c);else
for(c=a;c<=e.totalPages;c++)f(c),display:function(a){var b=this.data(),c=b.display;if(a){if(-
1==f.inArray(a,x))throw k("'+a+' is not a value for
display');"single"==a?b.pageObjs[0]| |(this.turn("stop").css({overflow:"hidden"}),b.pageObjs[0]=f("<div
/>",{class:"page p-
temporal"}).css({width:this.width(),height:this.height()})).appendTo(this)):b.pageObjs[0]&&
(this.turn("stop").css({overflow:""}),b.pageObjs[0].remove(),delete
b.pageObjs[0]);b.display=a;c&&(a=this.turn("size"),i._movePages.call(this,1,0),this.turn("size",a.width,a.
height).turn("update"));return this}return c},direction:function(a){var
b=this.data();if("undefined"==typeof a)return b.direction;a=a.toLowerCase();if(-1==f.inArray(a,y))throw
k("'+a+' is not a value for
direction');"rtl"==a&&f(this).attr("dir","ltr").css({direction:"ltr"});b.direction=a;b.done&&this.turn("size",
f(this).width(),
f(this).height());return this},animating:function(){return
0<this.data().pageMv.length},disable:function(a){var b,c=this.data(),d=this.turn("view");c.disabled=void
0===a||!0===a;for(b in c.pages)(b,c.pages)&&c.pages[b].flip("disable",a?f.inArray(b,d):!1);return
this},disabled:function(a){return void
0===a?!0===this.data().disabled:this.turn("disable",a)},size:function(a,b){if(a&&b){var
c,d,e=this.data();d="double"==e.display?a/2:a;this.css({width:a,height:b});e.pageObjs[0]&&e.pageObjs[0
].css({width:d,
height:b});for(c in
e.pageWrap)(c,e.pageWrap)&&(d=i._pageSize.call(this,c,!0),e.pageObjs[c].css({width:d.width,height:d.h
eight}),e.pageWrap[c].css(d),e.pages[c]&&e.pages[c].css({width:d.width,height:d.height}));this.turn("resi
ze");return this}return{width:this.width(),height:this.height()},resize:function(){var
a,b=this.data();b.pages[0]&&(b.pageWrap[0].css({left:-
this.width()}),b.pages[0].flip("resize",!0));for(a=1;a<=b.totalPages;a++)b.pages[a]&&b.pages[a].flip("resiz
e",!0)},_removeMv:function(a){var b,
c=this.data();for(b=0;b<c.pageMv.length;b++)if(c.pageMv[b]==a)return
c.pageMv.splice(b,1,!0);return!1},_addMv:function(a){var
b=this.data();i._removeMv.call(this,a);b.pageMv.push(a)},_view:function(a){var

```

```

b=this.data(),a=a||b.page;return"double"==b.display?a%2?[a-1,a]:[a,a+1]:[a]},view:function(a){var
b=this.data(),a=i._view.call(this,a);return"double"==b.display?[0<a[0]?a[0]:0,a[1]<=b.totalPages?a[1]:0]:
[0<a[0]&&a[0]<=b.totalPages?a[0]:0]},stop:function(){if(this.turn("animating")){var a,b,c,d=this.data(),
e=d.pageMv;d.pageMv=[];d.tpage&&(d.page=d.tpage,delete
d.tpage);for(a=0;a<e.length;a++)c=d.pages[e[a]],b=c.data().f.opts,c.flip("hideFoldedPage",!1),h._moveFo
ldingPage.call(c,!1),d.pagePlace[b.next]=b.next,b.force&&(b.next=0===b.page%2?b.page-
1:b.page+1,delete b.force)}this.turn("update");return this},pages:function(a){var
b=this.data();if(a){if(a<b.totalPages){for(var
c=a+1;c<=b.totalPages;c++)this.turn("removePage",c);this.turn("page")>a&&this.turn("page",a)}b.totalP
ages=a;return this}return b.totalPages},

_missing:function(a){for(var
b=this.data(),c=this.turn("range",a),d=[],a=c[0];a<=c[1];a++)b.pageObjs[a]||d.push(a);0<d.length&&this.
trigger("missing",[d]),_fitPage:function(a){var
b=this.data(),c=this.turn("view",a);i._missing.call(this,a);b.pageObjs[a]&&(b.page=a,this.turn("stop"),i._r
emoveFromDOM.call(this),i._makeRange.call(this),i._updateShadow.call(this),this.trigger("turned",[a,c])
,b.opts.autoCenter&&this.turn("center"))},_turnPage:function(a,b){var
c,d,e=this.data(),g=e.pagePlace[a],h=this.turn("view"),

l=this.turn("view",a);if(e.page!=a){var
w=f.Event("turning");this.trigger(w,[a,l]);if(w.isDefaultPrevented())return;-
1!=f.inArray(1,l)&&this.trigger("first");-
1!=f.inArray(e.totalPages,l)&&this.trigger("last")}if(b)this.turn("stop",g);else{i._missing.call(this,a);if(!e.p
ageObjs[a])return;this.turn("stop");e.page=a;i._makeRange.call(this);"single"==e.display?(c=h[0],d=l[0]):
h[1]&&a>h[1]?(c=h[1],d=l[0]):h[0]&&a<h[0]&&(c=h[0],d=l[1]);e.pages[c]&&(g=e.pages[c].data().f.opts,e.
tpage=d,g.next!=d&&(g.next=

d,e.pagePlace[d]=g.page,g.force=!0),"single"==e.display?"ltr"==e.direction?e.pages[c].flip("turnPage",l[0
]>h[0]?"r":"l"):e.pages[c].flip("turnPage",l[0]>h[0]?"l":"r"):e.pages[c].flip("turnPage"))},page:function(a){
var a=parseInt(a,10),b=this.data();return 0<a&&a<=b.totalPages?(!b.done||-
1!=f.inArray(a,this.turn("view"))?i._fitPage.call(this,a):i._turnPage.call(this,a),this:b.page},next:function(
){return this.turn("page",i._view.call(this,this.data().page).pop()+1)},previous:function(){return
this.turn("page",

i._view.call(this,this.data().page).shift()-1)},peel:function(){return this},_addMotionPage:function(){var
a=f(this).data().f.opts,b=a.turn,c=b.data();i._addMv.call(b,a.page);c.pagePlace[a.next]=a.page;b.turn("up
date"),_start:function(a,b,c){var
d=b.turn.data();a.isDefaultPrevented()||("single"==d.display&&c&&("l"==c&&"ltr"==d.direction||"r"==c
&&"rtl"==d.direction?(b.next=b.next<b.page?b.next:b.page-
1,b.force=!0):b.next=b.next>b.page?b.next:b.page+1),i._addMotionPage.call(a.target));i._updateShado
w.call(b.turn)},

_end:function(a,b,c){f(a.target).data();var
a=b.turn,d=a.data();if(c||d.tpage){if(d.tpage==b.next||d.tpage==b.page)delete
d.tpage,i._fitPage.call(a,d.tpage||b.next,!0)}else
i._removeMv.call(a,b.page),i._updateShadow.call(a),a.turn("update"),_pressed:function(a){a.stopPropa

```

```

gation());var b,a=f(a.target).data().f,c=a.opts.turn.data().pages;for(b in
c)b!=a.opts.page&&c[b].flip("disable",!0);return a.time=(new
Date).getTime()),_released:function(a,b){a.stopPropagation();var c,d=f(a.target),e=d.data().f,
g=e.opts.turn,u=g.data();c="single"==u.display?"r"==b.corner?b.x<d.width()/2:b.x>d.width()/2:0>b.x || b.
x>d.width();if(200>(new Date).getTime()-
e.time || c)a.preventDefault(),i._turnPage.call(g,e.opts.next,!1===h._cornerActivated.call(d,b,1));u.mous
eAction=!1},_flip:function(a){a.stopPropagation();a=f(a.target).data().f.opts;a.turn.trigger("turn",[a.next]
);a.turn.data().opts.autoCenter&&a.turn.turn("center",a.next)},calculateZ:function(a){var
b,c,d,e,g=this,f=this.data();b=this.turn("view");var h=b[0] ||
b[1],i={pageZ:{},partZ:{},pageV:{}},j=function(a){a=g.turn("view",a);a[0]&&(i.pageV[a[0]]=!0);a[1]&&(i.pa
geV[a[1]]=!0)};for(b=0;b<a.length;b++)c=a[b],d=f.pages[c].data().f.opts.next,e=f.pagePlace[c],j(c),j(d),c=f
.pagePlace[d]==d?d:c,i.pageZ[c]=f.totalPages-Math.abs(h-c),i.partZ[e]=2*f.totalPages+Math.abs(h-
c);return i},update:function(){var a,b=this.data();if(b.pageMv.length&&0!=b.pageMv[0]){var
c,d=this.turn("calculateZ",b.pageMv);this.turn("view",b.tpage);for(a in
b.pageWrap)if(j(a,b.pageWrap)&&
(c=b.pageObjs[a].hasClass("fixed"),b.pageWrap[a].css({display:d.pageV[a] || c?"":"none"},"z-
index":d.pageZ[a] || (c?-
1:0))),c=b.pages[a]))c.flip("z",d.partZ[a] || null),d.pageV[a]&&c.flip("resize"),b.tpage&&c.flip("disable",!0)
}else for(a in
b.pageWrap)j(a,b.pageWrap)&&(d=i._setPageLoc.call(this,a),b.pages[a]&&b.pages[a].flip("disable",b.dis
abled || 1!=d).flip("z",null)),_updateShadow:function(){var
a,b,c=this.data(),d=this.width(),e=this.height(),g="single"==c.display?d/2:a=this.turn("view");c.shadow
||
(c.shadow=f("<div />","class":"shadow",css:q(0,0,0).css)).appendTo(this));for(var
h=0;h<c.pageMv.length&&a[0]&&a[1];h++)a=this.turn("view",c.pages[c.pageMv[h]].data().f.opts.next),b
=this.turn("view",c.pageMv[h]),a[0]=a[0]&&b[0],a[1]=a[1]&&b[1];switch(a[0]?a[1]?3:"ltr"==c.direction?
2:1:"ltr"==c.direction?1:2){case 1:c.shadow.css({width:g,height:e,top:0,left:g});break;case
2:c.shadow.css({width:g,height:e,top:0,left:0});break;case
3:c.shadow.css({width:d,height:e,top:0,left:0}}),_setPageLoc:function(a){var b=
this.data(),c=this.turn("view");if(a==c[0] || a==c[1])return
b.pageWrap[a].css({zIndex:b.totalPages,display:""}),1;if("single"==b.display&&a==c[0]+1 || "double"==b.
display&&a==c[0]-2 || a==c[1]+2)return b.pageWrap[a].css({zIndex:b.totalPages-
1,display:""}),2;b.pageWrap[a].css({zIndex:0,display:b.pageObjs[a].hasClass("fixed")?"":"none"});return
0},options:function(a){if(void 0===a)return this.data().opts;var
b=this.data();f.extend(b.opts,a);a.pages&&this.turn("pages",a.pages);a.page&&this.turn("page",a.page);
a.display&&this.turn("display",a.display);a.direction&&this.turn("direction",a.direction);a.width&&a.hei
ght&&this.turn("size",a.width,a.height);if(a.when)for(var c in
a.when)j(c,a.when)&&this.unbind(c).bind(c,a.when[c]);return
this},version:function(){return"4.1.0"},h={init:function(a){this.data({f:{effect:"r"==a.corners || "l"==a.cor
ners?"hard":"sheet"}});this.flip("options",a);h._addPageWrapper.call(this);return
this},setData:function(a){var b=this.data();b.f=f.extend(b.f,a);return this},options:function(a){var b=

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this.data().f;return a?(h.setData.call(this,{opts:f.extend({},b.opts|A,a)},this):b.opts,z:function(a){var
b=this.data().f;b.fwrapper&&(b.opts["z-index"]=a,b.fwrapper.css({"z-index":a|parseInt(b.parent.css("z-
index"),10)|0}));return this},_cAllowed:function(){var
a=this.data().f,b=a.opts.turn.data(),a=a.opts.page,c=a%2;return"single"==b.display?1==a?"ltr"==b.direct
ion?p.forward:p.backward:a==b.totalPages?"ltr"==b.direction?p.backward:p.forward:p.all:"ltr"==b.direc
tion?p[c?"forward":"backward"]];

p[c?"backward":"forward"]},_cornerActivated:function(a){var
b=this.data().f,c=b.parent.offset(),d=this.width(),e=this.height(),a={x:Math.max(0,a.pageX-
c.left),y:Math.max(0,a.pageY-
c.top)},b=b.opts.cornerSize;if(0>=a.x|0>=a.y|a.x>=d|a.y>=e)return!1;e=h._cAllowed.call(this);if(a.x>
d-b)a.corner="r";else if(a.x<b)a.corner="l";else return!1;return-
1==f.inArray(a.corner,e)?!1:a,_c:function(a,b){b=b|0;switch(a){case "l":return m(b,0);case "r":return
m(this.width()-b,0)},_c2:function(a){switch(a){case "l":return m(2*
this.width(),0);case "r":return m(-this.width(),0)},_foldingPage:function(){var
a=this.data().f,b=a.opts;if(a.folding)return a.folding;if(b.turn)return
a=b.turn.data(),"single"==a.display?a.pageObjs[b.next]?a.pageObjs[0]:null:a.pageObjs[b.next]},_backGr
radient:function(){var a=this.data().f,b=a.opts.turn;return
a.opts.gradients&&(b|!"single"==b.data().display|2!=a.opts.page&a.opts.page!=b.data().totalPages-
1)},resize:function(a){var b=this.data().f,c=this.width(),d=this.height();a&&(b.wrapper.css({width:c,
height:d}),b.fpage.css({width:c,height:d})),_addPageWrapper:function(){var
a=this.data().f,b=this.parent();a.parent=b;if(!a.wrapper){var
c={};a.wrapper=f("<div/>",q(0,0,2)).css(c).appendTo(b).prepend(this);a.fpage=f("<div/>",q(0,0,1)).css(c).
appendTo(b)}h.resize.call(this,!0)},_fold:function(a){var
b=this.data().f,c=h._c.call(this,a.corner),c=c.x?c.x-
a.x:a.x,d=this.width(),this.height();c=Math.min(2*d,Math.max(0,c));switch(a.corner){case
"r":b.wrapper.css({width:Math.max(0,d-c)});this.css({position:"relative",
left:-c});b.fpage.css({left:-c+d,width:Math.max(0,c-d)});break;case
"l":b.wrapper.css({width:d}),this.css({position:"relative",left:c}),b.fpage.css({left:d,width:Math.max(0,c-
d)}),b.folding&&b.folding.css({position:"relative",left:2*-
d+c});b.parent.css({overflow:"visible"});b.point=a},_moveFoldingPage:function(a){var
b=this.data().f;if(a){var
a=h._foldingPage.call(this),c=b.opts.turn;if(a){if(b.folding){if(b.folding===a)return;h._moveFoldingPage.c
all(this,!1)}h.setData.call(this,{backParent:a.parent(),
folding:a});b.fpage.prepend(a)}c.turn("update")}else
b.backParent&&(b.backParent.prepend(b.folding),delete b.backParent,delete
b.folding)},_showFoldedPage:function(a,b){var
c=h._foldingPage.call(this),d=this.data(),e=d.f,g=e.visible;if(!g||!e.point||e.point.corner!=a.corner){e.op
ts.turn.data();var
i=f.Event("start");this.trigger(i,[e.opts,a.corner]);g=!1;if(i.isDefaultPrevented())return!1;if(c){if(b){var
l=this,c=e.point&&e.point.corner==a.corner?e.point:h._c.call(this,a.corner,1);this.animatef({from:[c.x,

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c.y],to:[a.x,a.y],duration:500,frame:function(b){a.x=Math.round(b[0]);a.y=Math.round(b[1]);h._fold.call(
,a)}})}else
h._fold.call(this,a),d.effect&&!d.effect.turning&&this.animatef(!1);g|| (e.visible=!0,h._moveFoldingPage.
call(this,!0),e.fpage.show());return!0}return!1},hide:function(){var
a=this.data().f;h._foldingPage.call(this);this.css({position:"",left:"auto"});a.wrapper.css({width:this.width
()));a.fpage.css({width:this.width()});a.folding&&a.folding.css({position:"",left:"auto"});a.fpage.hide();

a.visible=!1;return this},hideFoldedPage:function(a){var b=this.data().f;if(b.point){var
c=this,d=b.point,e=function(){b.point=null;c.flip("hide");c.trigger("end",[b.opts,!1]);}if(a){var
g=h._c.call(this,d.corner),a="t"==d.corner.substr(0,1)?Math.min(0,d.y-g.y)/2:Math.max(0,d.y-
g.y)/2,f=m(d.x,d.y+a),i=m(g.x,g.y-
a);this.animatef({from:0,to:1,frame:function(a){a=t(d,f,i,g,a);d.x=a.x;d.y=a.y;h._fold.call(c,d)},complete:e
,duration:800,hiding:!0})}else this.animatef(!1),e()}},turnPage:function(a){var b=

this,c=this.data().f,a={corner:c.corner?c.corner.corner:a|| h._cAllowed.call(this)[0]},d=c.point|| h._c.call(
this,a.corner,c.opts.turn?c.opts.turn.data().opts.elevation:0),e=h._c2.call(this,a.corner);this.trigger("flip"
).animatef({from:0,to:1,frame:function(c){c=t(d,d,e,e,c);a.x=c.x;a.y=c.y;h._showFoldedPage.call(b,a)},co
mplete:function(){b.trigger("end",[c.opts,!0]),duration:c.opts.duration,turning:!0});c.corner=null},movin
g:function(){return"effect"in this.data()},isTurning:function(){return this.flip("moving")&&

this.data().effect.turning},_eventStart:function(a){var
b=this.data().f;if(!b.disabled&&!this.flip("isTurning")){b.corner=h._cornerActivated.call(this,a);if(b.corne
r&&h._foldingPage.call(this,b.corner))return
h._showFoldedPage.call(this,b.corner)&&this.trigger("pressed",[b.point]),!1;b.corner=null}},_eventMov
e:function(a){var b=this.data().f;if(!b.disabled)if(a=[a],b.corner){var
c=b.parent.offset();b.corner.x=a[0].pageX-c.left;b.corner.y=a[0].pageY-
c.top;h._showFoldedPage.call(this,b.corner)}else!this.data().effect&&

this.is(":visible")&&((a=h._cornerActivated.call(this,a[0]))?(b=h._c.call(this,a.corner,b.opts.cornerSize/2),
a.x=b.x,a.y=b.y,h._showFoldedPage.call(this,a,!0):h.hideFoldedPage.call(this,!0)),_eventEnd:function(){
var a=this.data().f;if(!a.disabled&&a.point){var
b=f.Event("released");this.trigger(b,[a.point]);b.isDefaultPrevented()|| h.hideFoldedPage.call(this,!0)a.c
orner=null},disable:function(a){h.setData.call(this,{disabled:a});return
this}};window.requestAnim=function(a){window.setTimeout(a,1E3/

60));f.extend(f.fn,{flip:function(a,b){return s(this,h,arguments)},turn:function(a){return
s(this,i,arguments)},transform:function(a,b){var c={};b&&(c[r+"transform-
origin"]=b);c[r+"transform"]=a;return this.css(c)},animatef:function(a){var
b=this.data();b.effect&&b.effect.stop();if(a){a.to.length|| (a.to=[a.to]);a.from.length|| (a.from=[a.from]);
for(var c=[],d=a.to.length,e=!0,g=this,h=(new Date).getTime(),i=function(){if(b.effect&&e){for(var
f=[],j=Math.min(a.duration,(new Date).getTime()-h),k=0;k<

d;k++)f.push(b.effect.easing(1,j,a.from[k],c[k],a.duration));a.frame(1==d?f[0]:f);j==a.duration?(delete
b.effect,g.data(b),a.complete&&a.complete()):window.requestAnim(i)},j=0;j<d;j++)c.push(a.to[j]-
a.from[j]);b.effect=f.extend({stop:function(){e=!1},easing:function(a,b,c,d,e){return d*Math.sqrt(1-
(b=b/e-1)*b)+c}},a);this.data(b);i()}else delete

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b.effect}});f.isTouch=!1;f.mouseEvents=n;f.cssPrefix=v;f.cssTransitionEnd=v;f.findPos=function(a){var
b={top:0,left:0};do b.left+=a.offsetLeft,b.top+=a.offsetTop;
while(a=a.offsetParent);return b}})(jQuery);
```
