# YUI Library: ImageLoader Utility [beta]

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## Simple Use Case: ImageLoader Group Object

Create a `YAHOO.util.ImageLoader.group` object with a trigger and time limit. Then register images with the group:

```
//group with 'someDivId' click trigger & 2 sec limit:
var myGroup = new YAHOO.util.ImageLoader.group('someDi
    vId', 'click', 2);
myGroup.registerBgImage('imgDivId', 'http://some.image
    /url');
```

This will cause `imgDivId`'s background image to load either when `someDivId` is clicked or two seconds after page load, whichever comes first.

## Constructor: ImageLoader Group Object

```
YAHOO.util.ImageLoader.group([obj triggerElement, str
    triggerAction, int timeLimit])
```

*Arguments:*
(1) **triggerElement:** The object of the trigger event. Can be a DOM id or object.
(2) **triggerAction:** The action of the trigger event. `triggerElement` and `triggerAction` are optional (can be `null`). But if one is supplied, the other must be as well.
(3) **timeLimit:** Maximum time to wait for the trigger event to be fired.

## ImageLoader Image Registration

Source images (e.g., an <img> element):
```
myGroup.registerSrcImage('imgImgId',
    'http://some.image/url');
```

Background images (e.g., a <div> element with a background image):
```
myGroup.registerBgImage('imgDivId',
    'http://some.image/url');
```

PNG background images (e.g., a <div> element with a PNG bg image):
```
myGroup.registerPngBgImage('imgDivId',
    'http://some.png_image/url');
```

## Solution: Simple Image Loading

Set up the HTML and JavaScript for delayed image loading:

```
<div id='square'>
<img id='squareImg' /><!-- note no "src" attribute -->
</div>

// in script, create group and register image
var sqGrp = new YAHOO.util.ImageLoader.group('square',
    'mouseover', 3);
sqGrp.registerSrcImage('squareImg',
    'http://some.image/url');
```

## ImageLoader Objects: Members

See online docs for complete details on members.

### YAHOO.util.ImageLoader.group

| Member | Type | Description |
|---|---|---|
| timeoutLen | number | Length of time limit, in seconds. Also the third argument in the constructor. |
| foldConditional | boolean | Flag to check if images are above the fold. |
| className | string | CSS class name that will identify images belonging to the group. |
| name | string | Optional. Only used to identify the group in Logger Control logging statements. |
| addTrigger | method | Adds a trigger to the group. |
| registerBgImage | method | Registers a background image with the group. |
| registerSrcImage | method | Registers a src image with the group. |
| registerPngBgImage | method | Registers an alpha-channel-type png background image with the group. |

### YAHOO.util.ImageLoader.imgObj

| Member | Type | Description |
|---|---|---|
| setVisible | boolean | Whether the style.visibility should be set to "visible" after the image is fetched. |
| width | number | Size to set as width of image after image is fetched. Only applies to source-type images. Third argument in group's registerSrcImage method. |
| height | number | Size to set as height of image after image is fetched. Only applies to source-type images. Fourth argument in group's registerSrcImage method. |

## Solution: Image Loading with Class Names

Set up the CSS, HTML, and JavaScript for delayed image loading:

```
/* set an overriding background:none */
.yui-imgload-circle { background:none !important; }

<!-- this div will get the trigger event -->
<div id='circle'>
    <!-- set the src to some transparent image, the
    background-image to the true image, and the class to match
    the CSS -->
    <img id='circleImg' src='http://some.transparent/image'
    style='background-image:url("http://some.image/url");'
    class='yui-imgload-circle' height='20' width='20' />
</div>

// create group and identify class name
var circleGroup = new YAHOO.util.ImageLoader.group('circle',
    'mouseover', 3);
circleGroup.className = 'yui-imgload-circle';
```

YAHOO.util.ImageLoader.group Methods:

**addTrigger**(obj *domObject* or str *domElementId*, str *eventAction*) adds a trigger event

**registerBgImage**(str *imgElId*, str *url*) adds a background-type image to the group  returns YAHOO.util.ImageLoader.imgObj

**registerSrcImage**(str *imgElId*, str *url*, [int *width*, int *height*]) adds a source-type image to the group; optional width and height resize the image to those constraints  returns YAHOO.util.ImageLoader.imgObj

**registerPngBgImage**(str *imgElId*, str *url*) adds a png-background-type image to the group  returns YAHOO.util.ImageLoader.imgObj

## Dependencies

The YUI ImageLoader Utility requires the Yahoo Global Object, Dom Collection, and Event Utility.