ScrollMagic Cheat Sheet

The javascript library for magical scroll interactions.

Controller

```javascript
// Create a controller - vertically scrolling window
var controller = new ScrollMagic.Controller();

// Create a controller with a custom options
var controller = new ScrollMagic.Controller({
    container: 'window', // main container for scrolling
    vertical: true/false, // false = horizontal
    globalSceneOptions: { // options for every scene
        triggerHook: 'onLeave'
    },
    refreshInterval: 100, // set to 0 to disable
    loglevel: 3
});
```

```javascript
// Add previously defined scene or scenes
controller.addScene(scene);
controller.addScene([scene, scene2]);

// Add a newly created scene
controller.addScene(new ScrollMagic.Scene({
    duration : 0
}));

// Remove a scene
controller.removeScene(scene);
// Destroy with scene reset
controller = controller.destroy(true);
// Enable or Disable controller
controller.enabled(true/false);
// Update a specific scene immediately
controller.updateScene(scene, true);
```

Debugging with addIndicators Plugin

```javascript
scene.addIndicators({
    name: 'triggerDown', // custom name for your scene
    indent: 520, // indent from the browser edge
    colorStart: 'yellow', // custom color - colorEnd
    colorTrigger: 'yellow',
})
```

Scene

```javascript
// Create a scene and add it to controller
var myScene = new ScrollMagic.Scene().addTo(controller);

// Create a scene with custom options
var myScene = new ScrollMagic.Scene({
    duration: 0, // duration in px eg. 300, 0 = autoplay
    duration: '100%', // resposive duration in %
    offset: 100, // offset trigger position by 100px
    triggerElement: '#main', // what will trigger scene
    triggerHook: 0.5, // 0=top, 0.5=middle, 1=bottom
    triggerHook: 'onEnter' or 'onCenter'or 'onLeave',
    reverse: true/false, // plays scene on the way up?
    loglevel: 2 // 3 = errors, warnings, debuginfo
});
```

Toggle Class

```javascript
// add 'myclass' to 'my-elem' during a scene
scene.setClassToggle('#my-elem', 'myClass');

// add multiple classes to multiple elements
scene.setClassToggle('.classChange', 'class1 class2');

// classes will remain on element outside of a scene
scene.removeClassToggle(false);
```

Pin Element

```javascript
// pin element for the duration of a scene
scene.setPin('#my-pin');
// pin element but don't push followers
scene.setPin('#my-pin', {pushfollowers: false});
```

Events

```javascript
// fire a callback function at the respective event
scene.on("change update progress
            start end enter leave", callback);
// enter, start, progress - scrolling down
// progress, start, leave - scrolling up
```

Multiple Scenes

```javascript
// Loop through '.project' elements (jQuery loop)
$('.project').each(function(){
    // Create a scene for each project
    var myScene = new ScrollMagic.Scene({
        triggerElement: this,
        triggerHook:    0.8
    })
    .setClassToggle(this, 'fade-in')
    .addTo(controller);
});
```

With GSAP

```javascript
// add a single tween directly
scene.setTween(TweenMax.to('#obj'), 1, {x: 100});

// add a signle tween via variable
var tween = TweenMax.to('#obj'), 1, {x: 100};
scene.setTween(tween);

// add a timeline to a scene
var timeline = new TimelineMax();
timeline.to('#obj', 1, {x: 100})
        .to('#obj', 1, {y: 200});

scene.addTween(timeline);
```