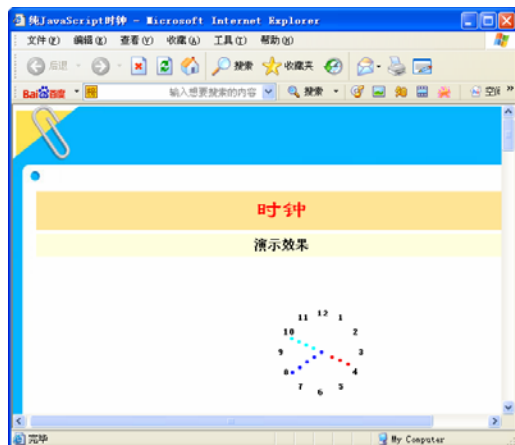


赠送资源 4 精选 JavaScript 实例

4.1 纯 JavaScript 时钟

1. 效果展示



2. 脚本说明

(1) 把如下代码加入<head>区域中:

```
<SCRIPT language=javascript>
<!--
pX=400;pY=200
obs = new Array(13)
function ob () {
for (i=0; i<13; i++) {
if (document.all) obs[i]=new Array (eval('ob'+i).style,-100,-100)
else obs[i] = new Array (eval('document.ob'+i),-100,-100)
}
}
function cl(a,b,c){
if (document.all) {
if (a!=0) b+=-1
eval('c'+a+'.style.pixelTop='+ (pY+(c)))
eval('c'+a+'.style.pixelLeft='+ (pX+(b)))
}
else{
if (a!=0) b+=10
eval('document.c'+a+'.top='+ (pY+(c)))
eval('document.c'+a+'.left='+ (pX+(b)))
}
```

```

    }
    if (document.all) c0.style.pixelLeft=26
    }
    function runClock() {
    for (i=0; i<13; i++) {
    obs[i][0].left=obs[i][1]+pX
    obs[i][0].top=obs[i][2]+pY
    }
    }
    var lastsec
    function timer() {
    time = new Date ()
    sec = time.getSeconds()
    if (sec!=lastsec) {
    lastsec = sec
    sec=Math.PI*sec/30
    min=Math.PI*time.getMinutes()/30
    hr=Math.PI*((time.getHours()*60)+time.getMinutes())/360
    for (i=1;i<6;i++) {
    obs[i][1] = Math.sin(sec) * (44 - (i-1)*11)-16;
    if (document.layers)obs[i][1]+=10;
    obs[i][2] = -Math.cos(sec) * (44 - (i-1)*11)-27;
    }
    for (i=6;i<10;i++) {
    obs[i][1] = Math.sin(min) * (40 - (i-6)*10)-16;
    if (document.layers)obs[i][1]+=10;
    obs[i][2] = -Math.cos(min) * (40 - (i-6)*10)-27;
    }
    for (i=10;i<13;i++) {
    obs[i][1] = Math.sin(hr) * (37 - (i-10)*11)-16;
    if (document.layers)obs[i][1]+=10;
    obs[i][2] = -Math.cos(hr) * (37 - (i-10)*11)-27;
    }
    }
    }
    function setNum(){
    cl (0,-67,-65);
    cl (1,10,-51);
    cl (2,28,-33);
    cl (3,35,-8);
    cl (4,28,17);

```

```

cl (5,10,35);
cl (6,-15,42);
cl (7,-40,35);
cl (8,-58,17);
cl (9,-65,-8);
cl (10,-58,-33);
cl (11,-40,-51);
cl (12,-16,-56);
}
//-->

```

```
</SCRIPT>
```

(2) 把<body>中加入如下代码:

```

<div id="c0" style="position:absolute;right:6;top:6; z-index:2;">
</div>
<div id="c1" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>1</b></div>
<div id="c2" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>2</b></div>
<div id="c3" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>3</b></div>
<div id="c4" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>4</b></div>
<div id="c5" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>5</b></div>
<div id="c6" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>6</b></div>
<div id="c7" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>7</b></div>
<div id="c8" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>8</b></div>
<div id="c9" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>9</b></div>
<div id="c10" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>10</b></div>
<div id="c11" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>11</b></div>
<div id="c12" style="position:absolute;left:20;top:-20; z-index:5;font-size:11px;"><b>12</b></div>
<div id="ob0" style="position:absolute;left:-20;top:-20;z-index:1"> </div>
<div id="ob1" style="position:absolute;left:-20;top:-20;z-index:8"> <font size="+3"
color="#0000FF"><b>.</b></font></div>
<div id="ob2" style="position:absolute;left:-20;top:-20;z-index:8"> <font size="+3"
color="#0000FF"><b>.</b></font></div>
<div id="ob3" style="position:absolute;left:-20;top:-20;z-index:8"> <font size="+3"
color="#0000FF"><b>.</b></font></div>
<div id="ob4" style="position:absolute;left:-20;top:-20;z-index:8"> <font size="+3"
color="#0000FF"><b>.</b></font></div>
<div id="ob5" style="position:absolute;left:-20;top:-20;z-index:8"> <font size="+3"
color="#0000FF"><b>.</b></font></div>
<div id="ob6" style="position:absolute;left:-20;top:-20;z-index:7"> <font size="+3"
color="#00FFFF"><b>.</b></font></div>

```

```

<div id="ob7" style="position:absolute;left:-20;top:-20;z-index:7"> <font size="+3"
color="#00FFFF"><b>.</b></font></div>
<div id="ob8" style="position:absolute;left:-20;top:-20;z-index:7"> <font size="+3"
color="#00FFFF"><b>.</b></font></div>
<div id="ob9" style="position:absolute;left:-20;top:-20;z-index:7"> <font size="+3"
color="#00FFFF"><b>.</b></font></div>
<div id="ob10" style="position:absolute;left:-20;top:-20;z-index:6"> <font size="+3"
color="#F30000"><b>.</b></font></div>
<div id="ob11" style="position:absolute;left:-20;top:-20;z-index:6"> <font size="+3"
color="#F30000"><b>.</b></font></div>
<div id="ob12" style="position:absolute;left:-20;top:-20;z-index:6"> <font size="+3"
color="#F30000"><b>.</b></font></div>

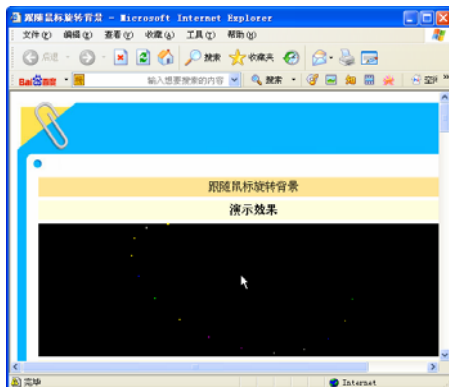
```

(3) 把<body>中内容改为:

```
<body bgcolor="#fef4d9" onLoad="ob(),setNum(),setInterval('timer()',100);setInterval('runClock()',100)">
```

4.2 跟随鼠标旋转背景

1. 效果展示



2. 脚本说明:

把如下代码加入<body>区域中

```

<LAYER NAME="a0" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ffffff"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a1" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#fff000"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a2" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ffa000"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a3" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ff00ff"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a4" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#00ff00"
CLIP="0,0,1,1"></LAYER>

```

```

<LAYER NAME="a5" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#FF00FF"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a6" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#FF0000"
CLIP="0,0,1,1"></LAYER>
<LAYER NAME="a7" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ffffff"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a8" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#fff000"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a9" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ffa000"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a10" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#ff00ff"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a11" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#00ff00"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a12" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#0000ff"
CLIP="0,0,2,2"></LAYER>
<LAYER NAME="a13" LEFT=10 TOP=10 VISIBILITY=SHOW BGCOLOR="#FF0000"
CLIP="0,0,3,3"></LAYER>
<div id="starsDiv" style="position:absolute;top:0px;left:0px">
<div
style="position:relative;width:1px;height:1px;background:#ffffff;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#fff000;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#ffa000;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#ff00ff;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#00ff00;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#0000ff;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:1px;height:1px;background:#FF0000;font-size:1px;visibility:visible"></div>
<div
style="position:relative;width:2px;height:2px;background:#ffffff;font-size:2px;visibility:visible"></div>
<div
style="position:relative;width:2px;height:2px;background:#fff000;font-size:2px;visibility:visible"></div>
<div
style="position:relative;width:2px;height:2px;background:#ffa000;font-size:2px;visibility:visible"></div>
<div
style="position:relative;width:2px;height:2px;background:#ff00ff;font-size:2px;visibility:visible"></div>

```

```

<div
style="position:relative;width:2px;height:2px;background:#00ff00;font-size:2px;visibility:visible"></div>
<div
style="position:relative;width:2px;height:2px;background:#0000ff;font-size:2px;visibility:visible"></div>
<div
style="position:relative;width:3px;height:3px;background:#FF0000;font-size:3px;visibility:visible"></div>
</div>
<SCRIPT LANGUAGE="JavaScript">
<!-- Original: Kurt Grigg (kurt.grigg@virgin.net) -->
<!-- Web Site: http://freespace.virgin.net/kurt.grigg -->
<!-- This script and many more are available free online at -->
<!-- The JavaScript Source!! http://javascript.internet.com -->
<!-- Begin
var Clrs = new Array(6);
Clrs[0] = 'ff0000';
Clrs[1] = '00ff00';
Clrs[2] = '000aff';
Clrs[3] = 'ff00ff';
Clrs[4] = 'fff000';
Clrs[5] = 'fffff0';
var yBase = 200;
var xBase = 200;
var step;
var currStep = 0;
var Xpos = 1;
var Ypos = 1;
var Xs = 200;
var Ys = 400;
if (document.layers) {
window.captureEvents(Event.MOUSEMOVE);
}
if (document.all) {
function MoveHandler() {
Xpos = document.body.scrollLeft+event.x;
Ypos = document.body.scrollTop+event.y;
}
document.onmousemove = MoveHandler;
}
else if (document.layers) {
function xMoveHandler(evnt) {
Xpos = evnt.pageX;

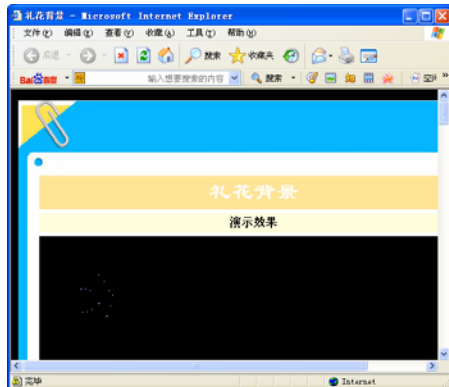
```

```
Ypos = evt.pageY;
}
window.onMouseMove = xMoveHandler;
}
function Comet() {
if (document.all) {
yBase = window.document.body.offsetHeight / 4;
xBase = window.document.body.offsetWidth / 4;
}
else if (document.layers) {
yBase = window.innerHeight / 4;
xBase = window.innerWidth / 4;
}
if (document.all) {
for ( i = 0 ; i < starsDiv.all.length ; i++ ) {
step = 3;
starsDiv.all[i].style.top = Ypos + yBase*Math.cos((currStep + i*4)/12)*Math.cos(0.7+currStep/200);
starsDiv.all[i].style.left = Xpos + xBase*Math.sin((currStep + i*3)/10)*Math.sin(8.2+currStep/400);
for (ai = 0; ai < Clrs.length; ai++) {
var c=Math.round(Math.random()*[ai]);
}
starsDiv.all[i].style.background = Clrs[c];
}
}
else if (document.layers) {
for ( j = 0 ; j < 14 ; j++ ) { //number of NS layers!
step = 6;
var templayer = "a"+j;
document.layers[templayer].top = Ypos + yBase*Math.cos((currStep +
j*4)/12)*Math.cos(0.7+currStep/200);
document.layers[templayer].left = Xpos + xBase*Math.sin((currStep + j*3)/10)*Math.sin(8.2+currStep/400);
for (aj=0; aj < Clrs.length; aj++)
{
var c=Math.round(Math.random()*[aj]);
}
document.layers[templayer].bgColor = Clrs[c];
}
}
currStep += step;
setTimeout("Comet()", 5);
}
```

```
Comet();
// End -->
</script>
```

4.3 礼花背景

1. 效果展示



2. 脚本说明:

把如下代码加入<body>区域中

```
<layer name="a0" left=10 top=10 visibility=show bgcolor="#ffffff" clip="0,0,1,1"></layer>
<layer name="a1" left=10 top=10 visibility=show bgcolor="#fff000" clip="0,0,1,1"></layer>
<layer name="a2" left=10 top=10 visibility=show bgcolor="#ffa000" clip="0,0,1,1"></layer>
<layer name="a3" left=10 top=10 visibility=show bgcolor="#ff00ff" clip="0,0,1,1"></layer>
<layer name="a4" left=10 top=10 visibility=show bgcolor="#00ff00" clip="0,0,1,1"></layer>
<layer name="a5" left=10 top=10 visibility=show bgcolor="#ff00ff" clip="0,0,1,1"></layer>
<layer name="a6" left=10 top=10 visibility=show bgcolor="#ff0000" clip="0,0,1,1"></layer>
<layer name="a7" left=10 top=10 visibility=show bgcolor="#ffffff" clip="0,0,1,1"></layer>
<layer name="a8" left=10 top=10 visibility=show bgcolor="#fff000" clip="0,0,1,1"></layer>
<layer name="a9" left=10 top=10 visibility=show bgcolor="#ffa000" clip="0,0,1,1"></layer>
<layer name="a10" left=10 top=10 visibility=show bgcolor="#ff00ff" clip="0,0,1,1"></layer>
<layer name="a11" left=10 top=10 visibility=show bgcolor="#00ff00" clip="0,0,2,2"></layer>
<layer name="a12" left=10 top=10 visibility=show bgcolor="#0000ff" clip="0,0,2,2"></layer>
<layer name="a13" left=10 top=10 visibility=show bgcolor="#ff0000" clip="0,0,2,2"></layer>
<div id="starsDiv" style="position:absolute;top:0px;left:0px">
<div style="position:relative;width:2px;height:2px;background:#ffffff;font-size:2px"></div>
<div style="position:relative;width:1px;height:1px;background:#fff000;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#ffa000;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#ff00ff;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#00ff00;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#0000ff;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#FF0000;font-size:1px"></div>
```



```
<div style="position:relative;width:1px;height:1px;background:#ffffff;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#fff000;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#ffa000;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#ff00ff;font-size:1px"></div>
<div style="position:relative;width:2px;height:2px;background:#ff00ff;font-size:2px"></div>
<div style="position:relative;width:1px;height:1px;background:#0000ff;font-size:1px"></div>
<div style="position:relative;width:1px;height:1px;background:#FF0000;font-size:1px"></div>
</div>
<SCRIPT LANGUAGE="JavaScript">
<!-- Begin
var Clrs = new Array(9);
Clrs[0] = 'ff0000';
Clrs[1] = '00ff00';
Clrs[2] = '000aff';
Clrs[3] = 'ff00ff';
Clrs[4] = 'ffa500';
Clrs[5] = 'ffff00';
Clrs[6] = '00ff00';
Clrs[7] = 'ffffff';
Clrs[8] = 'fffff0';
var sClrs = new Array(5);
sClrs[0] = 'ffa500';
sClrs[1] = '55ff66';
sClrs[2] = 'AC9DFC';
sClrs[3] = 'fff000';
sClrs[4] = 'fffff0';
var yBase;
var xBase;
var step;
var currStep = 0;
var Xpos = 1;
var Ypos = 1;
var initialStarColor = 'ffa000';
var Mtop = 250;
var Mleft = 250;
function Fireworks() {
if (document.all) {
yBase = window.document.body.offsetHeight / 3;
xBase = window.document.body.offsetWidth / 8;
}
else if (document.layers) {
```

```

yBase = window.innerHeight / 3;
xBase = window.innerWidth / 8;
}
if (document.all) {
step = 5;
for ( i = 0 ; i < starsDiv.all.length ; i++ ) {
for (ai = 0; ai < Clrs.length; ai++) {
var c = Math.round(Math.random()*[ai]);
}
if (currStep < 90)
starsDiv.all[i].style.background=initialStarColor;
if (currStep > 90)
starsDiv.all[i].style.background=Clrs[c];
starsDiv.all[i].style.top = Mtop + yBase*Math.sin((currStep+i*5)/3)*Math.sin(550+currStep/100)
starsDiv.all[i].style.left = Mleft + yBase*Math.cos((currStep+i*5)/3)*Math.sin(550+currStep/100)
}
}
else if (document.layers) {
step = 5;
for ( j = 0 ; j < 24 ; j++ ) { //number of NS layers!
var templayer = "a"+j;
for (ai = 0; ai < Clrs.length; ai++) {
var c = Math.round(Math.random()*[ai]);
}
if (currStep < 90)
document.layers[templayer].bgColor=initialStarColor;
if (currStep > 90)
document.layers[templayer].bgColor=Clrs[c];
document.layers[templayer].top = Mtop + yBase*Math.sin((currStep+j*5)/3)*Math.sin(550+currStep/100)
document.layers[templayer].left = Mleft + yBase*Math.cos((currStep+j*5)/3)*Math.sin(550+currStep/100)
}
}
currStep+= step;
T=setTimeout("Fireworks()",5);
if (currStep == 220) {
currStep = -10;
for (n = 0; n < sClrs.length; n++) {
var k = Math.round(Math.random()*n);
}
initialStarColor = sClrs[k];
if (document.all) {

```

```

Dtop = window.document.body.clientHeight - 250;
Dleft = xBase * 3.5;
Mtop = Math.round(Math.random()*Dtop);
Mleft = Math.round(Math.random()*Dleft);
document.all.starsDiv.style.top = Mtop+document.body.scrollTop;
document.all.starsDiv.style.left = Mleft+document.body.scrollLeft;
}
else if (document.layers) {
Dleft = window.innerWidth - 100;
Dtop = window.innerHeight - 100;
Mtop = Math.round(Math.random()*Dtop+window.pageYOffset);
Mleft = Math.round(Math.random()*Dleft+window.pageXOffset);
document.layers[templayer].top = Mtop;
document.layers[templayer].left = Mleft;
}
if ((Mtop < 20) || (Mleft < 20)) {
Mtop += 90;
Mleft += 90;
}
}
}
Fireworks();
// End -->
</script>

```

4.4 模拟跳舞游戏

1. 效果展示



2. 脚本说明:

- (1) 把如下代码加入<body>区域中

```
<SCRIPT LANGUAGE="JavaScript">
<!-- Begin
var agt=navigator.userAgent.toLowerCase();
if (agt.indexOf("mac") != -1)
var a="\r";
else
var a="\n";
var max=0;
function tlist() {
max=tlist.arguments.length;
for (i=0; i<max; i++)
this[i]=tlist.arguments[i];
}
tl = new tlist(
" o"+a+
" /\\"+a+
" */\\"+a,
" o_"+a+
" \<"+a+
" *\>\\"+a,
" _o/*"+a+
" *|"+a+
" /\\"+a,
" *\o_"+a+
" / *"+a+
" \<\\"+a,
" _o/*"+a+
" *|"+a+
" /\\"+a,
" *\c/*"+a+
" )"+a+
" /\>"+a,
" *"+a+
" \_\c"+a+
" \>\\"+a,
" __/" +a+
" (o_ *"+a+
" \\"+a,
" \\"+a+
" |"+a+
" */o\\"+a,
```

```
" \_" +a+
" (" +a+
" */o\\* 跳舞" +a,
" |<_" +a+
" __(" +a+
" * o|* 跳舞" +a,
" /_" +a+
" __(" +a+
" * o|* 跳舞" +a,
" ____" +a+
" * \>" +a+
" o|* 跳舞" +a,
" * " +a+
" o|/" +a+
" */\\ 跳舞" +a,
" * " +a+
" _o|" +a+
" * |>\\ 跳舞" +a,
" _o/*" +a+
" * |" +a+
" /\\ 跳舞" +a,
" * \\o/*" +a+
" |" +a+
" /\\ 跳舞" +a,
" c/*" +a+
" |<|" +a+
" * ^\\ 跳舞" +a,
" c_" +a+
" |<|" +a+
" * ^\\ 跳舞" +a,
" c_" +a+
" ^ *" +a+
" * ^> 跳舞" +a,
" c/*" +a+
" /(" +a+
" * / 跳舞" +a,
" _o/*" +a+
" * (" +a+
" |< 跳舞" +a,
" _o_" +a+
" * / *" +a+
```

```

" \<\ 跳舞"+a,
" * _o_ "+a+
" | * "+a+
" \<\ 跳舞"+a,
" * _c_ * "+a+
" | "+a+
" \>\ 跳舞"+a,
" * _c_ * "+a+
" | _ "+a+
" \> 跳舞"+a,
" * _c_ * "+a+
" _ | _ "+a+
" 跳舞"+a,
" "+a+
" * _c_ * "+a+
" _ ) _ 跳舞"+a,
" "+a+
" * \c/* "+a+
" _ ) _ 跳舞"+a
);
var x=0;
function tick() {
document.animation.cheerleader.value = " " + a +
tl[x];
x++;
if (x != max)
setTimeout("tick()", 200);
else
x = 0;
}
// End -->
</script>
<form name=animation>
<textarea name=cheerleader rows=5 cols=20&rt;</textarea&rt;
<br>
<input type=button value="Start Again" onClick = "javascript:tick()">
</form>

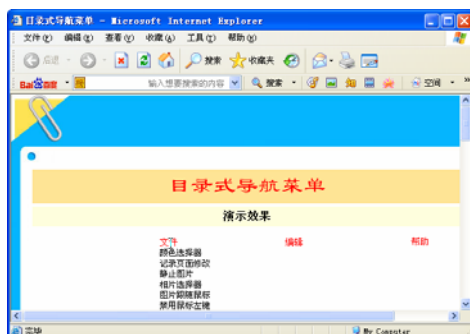
```

(2) 把<body>区域中的内容改为:

```
<BODY bgcolor="#fef4d9" OnLoad="tick()">
```

4.5 目录式导航菜单

1. 效果展示



2. 脚本说明:

把如下代码加入<head>区域中

```
<SCRIPT language=javascript><!--
function out()
{
if(window.event.toElement.id!="menu" && window.event.toElement.id!="link")
menu.style.visibility="hidden";
}
//-->
function out1()
{
if(window.event.toElement.id!="menu1" && window.event.toElement.id!="link")
menu1.style.visibility="hidden";
}
//-->
</SCRIPT>
```

第二步:把如下代码加入<body>区域中

```
<div id="back"
onmouseout="out()" style="position:absolute;top:180;left:310;width:160;height:40;z-index:1;visibility:visible;">
<span id="menubar" onmouseover="menu.style.visibility='visible'">
<font color=red size=2>菜单</span>
<div border=1 id="menu"
style="position:absolute;top:15;left:0;width:50;height:10;z-index:2;visibility:hidden;">
<a id="link" href="rjxz.htm">软件下载</a>
<a id="link" href="yxxz.htm">游戏下载</a>
<a id="link" href="hjsj.htm">黄金书籍</a>
<a id="link" href="mntk.htm">美女图库</a>
<a id="link" href="mp3.htm">MP3 金曲</a>
```

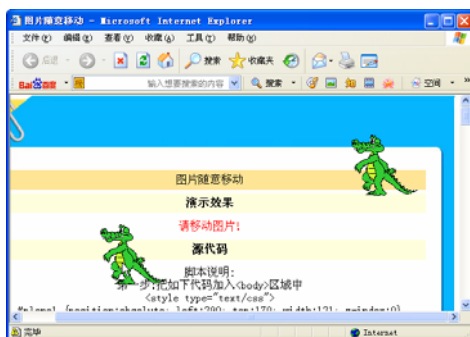
```

<a id="link" href="flash.htm">FLASH</a>
</div>
</div>
<div id="back"
onmouseout="out1()" style="position:absolute;top:180;left:370;width:160;height:40;z-index:3;visibility:visible;">
  <span id="menubar" onmouseover="menu1.style.visibility='visible'">
    <font color=red size=2>菜单</span>
    <div border=1 id="menu1"
style="position:absolute;top:15;left:0;width:50;height:10;z-index:4;visibility:hidden;">
      <a id="link" href="rjxz.htm">软件下载</a>
      <a id="link" href="yxxz.htm">游戏下载</a>
      <a id="link" href="hjsj.htm">黄金书籍</a>
      <a id="link" href="mntk.htm">美女图库</a>
      <a id="link" href="mp3.htm">MP3 金曲</a>
      <a id="link" href="flash.htm">FLASH</a>
    </div>
  </div>

```

4.6 图片随意移动

1. 效果展示



2. 脚本说明:

把如下代码加入<body>区域中

```

<style type="text/css">
#plane1 {position:absolute; left:290; top:170; width:121; z-index:0}
#plane2 {position:absolute; left:400; top:250; width:118; z-index:0}
</style>
<SCRIPT LANGUAGE="JavaScript">
//Modified by the CoffeeCup HTML Editor++
//http://www.coffeecup.com
// Global variables for platform branching
var isNav, isIE

```



```
if (parseInt(navigator.appVersion) >= 4) {
  if (navigator.appName == "Netscape") {
    isNav = true
  } else {
    isIE = true
  }
}

// ***Begin CSS custom API Functions***
// Set zIndex property
function setZIndex(obj, zOrder) {
  obj.zIndex = zOrder
}

// Position an object at a specific pixel coordinate
function shiftTo(obj, x, y) {
  if (isNav) {
    obj.moveTo(x,y)
  } else {
    obj.pixelLeft = x
    obj.pixelTop = y
  }
}

// ***End API Functions***

// Global holds reference to selected element
var selectedObj

// Globals hold location of click relative to element
var offsetX, offsetY

// Find out which element has been clicked on
function setSelectedElem(evt) {
  if (isNav) {
    // declare local var for use in upcoming loop
    var testObj
    // make copies of event coords for use in upcoming loop
    var clickX = evt.pageX
    var clickY = evt.pageY
    // loop through all layers (starting with frontmost layer)
    // to find if the event coordinates are in the layer
    for (var i = document.layers.length - 1; i >= 0; i--) {
      testObj = document.layers[i]
      if ((clickX > testObj.left) &&
        (clickX < testObj.left + testObj.clip.width) &&
        (clickY > testObj.top) &&
```

```
(clickY < testObj.top + testObj.clip.height)) {
// if so, then set the global to the layer, bring it
// forward, and get outa here
selectedObj = testObj
setZIndex(selectedObj, 100)
return
}
} else {
// use IE event model to get the targeted element
var imgObj = window.event.srcElement
// make sure it's one of our planes
if (imgObj.parentElement.id.indexOf("plane") != -1) {
// then set the global to the style property of the element,
// bring it forward, and say adios
selectedObj = imgObj.parentElement.style
setZIndex(selectedObj,100)
return
}
}
// the user probably clicked on the background
selectedObj = null
return
}
// Drag an element
function dragIt(evt) {
// operate only if a plane is selected
if (selectedObj) {
if (isNav) {
shiftTo(selectedObj, (evt.pageX - offsetX), (evt.pageY - offsetY))
} else {
shiftTo(selectedObj, (window.event.clientX - offsetX), (window.event.clientY - offsetY))
}
// prevent further system response to dragging in IE
return false
}
}
}
// Set globals to connect with selected element
function engage(evt) {
setSelectedElem(evt)
if (selectedObj) {
```

```
// set globals that remember where the click is in relation to the
// top left corner of the element so we can keep the element-to-cursor
// relationship constant throughout the drag
if (isNav) {
  offsetX = evt.pageX - selectedObj.left
  offsetY = evt.pageY - selectedObj.top
} else {
  offsetX = window.event.offsetX
  offsetY = window.event.offsetY
}
}

// block mouseDown event from forcing Mac to display
// contextual menu.
return false
}

// Restore elements and globals to initial values
function release(evt) {
  if (selectedObj) {
    setZIndex(selectedObj, 0)
    selectedObj = null
  }
}

// Turn on event capture for Navigator
function setNavEventCapture() {
  if (isNav) {
    document.captureEvents(Event.MOUSEDOWN | Event.MOUSEMOVE | Event.MOUSEUP)
  }
}

// Assign event handlers used by both Navigator and IE (called by onLoad)
function init() {
  if (isNav) {
    setNavEventCapture()
  }
}

// assign functions to each of the events (works for both Navigator and IE)
document.onmousedown = engage
document.onmousemove = dragIt
document.onmouseup = release
}
</SCRIPT>

<DIV ID=plane1><IMG NAME="planePic1" SRC="clock1.jpg" BORDER=0></DIV>
```

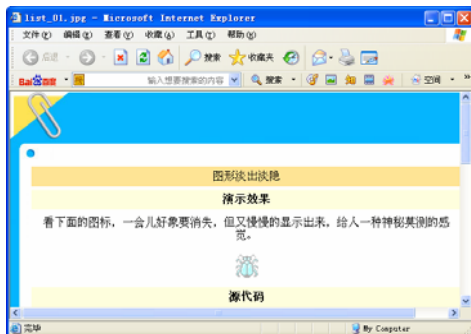
```
<DIV ID=plane2><IMG NAME="planePic1" SRC="clock2.jpg" BORDER=0></DIV>
```

第二步:把<body>区域中内容改为:

```
<body bgcolor="#fef4d9" onLoad="init()">
```

4.7 图形淡出淡隐

1. 效果展示



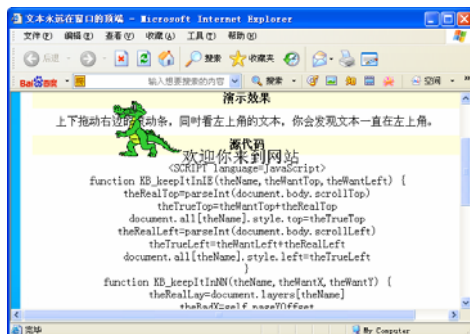
2. 脚本说明:

把如下代码加入<head>区域中

```
<IMG style="FILTER: alpha(opacity=0)" alt=Image src="bug.gif" border=0 name=u>
<SCRIPT language=JavaScript>var b = 1;
var c = true;function fade(){
if(document.all);
if(c == true) {
b++;
}
if(b==100) {
b--;
c = false
}
if(b==10) {
b++;
c = true;
}
if(c == false) {
b--;
}
u.filters.alpha.opacity=0 + b;
setTimeout("fade()",50);
}
</SCRIPT>
```

4.8 文本永远在窗口的顶端

1. 效果展示



2. 脚本说明:

把如下代码加入<head>区域中

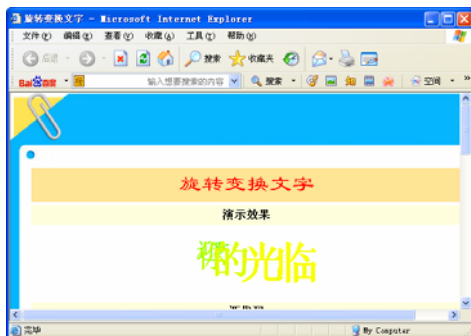
```
<SCRIPT language=JavaScript>
function KB_keepItInIE(theName,theWantTop,theWantLeft) {
theRealTop=parseInt(document.body.scrollTop)
theTrueTop=theWantTop+theRealTop
document.all[theName].style.top=theTrueTop
theRealLeft=parseInt(document.body.scrollLeft)
theTrueLeft=theWantLeft+theRealLeft
document.all[theName].style.left=theTrueLeft
}

function KB_keepItInNN(theName,theWantX,theWantY) {
theRealLay=document.layers[theName]
theBadX=self.pageXOffset
theBadY=self.pageYOffset
theRealX=theBadX+theWantX
theRealY=theBadY+theWantY
theRealLay.moveTo(theRealY,theRealX)
}

IE4=(document.all)?1:0
NN4=(document.layers)?1:0
if (IE4)
setInterval('KB_keepItInIE("KBStatic",0,0)',1)
if (NN4)
setInterval('KB_keepItInNN("KBStatic",0,0)',1)
</SCRIPT>
```

4.9 旋转变换文字

1. 效果展示



2. 脚本说明:

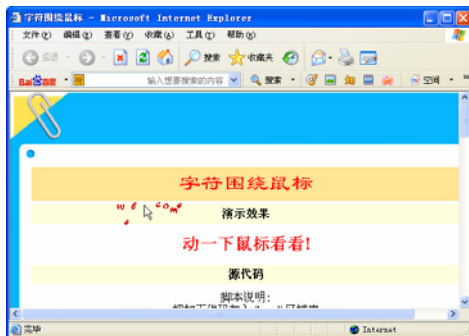
把如下代码加入<head>区域中

```
<SCRIPT language=javascript>
//luxiaoqing
Phrase="欢迎你的光临"
Balises=""
Taille=40;
Midx=100;
Decal=0.5;
Nb=Phrase.length;
y=-10000;
for (x=0;x<Nb;x++){
  Balises=Balises + '<DIV Id=L' + x + ' STYLE="width:3;font-family: Courier
New;font-weight:bold;position:absolute;top:40;left:50;z-index:0">' + Phrase.charAt(x) + '</DIV>'
}
document.write (Balises);
Time=window.setInterval("Alors()",10);
Alpha=5;
I_Alpha=0.05;
function Alors(){
  Alpha=Alpha-I_Alpha;
  for (x=0;x<Nb;x++){
    Alpha1=Alpha+Decal*x;
    Cosine=Math.cos(Alpha1);
    Ob=document.all("L"+x);
    Ob.style.posLeft=Midx+100*Math.sin(Alpha1)+50;
    Ob.style.zIndex=20*Cosine;
    Ob.style.fontSize=Taille+25*Cosine;
```

```
Ob.style.color="rgb("+ (27+Cosine*80+50) + ","+ (127+Cosine*80+50) + ",0)";
}
}
</SCRIPT>
```

4.10 字符围绕鼠标

1. 效果展示



2. 脚本说明:

把如下代码加入<head>区域中

```
<SCRIPT language=javascript>
<!--//This is a JS program for Sword Jin's JoyFM homepage.All rights reserved.
var cx=0;
var cy=0;
var val=0;
function locate()
{ cx=window.event.x;
cy=window.event.y;

}
document.onmousemove=locate;
function follow(i)
{ var x;
if(i<4)x=cx-50+i*10;
else x=cx-25+i*10;
var y=cy-20+Math.floor(Math.random()*40);
w=eval("word"+i);
with(w.style)
{
left=x.toString()+"px";
top=y.toString()+"px";
}
}
```

```

    }
    function show(i)
    {
        var w=eval("word"+i);
        with(w.style)
        {
            visibility="visible";
            s=parseInt(fontSize);
            if(s>=200)s-=100;
            else if(s>90&&s<=100)
            {
                s-=85;
            }
            clearInterval(val);
            if(i<5)val=setInterval("show('"+(i+1)+"')",20);
        }
        fontSize=s;
    }

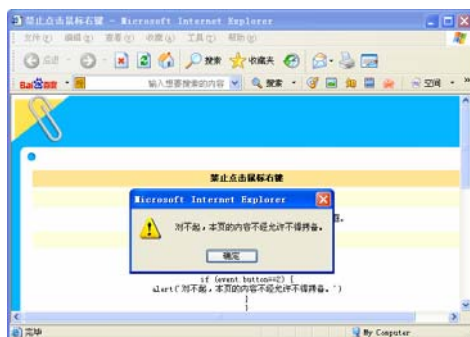
    }
    function start()
    { for(i=1;i<=5;i++)
    {
        val=setInterval("show(1)",20);
        setInterval("follow('"+i+"')",100);

    }
    }
    //-->
</SCRIPT>
<SCRIPT language=javascript>
var word=new Array(5);
word[1]="J";word[2]="o";word[3]="y";word[4]="F";word[5]="m";
for(i=1;i<=5;i++)
    document.write("<div
                                                                    id='word"+i+"'
style='width:20px;height:20px;position:absolute;font-size:1000;visibility:hidden'><font
                                                                    face='Forte'
color=#00FF00>"+word[i]+"</font></div>");start();
</SCRIPT>

```

4.11 禁止点击鼠标右键

1. 效果展示



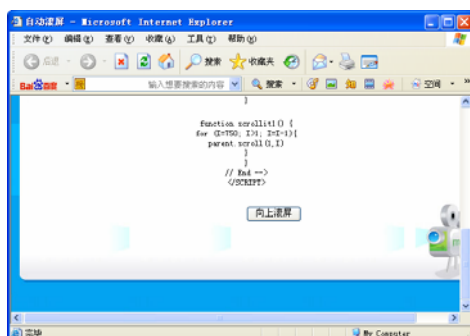
2. 脚本说明:

把如下代码加入<head>区域中

```
<SCRIPT language=javascript>
function click() {
if (event.button==2) {
alert('对不起，本页的内容未经允许不得拷贝。')
}
}
document.onmousedown=click
</SCRIPT>
```

4.12 自动滚屏

1. 效果展示



2. 脚本说明:

把如下代码加入<head>区域中

```
<STYLE type=text/css>A {
COLOR: white; FONT-STYLE: normal; TEXT-DECORATION: none
}
A:hover {
BACKGROUND: red; COLOR: yellow; FONT-STYLE: normal; TEXT-DECORATION: none
}
.white {
```

```
COLOR: #ffffff
}
TABLE {
FONT-SIZE: 9pt
}
</STYLE>
<SCRIPT language=JavaScript>
<!-- Begin
function scrollit() {
for (I=1; I<=750; I++){
parent.scroll(1,I)
}
}
function scrollit1() {
for (I=750; I>1; I=I-1){
parent.scroll(1,I)
}
}
// End -->
</SCRIPT>
```