**Image Loader (jQuery Plugin)**

This jQuery Plugin is ideal to load, preload, resize … the images on your website. The Plugin is

compatible with all browsers and devices (iPhone, iPad and Android smartphones). If you like this plugin, feel free to rate it five stars at [CodeCanyon](http://bit.ly/10Htsv9) in downloads section. If you encounter any problems please do not give a low rating but [contact our Support Team](mailto:support@dotonpaper.zendesk.com) first so we can help you.

**How to use/install it**

In **sources/index.xml** you have an example:

1. Copy the folder **ImageLoader** somewhere on your server (preferably in the same folder with the page you want to add the gallery to).
2. Add the following **js** files in the head section of your website:

[*https://ajax.googleapis.com/ajax/libs/jquery/1.8.2/jquery.min.js*](https://ajax.googleapis.com/ajax/libs/jquery/1.8.2/jquery.min.js) *(any jQueary 1.3 or bigger will do)*

*ImageLoader/js/jquery.dop.ImageLoader.js*

**Note:** The files can be anywhere on your server or web. Just make sure that they are loaded by

your web page.

1. Add the plugin to a container:

$(“#image”).DOPImageLoader();

$('body').DOPImageLoader({'Container':'#image'});

1. You can give this parameters:
   1. **'Container': ''**

- set the container for the images that will be loaded; ideally to use it like this if you add the Plugin to classes;

4.2. **'LoaderURL': 'ImageLoader/images/loader.gif'**

- set the path to the loader gif file;

4.3. **'NoImageURL': 'ImageLoader/images/no-image.png'**

- set the path to the image that will be displayed if the initial path is invalid;

4.4. **'LoadingInOrder': 'true'**

- set the value to true if you want to load the images one after another false otherwise;

4.5. **'ImageSize': 'fill'**

- resize the image;

**none**: don’t resize;

**container**: resize to the width and height of the parent;

**fill**: fill the parent and keep the proportions;

**proportionally**: show all the image in the parent;

4.6. **'ImageDelay': '600'**

- time in milliseconds for the fade effect;

4.7. **'CacheBuster': 'false'**

- if true it loads the image from the server and not the one from the cache;

4.8. **'SuccessCallback': ''**

- enter the callback function for when the image is loaded;

4.9. **'ErrorCallback': ''**

- enter the callback function for when the image is not loaded;

**FAQ**

1. **Why doesn’t the plugin work?**

1. The plugin files aren’t loaded on your page.

2. If the item doesn’t work it might be because there is a problem with the JavaScript in your website. If you can’t identify the problem contact me with a link. I will identify the problem for you, but I will not fix the problems that aren’t caused by this plugin.

1. **What can I do when nothing works?**

[Contact our Support Team](mailto:support@dotonpaper.zendesk.com) :)

Before we can offer support we will need to **confirm your purchase**. The reason for this is because we receive a lot of support requests from people that get the items from other sites and is a great way to sort the tickets and offer faster support to the actual buyers.

There are 2 ways to do this:

1. Send us a Private Message from our [Profile Page](http://codecanyon.net/user/DOTonPAPER?ref=DOTonPAPER) ... the right-bottom form. If you don’t see it you need to Sign In into your Envato Account.

2. Send your Envato Username & Item Purchase Code that came with the Licence Certificate when you bought the item to our [Support Team](mailto:support@dotonpaper.zendesk.com). You can get it from CodeCanyon -> Sign In into your Account -> Downloads -> Licence Certificate on the purchased item.

**Please add in your message** a link were you use the item, admin and/or FTP log in info, or any other stuff that might be relevant.

We will try to answer your questions in less than 48 hours. If you don’t receive an answer in 48 hours please view our [Profile Page](http://codecanyon.net/user/DOTonPAPER?ref=DOTonPAPER) for a reason.

**PS: Don’t forget to rate this item.**