

Top Currency Converter – Documentation

Get Started

1. Upload the following files to your site's server:

- js/currency.js (The main JavaScript file of the widget)
- js/lang/en.js (The English language file of the widget)
- css/currency.css (The main CSS file of the widget)
- css/currency_ie.css (a CSS file for internet explorer)
- images/loader.gif (The loading image)

2. Use the following code to include the required JavaScript files, add the code before </body> tag:
(replace *path* in the path of the files you uploaded in step 1)

```
<script src="//code.jquery.com/jquery-1.11.3.min.js"></script>
<script src="//code.jquery.com/ui/1.11.3/jquery-ui.min.js"></script>
<script src="path/js/currency.js"></script>
<script src="path/js/lang/en.js"></script>
```

2. In addition, to include Top Currency Converter CSS files, add the following code before </head> tag:
(replace *path* in the path of the files you uploaded in step 1)

```
<link href="path/css/currency.css" rel="stylesheet">
<!-- The following is for Internet Explorer 9 Gradient Support !-->
<!--[if gte IE 9]>
    <link href="path/css/currency_ie.css" rel="stylesheet">
<![endif]-->
```

3. Add the following code before </head> tag:
(replace *element-id* in the ID of the main element for the widget)

```
<script type="text/javascript">
    var c = new Currency({mainElement: '#element-id'});
    c.start();
</script>
```

Advanced Usage

The following options are available to pass into Top Currency Converter on initialization:

Name	Purpose	Possible Values
mainElement	Specifying the main element for Top Currency Converter widget	'#element-id' OR 'element-class'
type	Specifying the type of element for choosing currencies	'dropdown' OR 'autocomplete'
themeColor	Specifying the color style to use	Any number between 1 - 10
theme	Specifying the theme to use	'classic' OR 'inline'
fromCurrency	Specifying the default currency to convert from	Any currency code from the supported currencies (<u>for example</u> : 'USD')
toCurrency	Specifying the default currency to convert to	Any currency code from the supported currencies (<u>for example</u> : 'USD')
amountToConvert	Specifying the default amount of money to convert	Any number or math expression
language	Specifying the widget's language	a supported language code (<u>for example</u> : 'en' for English)
currencyTitle	Specifying the title	Any string (<u>for example</u> : 'My Currency Converter')
fromText	Specifying the text "From"	Any string (<u>for example</u> : 'From Currency')
toText	Specifying the text "To"	Any string (<u>for example</u> : 'To Currency')
convertButtonText	Specifying the convert button text	Any string (<u>for example</u> : 'Show Rate')
isSwitchButton	Specifying whether or not to view a switch button	true OR false
inputPlaceholder	Specifying the placeholder text for the textbox	Any string (<u>for example</u> : 'Enter only Number/Math Exp')
loadingText	Specifying the text for the loading	Any string (<u>for example</u> : 'Please Wait..')
maxWidth	Specifying the maximum width of the widget	Any number of pixels
digitsAfterDecimalPoint	Specifying how many to digits to show after the decimal point	Any number between 1-4
css	Specifying additional CSS styles for the widget	CSS as JSON (<u>for example</u> : {'color': '#000', 'text-decoration': 'underline'})
baseCurrency	Specifying the base currency for rates calculation	Any currency code from the supported currencies (<u>for</u>

		example: 'USD')
source	Specifying your own rates source instead of the default source	JSON object (for example: {'USD': 1.2, 'EUR': 0.8}).
		The rates are in the currency specified in baseCurrency (default: 'USD')

Live Examples

- Run the file: examples.html
(note: the file examples.html use the js file js/currencyInitialization.js)
- You can also see the live examples [here](#)

Create a Custom Language

Top Currency Converter has a built-in support for both Left-to-Right and Right-to-Left Languages.

To add a new language:

1. Create in /js/lang directory new file name: __lang__.js, where __lang__ is your language code (for English it's "en" etc).
2. Copy the contents of /js/lang/en.js into the new file you just created.
3. If the language is right-to-left, change the direction option in line 5 to 'rtl' instead of 'ltr'.
4. Edit the texts in the file as you wish.
5. Include the language file in your web page, add the following code before </body> tag:
(replace *path* in the path of the files you uploaded)

```
<script src="path/js/lang/__lang__.js"></script>
```

6. Specify the language with the language option, like the following example (for the English language):

```
<script type="text/javascript">
  var c = new Currency({
    mainElement: '#element-id',
    language: 'en'});

  c.start();
</script>
```

Use a Different Source for Currency Rates

You can use a different source for currency rates.

You need to provide a JSON object in the following format:

{ currencyCode1: currencyRate1, currencyCode2: currencyRate2, currencyCode3: currencyRate3, ...}.

The rates currency specified in baseCurrency option (default: 'USD')

For example:

```
<script type="text/javascript">
  var rates = {'USD': 1.3, 'EUR': 0.675};
  var c = new Currency({
    mainElement: '#element-id',
    baseCurrency: 'USD',
    source: rates});

  c.start();
</script>
```