Socal travel website source log update For 2/20/2011

Video

- All video and photos are property of Javier Navarro and may be used with without my permission as long as you do not make money off the pictures
- The music was Creative commons share alike licensed made by dj-jb from newgrounds.com.
- The second video on the site uses jw player skin in order to show the video. That is also under a creative commons share alike license.
- The first video skin was created by Javier Navarro
- The effects that are shown on the video were also created by Javier Navarro

Logo

Logo was created by Javier Navarro

Photo galleries

Both galleries were based on ADOBE spry api, the java script was provide by adobe, but I
had to modify it because it was not html 5 compatible. The rest of the code Javier
Navarro had to create

Content on site

- All content on site was created by Javier Navarro for the purpose of updating the socal travel website
- The tabbed page was based on adobe spry api, but was created by Javier Navarro. The
 css that Dreamweaver auto generated for the tabbed page was modified by Javier
 Navarro, since the original look of the tabs did not fit the look that Javier Navarro was
 aiming at for the socal website. It also tended to change the look of the site.

Source log update

• The source log update and its pdf were created by Javier Navarro for CIS421.01

Source log for 2/1/2011
For Javier Navarro
Changes for so cal website:
Redesigned css and html page- that was made by me
Photo gallery still by stu nicholls from cssplay.co.uk
Photos are mine, some are photo shopped.
The twitter widget is by twitter, modified be me, account by me.

Source log for 2/6/11

I dumped my side navigation menu bar for one that adobe labs provided; I did have to modify its css because it was not what I expected. Source log for 2/6-7/11

I borrowed the free content slider from adobe labs provided. I had trouble implementing because the api was confusing, I ended up modifying it because the hyperlinks did not work. That took me 3 hours to figure out though