

lightGallery Module for J1 Template

Preface

The lightGallery module is a fast, modular and responsive jQuery Plugin to create simple but beautiful looking, featured image and video galleries.

J1 Integration

J1 Theme has fully integrated Owl Carousel V1. For the typical usage of a slide show with your content **no** manual configuration, **no** carousel initialization and **no** HTML code is needed. J1 Owl Carousel instances are created **automatically** based on a single **configuration** step with the Owl Carousel YAML file `j1_carousel_mgr.yml`.

Module sources

The sources for J1 OWL Carousel are stored within the **asset path** of J1Template. You'll find all necessary data files under `/assets/themes/j1/owl_carousel_v1`:

Structure of the J1 OWL Carousel application tree (base components)

```
|-----css
|       | owl.carousel.css
|       | owl.carousel.min.css
|       | owl.transitions.css
|       | owl.transitions.min.css
|       |
|       |-----themes
|       |       j1_template.css
|       |       j1_samples.css
|-----images
|       ajax-loader.gif
|       grabbing.jpg
|       owl.video.play.jpg
|-----js
|       owl.carousel.js
|       owl.carousel.min.js
```

lightgallery API

lightgallery is a fast, modular and responsive jQuery Plugin to create simple but beautiful looking, featured image and video galleries supported by a powerful lightbox.

lightgallery consists in a core library for all basic functionality and additional plugin libraries to extend the lightbox component for your needs. lightgallery comes with a lot of options, events, and methods to customize the gallery without touching the core code. You can find both lightgallery core options, and the built in plugin options here.

Initialization

The initialization of lightgallery is done by a **4-step-sequence**: Loading the CSS (1) and JS code (2) portions, placing the HTML code of the gallery (3) followed by a final setup phase to make lightgallery instances ready to use (4).

CSS load

First of all add lightgallery.css in the <HEAD> section of the document.

```
<head>
  <link type="text/css" rel="stylesheet" href="css/lightgallery.css" />
</head>
```

JS load

Include jQuery and lightgallery.min.js into your document. If you want to include any lightgallery plugin you can include it after lightgallery.min.js.

```
</BODY>
...
<!-- lightgallery core -->
<script src="js/lightgallery.min.js"></script>
<!-- lightgallery plugins -->
<script src="js/lg-thumbnail.min.js"></script>
...
<script src="js/lg-fullscreen.min.js"></script>
...
</HTML>
```

HTML Markup

lightgallery allows to use any kind of HTML Block element to create the HTML portion of a gallery.

Simple <A> element

```
<a id="lightgallery_id" href="img/img1.jpg">
  Click to open
</a>

<script>
```

```
$(document).ready(function() {
    $('#lightgallery_id').lightGallery({
        selector: 'this'
    });
});
</script>
```

Simple <DIV> element

```
<div id="lightgallery_id">
    <a href="img/img1.jpg">
        
    </a>
    <a href="img/img2.jpg">
        
    </a>
    ...
</div>

<script>
    $(document).ready(function() {
        $('#lightgallery_id').lightGallery();
    });
</script>
```

Nested <DIV> element

```
<div id="lightgallery_id">
    <h2>Gallery title</h2>
    <div class="item" data-src="img/img1.jpg">
        
    </div>
    <div class="item" data-src="img/img2.jpg">
        
    </div>
    ...
</div>

<script>
    $(document).ready(function() {
        $('#lightgallery_id').lightGallery({
            selector: '.item'
        });
    });
</script>
```

 element

```
<ul id="lightgallery_id">
    <li data-src="img/img1.jpg">
```

```

        
    </li>
    <li data-src="img/img2.jpg">
        
    </li>
    ...
</ul>

<script>
$(document).ready(function() {
    $('#lightgallery_id').lightGallery();
});
</script>

```

For J1Template, a Bootstrap-based notation is used based on (unstyled) unordered lists (..).

Each image is defined as an list item part of the Markup .. . To make the (thumbnail) images responsive, a class definition of the Bootstrap grid-classes like **col-xs-6 col-sm-4 col-md-3** are used to display (2-3-4) images fully responsive; dependig on the size of the view port.

```

<!-- container for lg gallery data (id = "j1-lightgallery") -->
<div id="j1-lightgallery" class="j1-lg-galleryblock">
    <div class="title">The gallery title</div> <!-- gallery title -->
    <!-- ul list element for the show (id = "j1-lightgallery-ul") -->
    <ul id="j1-lightgallery-ul" class="row list-unstyled">
        <!-- image items, 2-3-4 per row -->
        <li class="col-xs-6 col-sm-4 col-md-3"
            data-src="/assets/images/img_1" <!-- for thumbnail view -->
            data-sub-html="<p>The image caption text for img_1</p>" <!-- image caption
-->
            <!-- for fullsize view inside the lightbox -->
            <a href="#">
                
            </a>
        </li>
        ...
        <!-- as many items needed -->
        ...
        <li class="col-xs-6 col-sm-4 col-md-3"
            data-src="/assets/images/img_n"
            data-sub-html="<p>The image caption text for img_n</p>"
            <a href="#">
                
            </a>
        </li>
    </ul>
</div>


```

JS initialization

Finally you need to initiate the gallery by adding the following code.

```
$('#j1-lightgallery-ul').lightGallery({  
  mode: 'lg-fade',  
  ...  
  <!-- more options -->  
  ...  
  cssEasing : 'cubic-bezier(0.25, 0, 0.25, 1)'  
});
```

Options

Name	Type	Default	Description
mode	string	lg-slide	Type of transition between images. lightgallery comes with lots of transition effects. See chapter Transition styles for more details.
cssEasing	string	ease	Type of easing to be used for css animations.
easing	string	linear	Type of easing to be used for jquery animations.
speed	number	600	Transition duration (in ms).
height	string	100%	Height of the gallery. Examples: 100%, 300px
width	string	100%	Width of the gallery. Examples: 100%, 300px
addClass	string	''	Add custom class for a gallery, can be used to set different style for different galleries.
startClass	string	lg-start-zoom	Starting animation class for the gallery.
backdropDuration	number	150	lightgallery backdrop transtion duration. <div> Do not change the value of backdrop via css.</div>
hideBarsDelay	number	6000	Delay for hiding gallery controls in ms
useLeft	boolean	false	Force lightgallery to use css left property instead of transform.
closable	boolean	true	Allows clicks on dimmer to close gallery.
loop	boolean	true	If false , will disable the ability to loop back to the beginning of the gallery when on the last element.
escKey	boolean	true	Whether the lightgallery could be closed by pressing the Esc key.
keyPress	boolean	true	Enable keyboard navigation.

Name	Type	Default	Description
<code>controls</code>	boolean	true	If <code>false</code> , prev/next buttons will not be displayed.
<code>slideEndAnimation</code>	boolean	true	Enable slideEnd animation.
<code>hideControlOnEnd</code>	boolean	false	If <code>true</code> , prev/next button will be hidden on first/last image.
<code>mousewheel</code>	boolean	true	Change slide on mousewheel
<code>getCaptionFromTitleOrAlt</code>	boolean	true	Option to get captions from alt or title tags.
<code>appendSubHtmlTo</code>	string	<code>.lg-sub-html</code>	Specify where the sub-html should be appended. <code>.lg-sub-html</code> or <code>.lg-item</code>
<code>subHtmlSelectorRelative</code>	boolean	false	Set to <code>true</code> if the selector in <code>data-sub-html</code> should use the current item as its origin.
<code>preload</code>	number	1	Number of preload slides. will execute only after the current slide is fully loaded. Examples: you clicked on 4th image and if preload = 1 then 3rd slide and 5th slide will be loaded in the background after the 4th slide is fully loaded. if preload is 2 then 2nd 3rd 5th 6th slides is preloaded.
<code>showAfterLoad</code>	boolean	true	Show Content once it is fully loaded.
<code>selector</code>	string	``	Custom selector property instead of just child. Pass <code>this</code> to select same element Examples: <code>.class #id</code>
<code>selectWithin</code>	string	``	By default selector element is taken from only inside the gallery element. Instead of that you can tell lightgallery to select element within a specific element. Examples: <code>.class, #id</code> or <code>galleryItems = \$(this.s.selectWithin).find(this.s.selector);</code>
<code>nextHtml</code>	string	``	Custom html for next control.
<code>prevHtml</code>	string	``	Custom html for prev control.
<code>index</code>	number	0	Allows to set which image or video should load initially.
<code>iframeMaxWidth</code>	string	<code>100%</code>	Set maximum width for iframe.
<code>download</code>	boolean	true	Enable download button. By default download url will be taken from <code>data-src href</code> attribute but it supports only for modern browsers. If you want you can provide another url for download via <code>data-download-url</code> . Pass <code>false</code> in <code>data-download-url</code> if you want to hide download button for the particular slide.
<code>counter</code>	boolean	true	Whether to show total number of images and index number of currently displayed image.

Name	Type	Default	Description
appendCounterTo	string	.lg-toolbar	Where the counter should be appended.
swipeThreshold	number	50	By setting the swipeThreshold (in px) you can set how far the user must swipe for the next prev image.
enableDrag	boolean	true	Enables desktop mouse drag support.
enableTouch	boolean	true	Enables touch support.
dynamic	boolean	false	lightgallery can be instantiated and launched programmatically by setting this option to true and populating dynamicEl option (see below) with the definitions of images.
dynamicEl	array	[]	An array of objects (src , iframe , subHtml , thumb , poster , responsive , srcset sizes) representing gallery elements.

Transition styles

lightgallery comes with lots of transition effects used for the transition between images. Use option **mode** to set the type of a transition for your gallery.

Style	Description
lg-slide	TODO: Description to be added
lg-fade	TODO: Description to be added
lg-zoom-in, lg-zoom-in-big	TODO: Description to be added
lg-zoom-out, lg-zoom-out-big	TODO: Description to be added
lg-zoom-out-in, lg-zoom-in-out	TODO: Description to be added
lg-soft-zoom	TODO: Description to be added
lg-scale-up	TODO: Description to be added
lg-slide-circular, lg-slide-circular-vertical	TODO: Description to be added
lg-slide-vertical, lg-slide-vertical-growth	TODO: Description to be added
lg-slide-skew-only, lg-slide-skew-only-rev	TODO: Description to be added
lg-slide-skew-only-y, lg-slide-skew-only-y-rev	TODO: Description to be added
lg-slide-skew, lg-slide-skew-rev	TODO: Description to be added
lg-slide-skew-cross, lg-slide-skew-cross-rev	TODO: Description to be added
lg-slide-skew-ver, lg-slide-skew-ver-rev	TODO: Description to be added
lg-slide-skew-ver-cross, lg-slide-skew-ver-cross-rev	TODO: Description to be added
lg-lollipop, lg-lollipop-rev	TODO: Description to be added
lg-rotate, lg-rotate-rev	TODO: Description to be added
lg-tube	TODO: Description to be added

Data attributes

Name	Description
<code>data-src</code>	The large version of the image or video.
<code>data-sub-html</code>	The id or class name of an object(div) which contain your sub html.
<code>data-sub-html-url</code>	The URL of the file which contains your sub html .
<code>data-html</code>	the id or class name of an object(div) which contain your html. Used for inserting html5 videos.
<code>data-poster</code>	Poster (thumb) image of the video.
<code>data-responsive</code>	List of images and viewport's max width separated by comma. Examples: <code>img/1-375.jpg 375</code> , <code>img/1-480.jpg 480</code> , <code>img/1-757.jpg 757</code> .
<code>data-srcset</code>	srcset values
<code>data-sizes</code>	srcset sizes
<code>data-iframe</code>	Set true is you want to open your URL in an HTML iframe.
<code>data-download-url</code>	Download URL for your image or video. Pass <code>false</code> if you want to hide the download button.
<code>data-width</code>	Actual size of the image in px. Used in zoom plugin to see the actual size of the image when you doubleclick on the image.

Methods

```
var $lg = $('#lightgallery');  
  
$lg.lightGallery();  
  
// Go to third slide  
// Index starts from 0  
$lg.data('lightGallery').slide(2);
```

Name	Parameters	Description
<code>slide()</code>	index	Goto a specific slide. The index of the slide starts from 0.
<code>goToNextSlide()</code>		Go to next slide.
<code>goToPrevSlide()</code>		Go to previous slide.
<code>destroy()</code>	<code>true</code>	close or destroy the gallery. If you pass true as a parameter destroy method will destroy the gallery completely. If parameter is <code>undefined</code> or <code>false</code> destroy will only close the gallery and plugins instance remains with the element.

Dynamic variables

Name	Description
<code>src</code>	The large version of your image or video.
<code>href</code>	The large version of your image or video.

Name	Description
subHtml	The id or class name of an object(div) which contain your sub html.
subHtmlUrl	The URL of the file which contain your sub html.
html	The id or class name of an object(div) which contain your html. Used for inserting html5 videos.
poster	Poster (thumb) image of the video.
responsive	List of images and viewport's max width separated by comma. Examples: <code>img/1-375.jpg 375, img/1-480.jpg 480, img/1-757.jpg 757</code>
srcset	srcset values
sizes	srcset sizes
iframe	Set <code>true</code> is you want to open your like in an iframe.
downloadUrl	Download URL for the image or video. Pass <code>false</code> if you want to hide the download button.
width	Actual size of the image in px. Used in zoom plugin to see the actual size of the image when you double-click on the image.

Events

```

var $lg = $('#lightgallery');

$lg.lightGallery();

// Perform any action just before opening the gallery
$lg.on('onBeforeOpen.lg', function(event){
    alert('onBeforeOpen');
});

// custom event with extra parameters
// index - index of the slide
// fromTouch - true if slide function called via touch event or mouse drag
// fromThumb - true if slide function called via thumbnail click
$lg.on('onBeforeSlide.lg', function(event, index, fromTouch, fromThumb){
    console.log(index, fromTouch, fromThumb);
});

```

Event Type	Parameter	Description
onBeforeOpen.lg	event	Fired immediately before the start opening. <code>event</code> – jQuery event object
onAfterOpen.lg	event	Fired immediately after opening the gallery. <code>event</code> – jQuery event object
onAfterAppendSlide.lg	event, index	This event is fired when the slide content has been inserted into its slide container. <code>event</code> – jQuery event object <code>index</code> – Index of the slide

Event Type	Parameter	Description
<code>onAfterAppendSubHtml.lg</code>	event, index	<p>This event is fired when the sub-html content.</p> <p>event – jQuery event object index – Index of the slide</p> <p>Examples: title description has been appended into the slide.</p>
<code>onSlideItemLoad.lg</code>	event, index	<p>This event is fired once the image inside the slide has been completely loaded.</p> <p>event – jQuery event object index – Index of the slide</p>
<code>onBeforeSlide.lg</code>	event, prevIndex, index, fromTouch, fromThumb	<p>Fired immediately before each slide transition.</p> <p>event – jQuery event object prevIndex – Index of the previous slide index – Index of the slide fromTouch – true if slide function called via touch event or mouse drag fromThumb – true if slide function called via thumbnail click</p>
<code>onAfterSlide.lg</code>	event, prevIndex, index, fromTouch, fromThumb	<p>Fired immediately after each slide transition.</p> <p>event – jQuery event object prevIndex – Index of the previous slide index – Index of the slide fromTouch – true if slide function called via touch event or mouse drag fromThumb – true if slide function called via thumbnail click</p>
<code>onBeforePrevSlide.lg</code>	event, index, fromTouch	<p>Fired immediately before each "prev" slide transition.</p> <p>event – jQuery event object index – Index of the slide fromTouch – true if slide function called via touch event or mouse drag</p>
<code>onBeforeNextSlide.lg</code>	event, index, fromTouch	<p>Fired immediately before each "next" slide transition.</p> <p>event – jQuery event object index – Index of the slide fromTouch – true if slide function called via touch event or mouse drag</p>
<code>onDragstart.lg</code>	event	<p>Fired when the user starts to drag the slide.</p> <p>event – jQuery event object</p>
<code>onDragmove.lg</code>	event	<p>Fired periodically during the drag operation.</p> <p>event – jQuery event object</p>
<code>onDragend.lg</code>	event	<p>Fired when the user has finished the drag operation.</p> <p>event – jQuery event object</p>
<code>onSlideClick.lg</code>	event	<p>Fired when the user clicks on the slide and does not crossed the swipeThreshold value.</p> <p>event – jQuery event object</p>
<code>onBeforeClose.lg</code>	event	<p>Fired immediately before the start of the close process.</p> <p>event – jQuery event object</p>

Event Type	Parameter	Description
<code>onCloseAfter.lg</code>	event	Fired immediately once lightgallery is closed. <code>event</code> – jQuery event object

Plugins

lightgallery plugins enable additional functionality to the lightbox view to display thumbnails of the gallery images as a footer line for example. Several plugins are available to make a gallery view more comfortable for the users and support your image content for ...

Thumbnails Plugin

You need to include thumbnails plugin (lg-thumbnail.js) in your document to use the following options.

Name	Type	Default	Description
<code>thumbnail</code>	boolean	<code>true</code>	Enable thumbnails for the gallery.
<code>animateThumb</code>	boolean	<code>true</code>	Enable thumbnail animation.
<code>currentPagePosition</code>	string	<code>middle</code>	Position of selected thumbnail. Possible settings: <code>left</code> , <code>middle</code> or <code>right</code> .
<code>thumbWidth</code>	number	100	Width of each thumbnails.
<code>thumbContHeight</code>	number	100	Height of the thumbnail container including padding and border.
<code>thumbMargin</code>	number	5	Spacing between each thumbnails.
<code>exThumbImage</code>	string or false	<code>false</code>	If you want to use external image for thumbnail, add the path of that image inside data- attribute and set value of this option to the name of your custom attribute.
<code>showThumbByDefault</code>	boolean	<code>true</code>	Show or hide thumbnails by default.
<code>toggleThumb</code>	boolean	<code>true</code>	Whether to display thumbnail toggle button.
<code>pullCaptionUp</code>	boolean	<code>true</code>	Pull captions above thumbnails.
<code>enableThumbDrag</code>	boolean	<code>true</code>	Enables desktop mouse drag support for thumbnails.
<code>enableThumbSwipe</code>	boolean	<code>true</code>	Enables thumbnail touch/swipe support for touch devices.
<code>swipeThreshold</code>	number	50	By setting the <code>swipeThreshold</code> (in px) you can set how far the user must swipe for the next/prev slide.
<code>loadYoutubeThumbnail</code>	boolean	<code>true</code>	You can automatically load thumbnails for youtube videos from youtube by setting <code>loadYoutubeThumbnail</code> to <code>true</code> .
<code>youtubeThumbSize</code>	number	1	You can specify the thumbnail size by setting respective number.
<code>loadVimeoThumbnail</code>	boolean	<code>true</code>	You can automatically load thumbnails for vimeo videos from vimeo by setting <code>loadYoutubeThumbnail</code> to <code>true</code> .

Name	Type	Default	Description
<code>videoThumbSize</code>	string	<code>thumbnail_small</code>	Thumbnail size for vimeo videos: <code>thumbnail_large</code> , <code>thumbnail_medium</code> , or <code>thumbnail_small</code> .
<code>loadDailymotionThumbnail</code>	boolean	true	You can automatically load thumbnails for dailymotion videos from dailymotion by setting <code>loadDailymotionThumbnail</code> to <code>true</code> .

Youtube ThumbSizes

Values	Size	Description
<code>0</code>	480x360 pixels	Player Background Thumbnail.
<code>1</code>	120x90 pixels	Default Thumbnail size.
<code>2</code>	120x90 pixels	Middle Thumbnail size.
<code>3</code>	120x90 pixels	End Thumbnail
<code>hqdefault</code>	480x360 pixels	High Quality Thumbnail.
<code>mqdefault</code>	320x180 pixels	Medium Quality Thumbnail.
<code>default</code>	120x90 pixels	Regular Quality Thumbnail.
<code>sddefault</code>	640x480 pixels	Standard Definition Thumbnail.
<code>maxresdefault</code>	1920x1080 pixels	Maximum Resolution Thumbnail.



`sddefault` and `maxresdefault` are optional which may or may not exist.

Vimeo ThumbSizes

Values	Size	Description
<code>thumbnail_small</code>	100x75 pixels	Small size Thumbnail.
<code>thumbnail_medium</code>	200x150 pixels	Medium size Thumbnail.
<code>thumbnail_large</code>	640x360 pixels	Large size Thumbnail.

Autoplay Plugin

You need to include autoplay plugin (lg-autoplay.js) in your document to use the following options.

Name	Type	Default	Description
<code>autoplay</code>	boolean	true	Enable gallery autoplay.
<code>pause</code>	number	5000	The time (in ms) between each auto transition.
<code>progressBar</code>	boolean	true	Enable a autoplay progress bar.
<code>forceAutoplay</code>	boolean	false	If <code>false</code> autoplay will be stopped after first user action.
<code>autoplayControls</code>	boolean	true	Show or hide autoplay controls.
<code>appendAutoplayControlsTo</code>	string	<code>.lg-toolbar</code>	Where the autoplay controls should be appended.

Video Plugin

You need to include video plugin (lg-video.js) in your document to use the following options.

Name	Type	Default	Description
videoMaxWidth	string	855px	Set limit for video maximal width.
youtubePlayerParams	object	{}	<p>Read more about YouTube Player-Parameters</p> <p>Example:</p> <pre>youtubePlayerParams: { showinfo: 0, controls: 0 }</pre> <p>To set youtubePlayerParams in lightGallery, you can pass an object with the desired parameters as a value for the youtubePlayerParams option in the lightGallery settings.</p> <p>Example:</p> <pre>var lg = document. getElementById('lightGallery'); lightGallery(lg, { youtubePlayerParams: { showinfo: 0, controls: 0 } });</pre>

Name	Type	Default	Description
vimeoPlayerParams	object	<code>{}</code>	<p>Change vimeo player parameters. Read more about Vimeo Player-Parameters Example:</p> <pre>vimeoPlayerParams: { byline : 0, portrait : 0 color : 'CCCCCC' }</pre> <p>To set vimeoPlayerParams in lightGallery, you can pass an object with the desired parameters as a value for the vimeoPlayerParams option in the lightGallery settings.</p> <p>Example:</p> <pre>var lg = document. getElementById('lightGallery'); lightGallery(lg, { vimeoPlayerParams: { byline : 0, portrait : 0 color : 'CCCCCC' } });</pre>
dailymotionPlayerParams	object	<code>{}</code>	<p>Read more about DailyMotion Player-Parameters Example:</p>
vkPlayerParams	object	<code>{}</code>	<p>Change vk player parameters. Example:</p>
videojs	boolean	<code>false</code>	<p>Enable videojs custom video player Example:</p>
videojsOptions	object	<code>{}</code>	<p>Videojs player options Example:</p>

Fullscreen Plugin

You need to include fullscreen plugin (lg-fullscreen.js) in your document to use the following options.

Name	Type	Default	Description
fullScreen	boolean	<code>true</code>	Enable/Disable fullscreen mode

Pager Plugin

You need to include pager plugin (lg-pager.js) in your document to use the following options.

Name	Type	Default	Description
pager	boolean	true	Enable/Disable pager

Zoomer Plugin

You need to include zoom plugin (lg-zoom.js) in your document to use the following options.

Name	Type	Default	Description
zoom	boolean	true	Enable/Disable zoom option
scale	number	1	Value of zoom should be incremented/decremented
enableZoomAfter	number in ms	50	Some css styles will be added to the images if zoom is enabled. So it might conflict if you add some custom styles to the images such as the initial transition while opening the gallery. So you can delay adding zoom related styles to the images by changing the value of <code>enableZoomAfter</code> .
actualSize	boolean	true	Enable actual pixel icon.

Hash Plugin

You need to include hash plugin (lg-hash.js) in your document to use the following options.

Name	Type	Default	Description
hash	boolean	true	Enable/Disable hash plugin
galleryId	number	1	Unique id for each gallery. It is mandatory when you use hash plugin for multiple galleries on the same page.

Share Providers Plugin

You need to include share plugin (lg-share) in your document to use the following options.

Name	Type	Default	Description
share	boolean	true	Enable/Disable share plugin
facebook	boolean	true	Enable Facebook share.
facebookDropdownText	string	Facebook	Facebook dropdown text.
twitter	boolean	true	Enable twitter share.
twitterDropdownText	string	Twitter	Twitter dropdown text
googlePlus	boolean	true	Enable googlePlus share.
googlePlusDropdownText	string	GooglePlus	GooglePlus dropdown text
pinterest	boolean	true	Enable pinterest share.
pinterestDropdownText	string	Pinterest	Pinterest dropdown text