

jQuery Living Elements Plugin by 2crossmedia.com

Bringing Life Into Your Forms

Edit The Mask:

Mask:

To adjust the color of the mask, open the input-mask.psd file and click on the layer set with the name: PNG MASK
Here there will be a layer called "mask". (image will be here)
Select this layer and fill it with your background color. (backgroundcolor=the color in which the form will appear.)

*If you have a gradient in the background that you would like to use, simply copy-paste it on the current layer or create a new layer then press ctrl + alt + j to create a cut out mask.

Gradient:

If you would like to use a gradient for the animation, simply create one with the color(s) you would like to use and save it in your image folder.

*You can also edit one of the psd files from the psd folder. This technique works best with vibrant colors on a dark background.

Single color:

If you want to use a single color, simply edit living-elements-ini.js and change the color for the effect you want to use

Usage:

```
$(jQuerySelector).livingElements(mask_url, settings);
```

More Information about jQuery selectors:

<http://api.jquery.com/category/selectors/>

Arguments:

Argument	Description	Required	Example Value
mask_url	Path to the PNG image mask	yes	images/input-mask.png
settings	A collection of settings configuring the animation. See next section for details	no	See next section for detailed example values

Settings:

Usage with default values:

```
$(jQuerySelector).livingElements(mask_url, {
    background: '#33CCFF',
    easing: 'swing',
    delay: 0,
    disableIE6: false,
    triggerElementSelector: null,
    preAnimationStartOpacity: null,
    preAnimationDuration: 500,
    mainAnimationFade: true,
    mainAnimationStartOpacity: 1,
    mainAnimationEndOpacity: 0,
    mainAnimationScrollDirection: 'horizontal',
    mainAnimationStartBackgroundPositionX: 0,
    mainAnimationStartBackgroundPositionY: 0,
    mainAnimationEndBackgroundPositionX: null,
    mainAnimationEndBackgroundPositionY: null,
    mainAnimationContinous: true,
    mainAnimationDuration: 1000,
    mainAnimationSoftEndDuration: null,
    postAnimationEndOpacity: null,
    postAnimationDuration: 500
});
```

Argument	Description	Requires to have effect	Valid Values	Default Value
background	CSS background property of the animated element		All valid CSS background property values, like: - #C0C0C0 - url("images/animated-background.png") no-	#33CCFF

			repeat	
easing	jQuery easing function for all animation sequences		- swing - linear	swing
delay	Time to wait, till the whole animation sequence starts (in ms)		All positive integer values, 1000 equals 1 second	0
disableIE6	Set to true, to disable the plugin for IE6 and IE 5.5. See section "Restrictions" below for details		- true: Plugin enabled for all browsers except IE6 and IE 5.5 - false: Plugin enabled for all browsers	false
startOnLoad	If set to true, the animation will start immediately, when the page has been loaded		-true - false	false
triggerElementSelector	Selector for the child elements of the animation container to start the animation on "onfocus" event and stop the animation on "onblur" event. If set to null, the animation will start when the page has been loaded		<p>Any valid jQuery selector Example: HTML: <div id="input-wrapper"> <input type="text" /> </div></p> <p>Javascript: \$('#input-wrapper').livingElements('images/input-mask.png', { triggerElementSelector: 'input' });</p> <p>More Examples:</p> <p><div id="input-wrapper"> <textarea>DummyText</textarea> </div> triggerElementSelector: 'textarea'</p> <p><div id="input-wrapper"> <input id="trigger" type="text" /> </div> triggerElementSelector: '#trigger'</p>	null
triggerElementStartEvent	The event, that triggers the animation to start. If set to focus, the animation will start, when the trigger element gets the focus. If set to blur, the animation will start when the trigger element is	TriggerElementSelector != null (and valid)	- focus - blur	focus

	losing the focus			
triggerElementStopEvent	The event, that triggers the animation to stop. If set to focus, the animation will stop when the trigger element gets the focus. If set to blur, the animation will stop when the trigger element is losing the focus	TriggerElementSelector != null (and valid)	- focus - blur	blur
preAnimationStartOpacity	Start opacity of the pre animation sequence		Any valid float between 0 and 1	null
preAnimationDuration	Duration of the pre animation sequence	PreAnimationOpacity != null (and valid)	All positive integer values, 1000 equals 1 second	500
mainAnimationFade	Mode of the main animation sequence. If set to true, the the main animation will be a fade, if set to false, it will be a scroll		- true - false	true
mainAnimationStartOpacity	Start opacity of the main animation sequence	MainAnimationFade == true	Any valid float between 0 and 1	1
mainAnimationEndOpacity	End opacity of the main animation sequence	MainAnimationFade == true	Any valid float between 0 and 1	0
mainAnimationScrollDirection	Direction of the scrolling of the main animation	MainAnimationFade == false Background positions set to default values	- horizontal - vertical	horizontal
mainAnimationStartBackgroundPositionX	Starting position of the background image on the X axis for the main animation	MainAnimationFade == false	Any valid integer value	0
mainAnimationStartBackgroundPositionY	Starting position of the background image on the Y axis for the main animation	MainAnimationFade == false	Any valid integer value	0
mainAnimationEndBackgroundPositionX	Ending position of the background image on the X axis for the main animation	MainAnimationFade == false	Any valid integer value	null
mainAnimationEndBackgroundPositionY	Ending position of the background	MainAnimationFade == false	Any valid integer value	null

	image on the Y axis for the main animation			
mainAnimationContinous	If set to true, the main animation will continuously cycle from starting values to end values and back. If set to false the main animation will go from starting values to end values and stop		- true - false	true
mainAnimationDuration	Duration of one cycle of the main animation sequence. A cycle is understood as the animation from start to end values or vice versa. If mainAnimationContinous is set to true the whole sequence will take $2 * \text{mainAnimationDuration}$ to get back to starting values		All positive integer values, 1000 equals 1 second	1000
mainAnimationSoftEndDuration	Duration of the soft end animation sequence. If this argument is set to a valid value, the main animation will finish smoothly after the triggerElementStopEvent has been triggered. This can be very useful, if you use a scrolling animation without a post animation sequence and want the main animation to finish slowly		All positive integer values, null 1000 equals 1 second	null
postAnimationEndOpacity	Start opacity of the post animation sequence		Any valid float between 0 and 1	null
postAnimationDuration	Duration of the post animation sequence		All positive integer values, 1000 equals 1 second	500