**[H5页面上传图片控件](http://m.blog.csdn.net/article/details?id=52130848)**

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做H5项目的时候应该经常会遇到上传图片的问题的，在这里介绍一种目前项目里面用到的一个H5页面上传图片的控件，代码如下：

html代码：

<!doctype html>

<#include "/ftl/common/base.ftl">

<html>

<head>

<meta charset="utf-8">

<title>::去家玩::</title>

<meta name="viewport" content="user-scalable=0, width=device-width, initial-scale=1.0, minimum-scale=1.0, maximum-scale=1.0">

<meta content="telephone=no" name="format-detection" />

<meta content="black" name="apple-mobile-web-app-status-bar-style" />

<link rel="stylesheet" type="text/css" href="${URLPrefix.statics}/css/reset.css" />

<link rel="stylesheet" type="text/css" href="${URLPrefix.statics}/css/common.css" />

<link rel="stylesheet" type="text/css" href="${URLPrefix.statics}/css/oldPopBox.css" />

<link rel="stylesheet" type="text/css" href="${URLPrefix.statics}/css/showPhoto.css" />

<script type='text/javascript' src="${URLPrefix.statics}/js/jquery.js"></script>

<script type='text/javascript' src="${URLPrefix.statics}/js/browser.js"></script>

<script type='text/javascript' src="${URLPrefix.statics}/js/imgCompressUpload.js"></script>

</head>

<body id="bodyBox">

<!--@header-->

<header class="header">

<h2>秀萌照</h2>

<a class="back" href="${URLPrefix.statics}/toGrowIndex.do?childId=${(childId?c)!''}" rel="nofollow"><em class="icon30" data-icon=""></em></a>

</header>

<!--}}header-->

<div class="popShowPhoto">

<em class="icon icon-close icon30" data-icon=""></em>

<img src="../../images/liuzhukuaile.png" alt="">

<div class="growthNav tEqual tEqual\_nobor">

<div class="tEtd">

<a class="onclickShow" onclick="return $(this).next().click();" class="upLoadImg" id="cameraStart"><em class="icon icon-zhaoxiangji" data-icon=""></em><span class="blk">拍照</span></a><input type="file" id="choose" style="display:none" accept="image/\*" multiple>

</div>

<div class="tEtd">

<a class="onclickShow" onclick="return $(this).next().click();" class="upLoadImg" id="albumStart"><em class="icon icon-xiangce" data-icon=""></em><span class="blk">相册</span></a><input type="file" id="choose" style="display:none" accept="image/\*" multiple>

</div>

<div class="tEtd">

<a class="onclickShow"><em class="icon icon-wenzi" data-icon=""></em><span class="blk">文字</span></a>

</div>

</div>

</div>

<!--@main-->

<div id="main" class="main main\_t">

<form action="#" method="post" id="showFm" >

<section class="Hbox auto">

<div class="measureH">

<div class="layout nopad">

<ul class="logFm taH">

<li class="hm nobor">

<textarea class="textarea" cols="" name="comment" id="comment" rows="5" placeholder="给宝宝说点什么吧~"></textarea>

<span class="Vmsg" data-for="comment" data-rule="required" data-pass=" " data-passhide="1" data-warn="内容不能为空"> </span>

<span class="Vmsg" data-for="comment" data-rule="range" data-range="0,140" data-pass=" " data-passhide="1" data-warn="字数超过140"> </span>

</li>

</ul>

<div class="upLoad">

<ul>

<li><div onclick="return $(this).next().click();" class="upLoadImg" id="upload">+</div><input type="file" id="choose" style="display:none" accept="image/\*" multiple></li>

</ul>

</div>

<input type="hidden" name="childId" id="childId" value="${(childId?c)!''}">

<input type="hidden" name="pictureUrl" id="pictureUrl">

</div>

</div>

</section>

</div>

<div style="padding:2rem 1rem 0rem 1rem;">

<ul class="logFm">

<li class="sbmt">

<button class="ibtn oran" type="button" id="subBtn">发 表</button>

</li>

</ul>

</div>

</form>

<!--}}main-->

<!--}}main-->

<script type='text/javascript' src="http://res.wx.qq.com/open/js/jweixin-1.0.0.js"></script>

<script src="${URLPrefix.statics}/js/require.js" data-main="${URLPrefix.statics}/js/config"></script>

<script type="text/javascript">

require(['core\_mobi','zui\_mobi','common'], function (){

var userToken=$.cookie.get('ut');

//文本点击事件

$('#showPj').on('click',function(e){

e.preventDefault();

var a = $(this);

if("给宝宝说点什么吧！"==$('#showPj').val()){

$('#showPj').val("");

}

});

//关闭秀萌照弹层

$("body").on("click",".icon-close,.onclickShow",function(){

$(".popShowPhoto").fadeOut(1000);

});

if ($.browser.mobile) {//判断是否是移动设备打开。browser代码在下面

var ua = navigator.userAgent.toLowerCase();//获取判断用的对象

if (ua.match(/MicroMessenger/i) == "micromessenger") {

//在微信中打开

$(function(){

$.ajax({

headers: {userToken:userToken},

type: "POST",

dataType: "json",

data:{

url:location.href

},

url: "service/weixin/getSignature"//获取签名

}).done(function(response) {

data = response.data;

wx.config({

debug: false, // 开启调试模式,调用的所有api的返回值会在客户端alert出来，若要查看传入的参数，可以在pc端打开，参数信息会通过log打出，仅在pc端时才会打印。

appId: data.appid, // 必填，公众号的唯一标识

timestamp:data.timestamp, // 必填，生成签名的时间戳

nonceStr: data.nonceStr, // 必填，生成签名的随机串

signature: data.signature,// 必填，签名，见附录1

jsApiList: ['chooseImage','getLocation','previewImage','uploadImage','downloadImage'] // 必填，需要使用的JS接口列表，所有JS接口列表见附录2

});

wx.ready(function(){

$('#addPic').on('click',function(){

var uploadBtn=$(this);

wx.chooseImage({

count: 9, // 默认9

sizeType: ['original', 'compressed'], // 可以指定是原图还是压缩图，默认二者都有

sourceType: ['album', 'camera'], // 可以指定来源是相册还是相机，默认二者都有

success: function (res) {

var localIds = res.localIds; // 返回选定照片的本地ID列表，localId可以作为img标签的src属性显示图片

var pics='';

var i=0;

var length=res.localIds.length;

var upload = function(){

var imageId=res.localIds[i];

wx.uploadImage({

localId: imageId, // 需要上传的图片的本地ID，由chooseImage接口获得

isShowProgressTips: 1, // 默认为1，显示进度提示

success: function (res) {

var serverId = res.serverId; // 返回图片的服务器端ID

var uploadUrl="${URLPrefix.statics}/service/weixin/upload";

var uploadType=1;// 0:游戏;1:成长;2:头像;3:其他

uploadAliyunImage(uploadUrl,serverId,uploadType,"pictureUrl",true);

pics = '<span class="showPic"><img src="'+imageId+'" id="headPicture'+i+'"/></span>';

i++;//如果还有照片，继续上传

uploadBtn.before(pics);

if(i<length){

upload();

}

}

});

}

upload();

}

});

});

});

});

wx.error(function(res){

// config信息验证失败会执行error函数，如签名过期导致验证失败，具体错误信息可以打开config的debug模式查看，也可以在返回的res参数中查看，对于SPA可以在这里更新签名。

});

});

}

if ($.browser.ios) {

//是否在IOS浏览器打开

// alert("请在微信内打开");

}

if($.browser.android){

//是否在安卓浏览器打开

// alert("请在微信内打开");

}

} else {

//否则就是PC浏览器打开

// alert("请在微信内打开");

$("#cameraStart").hide();

}

//点击发表

var arBusy = false;

var valid = new ZUI.Validator("showFm",{

ruleTag:'span.Vmsg',

tagClass:'Vmsg',

valiHide:true,

autoSbmit:false,

submitBtn:'#subBtn',

onSubmit: function(fm,err){

if(err<1){//评论验证通过

var url = "${URLPrefix.statics}/service/growShowPhotos/addShowPhotos";

$.ajax({

headers: {userToken:$.cookie.get('ut')},

type: "POST",

dataType: "json",

url: url,//注意地址

data:$('#showFm').serialize()// formid

}).done(function(response) {

myBox.alert(response.msg,{

boxtitle:'去家玩',

auto:true,

onShow:function(){

if(response.code=="0"){

window.location.href = "${URLPrefix.statics}/toGrowIndex.do?childId=${childId}";//userToken失效跳转登录页面

};

}

});

});

}else{

Infos.info($('.Verro').eq(0).data('warn'), {'hideAfter': 5000});

}

}

}),actBusy = false;//游戏报名

});

/\*删除照片\*/

$("body").on("click",".delete",function(){

$(this).parent(".pic").remove();

$("#pictureUrl").val($("#pictureUrl").val().replace($(this).prev().attr("src") + ",", ""));

});

//上传回调方法

function callbackUpload(filePath){

$(".upLoadImg").before('<div class="pic"><img src="'+filePath+'" alt="" /><em class="icon20 delete" data-icon=""></em></div>');

$(".delete").show();

$("#pictureUrl").val($("#pictureUrl").val() + filePath + ",");

}

</script>

</body>

</html>

 那段判断是否在手机里面打开的代码作用是在pc端打开的话会隐藏掉拍照功能，因为pc端不好调用摄像头，而head标签引入的那段imgCompressUpload.js就是上传图片的控件，html代码里面用到了许多接口的url，直接复制代码是看不到任何效果的，这里只是想把元素都展现出来，方便控件里面对相应元素进行操作。

控件js代码如下：

$(function(){

var filechooser = document.getElementById("choose");

// 用于压缩图片的canvas

var canvas = document.createElement("canvas");

var ctx = canvas.getContext('2d');

// 瓦片canvas

var tCanvas = document.createElement("canvas");

var tctx = tCanvas.getContext("2d");

var maxsize = 100 \* 1024;

// ios设备需要调两次才有效果，所以在点击的控件上添加一次调用，在此处在绑定一次，其他设备一次即可

if(browser.versions.ios){

$("#upload,#cameraStart,#albumStart").on("click", function() {

return filechooser.click();

})

.on("touchstart", function() {

$(this).addClass("touch")

})

.on("touchend", function() {

$(this).removeClass("touch")

});

}

filechooser.onchange = function() {

if (!this.files.length) return;

var files = Array.prototype.slice.call(this.files);

if (files.length > 4) {

alert("最多同时只可上传4张图片");

return;

}

files.forEach(function(file, i) {

if (!/\/(?:jpeg|png|gif|bmp)/i.test(file.type)) return;

var reader = new FileReader();

var li = document.createElement("li");

// 获取图片大小

var size = file.size / 1024 > 1024 ? (~~(10 \* file.size / 1024 / 1024)) / 10 + "MB" : ~~(file.size / 1024) + "KB";

reader.onload = function() {

var result = this.result;

var img = new Image();

img.src = result;

$(li).css("background-image", "url(" + result + ")");

//如果图片大小小于100kb，则直接上传

if (result.length <= maxsize) {

img = null;

upload(result, file.type, $(li));

return;

}

// 图片加载完毕之后进行压缩，然后上传

if (img.complete) {

callback();

} else {

img.onload = callback;

}

function callback() {

var data = compress(img);

upload(data, file.type, $(li));

img = null;

}

};

reader.readAsDataURL(file);

})

};

// 使用canvas对大图片进行压缩

function compress(img) {

var initSize = img.src.length;

var width = img.width;

var height = img.height;

//如果图片大于四百万像素，计算压缩比并将大小压至400万以下

var ratio;

if ((ratio = width \* height / 4000000) > 1) {

ratio = Math.sqrt(ratio);

width /= ratio;

height /= ratio;

} else {

ratio = 1;

}

canvas.width = width;

canvas.height = height;

// 铺底色

ctx.fillStyle = "#fff";

ctx.fillRect(0, 0, canvas.width, canvas.height);

//如果图片像素大于100万则使用瓦片绘制

var count;

if ((count = width \* height / 1000000) > 1) {

count = ~~(Math.sqrt(count) + 1); //计算要分成多少块瓦片

// 计算每块瓦片的宽和高

var nw = ~~(width / count);

var nh = ~~(height / count);

tCanvas.width = nw;

tCanvas.height = nh;

for (var i = 0; i < count; i++) {

for (var j = 0; j < count; j++) {

tctx.drawImage(img, i \* nw \* ratio, j \* nh \* ratio, nw \* ratio, nh \* ratio, 0, 0, nw, nh);

ctx.drawImage(tCanvas, i \* nw, j \* nh, nw, nh);

}

}

} else {

ctx.drawImage(img, 0, 0, width, height);

}

//进行最小压缩

var ndata = canvas.toDataURL('image/jpeg', 0.1);

console.log('压缩前：' + initSize);

console.log('压缩后：' + ndata.length);

console.log('压缩率：' + ~~(100 \* (initSize - ndata.length) / initSize) + "%");

tCanvas.width = tCanvas.height = canvas.width = canvas.height = 0;

return ndata;

}

// 图片上传，将base64的图片转成二进制对象，塞进formdata上传

function upload(basestr, type, $li) {

var text = window.atob(basestr.split(",")[1]);

var buffer = new Uint8Array(text.length);

var pecent = 0, loop = null;

for (var i = 0; i < text.length; i++) {

buffer[i] = text.charCodeAt(i);

}

var blob = getBlob([buffer], type);

var xhr = new XMLHttpRequest();

var formdata = getFormData();

formdata.append('imagefile', blob);

//上传压缩图片至阿里云服务器

xhr.open('post', '/imgUpload/upload.do?fileType=' + type);

xhr.onreadystatechange = function() {

if (xhr.readyState == 4 && xhr.status == 200) {

var jsonData = JSON.parse(xhr.responseText);

var text = jsonData.path ? '上传成功' : '上传失败';

console.log(text + '：' + jsonData.path);

//回调页面方法

callbackUpload(jsonData.path);

}

};

xhr.send(formdata);

}

/\*\*

\* 获取blob对象的兼容性写法

\* @param buffer

\* @param format

\* @returns {\*}

\*/

function getBlob(buffer, format) {

try {

return new Blob(buffer, {type: format});

} catch (e) {

var bb = new (window.BlobBuilder || window.WebKitBlobBuilder || window.MSBlobBuilder);

buffer.forEach(function(buf) {

bb.append(buf);

});

return bb.getBlob(format);

}

}

/\*\*

\* 获取formdata

\*/

function getFormData() {

var isNeedShim = ~navigator.userAgent.indexOf('Android')

&& ~navigator.vendor.indexOf('Google')

&& !~navigator.userAgent.indexOf('Chrome')

&& navigator.userAgent.match(/AppleWebKit\/(\d+)/).pop() <= 534;

return isNeedShim ? new FormDataShim() : new FormData()

}

/\*\*

\* formdata 补丁, 给不支持formdata上传blob的android机打补丁

\* @constructor

\*/

function FormDataShim() {

console.warn('using formdata shim');

var o = this,

parts = [],

boundary = Array(21).join('-') + (+new Date() \* (1e16 \* Math.random())).toString(36),

oldSend = XMLHttpRequest.prototype.send;

this.append = function(name, value, filename) {

parts.push('--' + boundary + '\r\nContent-Disposition: form-data; name="' + name + '"');

if (value instanceof Blob) {

parts.push('; filename="' + (filename || 'blob') + '"\r\nContent-Type: ' + value.type + '\r\n\r\n');

parts.push(value);

}

else {

parts.push('\r\n\r\n' + value);

}

parts.push('\r\n');

};

// Override XHR send()

XMLHttpRequest.prototype.send = function(val) {

var fr,

data,

oXHR = this;

if (val === o) {

// Append the final boundary string

parts.push('--' + boundary + '--\r\n');

// Create the blob

data = getBlob(parts);

// Set up and read the blob into an array to be sent

fr = new FileReader();

fr.onload = function() {

oldSend.call(oXHR, fr.result);

};

fr.onerror = function(err) {

throw err;

};

fr.readAsArrayBuffer(data);

// Set the multipart content type and boudary

this.setRequestHeader('Content-Type', 'multipart/form-data; boundary=' + boundary);

XMLHttpRequest.prototype.send = oldSend;

}

else {

oldSend.call(this, val);

}

};

}

});

对元素进行的操作就是在点击页面中id为upload，cameraStart，albumStart时候return filechooser.click()方法，而html页面里面在id为upload，cameraStart，albumStart元素后面都会有<input type="file" id="choose" style="display:none" accept="image/\*" multiple>，这里的input type="file"加上控件和页面里面相应js的控制即可实现图片上传，之所以写的不清楚也是因为第一次接触到这个方面，深层次的原理也有待日后的学习与理解，先上传博客咯。

暂无评论，[我去发表](http://m.blog.csdn.net/comment/post?id=52130848)~

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