USING DOJO/Require

In this example, require (from dojo,requires.org, etc) is being used to load the html2canvas js file which has been designed as amd to work with require. the script file is loaded AND the result is assigned to the html2canvas object in the function.

```
require([_'/resources/html2canvas/html2canvas.min.js',
                '/resources/html2canvas/html2canvas.svg.min.js'],
                function (html2canvas,svg) {
                    // make html2canvas with svg available globally
                    html2canvas.svg = svg;

                    window.html2canvas =  html2canvas;

            });

            console.log("loaded html2canvas, including svg support with require");




            //only need bluebird for IE, which does not support the Promise
implementation wrapped with html2canvas

            if(_isIE) {
                require  '/resources/html2canvas/bluebird.js'], function (promise) {
                    //for IE
                    window.Promise = promise;
                });

                console.log("loading bluebird.js with require");

            }
```

then the html2canvas object can then be used later in code such as:

```
    _html2canvas(mapElement,
            {
                "useCORS": true,
                "Logging": true,
            }
    );
```

USING standard dynamic loading without require

```javascript
loadJSFile ('/resources/html2canvas/html2canvas.min.js', null);
                console.log("loading html2canvas.min.js");

loadJSFile('/resources/html2canvas/html2canvas.svg.min.js', null);
                console.log("loading html2canvas.svg.min.js");

                if(_isIE) {
loadJSFile ('resources/html2canvas/bluebird.js', null);
                    console.log("loading bluebird.js");
                }



/**
   * utility method to load .js files dynamically
   */
  function loadJSFile  (filePath, callBackFx) {

      var fileref = document.createElement('script');

      if (callBackFx != null) fileref.onload = callBackFx;

      fileref.setAttribute("type", "text/javascript");
      fileref.setAttribute("src", filePath);

      document.getElementsByTagName("head")[0].appendChild(fileref);
  }
```

USING SCRIPT tag

load the scripts using the <script> tag and then html2canvas is available

e.g. index.html – or similar

```html
  <script src="/resources/html2canvas.min.js"></script>
  <script src="resources/html2canvas.svg.min.js"></script>
 <!--for Promise support in IE, otherwise get Promise undefined error -->

  <script src="/resources/bluebird.js"></script>
```