# Dictionnaire des méthodes

## Kernel

Noyau de l'application, contient les classes et méthodes minimum à la création d'une présentation

### kernel\_composant.js

#### initContainer()

#### initJmpress()

#### class Slide

#### class Element

#### class Text extend Element

#### class Image extend Element

#### getSlideMother(str matricule)

#### findObjectOfComposant(str matricule)

### kernel\_transform3d.js

#### jquery.translate3d

#### getTrans3d($node)

#### setTrans3d($node)

#### class Transform3D

## Graphic User Interface

### gui\_controler.js

#### class ObjectEvent

#### callModel(objectEvent)

#### callModelGui(objectEvent)

#### createComposant($target,objectEvent)

#### createComposant($target,objectEvent)

#### selectSlide(callback,param1,param2)

### gui\_layout.js

#### createSlide()

#### createSlideText()

#### createTextOnSlide()

#### extendSideBar($sidebar, option)

#### resizeScrool()

#### modalSelectStorage(callback, title)

#### hideModalSelectStorage($modal)

#### goSlideShow()

#### goTreeFromContainer()

#### goSlideShowFromContainer()

#### renameSlideshow()

#### saveAs()

#### saveJson()

#### launchPresentMode()

#### loadSlideShowByTypes(localName)

#### loadJsonForTree(localName)

#### loadJsonForSlideShow(localName)

#### clearOne(localName)

#### addSibling()

#### removeSibling()

#### switchContent()

#### lauchCK()

#### removeCK()

### gui\_mouse.js

#### Jquery.mousehold

#### orthogonalProjection(current, init, coef)

#### setJoystick($this)

### gui\_keyboard.js

#### keyboardGUI(event)

## Automatic mode

### auto\_parseTree.js

#### goCK()

#### max(array)

#### goDepth

#### listChild = getChildren($node, [])

#### listChild = getChildrenTitre($node);

#### $cjild = getLastChild($node)

#### int max = maxDepth($node, 0)

### auto\_create.js

#### initAutomatic()

#### goNormalize()

#### goPosition(config)

#### goPositionEnd(config)

#### goJmpress(config)

### auto\_dynamic.js

#### dynamic()

#### initDynamic()

#### endDynamic()

# Listener

## gui\_controler.js

#### $slide.one.click

## gui\_layout.js

ll y en a moult, mostly on treemaker & sidebars

#### handlerLayout

## gui\_mouse.js

ll y en a moult mostly on document & target

#### joystickHandler(event)

#### handlerComposant($composant)

#### document.mousedown

#### document.mousemove

## gui\_keyboard.js

#### document.keypress

## auto\_dynamic.js

#### document.keypress

## kernel\_composant.js

$(#sortable).on(sortupdate