

## Brower Support

Rotatetop works with all modern browsers with CSS3 support, as well as some old ones such as Internet Explorer 8, 9, etc.

## Including files

```
<link rel="stylesheet" href="css/input_style.css">
<!--input element style-- >
<link rel="stylesheet" href="css/plugin.css">
<script src="http://ajax.googleapis.com/ajax/libs/jquery/1.8.3/jquery.min.js"></script>
<script src="http://ajax.googleapis.com/ajax/libs/jqueryui/1.10.2/jquery-
ui.min.js"></script>
  <!--if you use datepicker should include JQuery UI-- >
<script src="js/plugin.js"></script>
```

## Rotate

Recommend using square frame to avoid wrong location .

You can set value of CSS attribute transform-origin to change the transform origin.

### Method 1 :

Add class rotatetop, rotateright or rotateleft on the HTML element .

Rotatetop : 180deg , rotateright : 90deg , rotateleft : -90deg

```
<div class="rotatetop">...</div>
```

### Method 2 :

Use javascript to rotate it

```
<div id="IDNAME">
```

```
$("#IDNAME"). rotate(parameter);
```

parameter : "top" , "right" , "left" or angle deg

Some objects need other HTML structure

\*select tag

Select tag can't rotate directly. It should be contained by a div tag and rotate the div tag.

\*datepicker

Use JQueryUI datepicker instead of input type date

```
<input type="text" id="datepicker">
```

```
$("#datepicker").datepicker();
```

```
$("#datepicker").rotate(parameters); <!-- rotate the input element -- >
```

```
$("#datepicker").daterotate(parameters); <!-- rotate calendar -- >
```

parameters could be "top", "right", "left" or angle deg

## Keyboard

One keyboard can support multiple input elements and you can create several keyboards in one HTML page.

If there are not only one input fields, you should give them same class to make them can input from the same keyboard. Same class will input from the same keyboard.

The HTML screen keyboard can rotate such as other HTML elements.

The HTML screen keyboard default size is 683px \* 230px

```
<input type="text" class="textinput1">
```

```
<textarea class="textinput1"><textarea>
```

```
<div id="keyboard1"></div>
```

```
<input type="text" class="textinput2">
```

```
<textarea class="textinput2">
```

```
<div id="keyboard2"></div>
```

```
$(document).ready(function() {
```

```
    $("#keyboard1").keyboard('.textinput1');
```

```
    $("#keyboard2").keyboard('.textinput2');
```

```
});
```

## Methods

rotate(parameter) parameter : "top", "right", "left" or angle deg

rotateselect(parameter) parameter:angle deg

daterotate(parameter) parameter : "top", "right", "left" or angle deg