

Documentation

Room v2.0.0

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What it the Room is?

The Room is an image slider written in pure CSS3 and HTML5. It is part of Formir Framework but can operate independently.

The room plugin will fully work only with CSS and HTML. All of the logic is based on CSS and `<input/>` tag elements, that are required.

The Room gallery have manauly (button control or class name control) and automatic function of dark mode, you can set your own colors for both mode.

Quick start

Copy `formir-room.min.css` file to your application direction.

Copy code below and paste into your HTML file at a `<head>` part.

```
<link rel="stylesheet" type="text/css" href="css/formir-room.min.css">
```

Copy gallery code below and paste into your site body and modify wall items and images.

```
<div class="room">
  <input class="room-zoom" id="room-zoom" type="checkbox" name="zoom">
  <input class="room-dark" id="room-dark" type="checkbox" name="dark">
  <div class="room-body">
```

```
<input id="room-sample-1-1" type="radio" name="animate-1" checked="checked">
<input id="room-sample-1-2" type="radio" name="animate-1">
<input id="room-sample-1-3" type="radio" name="animate-1">
<input id="room-sample-1-4" type="radio" name="animate-1">
<input id="room-sample-1-5" type="radio" name="animate-1">
<input id="room-sample-1-6" type="radio" name="animate-1">
<input id="room-sample-1-7" type="radio" name="animate-1">
<input id="room-sample-1-8" type="radio" name="animate-1">
<div class="room-arena">
    <div class="walls">
        <div class="wall">
            <div class="item">
                <a class="item-image">
                    
                </a>
                <p class="item-desc">
                    <span>1st. element</span>
                </p>
            </div>
            <div class="item">
                <a class="item-image">
                    
                </a>
                <p class="item-desc">
                    <span>5th. element</span>
                </p>
            </div>
        </div>
        <div class="wall">
            <div class="item">
                <a class="item-image">
                    
                </a>
                <p class="item-desc">
                    <span>2st. element</span>
                </p>
            </div>
            <div class="item">
                <a class="item-image">
                    
                </a>
                <p class="item-desc">
                    <span>6th. element</span>
                </p>
            </div>
        </div>
        <div class="wall">
            <div class="item">
                <a class="item-image">
                    
                </a>
                <p class="item-desc">
                    <span>3st. element</span>
                </p>
            </div>
        </div>
    </div>

```

```
<div class="item">
    <a class="item-image">
        
    </a>
    <p class="item-desc">
        <span>7th. element</span>
    </p>
</div>
</div>

<div class="wall">
    <div class="item">
        <a class="item-image">
            
        </a>
        <p class="item-desc">
            <span>4st. element</span>
        </p>
    </div>
    <div class="item">
        <a class="item-image">
            
        </a>
        <p class="item-desc">
            <span>8th. element</span>
        </p>
    </div>
    </div>
    <div class="ceil"></div>
    <div class="floor"></div>
</div>
</div>

<div class="navigations">
    <label for="room-sample-1-1">
        <span>1</span>
    </label>
    <label for="room-sample-1-2">
        <span>2</span>
    </label>
    <label for="room-sample-1-3">
        <span>3</span>
    </label>
    <label for="room-sample-1-4">
        <span>4</span>
    </label>
    <label for="room-sample-1-5">
        <span>5</span>
    </label>
    <label for="room-sample-1-6">
        <span>6</span>
    </label>
    <label for="room-sample-1-7">
        <span>7</span>
    </label>
    <label for="room-sample-1-8">
        <span>8</span>
    </label>
</div>
```

```

</label>
</div>
<div class="paginations">
  <label for="room-sample-1-1">1</label>
  <label for="room-sample-1-2">2</label>
  <label for="room-sample-1-3">3</label>
  <label for="room-sample-1-4">4</label>
  <label for="room-sample-1-5">5</label>
  <label for="room-sample-1-6">6</label>
  <label for="room-sample-1-7">7</label>
  <label for="room-sample-1-8">8</label>
</div>
<label for="room-zoom" class="zoom"></label>
<label for="room-dark" class="dark"></label>
</div>
</div>

```

Installation

This plugin is written in *less* (and optional sass) dynamic preprocessor style sheet language (CSS).

It is part of Formir CSS Framework. Formir gives you an idea of how to neatly sort and attach style files before compiling them in your project during the development phase.

You can use this approach or attach the only source of room plugin `formir-room.less`.

Choice LESS or SASS

In documentation we fucus on *less* preprocessor, but the same file structure and mixin / variables is used for SASS (scss), to know how install & compile sass file go to [Sass documentation](#)

Prepare files

Start with copy all files to your root direction:

```

src                               - your application root path
  less                            - your less or sass direction
    formir
      core
        mixins                  - less mixins
          display.less
          flex.less
          functions.less
        plugins
          room.less              - all style and settings for room plugin
        formir-room.less         - your root file that imports all of other files
  img
    plugins
      room

```

```
floor.jpg  
font  
room.woff  
...
```

Include Style

Include formir-room.less into your project.

In this step, you can include `formir-room.less` to your main less file, or move the content of `formir-room.less` to your main (manifest/root) `less` file.

Use developer mode of `less` library, or compile less using backend (ex. webpack).

To use `.less` file on your page look at [less configuration page](#).

Add in your `<head>` tag with your HTML file on developer mode:

```
<link rel="stylesheet/less" type="text/css" href="less/formir-room.less">  
<script src="js/less.min.js"></script>
```

In production mode you can also use `less` npm package to compile your own `min.css` file. Use `lessc` command in bash, for example:

```
$ npm install -g less  
$ lessc -x less/formir-room.less css/formir-room.min.css
```

Set up `less`

The Gallery is fully configurable, each of colors, borders etc. you can change in `less` file `less/formir/plugins/room.less`.

[See all configurations](#) of `less` file.

Setup core `less` variables

Maximum number of items

Pure CSS gives us some limits, before a start, please set up a maximum number of items in your gallery before compiling the project, remember The higher the number you choose, the more your CSS will weigh.

```
@room-max-walls: 30; // number of max count of walls / items
```

Dimensions of the room wall

You could set wall dimensions but not with % variables, you can use rem, px, we recommend variables of viewport vh / vw.

```
@room-size-width: 100vmax; // gallery wall width - do not use %
@room-size-height: 100vmin; // gallery wall height - do not use %
```

[... more](#)

Set up your perspective, zoom, and scale, for the best-suited three-dimensional experience.

```
@room-perspective: @room-size-width; // gallery perspective - use room size for best per
@room-scale: 1.1; // scale of room
@room-scale-zoom: 1.5; // scale of room when zooming
@room-offset-y: 0; // room offset in vertical (y) - use %
```

[... more](#)

Set up your light and dark mode

Colors of your room

Set up your background wall color, ceil, floor, and colors and shape of buttons.

Light (default) mode

```
@light-room-body-background: #fff;
@light-room-text-color: #2d2d2d;
@light-room-floor-background: #bb7631 url('../img/plugins/room/floor.jpg') repeat 180px 1
@light-room-floor-shadow: 0 0 100px rgba(0, 0, 0, 0.1), 0 0 150px rgba(0, 0, 0, 0.2) inset;
@light-room-wall-background: @light-room-body-background url('../img/plugins/room/wall.jpg');
@light-room-wall-shadow: 0 0 50px rgba(0, 0, 0, 0.1), 0 0 100px rgba(0, 0, 0, 0.2) inset;
@light-room-ceil-background: @light-room-body-background url('../img/plugins/room/wall.jpg');
@light-room-ceil-shadow: 0 0 100px rgba(0, 0, 0, 0.1), 0 0 150px rgba(0, 0, 0, 0.2) inset;
```

```
@light-room-button-background: #3c3642;  
@light-room-button-color: #fff;  
@light-room-button-border: 0 none;  
@light-room-button-shadow: 0 0 2px rgba(0, 0, 0, 0.5);  
@light-room-button-current-background: #fff;  
@light-room-button-current-border: 0 none;  
@light-room-button-current-color: @light-room-button-background;  
@light-room-button-current-shadow: none;  
@light-room-canvas-border: 10px solid @light-room-button-background;  
@light-room-canvas-shadow: 1px 1px 3px rgba(0, 0, 0, 0.5);
```

[... more](#)

Dark mode

There is 3 way to turn on dark mode:

1. Automatically by dark mode in OS - remember to remove `input` control
2. By add class to `room`, just add next class `room-dark` - remember to remove `input` control
3. Allow user change add extra `input` tag and `label`

```
@dark-room-body-background: #1c1e24;  
@dark-room-text-color: #fff;  
@dark-room-floor-background: #241c11 url('../img/plugins/room/dark-floor.jpg') repeat 150px  
@dark-room-floor-shadow: none;  
@dark-room-wall-background: #1c1e24 url('../img/plugins/room/dark-wall.jpg') repeat 150px  
@dark-room-wall-shadow: 0 0 50px rgba(0,0,0,0.7), 0 0 100px rgba(0,0,0,0.7) inset;  
@dark-room-ceil-background: #1c1e24 url('../img/plugins/room/dark-wall.jpg') repeat 150px  
@dark-room-ceil-shadow: 0 0 100px rgba(0,0,0,0.7), 0 0 150px rgba(0,0,0,0.7) inset;  
@dark-room-button-background: #fff;  
@dark-room-button-color: #000;  
@dark-room-button-border: 0 none;  
@dark-room-button-shadow: 0 0 2px rgba(0, 0, 0, 0.5);  
@dark-room-button-current-background: #000;  
@dark-room-button-current-border: 0 none;  
@dark-room-button-current-color: #fff;  
@dark-room-button-current-shadow: 0 0 5px 5px rgba(255, 255, 255, 0.3);  
@dark-room-canvas-border: 10px solid @room-button-background;  
@dark-room-canvas-shadow: 0 0 10px rgba(255, 255, 255, 0.1);
```

[... more](#)

Use our mixing to style your elements

You can use `less` mixing to quick change the whole parts of the style.

```
.room-floor() {  
    // style for floor  
}  
  
.room-wall() {  
    // style for each wall  
}  
  
.room-ceil() {  
    // style of ceil of room  
}
```

[... more](#)

Customize class HTML

Easy change class name of all elements to prevent name duplicate on your app.

```
@room: room; // main wrapper  
@room-body: room-body; // body of room  
@room-arena: room-arena; // next wrapper coled arena  
@room-walls: walls; // walls in 3d  
@room-wall: wall;  
@room-ceil: ceil;  
@room-floor: floor;  
@room-item: item; // item to display on the wall
```

[... more](#)

[Go to all possible variables](#)

Set up HTML

Input's controls

Plugin work without JS so we control your gallery with `<input/>` tag, each separate input for each item on the gallery.

Inputs and labels are related with `id` and `for` an attribute, so for each item, we will need one input, one label for navigating (next / prev), and one label for dot (for jump). That is all the logic that you need to know.

Good to know

If you put many gallery in one page use also unique ID for each `<input/>` tag in your gallery code, also group of `<input/>` must have unique NAME attribute.

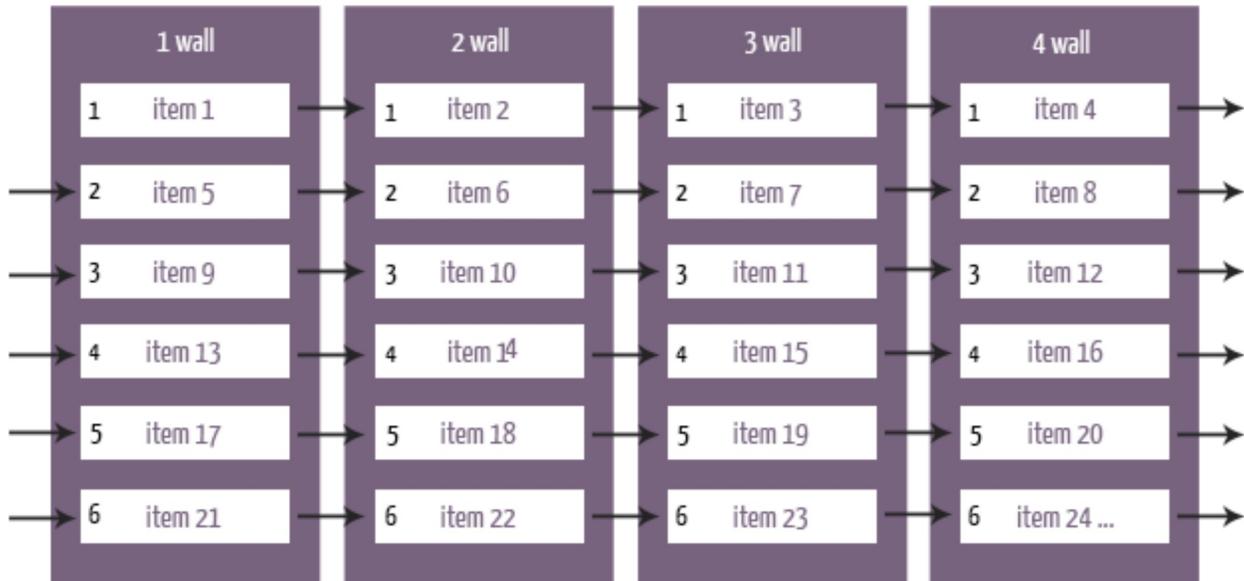
Try to not include your gallery `<input/>` within `<form>` tag if you don't must, other wide you have to clean input element before sent form if you don't have any undesirable effects.

Some browsers save state of `<input/>` - if you do not want this future just set `AUTOCOMPLETE="off"` attribute to each `<input/>`.

Ordering items on the walls

A cube which is the room that has 6th wall, flor ceils and 4 walls. Every wall has own items to display. All you have to do is apply items `<div class="item">` with your image to each wall `<div class="wall">` with specify order.

First goes item from `:first` wall, next goes `:first` item from the second wall, then `:first` item from the third wall and `:first` item from the fourth wall. If you have more then 4 pictures, this process will continue, `:secound` item from the first wall and so on and on in the circle.



Zoom control

Gallery has a function to switch to zoom mode, in that case, you can switch to this mode by clicking the button. In zoom mode dots are hidden, and you see only the one front image, you can switch images by clicking the next / prev button.

Dark mode control

Gallery has a function to manually switch to dark mode, you can switch to this mode by clicking the button. Dark mode will automatically turn on when browser is using dark mode.

HTML sandbox

Use this mockup:

```
<div class="room">
  <input id="room-zoom" type="checkbox" name="zoom" class="room-zoom"> <!-- This input is
  <input id="room-dark" type="checkbox" name="dark" class="room-dark"> <!-- This input is
  <div class="room-body">
    <input id="room-1" type="radio" name="animate" checked="checked">
    <input id="room-2" type="radio" name="animate" checked="checked">
    <input id="room-3" type="radio" name="animate" checked="checked">
    <input id="room-4" type="radio" name="animate" checked="checked">
    <!-- ... Inputs goes here -->
  <div class="room-arena">
    <div class="walls">
      <div class="wall">
        <div class="item">
          <div class="item-image">
             <!-- Put your image here -->
          </div>
          <p class="item-desc">
            <span><!-- Descriptions goes here --></span>
          </p>
        </div>
        <!-- Fifth item goes here -->
        <!-- Rest of items well ordered to this wall goes here ... -->
      </div>
      <div class="wall">
        <!-- Secound item goes here -->
        <!-- Sixth item goes here -->
        <!-- Rest of items well ordered to this wall goes here ... -->
      </div>
      <div class="wall">
        <!-- Third item goes here -->
        <!-- Seventh item goes here -->
        <!-- Rest of items well ordered to this wall goes here ... -->
      </div>
      <div class="wall">
        <!-- Fourth item goes here -->
        <!-- Eighth item goes here and so on -->
        <!-- Rest of items well ordered to this wall goes here ... -->
      </div>
    <div class="ceil"></div>
    <div class="floor"></div>
  </div>
</div>
```

```

<div class="navigations">
  <label for="room-1">
    <span>1</span>
  </label>  <!-- Here is your UI element with arrow for first item, link it with his
  &lt;label for="room-2"&gt;
    &lt;span&gt;2&lt;/span&gt;
  &lt;/label&gt;  <!-- Here is your UI element with arrow for secound item, link it with h
  &lt;label for="room-3"&gt;
    &lt;span&gt;3&lt;/span&gt;
  &lt;/label&gt;  <!-- Here is your UI element with arrow for third item, link it with his
  &lt;label for="room-4"&gt;
    &lt;span&gt;4&lt;/span&gt;
  &lt;/label&gt;  <!-- Here is your UI element with arrow for fourth item, link it with hi
  &lt;!-- ... Rest of navigations (prev and next arrows) labels goes here --&gt;
&lt;/div&gt;
&lt;div class="paginations"&gt;
  &lt;label for="room-1"&gt;1&lt;/label&gt; &lt;!-- Here is your UI element with number for first it
  &lt;label for="room-2"&gt;2&lt;/label&gt; &lt;!-- Here is your UI element with number for secound
  &lt;label for="room-3"&gt;3&lt;/label&gt; &lt;!-- Here is your UI element with number for third it
  &lt;label for="room-4"&gt;4&lt;/label&gt; &lt;!-- Here is your UI element with number for fourth i
  &lt;!-- ... Rest of paginations labels goes here --&gt;
&lt;/div&gt;
&lt;label for="room-zoom" class="zoom"&gt;&lt;/label&gt; &lt;!-- Here is your UI element to enter z
&lt;label for="room-dark" class="dark"&gt;&lt;/label&gt; &lt;!-- Here is your UI element to switch
&lt;/div&gt;
&lt;/div&gt;
</pre>

```

[Go to Example](#)

Set up less file

Go to file `less/formir/plugins/room.less` and change your config

HTML classes setup

You can specify class names for html elements, for example, to avoid name collisions in your app, remember to change classes also on your html:

```

/// CLASSES (name: defualt;)
@room: room; // main wrapper
@room-dark: room-dark;
@room-body: room-body; // body of room
@room-area: room-area; // next wrapper coled arena
@room-walls: walls; // walls in 3d
@room-wall: wall;
@room-ceil: ceil;
@room-floor: floor;

```

```
@room-item: item; // item to display on the wall
@room-item-image: item-image; // image container
@room-item-desc: item-desc; // image description
@room-zoom: room-zoom; // zoom control input
@room-paginations: paginations; // pagination wrapper
@room-navigations: navigations;
@room-zoom-button: zoom; // button to zoom in
@room-dark-button: dark;
@room-exit-button: exit; // button to live zoom
@room-canvas: canvas; // class for border/canvas style
```

Core less variables:

```
/// CORE
@room-max-walls: 30; // number of max count of walls / items
@room-colors: true; // enable color of button dots/arrow
@room-desc-pre: false; // enable of room-desc as pre text
```

All less variables:

```
/// VARIABLES
@room-rotate-speed: 2s;
@room-rotate-timing: ease-in-out;

@room-font-family: Arial, Helvetica, sans-serif;
@room-mobile-media-width: 945px; // not use % unit or calc(), you can use px, rem, cm, vh

@room-size-width: 100vmax;
@room-size-height: 100vmin;
@room-perspective: @room-size-width;

@room-mobile-size-width: 100vw; // not use % unit or calc(), you can use px, rem, cm, vh,
@room-mobile-size-height: 100vh; // recommend 100vh
@room-mobile-perspective: @room-mobile-size-width;

@room-scale: 1.1;
@room-scale-zoom: 1.5;
@room-offset-y: 0; // use %

@room-item-height: 90%;
```

```
@room-item-width: 90%;  
  
@room-zindex: 1000;  
  
@room-text-font-size: 14px;  
@room-text-font-size-mobile: 2vmin;  
@room-font-line-height: 1.3em;  
@room-text-margin-top: 1.5rem;  
@room-text-max-height: 20%;  
@room-text-min-height: 10%;  
@room-text-max-width: 70%;  
@room-text-padding: 20px 0;  
  
@room-navigations-margin: 20px;  
@room-button-size: 35px;  
@room-pagination-button-size: 25px;  
@room-pagination-buttons-space: 3px;  
  
@room-buttons-position: 5%; // horizontally (y)  
@room-button-zoom-position: 10%;  
@room-button-dark-position: 10%;  
@room-button-zoom-width: @room-button-size;  
@room-button-exit-width: @room-button-size;  
@room-button-dark-width: @room-button-size;  
@room-pagination-position: 5%;  
  
@room-button-opacity: 1;  
  
// Css variables - you can use this variables to modify colors (if you use static light colors  
@room-body-background: var(--room-body-background);  
@room-text-color: var(--room-text-color);  
@room-floor-background: var(--room-floor-background);  
@room-floor-shadow: var(--room-floor-shadow);  
@room-wall-background: var(--room-wall-background);  
@room-wall-shadow: var(--room-wall-shadow);  
@room-ceil-background: var(--room-ceil-background);  
@room-ceil-shadow: var(--room-ceil-shadow);  
@room-button-background: var(--room-button-background);  
@room-button-color: var(--room-button-color);  
@room-button-border: var(--room-button-border);  
@room-button-shadow: var(--room-button-shadow);  
@room-button-current-background: var(--room-button-current-background);  
@room-button-current-border: var(--room-button-current-border);  
@room-button-current-color: var(--room-button-current-color);  
@room-button-current-shadow: var(--room-button-current-shadow);  
@room-canvas-border: var(--room-canvas-border);  
@room-canvas-shadow: var(--room-canvas-shadow);  
  
// Light theme:  
@light-room-body-background: #fff;  
@light-room-text-color: #2d2d2d;  
@light-room-floor-background: #bb7631 url('../img/plugins/room/floor.jpg') repeat 180px 1
```

```

@light-room-floor-shadow: 0 0 100px rgba(0, 0, 0, 0.1), 0 0 150px rgba(0, 0, 0, 0.2) inset;
@light-room-wall-background: @light-room-body-background url('../img/plugins/room/wall.jpg');
@light-room-wall-shadow: 0 0 50px rgba(0, 0, 0, 0.1), 0 0 100px rgba(0, 0, 0, 0.2) inset;
@light-room-ceil-background: @light-room-body-background url('../img/plugins/room/wall.jpg');
@light-room-ceil-shadow: 0 0 100px rgba(0, 0, 0, 0.1), 0 0 150px rgba(0, 0, 0, 0.2) inset;
@light-room-button-background: #3c3642;
@light-room-button-color: #fff;
@light-room-button-border: 0 none;
@light-room-button-shadow: 0 0 2px rgba(0, 0, 0, 0.5);
@light-room-button-current-background: #fff;
@light-room-button-current-border: 0 none;
@light-room-button-current-color: @light-room-button-background;
@light-room-button-current-shadow: none;
@light-room-canvas-border: 10px solid @light-room-button-background;
@light-room-canvas-shadow: 1px 1px 3px rgba(0, 0, 0, 0.5);

// Dark theme:
@dark-room-body-background: #1c1e24;
@dark-room-text-color: #fff;
@dark-room-floor-background: #241c11 url('../img/plugins/room/dark-floor.jpg') repeat 150px;
@dark-room-floor-shadow: none;
@dark-room-wall-background: #1c1e24 url('../img/plugins/room/dark-wall.jpg') repeat 150px;
@dark-room-wall-shadow: 0 0 50px rgba(0,0,0,0.7), 0 0 100px rgba(0,0,0,0.7) inset;
@dark-room-ceil-background: #1c1e24 url('../img/plugins/room/dark-wall.jpg') repeat 150px;
@dark-room-ceil-shadow: 0 0 100px rgba(0,0,0,0.7), 0 0 150px rgba(0,0,0,0.7) inset;
@dark-room-button-background: #fff;
@dark-room-button-color: #000;
@dark-room-button-border: 0 none;
@dark-room-button-shadow: 0 0 2px rgba(0, 0, 0, 0.5);
@dark-room-button-current-background: #000;
@dark-room-button-current-border: 0 none;
@dark-room-button-current-color: #fff;
@dark-room-button-current-shadow: 0 0 5px 5px rgba(255, 255, 255, 0.3);
@dark-room-canvas-border: 10px solid @room-button-background;
@dark-room-canvas-shadow: 0 0 10px rgba(255, 255, 255, 0.1);

```

Mixings

```

.room-floor() {
    // style for floor
}

.room-wall() {
    // style for each wall
}

.room-ceil() {
    // style of ceil of room
}

```

```

.room-item-desc() {
    // style description below image
}

.room-pagination-current() {
    // style for current pagination of dot button
}

.room-button() {
    // style for all buttons
}

.room-prev-button() {
    // style for prev button
}

.room-next-button() {
    // style for next button
}

.room-exit-button() {
    // style for exit button
}

.room-zoom-button() {
    // style for zoom button
}

.room-dark-button() {
    // style for dark mode button
}

.room-dark-button-active() {
    // style for activated dark mode on button
}

```

Known Edge (< 80) bug:

Many user report us the same issue at Edge browser with cutting images after interaction with gallery. This is known issue of Edge browser (mixing rotate-3d and animation <https://developer.microsoft.com/en-us/microsoft-edge/platform/issues/16452345/> unfortunately this page not exist), solution is to use JS short code and for example jquery (it will be not part of package):

```

<script>
    if (/Edge/.test(navigator.userAgent)) {
        setInterval(function() {
            $('.room-area').css('opacity', '0.999');
            setTimeout(function() {
                $('.room-area').removeAttr('style');
            }, 100);
        }, 100);
    }

```

```
    }, 1);  
}, 100);  
}  
</script>
```

Supported browsers and OS:

- FF >= 20
- Safari > 8
- Chrome >= 35
- Opera >= 22
- Edge >= 12 (with JS fix)
- Edge >= 80
- Android >= 4.0
- iOS > 8

Tested on the above-mentioned browsers.

To fully works browser need support 'perspective' and 'flex' CSS properties.