

Link Vorschau "Bubble"

== Script ==

Quellcode

```
1. /**
2.  * Bubble Helper Class
3.  *
4.  * example usage
5.  * Bubble.init("externalURL", function (D) {
6.  * return D.href + '<br />';
7.  * });
8.  *
9.  * @author Torben Brodt <easy-coding.de>
10. * @url http://trac.easy-coding.de/trac/wcf/wiki/Thumbshots
11. * @license GNU Lesser General Public License <http://opensource.org/licenses/lgpl-3.0.html>
12. */
13. var Bubble = {
14.  Cursor: {
15.    x: 0,
16.    y: 0
17.  },
18.  Offset: {
19.    x: 0,
20.    y: 0
21.  },
22.  blacklist : {},
23.  div: document.getElementById("BubbleDiv"),
24.  init: function (ParentID, showRef) {
25.    Bubble.create();
26.    Bubble.addEvent(window, "mousemove", Bubble.getCurPos);
27.    Bubble.addEvent(window, "resize", Bubble.getOffset);
28.    Bubble.addEvent(window, "scroll", Bubble.getOffset);
29.    var B = Bubble.getElementsByClassName(ParentID), A = B.length;
30.    for (i = 0; i < A; i++) {
31.      if(Bubble.blacklist.href && !B[i].href.match(Bubble.blacklist.href)) {
32.        Bubble.addEvent(B[i], "mouseover", function () {
33.          Bubble.show(this, showRef);
34.        });
35.        Bubble.addEvent(B[i], "mouseout", function () {
36.          Bubble.hide();
37.        });
38.      }
39.    }
40.  },
41.  /**
42.   * currently only href is supported
43.   */
44.  disallow: function (attr, str) {
45.    Bubble.blacklist.href = str;
46.  },
47.  show: function (D, showRef) {
48.    Bubble.div.style.display = "block";
49.    Bubble.div.innerHTML = showRef(D);
50.    Bubble.getCurPos();
51.    Bubble.getOffset();
52.    Bubble.div.style.left = (Bubble.Cursor.x + Bubble.Offset.x) + "px";
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53. Bubble.div.style.top = (Bubble.Cursor.y + Bubble.Offset.y) + "px";
54. },
55. hide: function () {
56. Bubble.div.innerHTML = "";
57. Bubble.div.style.display = "none";
58. },
59. create: function () {
60. Bubble.div = document.createElement("div");
61. Bubble.div.id = "BubbleDiv";
62. document.getElementsByTagName("body")[0].appendChild(Bubble.div);
63. Bubble.div.style.position = 'absolute';
64. },
65. getOffset: function () {
66. var Px = 10, Py = 20;
67. var Cx = Bubble.Cursor.x, Cy = Bubble.Cursor.y;
68. var w = Bubble.div.clientWidth || 150, h = Bubble.div.clientHeight || 150;
69. var Ww, Wh, Wx, Wy;
70. var E = window;
71. if (typeof(E.innerWidth) === "number") {
72. Ww = E.innerWidth;
73. Wh = E.innerHeight;
74. Wx = E.pageXOffset;
75. Wy = E.pageYOffset;
76. } else if (document.documentElement) {
77. F = document.documentElement;
78. if (F.clientWidth || F.clientHeight) {
79. Ww = F.clientWidth;
80. Wh = F.clientHeight;
81. Wx = F.scrollLeft;
82. Wy = F.scrollTop;
83. }
84. }
85. // top right
86. if ((Cx - Wx) > (Ww / 2) && (Cy - Wy) < h) {
87. Px = -w - Px;
88. }
89. // bottom left
90. else if ((Cx - Wx) < (Ww / 2) && (Cy - Wy) > (Wh / 2)) {
91. Py = -h - Py;
92. }
93. // bottom right
94. else if ((Cx - Wx) > (Ww / 2) && (Cy - Wy) > (Wh / 2)) {
95. Px = -w - Px;
96. Py = -h - Py;
97. }
98. Bubble.Offset = {
99. x: Px,
100. y: Py
101. };
102. getCurPos: function (C) {
103. C = C ? C : window.event;
104. if (C && typeof(C.pageX) !== "number" && typeof(C.clientX) === "number") {
105. C.pageX = C.clientX;
106. C.pageY = C.clientY;
107. if (document.body && (document.body.scrollLeft || document.body.scrollTop)) {
108. C.pageX += document.body.scrollLeft;
109. C.pageY += document.body.scrollTop;

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115. } else if (document.documentElement && (document.documentElement.scrollLeft ||
    document.documentElement.scrollTop)) {
116. C.pageX += document.documentElement.scrollLeft;
117. C.pageY += document.documentElement.scrollTop;
118. }
119. }
120. if(C) {
121. Bubble.Cursor = {
122. x: C.pageX,
123. y: C.pageY
124. };
125. }
126. },
127. addEvent: function( obj, type, fn ) {
128. if ( window.addEventListener ) {
129. obj.addEventListener( type, fn, false );
130. } else {
131. obj['e'+type+fn] = fn;
132. obj[type+fn] = function() {
133. obj['e'+type+fn]( window.event );
134. };
135. obj.attachEvent( 'on'+type, obj[type+fn] );
136. }
137. },
138. getElementsByClassName: function (searchClass) {
139. var classElements = [], i, j, els, pattern;
140. els = document.getElementsByTagName("*");
142. pattern = new RegExp("(^|\\s)" + searchClass + "(\\s|$)");
143. for (i = 0, j = 0; i < els.length; i += 1) {
144. if (pattern.test(els[i].className)) {
145. classElements[j] = els[i];
146. j += 1;
147. }
148. }
149. return classElements;
150. }
151. };

```

Alles anzeigen

== Beispiele ==

=== Thumbshots ===

Quellcode

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1. <script type="text/javascript">
2. Bubble.init("externalURL", function (D) {
3. return '<img alt="" style="width:150px;height:100px" src="http://www.m-
    software.de/screenshot/Screenshot.png?url='+ escape(D.href)
    + '&commingsoonimg=http://fadeout.de/images/thumbshot.png' />';
4. });
5. </script>

```

== Demo ==

demo.easy-coding.de/javascript/bubble/ und demo.easy-coding.de/javascript/bubble/download.zip