

Imagebox_{v2}

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Grab the Files

The first thing you need to do is copy the `/imagebox` folder into your websites root directory (the root directory should have an `index.html` or `index.php` file in it).

1. Open the folder that you downloaded from Envato.
2. Select and copy the `/imagebox` folder.
3. Open your websites root directory.
4. Paste the `/imagebox` folder into the root directory.

Link the Files

After the `/imagebox` folder is in your root directory, you need to link them to your html page. Just copy the code below into the `<head>` section of your html page.

```
<link rel="stylesheet" type="text/css" href="imagebox/imagebox.min.css" />
<script type="text/javascript" src="imagebox/imagebox.min.js"></script>
```

Build Imagebox

To build Imagebox, you have to run a javascript function. It's fine if you don't know javascript you can just copy and paste the code below right after the code from the previous section.

```
<script type="text/javascript">
    imagebox.build();
</script>
```

The `imagebox.build` function initializes Imagebox and should be run after any ajax calls, if those ajax calls are pulling images to be used in Imagebox.

Through the build function, you can also set options that will affect all images on the page (see List of Available Options).

```
imagebox.build({  
    option1_name: option1_value,  
    option2_name: option2_value,  
    etc...  
});
```

Create Your Images

Now that Imagebox is setup, you can begin creating your images and galleries. Below is the basic form of an image that will be used in Imagebox.

```
<a href="path_to_large_image" title="Image Caption" rel="imagebox">  
      
</a>
```

The key is the `rel="imagebox"` attribute. This is what lets Imagebox know that you want this thumbnail to open in Imagebox.

Create your Galleries

There are two ways to create a gallery.

The first way is to put the name of gallery in brackets after `rel="imagebox"`

Like this: `rel="imagebox[gallery_name]"`

Any images with the same gallery name will automatically be linked.

The second way is to create the gallery using JavaScript, which allows you to apply options to all images in the gallery. To do this, use the function `imagebox.creategallery(gallery_id, gallery_name, gallery_options)`.

Here is how you would create a gallery:

```
Imagebox.creategallery('sph', 'Summer Photos', {  
    option1_name: option1_value,  
    option2_name: option2_value,  
    etc...  
});
```

As you can see, the options are set in the same way as the build function.

Configure Per-image Options

Another way to apply options is to each image individually. This can be in the rel attribute just after the gallery (or after "imagebox" if the image has no gallery). Here is how this would look:

```
rel="imagebox[gallery]{ option1_name: option1_value, etc... }"
```

BE CAREFUL, if the option value has quotes around it (some options require it) then they will need to be single quotes ['']. If you used single quotes around the rel attribute [rel=''] then they will need to be double quotes around the option value.

Example HTML Page

You can check the demo page included with Imagebox for a more in depth example.

```
<html>
  <body>
    <a href="photos/large_photo1.jpg" rel="imagebox">
      
    </a>
    <a href="photos/large_photo2.jpg" rel="imagebox[gallery1]">
      
    </a>
    <a href="photos/large_photo3.jpg" rel="imagebox[gallery1]">
      
    </a>

    <script src="imagebox/imagebox.js"></script>
    <script>
      imagebox.creategallery('gallery1', 'Some Photos', {
        galleryTitle: '%GALLERY%: %LIST%'
      });
      imagebox.build();
    </script>
  </body>
</html>
```

List of Available Options

Name	Description	Available Values
zoomDuration	How long the zoom animation will last Default: 300	Any duration in milliseconds
resizeDuration	How long the resizing animation will last Default: 300	Any duration in milliseconds
fadeDuration	How long the fading animations will last Default: 400	Any duration in milliseconds
slideDuration	How the long the title bar's sliding animation will last Default: 300	Any duration in milliseconds
animation	The type of animation that Imagebox will open and close with Default: "zoom"	"zoom" or "fade"
galleryTitle	<p>The title that displays at the bottom of the title bar when a gallery is open Default: "%GALLERY%: %CURRENT% / %TOTAL%"</p> <p>These keywords can be used to fill in information about the current gallery:</p> <p>%GALLERY% = The name of the gallery %CURRENT% = The number of the image being viewed %TOTAL% = The total number of images in the gallery %LIST% = A list of numbers that when clicked, will open the image they correspond to.</p>	Any string

continuousGalleries	<p>If true, clicking next at the end of the gallery will take the viewer to the beginning and vice versa. Default: false</p>	true or false
overlayOpacity	<p>The opacity of the dark overlay that fades in when Imagebox is open Default: 0.8</p> <p>This can be set to a number between 0 and 1 0 being completely transparent and 1 being completely opaque</p>	A number between 0 and 1
clickOverlayToClose	<p>If true, clicking the overlay will close Imagebox Default: true</p>	true or false
noTrigger	<p>If true, clicking the thumbnail image will not open Imagebox Default: false</p> <p>This is used if you want to open an image another way, such as clicking a link</p>	true or false
viewportPadding	<p>This is the amount of space that lies between Imagebox and the edge of the browser window Default: 40</p>	Any integer In pixels
showShadow	<p>If true, a drop shadow will be shown under Imagebox Default: false</p>	true or false
className	<p>A CSS class name to assign Imagebox Default: null</p>	Any CSS class string

keyboardControls	<p>If true, the user can navigate Imagebox using their keyboard</p> <p>Default: true</p> <p>Left arrow: Previous Image, Right arrow: Next Image, ESC: Close Imagebox</p>	true or false
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