

Animation

Overview

Allows you to create a cell animation that is based on an already existing image in your document. The first cell in the animation would be the image that is called in the source of your image tag (). The rest of the cells are created by Java script It! replacing the image in that location with the next image (cell) in the animation.

Browser Compatibility

- Works in Netscape Navigator 3.0 but some bugs are present
- Works fully in Netscape Navigator 4.0 and higher
- Does not work in Microsoft Internet Explorer 3.xx
- Works fully in Microsoft Internet Explorer 4.0 and higher
- No errors should occur in browsers that do not understand the Animation code

Troubleshooting

- Adding images to your HTML document after applying an Animation may cause the animation to get mixed up. This will occur if the added images come before the animated images do in your HTML document. Therefore, keep a backup copy of the HTML document so that if you add new images you can just bring the backup document into Java Script It! and reapply the Animation and save over top of the original document that had the Animation.
- Make sure the URL's for each image (cell) are correct. Type them in just like you would in a regular HTML editor. The URL's may be relative ("ani/cell2.gif") or absolute ("http://www.test.com/ani/cell4.jpg").
- In Netscape Navigator 3.xx browsers, the changing of images can sometimes go haywire if they are placed in tables. Your images might end up in the top left corner of the screen.
- Make sure your document has a head tag (<head>....</head>) or else Java Script It! will not be able to insert the java script code.
- Do not apply more than 1 Animation to a page using Java Script It!