

Y! YUI Library: ImageLoader Utility

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v2.9

Simple Use Case: ImageLoader Group Object

Create a `YAHOO.util.ImageLoader.group` object with a trigger and time limit. Then register images with the group:

```
//group with 'someDivId' click trigger & 2 sec limit:
var myGroup = new YAHOO.util.ImageLoader.group('someDivId', 'click', 2);
myGroup.registerBgImage('imgDivId', 'http://some.image/url');
```

This will cause `imgDivId`'s bg image to load either when `someDivId` is clicked or two secs after page load, whichever comes first.

Constructor: ImageLoader Group Object

```
YAHOO.util.ImageLoader.group([obj triggerElement, str triggerAction, int timeLimit])
```

Arguments:

- (1) **triggerElement**: The object of the trigger event. Can be a DOM id or object.
- (2) **triggerAction**: The action of the trigger event.
`triggerElement` and `triggerAction` are optional (can be `null`). But if one is supplied, the other must be as well.
- (3) **timeLimit**: Max time to wait for the trigger event to be fired.

ImageLoader Image Registration

Source images (e.g., an `` element):

```
myGroup.registerSrcImage('imgImgId',
    'http://some.image/url');
```

Background images (e.g., a `<div>` element with a background image):

```
myGroup.registerBgImage('imgDivId',
    'http://some.image/url');
```

PNG background images (e.g., a `<div>` element with a PNG bg image):

```
myGroup.registerPngBgImage('imgDivId',
    'http://some.png_image/url');
```

Solution: Simple Image Loading

Set up the HTML and JavaScript for delayed image loading:

```
<div id='square'>
<img id='squareImg' /><!-- note no "src" attribute -->
</div>
```

```
// in script, create group and register image
var sqGrp = new YAHOO.util.ImageLoader.group('square',
    'mouseover', 3);
sqGrp.registerSrcImage('squareImg',
    'http://some.image/url');
```

ImageLoader Objects: Members

See online docs for complete details on members.

YAHOO.util.ImageLoader.group

| Member | Type | Description |
|--------------------|---------|---|
| timeoutLen | number | Length of time limit, in seconds. Also the third argument in the constructor. |
| foldConditional | boolean | Flag to check if images are above the fold. |
| className | string | CSS class name that will identify images belonging to the group. |
| name | string | Optional. Only used to identify the group in Logger Control logging statements. |
| addTrigger | method | Adds a trigger to the group. |
| addCustomTrigger | method | Adds a custom event trigger to the group. |
| registerBgImage | method | Registers a background image with the group. |
| registerSrcImage | method | Registers a src image with the group. |
| registerPngBgImage | method | Registers an alpha-channel-type png background image with the group. |

YAHOO.util.ImageLoader.imgObj

| Member | Type | Description |
|------------|---------|--|
| setVisible | boolean | Whether the style.visibility should be set to "visible" after the image is fetched. |
| width | number | Size to set as width of image after image is fetched. Only applies to source-type images. Third argument in group's registerSrcImage method. |
| height | number | Size to set as height of image after image is fetched. Only applies to source-type images. Fourth argument in group's registerSrcImage method. |

Solution: Image Loading with Class Names

Set up the CSS, HTML, and JavaScript for delayed image loading:

```
/* set an overriding background:none */
.yui-imgload-circle { background:none !important; }
<!-- this div will get the trigger event -->
<div id='circle'>
  <!-- set the src to some transparent image, the background-
  image to the true image, and the class to match the CSS -->
  <img id='circleImg' src='http://some.transparent/image'
  style='background-image:url("http://some.image/url");'
  class='yui-imgload-circle' height='20' width='20' />
</div>
// create group and identify class name
var circleGroup = new YAHOO.util.ImageLoader.group('circle',
    'mouseover', 3);
circleGroup.className = 'yui-imgload-circle';
```

YAHOO.util.ImageLoader.

group Methods:

addTrigger(obj *domObject* or str *domElementId*, str *eventAction*)
adds a trigger event

addCustomTrigger(obj *YAHOO.util.CustomEvent* object)
adds a custom event trigger

registerBgImage(str *imgElId*, str *url*)
adds a background-type image to the group. returns `YAHOO.util.ImageLoader.imgObj`

registerSrcImage(str *imgElId*, str *url*, [int *width*, int *height*])
adds a source-type image to the group; optional width and height resize the image to those constraints. returns `YAHOO.util.ImageLoader.imgObj`

registerPngBgImage(str *imgElId*, str *url*, [obj *allProps*])
adds a png-background-type image to the group; optional properties to set `AlphaImageLoader` properties. returns `YAHOO.util.ImageLoader.imgObj`

Dependencies

The YUI ImageLoader Utility requires the Yahoo Global Object, Dom Collection, and Event Utility.