

a field guide to **scriptaculous**

Combination Effects

the basic syntax

```
Effect.EffectName('dom_id')
```

effects require just a DOM ID

you can use options for customizing
options are optional!

with options

```
Effect.EffectName('dom_id', {option:value, option:value})
```

highlight syntax

optional, if you don't want yellow fade to white

```
new Effect.Highlight('dom_id', {startcolor:'hex', endcolor:'hex'})
```

this bit's critical

default options

Default options are available for all fx.

Some fx have custom options (not shown except for Highlight)

duration: seconds, in decimals

how long the effect will last

delay: seconds, in decimals

delay before starting effect

from: 0.0 to 1.0 to: 0.0 to 1.0

stages of the effect, 0 being no effect;
a Fade set to to:.5 would fade half-way

transition: transition method

controls ease in & out, can be used for special fx

queue: 'parallel' || 'front' || 'end'

whether the effects run simultaneously or in order

in & out effects

Appear / Fade
BlindUp / BlindDown
SlideUp / SlideDown
Grow / Shrink

out effects

DropOut
Fold
Puff
Squish
SwitchOff

attention effects

Highlight
Pulsate
Shake

toggling

`toggle()` will show an item that's hidden, or hide an item that's shown—using the in or out effect, respectively, from one of the in & out effects families shown to the left.

the basic idea:

```
Effect.toggle('dom_id', 'fx_family')
```

toggle accepts these fx families:

appear
blind
slide

Without an fx family name,
`toggle()` defaults to appear.