

ImageZoom Ver. 1

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ImageZoom allows your site visitors to take a closer look at the images/photo inside your web pages. Your visitor can zoom in your images by clicking on the images. You can customize the number of zoom level and panning speed from one side to another side easily. The size of this java applet is small (less than 5k) and load up quickly in your web page.

Example and Usage :

The following web page including a photo with **ImageZoom** and have following configuration:

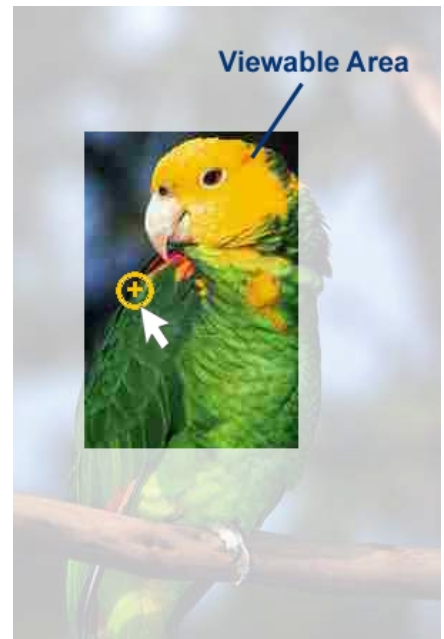
- Zoom Level : 3
- Pan speed : 10 (highest speed)



A Zoom In symbol appear with mouse cursor when user point the mouse cursor on photo.



Phone size increase when user click on it. Viewable area stay the same size.



The edge of photo is called panning area: When mouse cursor is placed on panning area, the photo will move to direction of the cursor. And the speed of spanning is configurable. In this example, the panning speed 10 means fastest speed.



2nd Mouse click on the photo will further zoom in to the photo

Since the Zoom Level is 3 in this example, Photo return to it's original size in 3rd mouse click.



The HTML code of this example is simple :

```
<applet code="ImageZoom.class" width=150 height=222>
  <param name="IMAGE" value="bird.jpg">
  <param name="ZoomLevel" value="3">
  <param name="PanSpeed" value="10">
</applet>
```

Configurating ImageZoom

Place the following code in your HTML :

```
<applet code="ImageZoom.class" codebase="[URL]" width="[width]"
height="[height]">
  <param name="IMAGE" value="[image file]">
  <param name="ZoomLevel" value="[zoom level]">
  <param name="PanSpeed" value="[speed]">
  <param name="Preload" value="[preload]">
</applet>
```

- **[URL]** : If you placed the file ImageZoom.class together with the HTML file, then you can ignore this parameter at all. Otherwise, use this parameter to tell the browser where to get the java file. For example, your ImageZoom.class located in "<http://aaa.com/java/ImageZoom.class>", then you have to set your codebase="<http://aaa.com/java/>".
- **[width]** : width of the image in pixel.
- **[height]** : height of the image in pixel
- **[image file]** : URL of the image file
- **[zoom level]** : number of zoom in allowed, value from 1 to 10. Default value is 5.
- **[speed]** : Speed of moving the image, value from 1 to 10. Default value is 6.
- **[preload]** : Preload Image. Value is either "ON" or OFF".
 - When preload is off, the applet enlarge the image when user zoom in the image. User may experience a short time delay to next level.
 - When preload is on, the java process and make all images ready. The zoom in process will be smooth but the applet require more time to initialize at start up.
 - If you ignore this parameter, the default value is off.