

Showcase Instructions v0.01beta 19-Jun-2007

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Introduction

The 'showcase' is a tightly-coupled combination of the smugmug 'allthumbs' gallery style integrated with the slideshow hack available on Smugmug. The basic layout is a strip of thumbnails (the 'slider') across the top with the standard slideshow div element directly beneath. The slider also includes a separate pair of next and previous buttons to advance to the next 'page' of thumbnails. The code defaults to 6 thumbnails across (using the smaller 100px thumbnails, which is the Smugmug default if there are more than six images in the gallery).

With some minor tweaks, it should be possible to have the 'slider' appear vertically and to the left of the main slideshow screen. The downside of doing this would be:

- a) fewer thumbnails per page (assuming both landscape and portrait images in the gallery), since screens are smaller vertically than horizontally
- b) smaller slideshow image would be necessary to accommodate thumbnails on the side

Javascript

The javascript is in two parts:

- 1) **showcase-specific code** – the new routines necessary for the showcase are available for download [here](#). You can load this into your smugmug page in one of two ways:

- a. **cut'n'paste** – download this file and then cut'n'paste the contents into the javascript section of your customization page in the control panel.
- b. **link** (if you have your own private web domain; can reduce clutter in your smugmug javascript section) – in the head section (NOT the **header** section) of your smugmug customization page, add this line:

```
<script language="Javascript" type="text/javascript"
src="http://www.mywanderingeye.com/public/smugmug/showcase.js"></
script>
```

**** WARNING **** While I intend to leave this around for the foreseeable future and you are welcome to use this link as written, I won't guarantee this and strongly recommend that you save your own copy to your own domain and change the link accordingly.

Of course, if you choose the link method and use the above link to my site, you run the risk of having your showcase change any time I change my styles or code!

- 2) **modified SlideShow code** available [here](#). You can load this into your smugmug page in the same two ways mentioned above, but be sure to change the file name in the src field to 'slideshow58wcr.js'.

Of course, if you choose the link method and use the above link to my site, you run the risk of having your showcase change any time I change my styles or code!

**** CAVEAT **** This code is not blessed by the smugmug slideshow support folks and may cause confusion. I will help as much as possible and I am waiting to see if Smugmug will bless this and provide a common repository for downloading.

**** CAVEAT II **** - If you're already using the slideshow, this code *must* completely replace your earlier version. So be sure to delete the old code once you have the new code safely in place. I have done everything possible to ensure that any existing slideshow will continue to work. If you find out I'm wrong, let me know and I'll get back to you as soon as I can (see my email address, above).

**** CAVEAT III **** - Whether by link or by direct insertion of the code, the slideshow code should be loaded ahead of the showcase code. At least, that's the way *I* did it and I know it works this way...

**** CAVEAT IV **** - The slideshow and thumbnails will get out of sync if the 'random' option for the slideshow is used.

**** CAVEAT V **** - Slideshow images should be made clickable in the showcase galleries, otherwise there will be no way to get to the specific single-image page for the gallery photos. This is currently done in `scPrepShowcase()`;

New Global Variables

The following global values have been added to control the behavior of the showcase:
inShowcase – boolean (true or false) – default false - This variable is set to true in `scPrepShowcase()` and, when true, activates all showcase-specific code within the original slideshow routines.

scThumbsPerPage – integer – default 6 - the number of thumbnail images that can fit across the page in the showcase 'slider'. The default seems to work well for a 750px-wide page, which is fairly typical.

scThumbsImgs – Array of objects – Unfortunately, the 'allthumbs' gallery style is not too friendly when it comes to accessing the individual thumbnails. Consequently, this array is populated in `scPrepShowcase()` with all of the individual thumbnail `img` elements.

scThumbsLink – Array of strings – The original slideshow sets the link on the clickable images to point to the gallery where the image lives, but we're already in the gallery where the image lives. The 'allthumbs' gallery style sets the link on each thumbnail to link to the image's single-image page. We use `scThumbsLink` to capture the links from the thumbnails (which we will use later for each slideshow image) before we redefine the thumbnail links to pause the slideshow and display the chosen image.

scHighlight – integer – default: -1 – Set in `scHighlightThumb()` to reflect the index of the currently highlighted thumbnail. Allows us to un-highlight (lowlight?) the last highlighted thumbnail before we highlight the new/current thumbnail.

scThumbsPages – integer – Set in `scPrepSlideshow()` to reflect the number of pages of thumbnails in the current gallery.

CSS code

The CSS I used is available [here](#). Like the javascript files, you can either cut'n'paste into the CSS section of your customization page or add a link to the head (NOT the header) section. The line to load a CSS file is a bit different:

```
<link rel="stylesheet" type="text/css"
href="http://www.mywanderingeye.com/public/smugmug/smShowcase.css">
```

Of course, if you choose the link method and use the above link to my site, you run the risk of having your showcase change any time I change my styles or code!

Footer code

Like the slideshow you know and love, you will want to add a small bit of code to get the showcase 'active'. As with the slideshow, once you have determined that the current gallery page is a candidate for the showcase, you need to call `scPrepShowcase()`. Unlike the slideshow, I chose to initialize my global variables in the javascript section, not the footer (see the top few lines of the slideshow javascript file). Because some of the slideshow parameters are set up automatically by the `scPrepShowcase()` function (namely the URL for the slideshow images), you should call `scShowcasePrep()` before `loadSlideshow()`. This is my code, for example:

```
if (YD.hasClass(document.body,'gallery_3017169') &&
!YD.hasClass(document.body,'singleImage')) {
    scPrepShowcase ();
    loadSlideshow ();
    document.getElementById('gallerySSBox').style.display ='block';
}
```

You will need to change the 'gallery_3017169' value to be either 'allthumbs' (to use the showcase for all your 'allthumbs' galleries) or create a compound if statement to only run `scPrepShowcase()` for specific galleries.

**** CAVEAT**** - Be sure to include the exclusion for the single-image page, otherwise your single-image page will be a mess!

Variations

- Because the thumbnails and the slide show images are 'artificially' linked by my code, it would be trivial to have the thumbnails come from a different gallery than the slideshow images. This makes the showcase the only gallery style that I know of that supports user-defined thumbnails of any size. This could facilitate the display of more than 6 thumbnails per page, but would require the gallery owner to make sure the thumbnail gallery and the image gallery were arranged in the same order. (Note that some code changes would be required to make the links to the single image pages work properly, but that would be relatively easy to do.)
- It would be trivial to change the button images used for the showcase controls, just as you would for your slideshow buttons. The showcase buttons are defined in `scPrepSlideshow()`.