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JavaScript

Interaktywne aplikacje webowe

```
1 <html>
2 <head>
3 <meta charset="UTF-8">
4 <meta name="My Site">
5 <title>My Site</title>
6
7 <style>
8
9 #animation_container {
10   position: absolute;
11   margin: auto;
12   left: 0; right: 0;
13   top: 0; bottom: 0;
14 }
15 </style>
16
17 <script>
18 function makeResponsive(respDim, isScale, scaleType) {
19   var lastW, lastH, lastS = 1;
20   window.addEventListener('resize', resizeCanvas);
21   resizeCanvas();
22   function resizeCanvas() {
23     var w = lb.properties.width, h = lb.properties.height;
24     var w = window.innerWidth, h = window.innerHeight;
25     var sRatio = window.devicePixelRatio || 1, xRatio = w/w, yRatio = h/h, sRatio = 1;
26     if (isResp) {
27       if (respDim === 'width' & lastW !== w) || (respDim === 'height' & lastH !== h) {
28         sRatio = lastS;
29       }
30       else if (isScale) {
31         // (w < w || h < h)
32         sRatio = Math.min(xRatio, yRatio);
33       }
34       else if (scaleType === 1) {
35         sRatio = Math.min(xRatio, yRatio);
36       }
37       else if (scaleType === 2) {
38         sRatio = Math.max(xRatio, yRatio);
39       }
40     }
41   }
42   makeResponsive(w, h, sRatio);
43   AddOnAniComponentCode(lb, properties.id);
44   fnStartAnimation();
45 }
46 </script>
47 </head>
```

*Dalsza część książki dostępna w wersji
pełnej.*

