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2.0 sneak preview!!!

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JavaScript+UI Consulting (hire me!)

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Author

Rails core

Prototype core

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First...

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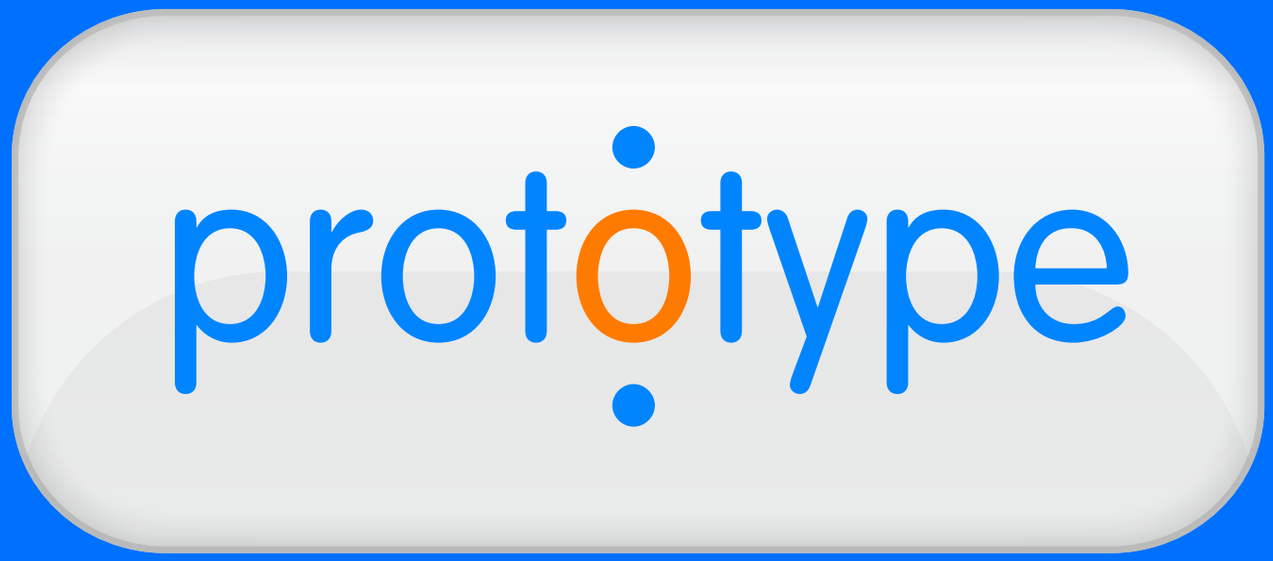

Prototype 1.6 release candidate out now

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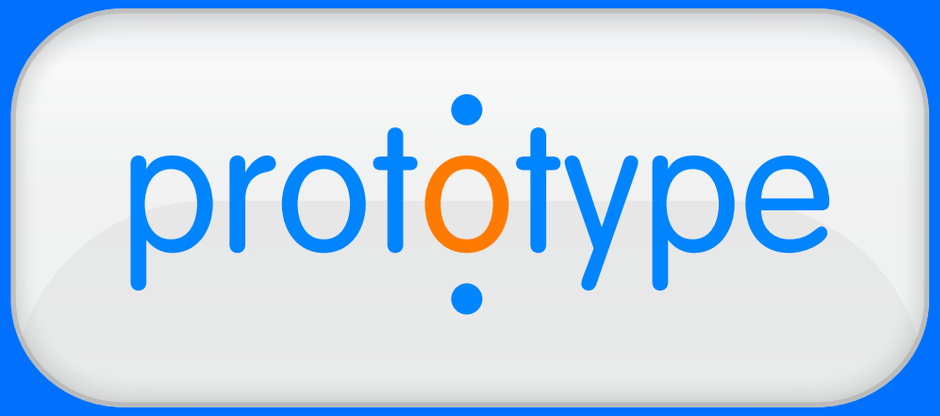

1.6

* New OOP stuff
* New events + custom events
* New Hashes
* Generally ass-kicking improvements

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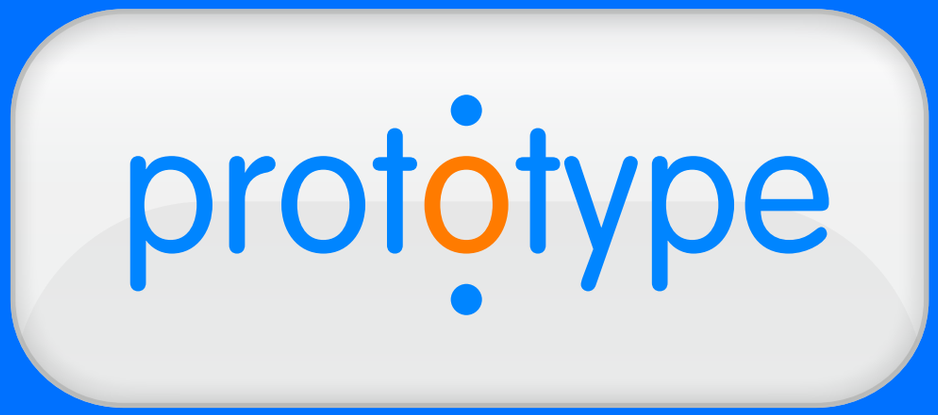

1.6+

* Unit testing
* Packaging
* Deployment

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out soon

P1.6
$1.8

pragprog.com/titles/cppsu

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Ok, this is what you came for...

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New in 2.0

* Effects
* Behaviours
* Console

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Uses all the cool new stuff in Prototype

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Effects 2.0

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Rewritten from scratch

* More modular
* Lessons learned from real-life projects
* Resuable effects

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Easy to extend

*Queues

*Heartbeats

*Operators

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*Heartbeats

*Queues

*Operators

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Heartbeat?

```
var Effect = {
  initialize: function() {
    //...
    document.observe('effect:heartbeat',
      this.renderQueues.bind(this));
    // ...
  },
  // ...
};

Effect.Heartbeat = Class.create({
  // ...
  beat: function() {
    this.updateTimestamp();
    document.fire('effect:heartbeat');
  },
  // ...
});
```

Roll your own by subclassing e.g. for debugging

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DEMO!

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Queues

(not complete yet.
yes, it's a work
in progress)

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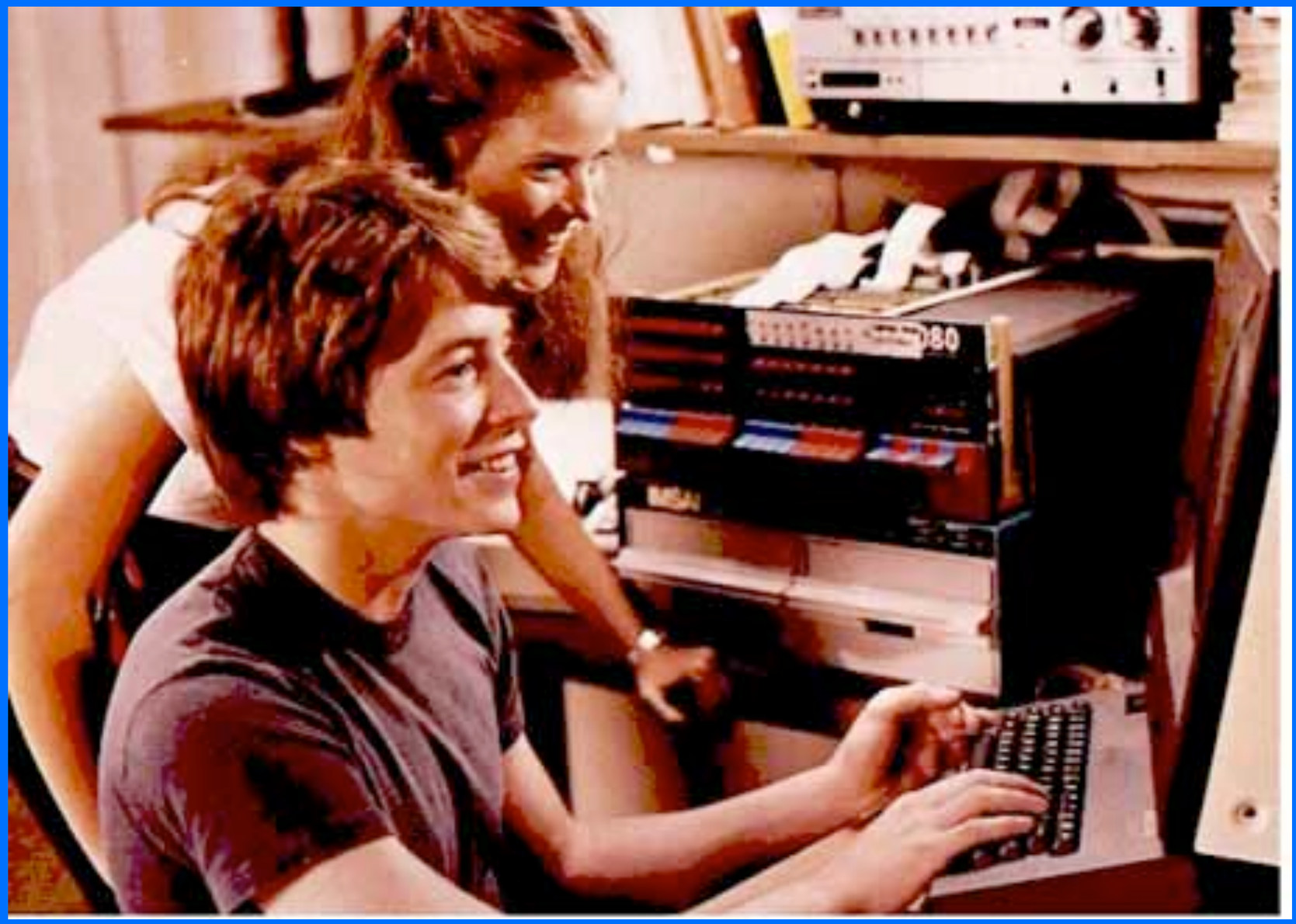
Operators?



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Operators

* Encapsulate property, CSS or other tweens
* Reusable in DIY effects

```
Effect.Style = Class.create(Effect.Element, {
  setup: function() {
    this.animate('style', this.element, { style: this.options.style });
  }
});
```

}style{ operator

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Scroll operator

```
Effect.Operators.Scroll = Class.create(Effect.Operators.Base, {
  initialize: function($super, object, options) {
    $super(object, options);
    this.start = object.scrollTop;
    this.end = this.options.scrollTo;
  },
  valueAt: function(position) {
    return this.start + ((this.end - this.start)*position);
  },
  applyValue: function(value){
    this.object.scrollTop = value.round();
  }
});

Effect.Scroll = Class.create(Effect.Element, {
  setup: function(){
    this.animate('scroll', this.element, { scrollTo: this.options.to });
  }
});
```

valueAt

applyValue

Complete scroll effect (5 LOC)

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property transitions

```
blah.morph('left: 200px; top: 300px', {
  transition: 'easeOut',
  propertyTransitions: {
    top: 'bounce'
  }
});
```

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Effect Debugger

* Step between frames with cursor keys
* Information overlay
* Extensible

```
|
2007-09-14T13:08:02.829
1 queue(s), 1 effect(s)
#<Effect:['running', 1189768081790, 1189768082790]>
```

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Morph can now do just that

* Smoothly animates changing CSS classes, styles and now content of an element

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```
$('foo').morph({
  duration:   0.5,
  transition: 'easeFromTo'
  change:     function() {
    $('foo').update('Lorem ipsum dolor sit amet...');
    $('foo').addClassName('error');
  }
});
```

* Plugs into RJS!!!

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DEMO!

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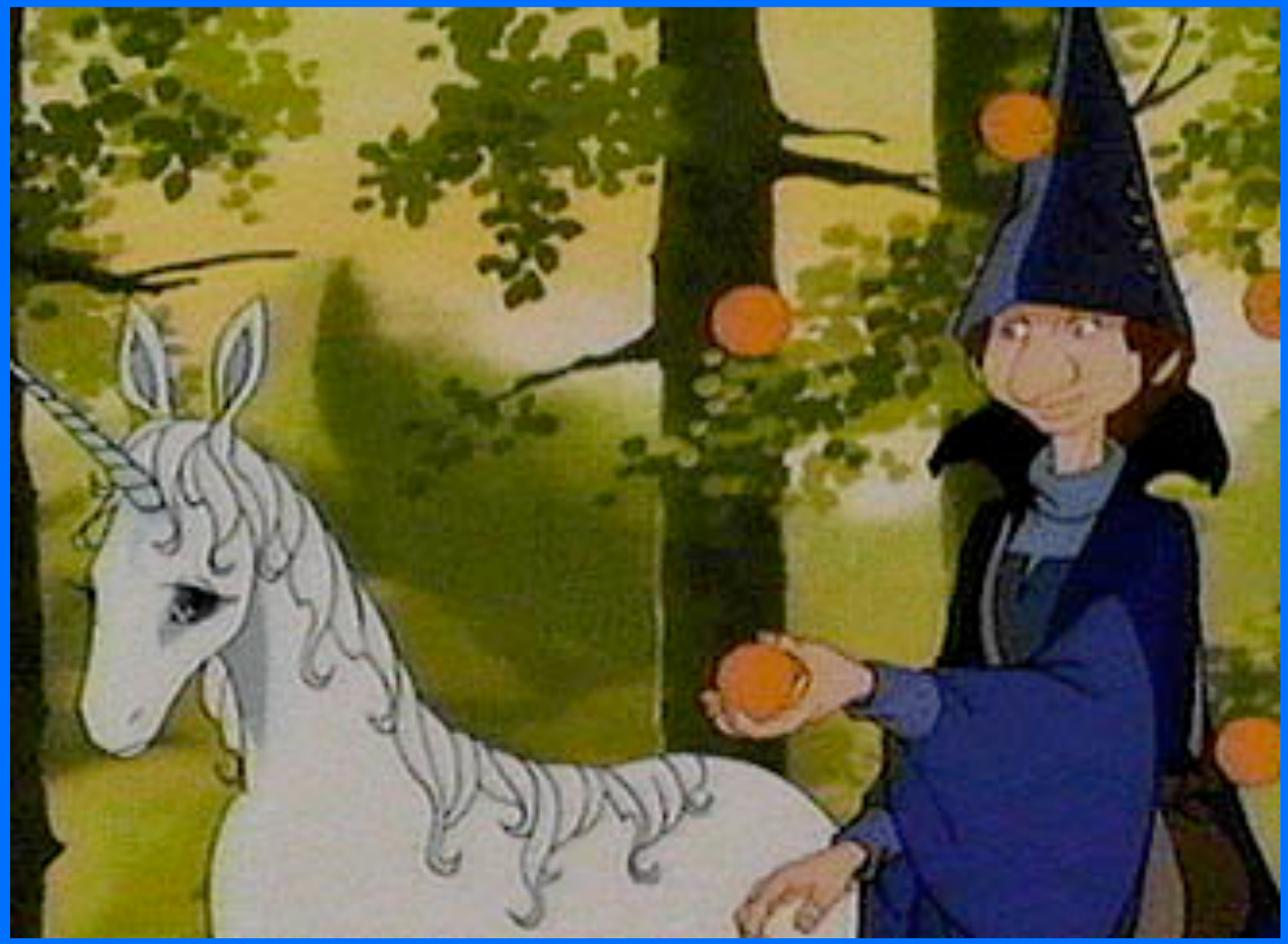
Behaviours



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Behaviours

* Wraps event handling for multiple UI elements
* Repeatable UI patterns
* Hovers, Drag & Drop, you name it

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Behaviours

* Fast: uses as few event handlers as necessary; bubbles events; caches targets and regions

* Very extensible

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Example:

Hover region

* Hover initiated by mouseover on a target
* Only stop hovering after mouse is out >0.5s of greater region

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(No demo yet. If you like you can talk to me later, and I might show something.)

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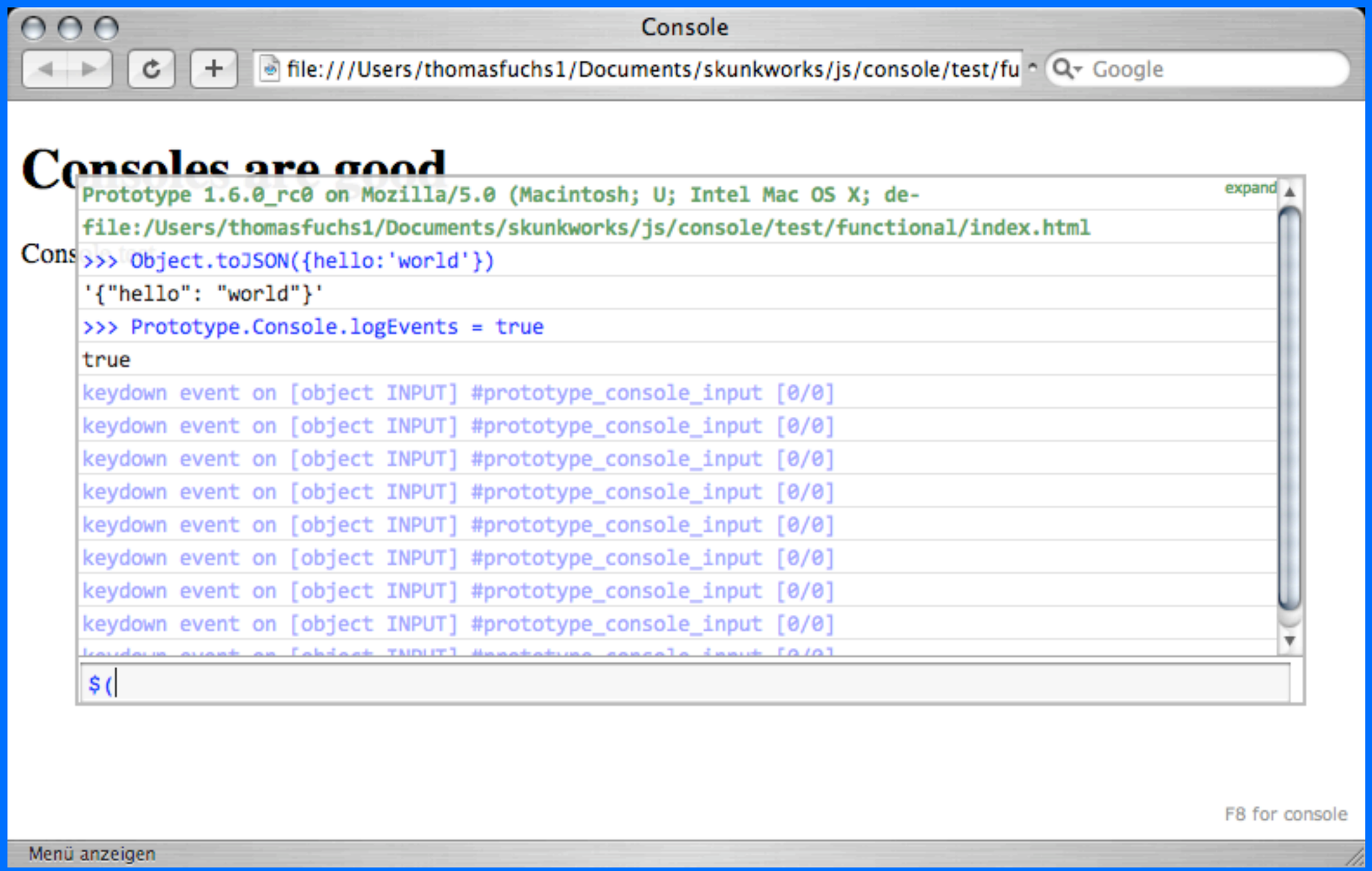
Console



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DEMO!

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Console

* Bookmarlet-based console for Prototype-enabled sites

* Element highlighting

* Event logging

* NOT a replacement for Firebug

* Get a console on production sites in every browser

very

soon

!!!

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Q+A

FAQ:

* the font? kofler.dot.at/c64/

* release date? don't ask

* preview release? soon!