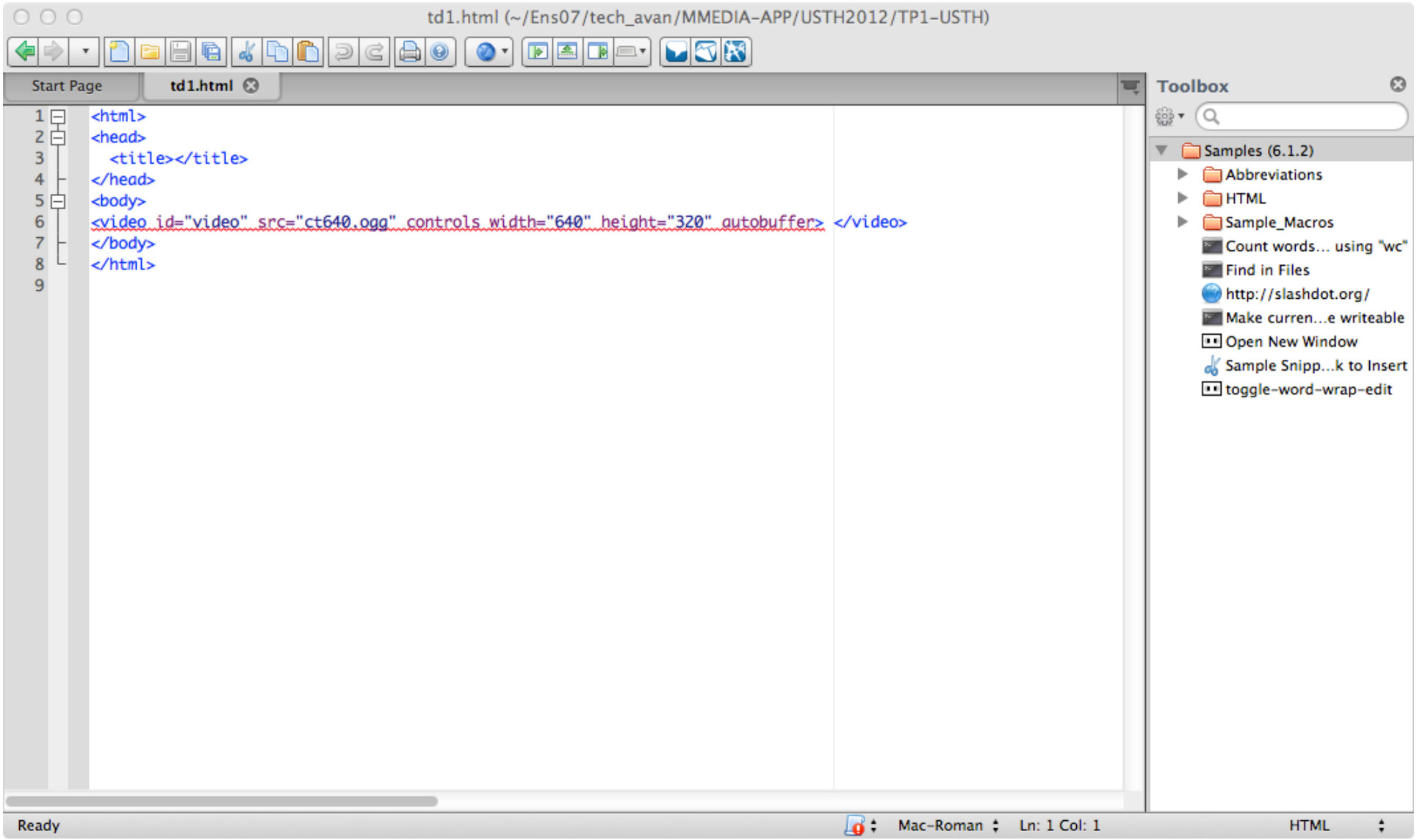
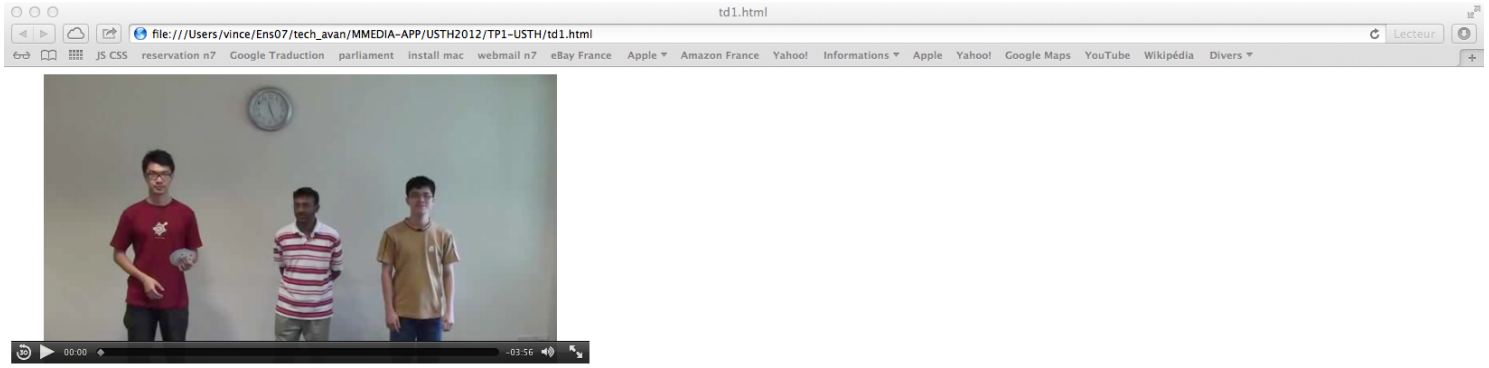
And now do it yourself



And now do it yourself



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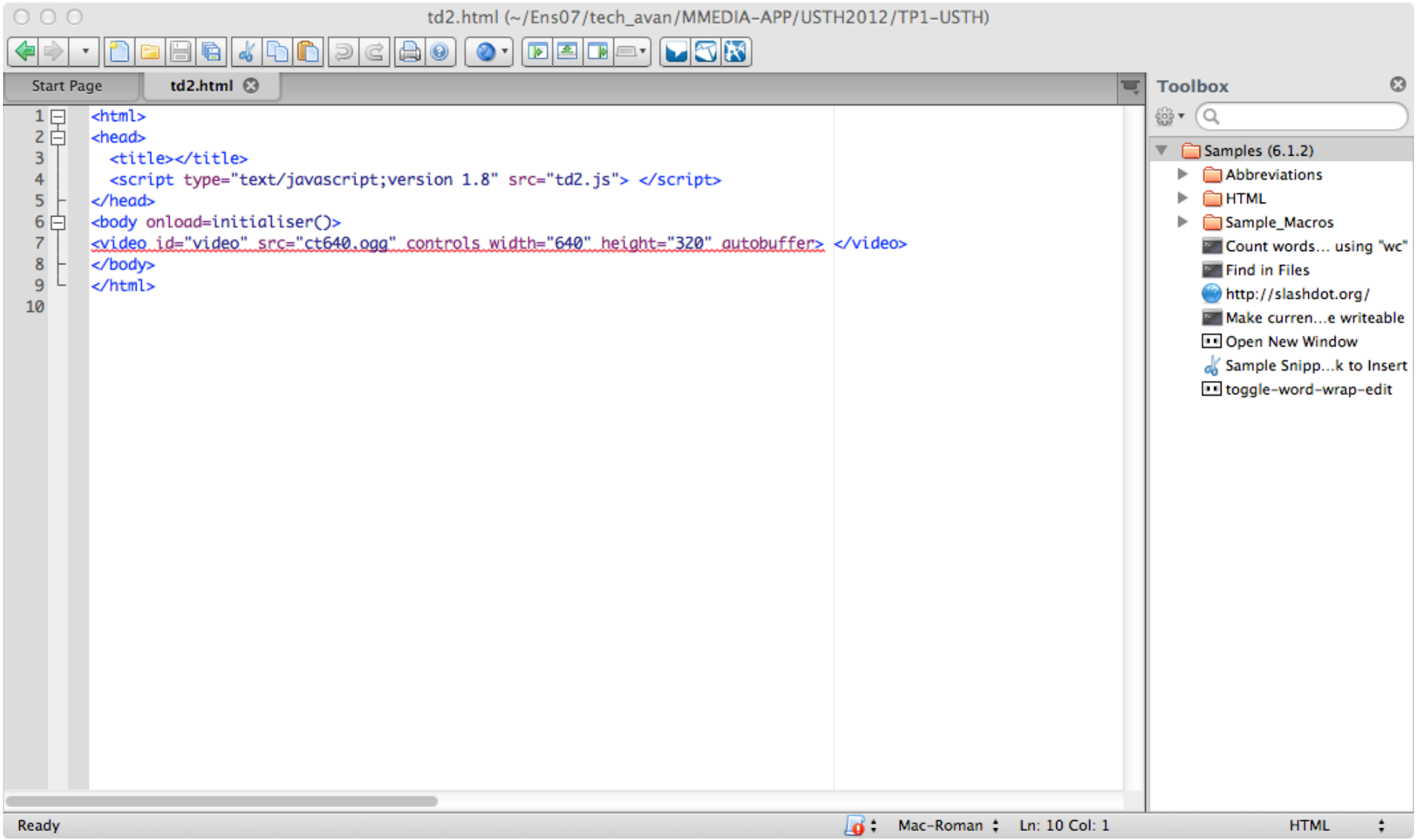

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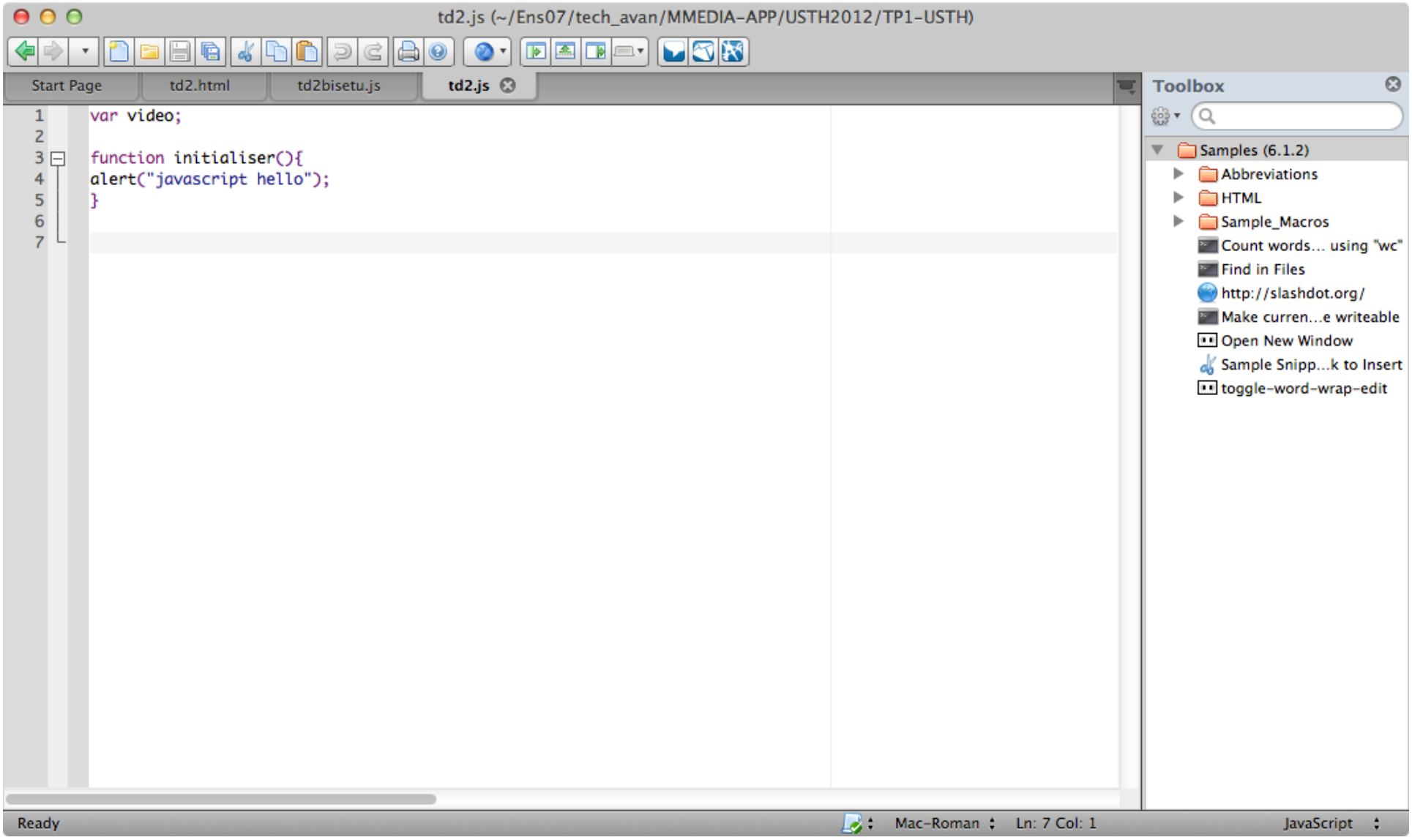

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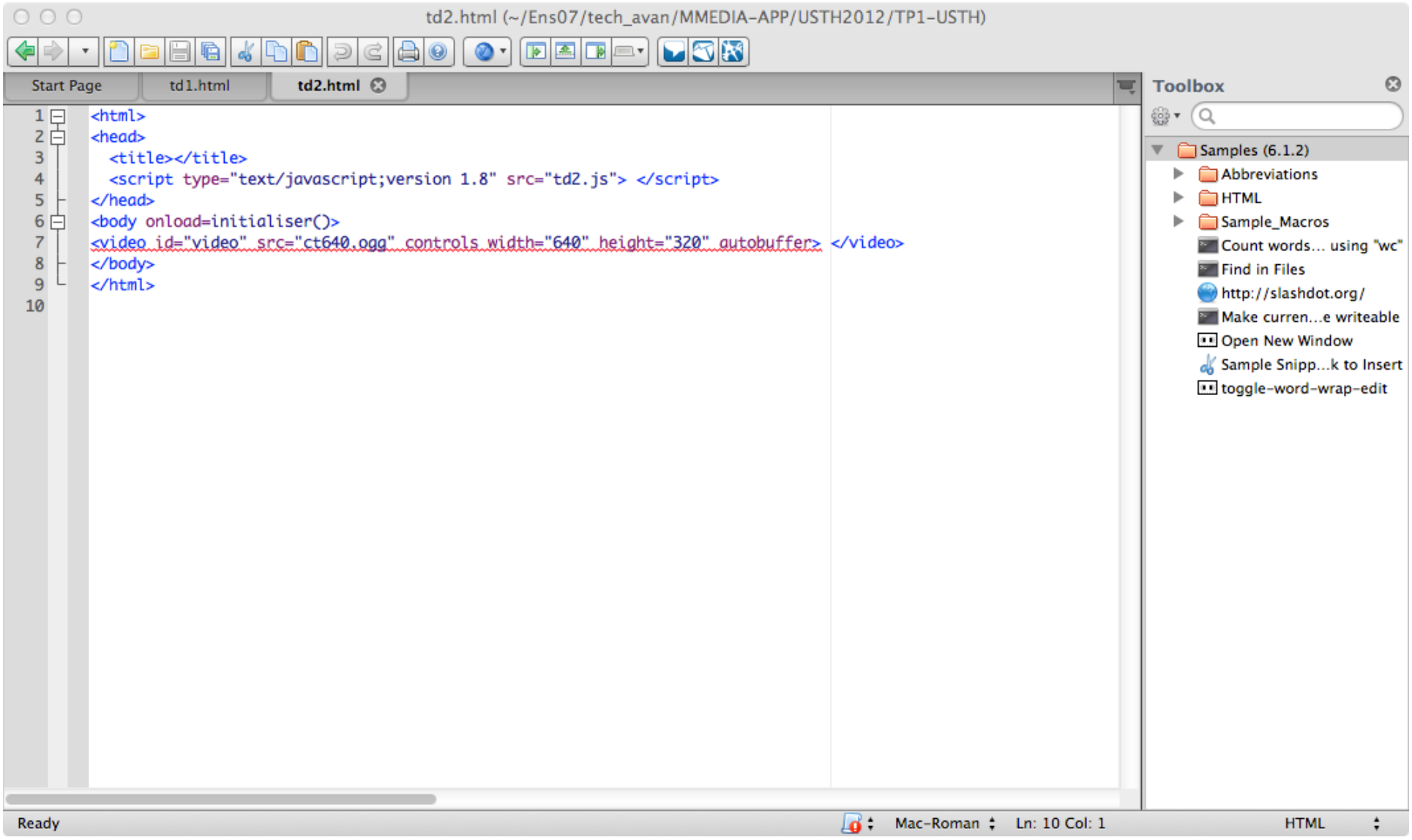

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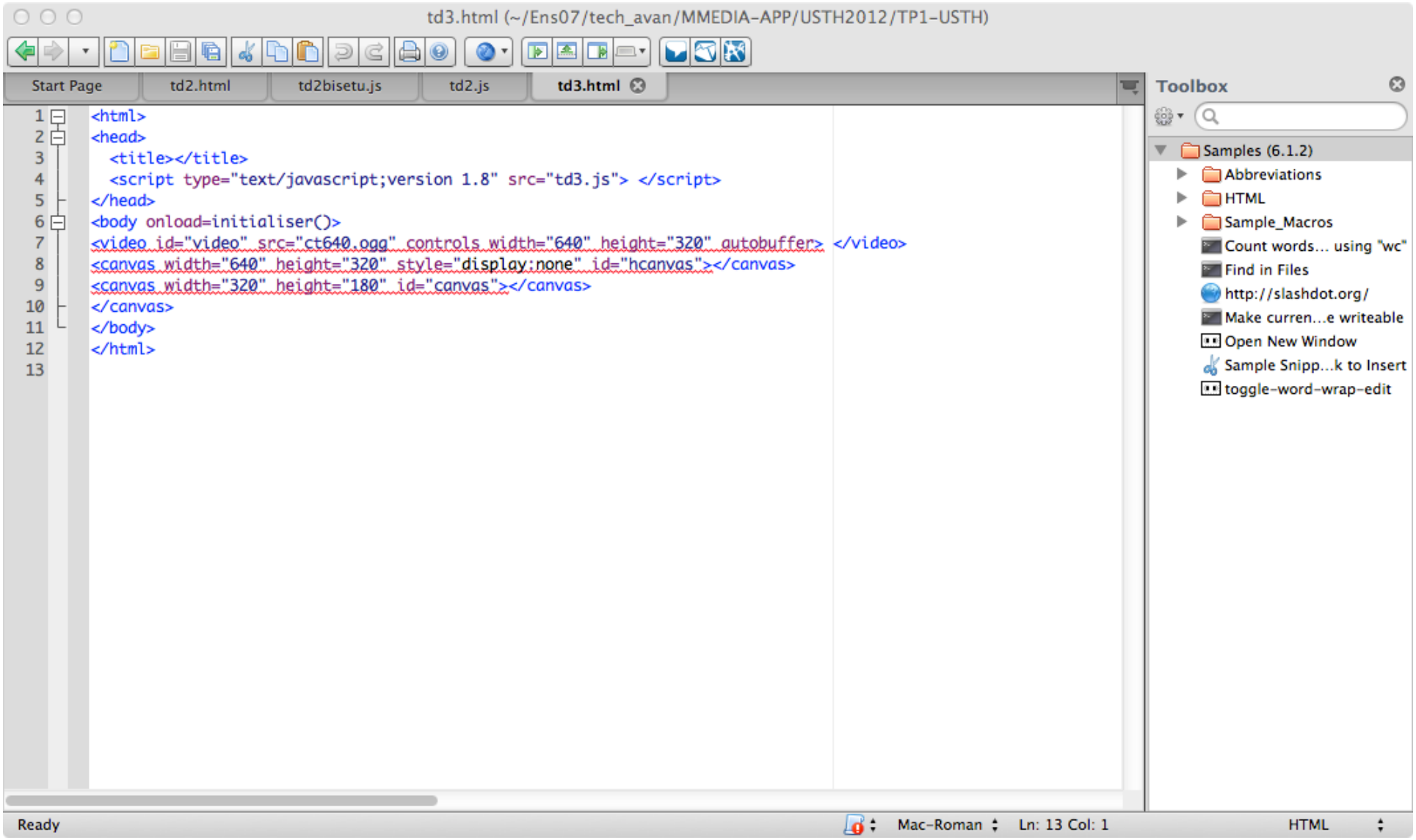

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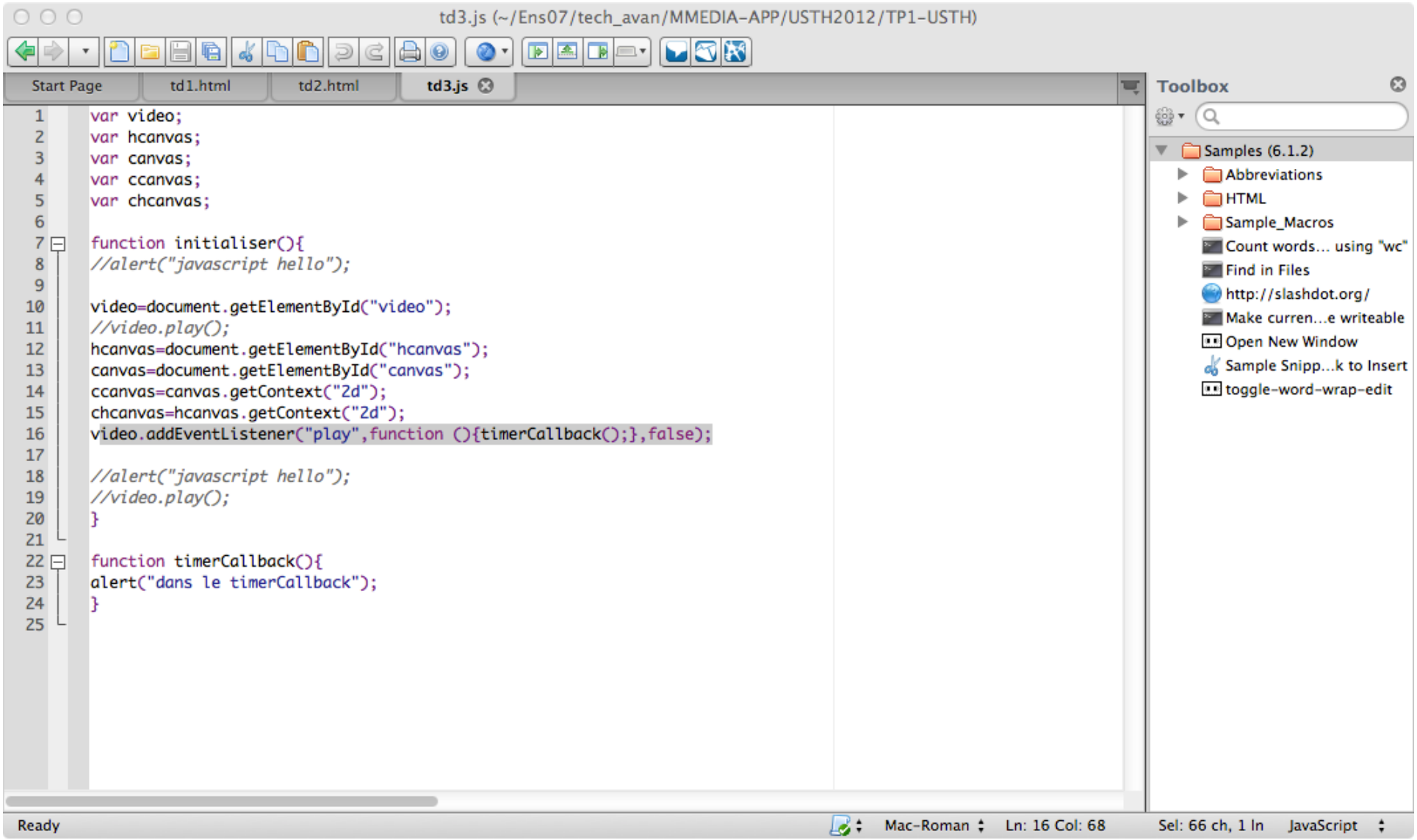

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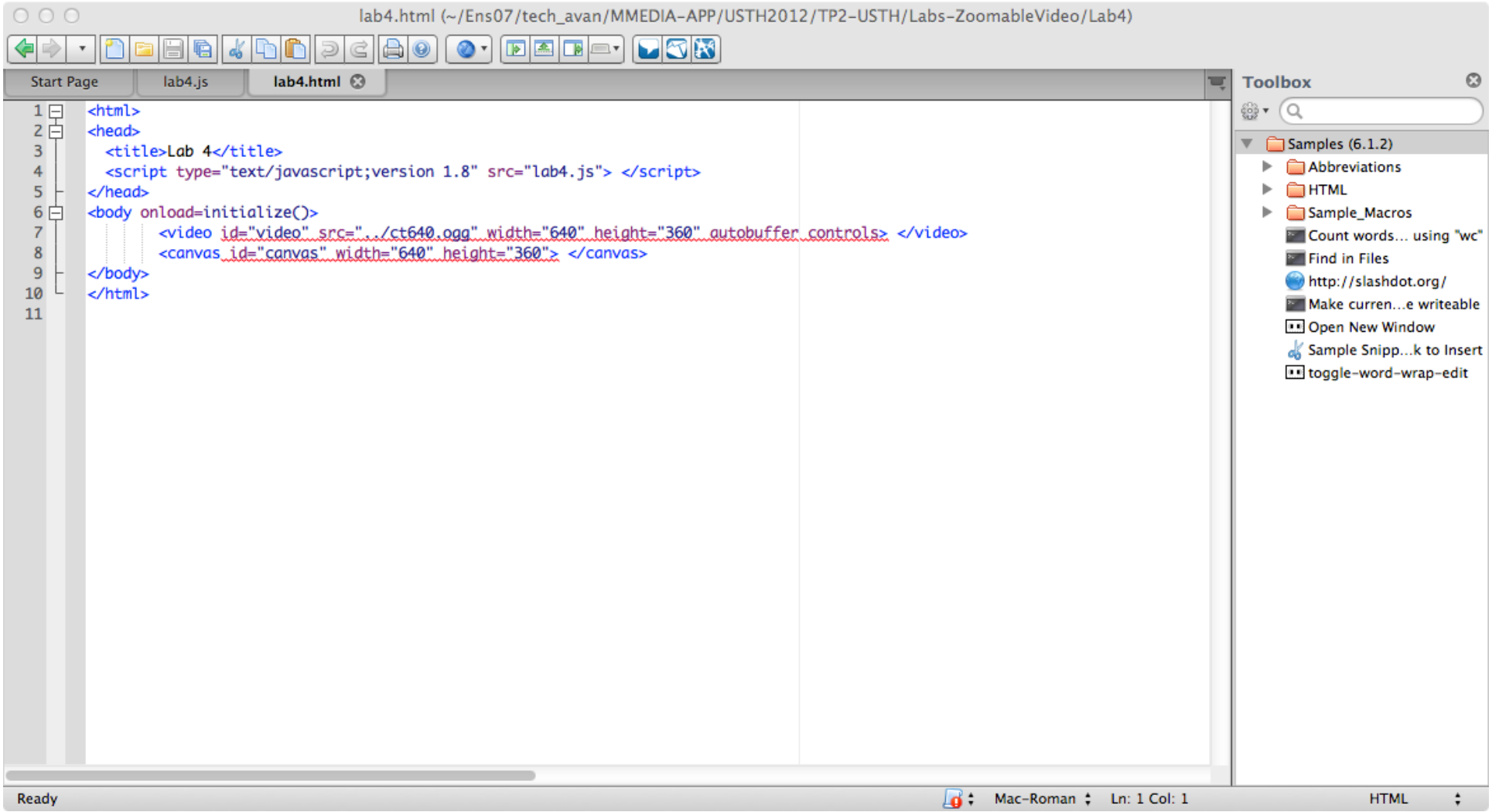

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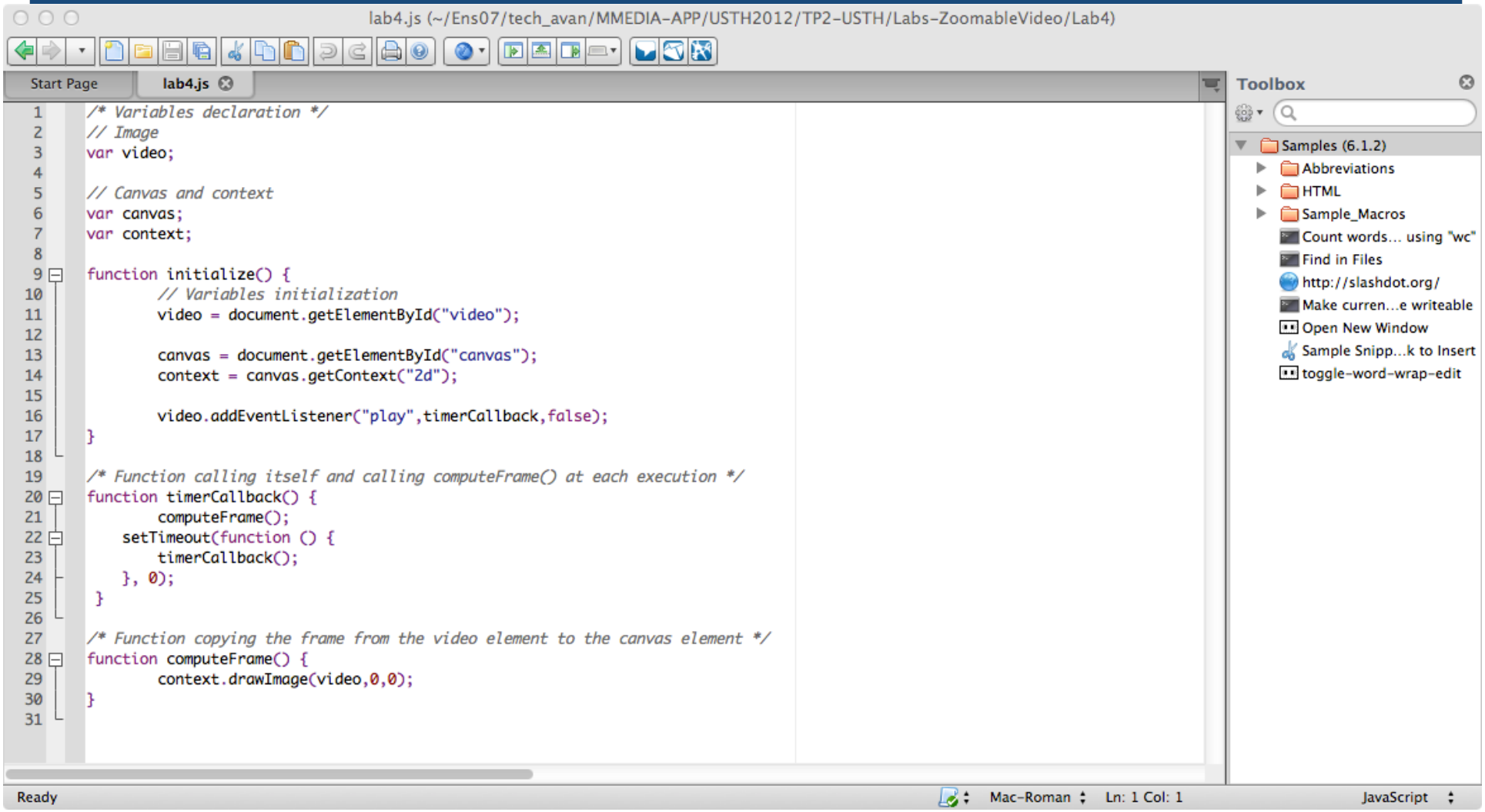

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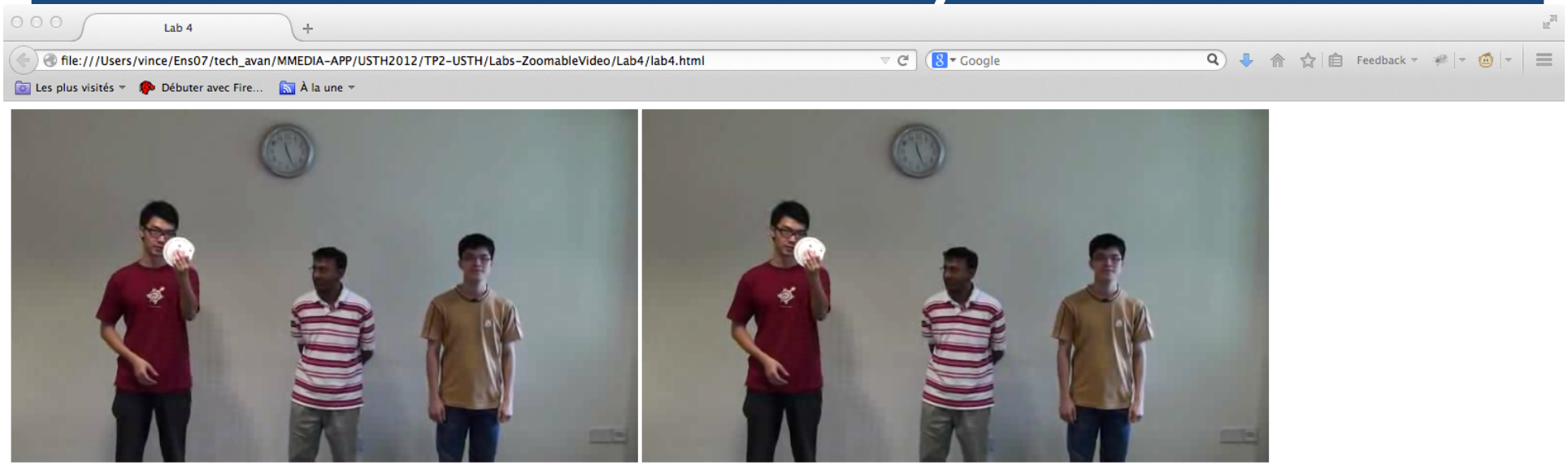


And now do it yourself

lab5.js* (~/Ens07/tech_avan/MMEDIA-APP/USTH2012/TP2-USTH/Labs-ZoomableVideo/Lab5)

Start Page | lab5.js *

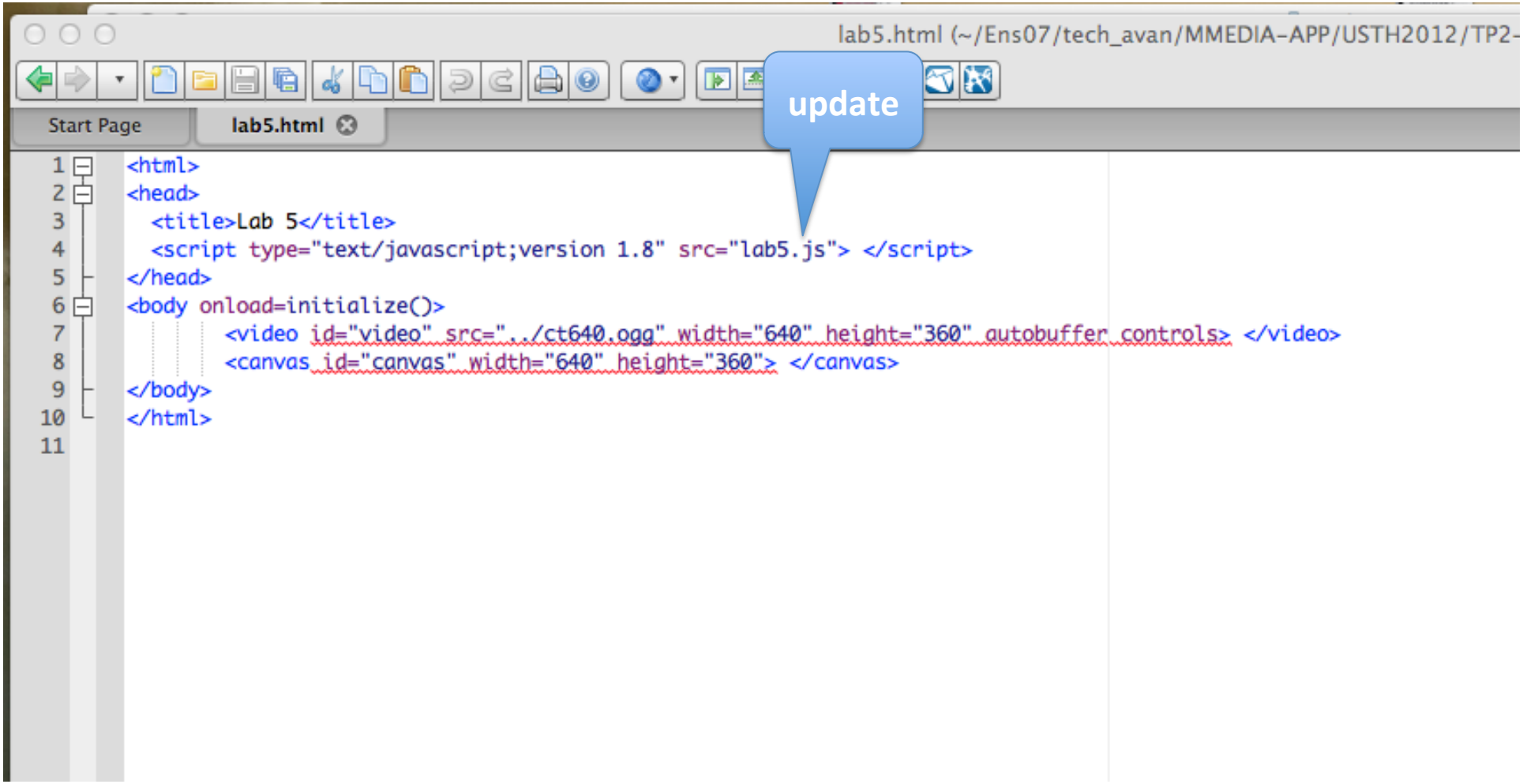
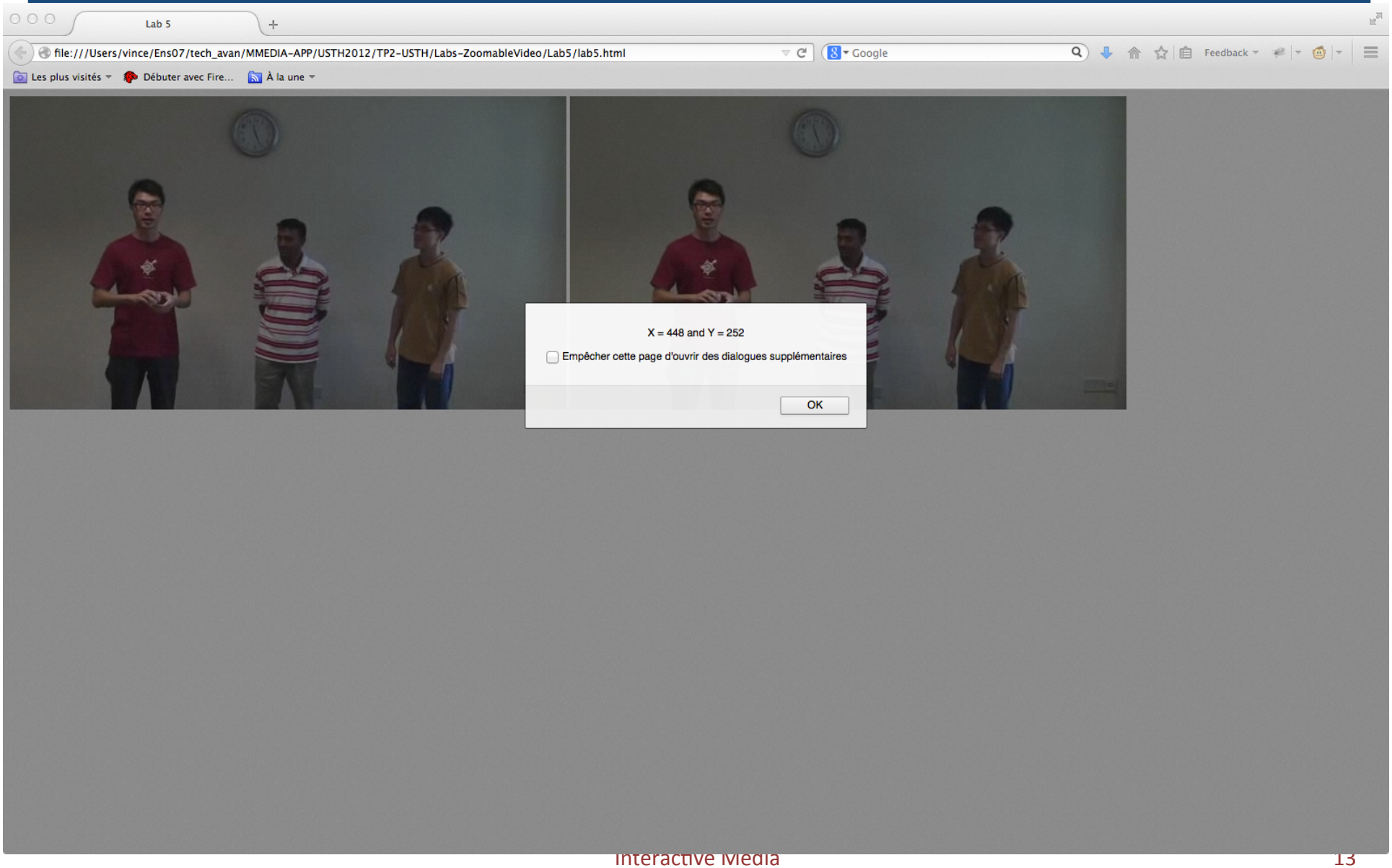
```
2   // Image
3   var video;
4   // Canvas and context
5   var canvas;
6   var context;
7
8   function initialize() {
9           // Variables initialization
10          video = document.getElementById("video");
11          canvas = document.getElementById("canvas");
12          context = canvas.getContext("2d");
13          video.addEventListener("play",timerCallback,false);
14          video.addEventListener("click",displayMouseCoordinates,false);
15  }
16  /* Function calling itself and calling computeFrame() at each execution */
17  function timerCallback() {
18          computeFrame();
19      setTimeout(function () {
20          timerCallback();
21      }, 0);
22   }
23  /* Function copying the frame from the video element to the canvas element */
24  function computeFrame() {
25          context.drawImage(video,0,0);
26  }
27  function displayMouseCoordinates(event) {
28          // Position of the click in the page
29          pagePosition = new Array(event.clientX,event.clientY);
30          // Position of the mouse inside the video Element
31          mousePosition = getMousePosition(pagePosition,video);
32          alert("X = " + mousePosition[0] + " and Y = " + mousePosition[1]);
33  }
34
35  /* Functions that allow a user to get the position of their mouse */
36  function getMousePosition(coord,obj) {
37          var scroll = new Array((document.documentElement && document.documentElement.scrollLeft) || window.pageXOffset || self.pageXOffset || document.body.scrollLeft,
38                                 (document.documentElement && document.documentElement.scrollTop) || window.pageYOffset || self.pageYOffset || document.body.scroll
39          var offset = findPosition(obj);
40          var mouseVals= Array(coord[0] + scroll[0] - document.body.clientLeft -offset[0],coord[1] + scroll[1] - document.body.clientTop-offset[1]);
41          return mouseVals;
42  }
43
44  function findPosition(obj) {
45          var curleft = curtop = 0;
46          if (obj.offsetParent) {
47                  do {
48                          curleft += obj.offsetLeft;
49                          curtop += obj.offsetTop;
50                  } while (obj = obj.offsetParent);
51          }
52          return [curleft,curtop];
53  }
54
```

Toolbox

- Samples (6.1.2)
  - Abbreviations
  - HTML
  - Sample_Macros
  - Count words... using
  - Find in Files
  - http://slashdot.org/
  - Make curren...e write
  - Open New Window
  - Sample Snipp...k to Ir
  - toggle-word-wrap-e

Ready | Mac-Roman | Ln: 43 Col: 1 | JavaScript

And now do it yourself



And now do it yourself