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"slideshow.js" Library update history
URI: **https://www.heizodani.com/slideshow/slideshow.js**
(C)2010/05/25 Kisozaemon Heizodani
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2023/12/01
- Audio/BGM and Narration's Volume control behavior have changed.
  Volume button click now changes 100% -> 75% -> 50% -> Mute in carousel mode.
  And the default volume is set to 75%, insted of 100%.
  Default volume from 100% to 75% will take care of office environment especially.
  Audio/BGM volume is temporally decreased to 30% if Narration is in progress.
  Also Audio/BGM and Voice button icons now have percent value on them.

Audio Button   Yutube Button   Voice Button

2023/11/26
- Blend/Transition enhancement with optional parameter addition.
  If Blend or Transition is specified, default value defined by *Speed* option
  parameter will be applied to all frames which have Blend or Transition.
  To enable each frame to have different time value, Transition field (7th field)
  now has optional time value added, Transition type and separated by ; then time.
  If optional time value is omitted, then the default value will be used.

2023/11/04
- Minor single step mode bug fixed which is seen in some circumstances.

2023/09/03
- Resume/Pause buttons states are displayed on OnScreen and CtlBarButton.
  OnScreen button is displayed on center of screen by large icon.
  Large icon on screen is a convenient user interface, but it hides the part
  of text or image in case of reading text by using single step mode.
  Now CtlBarButton does not display the Resume/Pause on screen.
  If OnScreen button is used the Resume/Pause displayed on screen same as before.

CtlBarButton

OnScreen button

    Diabling OnScreen button is useful in case of taking screen snip shot
    while in pause node.

2023/06/18
- Minor bug fix for Narration feature.
- Audio and Youtube vol and Narration vol states are displayed by icons.
  They are displayed on tool tip also now, showing current vol values in text.

2023/03/15
- If any slideshow control bar button is clicked, control bar autohide state

is now turned off until resume state.

2023/03/01
- As Microsoft Edge's default progress bar color have changed from blue to gray,
  slideshow's progress background color changed from grey to lightgary.

2023/01/10
- Minor bug fix for slideshow control bar is not used.

2022/12/25
- To differentiate whether the BGM is taken from Youtube or audio file,
  the Audio Icon button image have been slightly changed.

Youtube BGM

Audio BGM

2022/12/15
- Enhanced Audio vol button on slideshow cntl bar from 2-state (*100%->Mute toggle mode*) to 4-state (*100%->Mute->30%>-60% round robin mode*), to give more control.

2022/10/01
- Slideshow control bar style, color, font and buttons are slightly changed.
- *Tooltip* addition for "Mouse on to show Cntls" bacause of the auto-hide feature.
- Bug fix for *startTime mode* option in frametimer.
  If error exists, automatic *frametimer convert mode* in Debugdump is not working.
- Changed Youtube BGM to work in loop mode.
- Bug fix for audio volume setting working even under audio is not used.
- Fix Youtube BGM volume set to 30% if narration exists in frame, same as audio.
- Fix to include the Youtube BGM under the mute button control, same as audio.

2022/09/29
- Bug fix for Youtube BGM handling at the end of show.

2022/09/27
- Control Bar(s) positioning changed.
  Accordance with the *autohide* feature, control bar(s) is now changed to the
  position same as Youtube style like (lower part of the frame).
- If Youtube music is used for BGM, 1px line of Youtube screen image is displayed
  on control bar position. This bug is corrected now.

2022/09/25
- Control Bar(s) *autohide* feature added.
  If show is not pause state, control bar(s) automatically fades out in 3 sec.
  Mouse-over on Frame screen or control bar(s) will re-activate and *mouse-out* will
  cause fade out in 3 sec.

2022/09/20
- Bug fix for music control bar layout, without slideshow control bar case.

2022/09/07
- Informational "Loading..." message color change from 'White' to 'Lightskyblue'.
  Background frame color is used Black or White, in general.

If the background color is set to white, white colored message is invisible.
- Narration button display position adjustment.

2022/08/22
- In addition to control bar *Play/Pause* button, on-screen *Play* icon is displayed
  in case of waiting *Play*. And, screen click (though icon is not displayed) while
  the show is in progress, will *pause* the show.
  As the control bar is just a optional feature, if not used, show control is not
  provided, but with this feature addition enable user the minimum control of
  Play/Pause operation.
  These feature additions will provide user more convenient accessibility.

2022/06/15
- 14 option parameters now have predefined default values. If any option parameter
  is omitted, the default value will be used. This will eliminate the necessity
  of all parameters to include in slideshow script, if default value is OK.
  The default values definition are;

```
speed="5;1;1";        // SPEED:    timer in sec (Duration; Blend; Transition)
width="90%";          // WIDTH:     slideshow frame width  (% or px)
height="";       // HEIGHT:    slideshow frame height (% or px or blank)
image="./";           // IMAGE:     file location or URL (each image may have add'l path)
music="./";           // MUSIC:     file location and name or URL (blank=none)
frametimer="0";       // TIMER:     timer mode (0=durationTime mode, 1=startTime mode)
audiocontrol="0;1";   // AUDIO:     control bar (0=none, 1=yes); autoplay (0=no, 1=yes)
showcontrol="1;1";    // SLIDESHOW: control bar (0=none, 1=yes); autoplay (0=no, 1=yes)
bordercolor="black";  // BRDRCOLOR: frame border color (color name or RGB value)
display1="10;12;white"; // CAPTION: location (0=none); effect (0=none); color
display2="1;0;white"; // COMMENT:   location (0=none); effect (0=none); color
display3="3;1;white"; // DATE:      location (0=none); effect (0=none); color
frameratio="0";       // ASPECT:    frame aspect ratio (0=4:3, 1=16:9)
debugdump="0";        // DUMP:      debug dump (0=no, 1=frametimer conv, 2= option conv)
```

2021/12/01
- Image path option handling have been enhanced.
  First column of the 'slide[n++]=' is used to define the image file name.
  If file name has the relative directory notation such as './' or '../' etc,
  or URL of 'http://', 'https://' is detected, 'Image path option' will be ignored
  for this slide by this change.
  With this change, image file will be addressed relative to 'Image path option'
  or relative to 'Current page' or from new URL.
  So the 3 ways of addressing are available now.

2021/11/10
- Fixed the bug for Transition first frame handling.
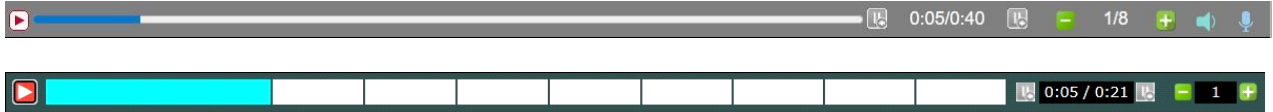
2021/05/24
- Fixed the first-frame display restriction for 'transition' and 'panzoom'.
  Transition works with previous & current frame, but the first frame does not
  have previous frame. Because of this fact, first frame of 'transition' was
  ignored. Now, dummy frame is used to lift this restriction.

2021/05/17

- Slideshow control bar 'elapsed time and total time' field expanded to take care
  of 2-digit minutes (0-99 minutes), 'current frame no. and total no.' field also
  expanded to handle 3-digit numbers (1-999 frames).

2021/05/01
- Slideshow progress bar have changed to new style. The real elapsed time is also
  displayed on progress bar. Buttons on bar are now more friendly for mobile.

- Corrected right justified text display if 'tag' embedded in display1, display2,
  display3 texts.
- New feature, "Narration' is now available. In 'Display3' text field, if <audio>
  tag is embedded, display text will be displayed as before, and 'audio' portion will
  be narrated with the computer voice.

2021/04/24
- In addition to the *debugdump* option "0" and "1", new option "2" is defined for
  old style option parameter to new style conversion. It will dump the converted
  parameter on screen. Cut&Paste to modify the existing old style parameter, in
  case of necessity.

2021/04/22
- option1~option9 are renamed to *framtimer, audioncontrol, showcontrol, bordercolor,
  display1, display2, display3, frameratio, debugdump* respectively.
  Instead of using number, descriptive name is more easier to understand.
  The old style option is compatible to the new library, but new slideshow recommends
  to use new option name.
- *Otion4* (Youtube option) is no longer effective for Youtube control. Now this option
  is assigned to "*bordercolor*" option which controls border frame color.
  Color entry is supported with "color name" such as *lightskyblue,* or RGB value.
  In case of iFrame embedded slideshow, it's easy to select and match with the same
  color as the screen background color, by in-line option override.

2021/04/14
- Added more Text display location points.
  If HD sized picture is used in std flame, lower part of the frame is displayed blank.
  To utilize this space, 6 display locations are added.
  On the bottom line of the HD picture, Left:11, Center:12, Right:13.
  Next to the bottom line of the HD picture, Left:14, Center:15, Right:16.
  In addition to this change, text offset from frame is adjusted to display
  1/2 line for top/bottom frame, and 1 character for sides, instead of one line
  and 2 characters.

2021/04/08
- Slideshow progress bar control button's function, such as Stop/Step/Skip, terminates
  it's operation at the boundary of current frame processing end.
  These periods are called *hour glass time* and double clicking of these buttons become
  ineffective. To make this period visible to operator, Start/Stop button now changes
  to *Hour Glass* type Icon and disable the double clicking.

2021/04/01
- Added new '*height*' option parameter to define the slideshow frame size now.

If '*height*' option is missing, for older version compatibility reason, it's still OK. There are many ways of defining slideshow frame size, but *width="90%", height=""* will be the simple way. Only the *width* is entered and *height* is missing. Missing entry will be supplied by *Aspect Ratio* option entry. New '*height*' option will give the priority to determine slideshow frame size, such as *width="", height="90%"* case. It's possible to define both entries, of course.

2021/03/23
- Removed coding other than 'Microsoft new Edge browser' completely, for better support.
- Progress bar minor change.

2020/04/13
- Removed all IE Versions supporting code from library to make code maintenance simple. Main target Browser supporting this library is now 'Microsoft new Edge browser'. As the 'Microsoft old Edge browser' and 'Google Chrome browser' have no significant difference, because of that, they will probably work without special consideration.

2020/04/12
- Added tooltip to Resume/Halt button.

2019/11/03
- Fixed the frame-size problem in landscape/portrait mixed show, while in Skip forward/Skip backward mode .

2019/08/18
- Resume/Pause buttons minor design change.
- Audio slidebar change for Chromium-Edge browser.

2019/07/17
- Added tooltip for progress bar buttons.

2019/07/01
- Enhanced Skip forward/Skip backward mode now updates, not only the progress bar, but also updates the image frame.

2019/04/08
- Added Chromium-Edge browser to treat same as Spartan-Edge browser.

2018/09/13
- Changed the public location of library slideshow.js. Location is now "http://www.heizodani.com/slideshow/slideshow.js". Old location "http://www.geocities.jp/heizodani/download/slideshow.js" will be kept for sometime, but may be discontinued in future. Yahoo Japan will stop "geocities" Web service on Mar 31, 2019.

2018/09/03
- Changed Resume-button design using red color.

2018/02/24, 2018/05/29
- Replaced Sand-grass icon to Clock icon in progress bar when stop button pressed.

2016/11/06
- Single step forward button relocated to right side of elapsed time window.

2016/06/09

- Audio control bar height for Chrome is adjusted.

2016/05/19
        - New text display position "0" have been added. Display positions 1-10 have
          one character offset inside the display frame, but position "0" has no offset.
          It will be positioned at the top-left corner of the display frame.

2016/05/11
        - If music auto-play is specified, music stated while image loading is in progress.
          Now music is started after "Loading ..." message disappeared.

2015/11/23
        - Display top-frame position of the slideshow in the Windows frame is slightly changed,
          if both the audio and slideshow control bars are omitted.

2015/11/15
        - If slideshow has very large number of frames, loading of images may take a longer time
          to complete, and the start of the show will be delayed quite a time.
          Slideshow now displays "Loading ..." message while loading images.

2015/10/25
        - This is not a coding change, but the advise how to avoid the side effect caused by
          Youtube UI change, quite sometimes ago.
          Because of this UI change, small window of video screen is now displayed on the
          same place of Control-bar. To avoid this, 'no controls' option is recommended
          by setting *option2="0;1";*.

2015/10/03
        - Changed music to play in loop mode, in order not to stop before slideshow ends.
          Youtube music is not looped, same as before.

2015/09/22
        - Microsoft Edge (Spartan)/IE11 UA String detection changed.
          Omitted version number from "Edge/12." to "Edge/." as Edge/13.0 released.

2015/06/20
        - Microsoft Edge (Spartan)/IE11 UA String detection changed.
          "Edge/12.0" to "Edge/12." and "rv:11.0" to "rv:11.".

2015/04/10
        - New category of transition types have been added. The current transition effect works
          such as new slide appears overlayed or blended on previous slide, but newly added
          transition works on black screen. Look&feel is almost same but slightly different taste.
          New category codes are defined as adding '100' to original type codes (100-123).

2015/04/05
        - New transition filters implemented. Newly implemented filers are not exactly same as
          Microsoft proprietary RevealTrans filters, but almost same look&feel.
        - As Microsoft proprietary RevealTrans filters are removed, and replaced with CSS3/HTML5
          Javascript code, the old IEs up to IE8 can not enjoy new filters, but just ignored.
        - Pan/Zoom type "P" (Portrait) and Blend filter "B" are now changed to "-1",
          though old type code is compatible, but discouraged to use.

2015/04/01
        - Removed Microsoft proprietary RevealTrans and BlendTrans filters, because it works

only under older environment. Changed image processing algorithm for new filters.
 - Slide data definition and format slightly have changed, but older file format works
   fine without any change and is compatible. New slideshow will adapt new format.
 - New Blend filter implemented. New transition filters is in under development,
   but not yet.

2015/03/25
     - Comma(,) is currently used for data field separator, but the text data is possible
       to embed HTML tag(s) and embedded HTML may have comma(,) or semicolon(;) in
       the text area.
       This will conflict with data field separator and/or text effect field separator.
       because of this fact, new data field separator Vertical Line(|) is recommended.
       The Javascript will check the first line of data and judge the which type of the
       separator is used.
       Intermixed usage is not recommended, though both style is OK but (|) is more
       flexible and extensible and recommended.
     - Same as image data corrected for Pan/Zoom/Scroll function,
       text data also have same trouble.
       The older IE versions do not have this trouble, but sometime around IE8 property of
       left/top changed more strict and caused incompatibility. This trouble is now
       corrected.
     - If Audio player reaches end of music, automatically reset and pauses at the beginning,
       If Youtube is used in place of Music player, this behavior is not same.
       It does not reset. So, Slideshow now controls Youtube look-alike Audio player.
     - Slideshow related files relocated to
       http://www.geocities.jp/heizodani/download/slideshow/.

2015/03/20
     - Added frame skip(forward/backward) buttons on slideshow control bar.
       Single step(forward/backward) and skip(forward/backward) buttons are now displayed
       only at paused state, and any buttons are now disabled while in *hourglass* mark is
       displayed, which means 'in-processing current frame', in frame number display area.
     - Audio play (Audio and Youtube) is now has an interface with the Slideshow Control.
       Most of the case now, Audio Control bar is not always necessary to display on screen.
     - Fix the Pan/Zoom/Scroll function failing under Google Chrome and
       IE11(Win10 TP2 Build:9926).
       Currently positioning is done by pixelTop/pixelLeft style, but Chrome and Win10 have
       changed functional behavior, and now changed to use top/left style, instead and
       corrected.

2015/03/15
     - Scroll type "20" now start scroll near bottom of the photo, not exactly the real bottom,
       depending upon frame ratio 4:3 or 16:9 factor.
       The reason of the change is that most of case, frame duration time will not enough
       to scroll from bottom to top for the portrait format photo, with using the landscape
       window frame form. Type "19" and "20" are providing scroll for landscape format photo,
       but the case of the height size is slightly bigger than normal.
       This is good for the photo up to 4:5 size (standard aspectratio 4:3 window),
       or 1:1 size (HD aspectratio 16:9 window).
     - For the true portrait photos, added scroll type "21" and "22" scroll options,
       and this type option displays whole portrait image adjusting the width, with leaving
       space for both sides.
     - Pan/Zoom/Scroll type "P" added, which handles portrait full display option without
       Pan/Zoom/Scroll operation. So, option *none* is landscape and *P* is portrait.

2015/03/10
- Changed slideshow progress bar buttons have changed to image style instead of char.
  Buttons, elapsed time and frame display have changed to flat style instead of 3D.
  If autoplay is braked or in single step mode forward/backward, hourglass is displayed
  up to the end of frame duration time. Single step and end of DB stop mark also changed.
- Youtube control bar is changed from AS object model to HTML5 iFrame model.
- Option4 (reserved) is now assigned for Youtube progress/control bar *autohide* option.
  Current Youtube default value for autohide is "2", but I guess that option value
  "2" is new, the old post had only 2 options (0 or 1) and if "2" is specified,
  it falls back to "1".
  For old post case, this option will determine the necessary value.

2015/03/05
- Changed slideshow progress bar look-and-feel.
- Audio play is now follows the Slideshow progress bar control buttons.
  Most of the case now, Audio Control bar is not always necessary to display on screen.
- Note: Currently, only the HTML5 Audio Control has an interface with Slideshow Control.
  Youtube HTML5 iFrame embedded Player does not have interface yet. Will soon be ready.
- Text effect *Fly in Left/Right* was reversed. Function was swapped and corrected.

2015/03/01
- Comment lines for describing parameter usage is replaced with http:// address which
  points to graphical figures for help, to make it easier to understand.

2015/02/25
- Fixed the bug of IE9 Opacity handling. IE9 now supports CSS3 style.
- Fixed the text effect handling for unsupported style for that particular
  version of IE, which is now displayed as effect of "none", instead of no display.

2015/02/20
- Text effect *spin out* modified.
- Text displayed on position 2, 5, 8, and 10 now centering tags <center> and </center>
  are inserted by coding automatically.
- Note: Text display *location option* in *Caption*, *Comment* and *Date* is only effective on
  the first line of database (normally, title screen), and once location is specified,
  Caption, *Comment* and *Date* locations are fixed on this locations. Further override of
  location is impossible. So, the location of *Caption*, *Comment* and *Date* are fixed
  throughout slideshow.
  Also, text length of the *Caption*, *Comment* and *Date* is taken from first line,
  and if the following text display is longer than 1st line's length, text will truncate.
  To overcome this inconvenience, text of the first line must have enough length with
  appending space characters.
  All these restrictions came around IE8 time or so (version incompatibility problem),
  and there is no complete workaround yet, and this problem still exists.

2015/02/15
- Progress bar button design changed.
- Single step mode enhancement.
- Text effect *spin in/spin out/swing down* are implemented.

2015/02/09
- *PanZoom* field in *Speed* entry is not currently used. Therefor omitted this field.
- Text effect *"big zoom"* improvement.
- Changed Data definition format, and now has 3 formats. (*simple*, *standard* and *extended*)
  Format is determined by checking first line of Database based on how many fields are

there. So, all other lines of Database must have the same format.

2015/02/01
    - IE11 Edge mode now reported as "Netscape", not "Microsoft Internet Explore" and
      because of this, DocumentMode becomes undefined. Javascript code treated as Netscape,
      therefor mistreated DocumentMode. All these facts caused internal coding logic
      conflict and is now corrected.
      The *<meta http-equiv="X-UA-Compatible" content="IE=n">* tag under Win10 (as of TP)
      ignoring X-UA-Compatible mode. So, legacy "*feature of Visual Filters and Transitions*"
      are no more supported.
    - IE10/IE11/Netscape does not support alhpa filter.
      These Browsers are now supported by *style="opacity:n;"* feature.
    - Audio Control Bar height size is dependent on IE9/10 and IE11.
      IE11 Bar is bigger than others. Correction will applied to IE11 case.

2012/06/15
    - Changed slideshow progress bar to look&feel same for all versions and browsers.
    - If *<meta http-equiv="X-UA-Compatible" content="IE=8">* tag is omitted in calling page,
      <bgsound> tag will not used in any browser, instead IE now use standard <audio> tag.

2012/06/06
    - Changed HTML quirks mode to html5 mode.
      Changed No Doctype to <!DOCTYPE html>, which accommodates html5.
      Removal Shift-JIS definition and now UTF-8, which is html5 default.
      Changed no BOM to UTF-8 BOM file.
      Removal of content="text/css" line, which is not required in html5.
      Removal of <script> comment lines <!-- -->, which is not required in html5.
    - Removal of option4 slideshow control panel style option definition.
      Main purpose of this option was to match with youtube progress area length.
      But, youtube changing control panel design frequently and difficult to follow.
      Now, slideshow control bar is only one type.
      The option4 will be used future for another purpose and currently not used.
    - With the adaption of html5, <audio> (and <video>) tags are enabled.
      If wav, au, mid, aif, or mp3 file is used, IE will use <bgsound> tag
       with no control bar.
      Because of the some Microsoft specific features are not supported under html5 and IE9,
      <meta http-equiv="X-UA-Compatible" content="IE=8"> tag is used in calling page.
      This will solve the Microsoft specific feature problems, but other web browser (Chrome)
      will now support mp3 file under html5 <audio> tag and control panel.
      But, IE and Chrome default html5 modes still have title/comment/date text handling
       problem, as though there is a way to avoid problem. This will be fixed in later version.
      Because of *"IE=8"* tag , IE can not support <audio>.
       This will also be fixed in later version.
      -note: As Microsoft says that "*feature of Visual Filters and Transitions,
           which is depreciated as of Windows Internet Explorer 9*", if user really needed
            to use these feature, temporally solution is to use *"IE=8"* compatibility mode.
           Other browser, like Chrome, will bypass these feature in Javascript, even though
           specified, anyway.
           In long term, CSS3/HTML5 or future CSS/HTML will cover all these features and more,
            and will be incorporated into my JavaScript.
    - Youtube embedding caution.
      This is not the cause of this code, but Youtube is going to change the requirement,
       and now *"To allow room for critical player functionality, players must be at least
       200px by 200px"* is stated in
       https://developers.google.com/youtube/js_api_reference#Requirements document.

Currently not all of the Youtube pages seems not affected yet
    Possible solution is, not to use Youtube as an audio device, but to adapt `<audio>` tag
     and use MP3 file only. Anyway need to consider fix in future version.

2012/05/31
    - Added progress bar autohide=0 explicitly in youtube calling sequence.
      Prepared for some Youtube pages has autohide feature enabled.

2012/04/30
    - Expanded screen size to accommodates 1920x1080 HD.

2010/05/25
    - Initial release.