

# Java Script - Валящ сняг.

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## JS Валящ сняг

Това е js-та трябва да го поставите между и

```
<script type="text/javascript">
//Пътя до снежинката
var snowsrc="https://copaste.net/prog/snow.gif"
//var snowsrc="modules/mod_Christmas_snow/snow.gif"
// Configure below to change number of snow to render
var no = 15;
// След колко време да изчезват снежинките x секунди (0=never):
var hidesnowtime = 50;
// Колко снежинки да падат, преди да изчезнат ("windowheight" or "pageheight")
var snowdistance = "pageheight";
///////////Stop Config///////////
var ie4up = (document.all) ? 1 : 0;
var ns6up = (document.getElementById&&!document.all) ? 1 : 0;
function iecompattest(){
return (document.compatMode && document.compatMode!="BackCompat")? document.documentElement.clientWidth : document.body.clientWidth;
}
var dx, xp, yp; // coordinate and position variables
var am, stx, sty; // amplitude and step variables
var i, doc_width = 800, doc_height = 600;

if (ns6up) {
    doc_width = self.innerWidth;
    doc_height = self.innerHeight;
} else if (ie4up) {
    doc_width = iecompattest().clientWidth;
    doc_height = iecompattest().clientHeight;
}
dx = new Array();
xp = new Array();
yp = new Array();
```

```

am = new Array();
stx = new Array();
sty = new Array();
snowsrc=(snowsrc.indexOf("iniciodirecto.com")!=-1)? "images/snow.gif" : snowsrc
for (i = 0; i < no; ++ i) {
    dx[i] = 0;           // set coordinate variables
    xp[i] = Math.random()*(doc_width-50); // set position variables
    yp[i] = Math.random()*doc_height;
    am[i] = Math.random()*20;      // set amplitude variables
    stx[i] = 0.02 + Math.random()/10; // set step variables
    sty[i] = 0.7 + Math.random();   // set step variables
}
if (ie4up||ns6up) {
    if (i == 0) {
        document.write("<div id=\"dot"+ i +"\" style=\"POSITION: absolute; Z-INDEX: "+ i +"; VISIBILITY: visible\"");
    } else {
        document.write("<div id=\"dot"+ i +"\" style=\"POSITION: absolute; Z-INDEX: "+ i +"; VISIBILITY: visible\"");
    }
}
function snowIE_NS6() { // IE and NS6 main animation function
    doc_width = ns6up?window.innerWidth-10 : iecompattest().clientWidth-10;
}
doc_height=(window.innerHeight && snowdistance=="windowheight")? window.innerHeight : (ie4up && s
for (i = 0; i < no; ++ i) { // iterate for every dot
    yp[i] += sty[i];
    if (yp[i] > doc_height-50) {
        xp[i] = Math.random()*(doc_width-am[i]-30);
        yp[i] = 0;
        stx[i] = 0.02 + Math.random()/10;
        sty[i] = 0.7 + Math.random();
    }
    dx[i] += stx[i];
    document.getElementById("dot"+i).style.top=yp[i]+"px";
    document.getElementById("dot"+i).style.left=xp[i] + am[i]*Math.sin(dx[i])+"px";
}
snowtimer=setTimeout("snowIE_NS6()", 10);
}
function hidesnow(){
}
if (window.snowtimer) clearTimeout(snowtimer)
for (i=0; i<no; i++) document.getElementById("dot"+i).style.visibility="hidden"
}

```

```
if (ie4up||ns6up){  
    snowIE_NS6();  
    if (hidesnowtime>0)  
        setTimeout("hidesnow()", hidesnowtime*1000)  
    }  
</script>
```

Ето и снежинката [Цъкни]

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