

Image Editor API

Image Editor Overview

The fluid image editor provides an easy way to perform basic image editing operations like crop, resize and tag in the web page. It uses the HTML5 canvas element to achieve image editing and therefore requires a browser that supports HTML5. Thus it will be delivered to modern, standards-compliant browsers, including:

- Firefox 3.6 and higher
- Safari 4 and higher
- Google Chrome

Creating an Image Editor

To instantiate a new Image Editor on your page:

```
var imageEditor = fluid.imageEditor(container, options);
```

Returns: A Image Editor component object.

Parameters

container

The container is a CSS-based selector, single-element jQuery object, or DOM element that identifies the root DOM node of the Image Editor markup.

options

The options object is an optional data structure that configures the Image Editor, as described in the Options section below.

On This Page

- [Image Editor Overview](#)
- [Creating an Image Editor](#)
 - [Parameters](#)
 - [container](#)
 - [options](#)
- [Options](#)
- [Selectors](#)
- [Dependencies](#)

See Also

- [Image Editor](#)
- [Design thoughts on Image Editor](#)
- [Image Editor Design Draft](#)
- [Tutorial - Image Editor](#)

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Options

Name	Description	Values	Default
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originalCanvasHeight	Integer containing the maximum height for the image canvas.	0, 1, 2, ...	originalCanvasHeight: 750
originalCanvasWidth	Integer containing the maximum width for the image canvas.	0, 1, 2, ...	originalCanvasWidth: 750
styles	Specific class names used to achieve the look and feel of the different states of the Image Editor		<pre> styles: { disabled: "fl-image-editor-disabled", hidden: "fl-image-editor-hidden", dim: "fl-image-editor-dim", border: "fl-image-editor-border", newTag: "fl-image-editor-tag-new", inlineEditableText: "flc-inlineEdit-text", tagLi: "flc-image-editor-tag", tagRemove: "flc-image-editor-tag-remove", selectable: "selectable" } </pre>
strings	Strings that are used in the Image Editor.		<pre> strings: { addNewTag: "create new tag", location: "use arrow keys or input location" } </pre>
selectors	Javascript object containing selectors for various fragments of the uploader markup		See selectors below
demo	Boolean indicating whether to run in "demo" mode.		demo: false

Selectors

One of the options that can be provided to the Image Editor is a set of CSS-based selectors identifying where in the DOM different elements can be found. The value for the option is itself a Javascript object containing name/value pairs:

```

selectors: {
  selector1Name: "selector 1 string",
  selector2Name: "selector 2 string",
  ...
}

```

The selectors have a default value, as defined below:

Selector Name	Description	Default
imageCanvas	The canvas element that displays the image	".flc-image-canvas"
cropButton	The Crop Button	".flc-image-editor-button-crop"
ResizeButton	The Resize Button	".flc-image-editor-button-resize"
tagButton	The Tag Button	".flc-image-editor-button-tag"
cropOptions	The container element that stores all crop options	".fl-image-editor-crop-options"
resizeOptions	The container element that stores all resize options	".fl-image-editor-resize-options"
tagOptions	The container element that stores all tag options	".fl-image-editor-tag-options"
newTagOptions	The container element that stores the create new tag form	".fl-image-editor-new-tag-options"
cropConfirm	The Confirm Crop button	".fl-image-editor-button-crop-confirm"
resizeConfirm	The Confirm Resize button	".fl-image-editor-button-resize-confirm"
tagConfirm	The Confirm Tag button	".fl-image-editor-button-tag-confirm"
cropLocation	The field that contains crop location	".fl-image-editor-crop-location"
cropWidth	The field that contains crop width	".fl-image-editor-crop-width"

cropHeight	The field that contains crop height	".fl-image-editor-crop-height"
cropFixedRatioOn	The radio button that denotes the fixed ratio for crop bounding box	".fl-image-editor-crop-radio-fixed-ratio-on"
tagLocation	The field that contains tag location	".fl-image-editor-tag-location"
tagWidth	The field that contains tag width	".fl-image-editor-tag-width"
tagHeight	The field that contains tag height	".fl-image-editor-tag-height"
resizeScale	The field that stores the resize scale in percentage	".fl-image-editor-resize-scale"
resizeWidth	The field that stores the resize width	".fl-image-editor-resize-width"
resizeHeight	The field that stores the resize height	".fl-image-editor-resize-height"
newTag	The field that stores the text for new tag to be inserted	".fl-image-editor-tag-new"
newTagLi	The "Add New Tag" list item	".fl-image-editor-tag-new-li"
existingTag	The existing tag(s) list item(s)	".fl-image-editor-tag-existing"
tagList	The list of all tags	".fl-image-editor-tag-list"
tagLi	List item for existing tag	".flc-image-editor-tag"
tagRemove	The remove button for each tag in list	".flc-image-editor-tag-remove"

Any selectors not provided as an option will revert to the default. Implementers may choose to use the default class names in their markup, or customize the selectors, or a combination of these two approaches.

For example, if your markup uses all of the default selectors, except for the crop, resize and tag confirm buttons, you would provide the following selectors option:

```
selectors: {
  cropConfirm: "#my-crop-confirm",
  resizeConfirm: "#my-resize-confirm",
  tagConfirm: "#my-tag-confirm"
}
```

Dependencies

The Image Editor dependencies can be met by including in the header of the HTML file

- the minified InfusionAll.js file
- the Fluid layout CSS file
- the Inline Edit CSS file
- the Image Editor JS file
- the Image Editor CSS file
- the CropperUI JS file
- the TaggerUI JS file
- the TaggerUI CSS file

as shown below:

```
<script type="text/javascript" src="infusion/InfusionAll.js"></script>
<link rel="stylesheet" type="text/css" href="infusion/src/webapp/framework/fss/css/fss-layout.css" />
<link rel="stylesheet" type="text/css" href="infusion/src/webapp/components/inlineEdit/css/InlineEdit.css" />
<script type="text/javascript" src="infusion/src/webapp/components/imageEditor/js/ImageEditor.js"></script>
<link rel="stylesheet" type="text/css" href="infusion/src/webapp/components/ImageEditor/css/ImageEditor.css" />
<script type="text/javascript" src="infusion/src/webapp/components/cropperUI/js/CropperUI.js"></script>
<script type="text/javascript" src="infusion/src/webapp/components/taggerUI/js/TaggerUI.js"></script>
<link rel="stylesheet" type="text/css" href="infusion/src/webapp/components/taggerUI/css/TaggerUI.css" />
```

Alternatively, the individual file requirements are:

```
<link rel="stylesheet" type="text/css" href="../../../framework/fss/css/fss-reset-global.css" />
<link rel="stylesheet" type="text/css" href="../../../framework/fss/css/fss-base-global.css" />
<link rel="stylesheet" type="text/css" href="../../../framework/fss/css/fss-text.css" />
<link rel="stylesheet" type="text/css" href="../../../framework/fss/css/fss-layout.css" />
<link rel="stylesheet" type="text/css" href="../../../inlineEdit/css/InlineEdit.css" />
<link rel="stylesheet" type="text/css" href="../../css/ImageEditor.css" />
<link rel="stylesheet" type="text/css" href="../../../taggerUI/css/TaggerUI.css" />

<!-- Fluid and jQuery Dependencies -->
<script type="text/javascript" src="infusion/src/webapp/lib/jquery/core/js/jquery.js"></script>
<script type="text/javascript" src="infusion/src/webapp/lib/jquery/ui/js/jquery.ui.core.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/jquery.keyboard-ally.js"></script>
<script type="text/javascript" src="infusion/src/webapp/lib/jquery/plugins/scrollTo/js/jquery.scrollTo.js"></script>
<script type="text/javascript" src="infusion/src/webapp/lib/swfobject/js/swfobject.js"></script>
<script type="text/javascript" src="infusion/src/webapp/lib/swfupload/js/swfupload.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/Fluid.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/FluidDocument.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/FluidView.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/DataBinding.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/FluidIoC.js"></script>
<script type="text/javascript" src="infusion/src/webapp/framework/enhancement/js/ProgressiveEnhancement.js"></script>

<!-- Keyboard accessibility plugin -->
<script type="text/javascript" src="infusion/src/webapp/framework/core/js/jquery.keyboard-ally.js"></script>

<!-- Inline Edits Dependencies -->
<script type="text/javascript" src="infusion/src/webapp/components/inlineEdit/js/InlineEdit.js"></script>

<!-- Cropper UI dependencies -->
<script type="text/javascript" src="infusion/src/webapp/components/cropperUI/js/CropperUI.js"></script>

<!-- Tagger UI dependencies -->
<script type="text/javascript" src="infusion/src/webapp/components/taggerUI/js/TaggerUI.js"></script>

<!-- Image Editor dependencies -->
<script type="text/javascript" src="infusion/src/webapp/components/imageEditor/js/ImageEditor.js"></script>
```