

Preloadify

Preloadify is very easy to use plugin. Follow the steps.

1. First import jquery and preloadify.jquery.js into the file you want to use.

```
<script type="text/javascript" src="js/jquery-1.4.3.min.js" ></script>
<script type="text/javascript" src="js/jquery.preloadify.js" ></script>
```

2. Now call the jquery with the id or class of the container you want to preload the images. That's it.

```
<script type="text/javascript">
```

```
$(function(){
    $("#gallery").preloadify();
});
</script>
```

3. Now we are preloading the images, but there is no loading icon showing. This is because preloadify wraps an anchor tag or if you mentioned a parent which we will see later in the options. If you want to add a preloader, style the **.preloader** class in the style file with background image as preloader.

```
.preloader { background:url(i/loader1.gif) center center no-repeat; display:inline-block; }
```

Note: assuming there is a loader1.gif is the I folder of css folder.

This is it, now you have a fully working preloader. Check out the examples. You can give the preloader width and height if you have a gallery.

Note: IE6 does not understand inline-block, so the element will be displayed as block. In IE6 to avoid it, you must give it width.

Preloadify has a lot of options to make it flexible as possible.

Option	Description	Example call
delay	Time after which image fades in	<code>\$("#gallery").preloadify({ delay:1000 });</code>
imagedelay	The delay after which next image appears. Perfect for a smooth effect.	<code>\$("#gallery").preloadify({ imagedelay:500 });</code>

mode	By default it is parallel, that means image that's loaded is shown, it can be multiple images. If set to sequence, image based index will fade in first regardless of the which is loaded.	<code>\$("#gallery").preloadify({ mode:"sequence" });</code>
preload_parent	The parent in which preloader class is added, if none is given an anchor is wrapped around the image	<code>\$("#gallery").preloadify({ preload_parent:"li" });</code>
check_timer	Duration after which plugin checks if image is loaded or not, default 200	<code>\$("#gallery").preloadify({ check_timer:500 });</code>
ondone	Event called after all images are loaded. Note: they may necessary not have appeared	<code>\$("#gallery").preloadify({ ondone:function(){ alert("images loaded"); } });</code>
oneachload	Event called after each image is loaded with image object as parameter	<code>\$("#gallery").preloadify({ oneachload:function(image){ alert(image.src); } });</code>
fadein	Duration of image fade	<code>\$("#gallery").preloadify({ fadein:1200 });</code>
force_icon	Forces loading icon to load first	<code>\$("#gallery").preloadify({ force_icon:true });</code>

Note : for force_icon option , .preloader class must have background image.