

Simple Use Case: ImageLoader Group Object

Create a `YAHOO.util.ImageLoader.group` object with a trigger and time limit. Then register images with the group:

```
//group with 'someDivId' click trigger & 2 sec limit:
var myGroup = new YAHOO.util.ImageLoader.group('someDivId', 'click', 2);
myGroup.registerBgImage('imgDivId', 'http://some.image/url');
```

This will cause `imgDivId`'s background image to load either when `someDivId` is clicked or two seconds after page load, whichever comes first.

Constructor: ImageLoader Group Object

```
YAHOO.util.ImageLoader.group([obj triggerElement, str triggerAction, int timeLimit])
```

Arguments:

- (1) **triggerElement**: The object of the trigger event. Can be a DOM id or object.
- (2) **triggerAction**: The action of the trigger event. `triggerElement` and `triggerAction` are optional (can be `null`). But if one is supplied, the other must be as well.
- (3) **timeLimit**: Maximum time to wait for the trigger event to be fired.

ImageLoader Image Registration

Source images (e.g., an `` element):

```
myGroup.registerSrcImage('imgImgId', 'http://some.image/url');
```

Background images (e.g., a `<div>` element with a background image):

```
myGroup.registerBgImage('imgDivId', 'http://some.image/url');
```

PNG background images (e.g., a `<div>` element with a PNG bg image):

```
myGroup.registerPngBgImage('imgDivId', 'http://some.png_image/url');
```

Solution: Simple Image Loading

Set up the HTML and JavaScript for delayed image loading:

```
<div id='square'>
<img id='squareImg' /><!-- note no "src" attribute -->
</div>

// in script, create group and register image
var sqGrp = new YAHOO.util.ImageLoader.group('square', 'mouseover', 3);
sqGrp.registerSrcImage('squareImg', 'http://some.image/url');
```

ImageLoader Objects: Members

See online docs for complete details on members.

YAHOO.util.ImageLoader.group

Member	Type	Description
timeoutLen	number	Length of time limit, in seconds. Also the third argument in the constructor.
foldConditional	boolean	Flag to check if images are above the fold.
className	string	CSS class name that will identify images belonging to the group.
name	string	Optional. Only used to identify the group in Logger Control logging statements.
addTrigger	method	Adds a trigger to the group.
addCustomTrigger	method	Adds a custom event trigger to the group.
registerBgImage	method	Registers a background image with the group.
registerSrcImage	method	Registers a src image with the group.
registerPngBgImage	method	Registers an alpha-channel-type png background image with the group.

YAHOO.util.ImageLoader.imgObj

Member	Type	Description
setVisible	boolean	Whether the style.visibility should be set to "visible" after the image is fetched.
width	number	Size to set as width of image after image is fetched. Only applies to source-type images. Third argument in group's registerSrcImage method.
height	number	Size to set as height of image after image is fetched. Only applies to source-type images. Fourth argument in group's registerSrcImage method.

Solution: Image Loading with Class Names

Set up the CSS, HTML, and JavaScript for delayed image loading:

```
/* set an overriding background:none */
.yui-imgload-circle { background:none !important; }

<!-- this div will get the trigger event -->
<div id='circle'>
  <!-- set the src to some transparent image, the background-image to the true image, and the class to match the CSS -->
  <img id='circleImg' src='http://some.transparent/image' style='background-image:url("http://some.image/url");' class='yui-imgload-circle' height='20' width='20' />
</div>

// create group and identify class name
var circleGroup = new YAHOO.util.ImageLoader.group('circle', 'mouseover', 3);
circleGroup.className = 'yui-imgload-circle';
```

YAHOO.util.ImageLoader.group Methods:

- addTrigger**(obj domObject or str domElementId, str eventAction) adds a trigger event
- addCustomTrigger**(obj YAHOO.util.CustomEvent object) adds a custom event trigger
- registerBgImage**(str imgEId, str url) adds a background-type image to the group returns YAHOO.util.ImageLoader.imgObj
- registerSrcImage**(str imgEId, str url, [int width, int height]) adds a source-type image to the group; optional width and height resize the image to those constraints returns YAHOO.util.ImageLoader.imgObj
- registerPngBgImage**(str imgEId, str url, [obj allProps]) adds a png-background-type image to the group; optional properties to set AlphaImageLoader properties returns YAHOO.util.ImageLoader.imgObj

Dependencies

The YUI ImageLoader Utility requires the Yahoo Global Object, Dom Collection, and Event Utility.