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Website Project Hellas 1.0 (Frontend)

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Videos	videos	7.11.8	Copyright Brightcove, Inc.

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Product	Component	Version	Copyright notice
Hover Intent JQuery	hover-intent-jquery	1.8.0	Copyright 2007,2014 Brian Cherne

/*!

* hoverIntent v1.8.0 // 2014.06.29 // jQuery v1.9.1+ * <http://cherne.net/brian/resources/jquery.hoverIntent.html> * * You may use hoverIntent under the terms of the MIT license.

```

Basically that * means you are free to use hoverIntent as long as this header is left intact.
* Copyright 2007, 2014 Brian Cherne */
/* hoverIntent is similar to jQuery's built-in "hover" method except that
* instead of firing the handlerIn function immediately, hoverIntent checks * to see if the
user's mouse has slowed down (beneath the sensitivity * threshold) before firing the event.
The handlerOut function is only * called after a matching handlerIn. * * // basic usage ...
just like .hover() * .hoverIntent( handlerIn, handlerOut ) * .hoverIntent( handlerInOut )
* * // basic usage ... with event delegation! * .hoverIntent( handlerIn, handlerOut,
selector ) * .hoverIntent( handlerInOut, selector ) * * // using a basic configuration object
* .hoverIntent( config ) * * @param handlerIn function OR configuration object * @param
handlerOut function OR selector for delegation OR undefined * @param selector selector OR
undefined * @author Brian Cherne <brian(at)cherne(dot)net> */
(function($) {
$.fn.hoverIntent = function(handlerIn,handlerOut,selector) {
// default configuration values var cfg = {
interval: 100, sensitivity: 6, timeout: 0
};
if ( typeof handlerIn === "object" ) {
cfg = $.extend(cfg, handlerIn );
} else if ($.isFunction(handlerOut)) {
cfg = $.extend(cfg, { over: handlerIn, out: handlerOut, selector: selector } );
} else {
cfg = $.extend(cfg, { over: handlerIn, out: handlerIn, selector: handlerOut } );
}
// instantiate variables // cX, cY = current X and Y position of mouse, updated by mousemove
event // pX, pY = previous X and Y position of mouse, set by mouseover and polling interval
var cX, cY, pX, pY;
// A private function for getting mouse position var track = function(ev) {
cX = ev.pageX; cY = ev.pageY;
};
// A private function for comparing current and previous mouse position var compare =
function(ev,ob) {
ob.hoverIntent_t = clearTimeout(ob.hoverIntent_t); // compare mouse positions to see
if they've crossed the threshold if ( Math.sqrt( (pX-cX)*(pX-cX) + (pY-cY)*(pY-cY) ) <
cfg.sensitivity ) {
$(ob).off("mousemove.hoverIntent",track); // set hoverIntent state to true (so mouseOut can be
called) ob.hoverIntent_s = true; return cfg.over.apply(ob,[ev]);
} else {
// set previous coordinates for next time pX = cX; pY = cY; // use self-calling timeout,
guarantees intervals are spaced out properly (avoids JavaScript timer bugs) ob.hoverIntent_t =
setTimeout( function(){compare(ev, ob);} , cfg.interval );
}
};
// A private function for delaying the mouseOut function var delay = function(ev,ob) {
ob.hoverIntent_t = clearTimeout(ob.hoverIntent_t); ob.hoverIntent_s = false; return
cfg.out.apply(ob,[ev]);
};
// A private function for handling mouse 'hovering' var handleHover = function(e) {
// copy objects to be passed into t (required for event object to be passed in IE) var ev =
$.extend({},e); var ob = this;
// cancel hoverIntent timer if it exists if (ob.hoverIntent_t) { ob.hoverIntent_t =
clearTimeout(ob.hoverIntent_t); }
// if e.type === "mouseenter" if (e.type === "mouseenter") {
// set "previous" X and Y position based on initial entry point pX = ev.pageX;
pY = ev.pageY; // update "current" X and Y position based on mousemove
$(ob).on("mousemove.hoverIntent",track); // start polling interval (self-calling timeout)
to compare mouse coordinates over time if (!ob.hoverIntent_s) { ob.hoverIntent_t =
setTimeout( function(){compare(ev,ob);} , cfg.interval );}
// else e.type == "mouseleave"
} else {
// unbind expensive mousemove event $(ob).off("mousemove.hoverIntent",track); // if
hoverIntent state is true, then call the mouseOut function after the specified delay
if (ob.hoverIntent_s) { ob.hoverIntent_t = setTimeout( function(){delay(ev,ob);} ,
cfg.timeout );}
}
};
// listen for mouseenter and mouseleave return
this.on({'mouseenter.hoverIntent':handleHover,'mouseleave.hoverIntent':handleHover},
cfg.selector);
};
})(jQuery);

```
