
Dogear Error

Posted by CranialBlaze - 2007/09/18 21:47

I get this error no matter what i do:

```
$$('.moolet_dogear_start').each(function(e){ var  
fade_start = new Fx.Style(e, 'opacity', {duration:0}).start(0); });
```

www.remej.co.za http://www.moolets.com/components/com_fireboard/uploaded/files/ghk02.zip

Re:Dogear Error

Posted by brian_williford - 2007/09/18 23:08

okay, went to the site and it is working now expect for two things.

one is you have the duration se to zero, which means really no slide effect, I would set that to 1.5 seconds to start

two is your images are missing here

http://www.remej.co.za/modules/mod_moolet_dogear/images/

unzip the module and FTP them up to that directory by hand and all should be good

Re:Dogear Error

Posted by CranialBlaze - 2007/09/18 23:27

Thanks all sorted

Re:Dogear Error

Posted by CranialBlaze - 2007/09/18 23:53

Also even after adding the images in the code still remained, i have a local copy of the site as thats currently just a test server, i removed 3 lines of the code and that removed that msg and as far as i can tell no adverse side effect, but thatnx for the heads up on the images

Re:Dogear Error

Posted by brian_williford - 2007/09/19 00:11

Maybe I did not see what I saw,
I will check the thing over tommorrow. I see yours is not working, it supposed to slide in, then fade out on mouseover, unless maybe you have all that turned off

I will check this out and post a new version if I find some messed up code

thanks
