

Using this script is very simple. Just that you specify using jQuery where to load images.

Section Head:

- jQuery library
- Preloader script (preloader_min.js or preloader_Develop.js)
- CSS file (preloader-css.css) – you can modify the appearance of thumbnails and prelovers.
- Startup Script preloader (script.js)

Example

```
<script type="text/javascript" src="js/jquery.js"></script>
<script type="text/javascript" src="js/preloader_min.js"></script>
<script type="text/javascript" src="js/script.js"></script>
<link rel="stylesheet" type="text/css" href="preloader-css.css" />
```

Default usage

```
$(document).ready(function () {
    //Usage - default style
    $("#gallery img").preloader({
        Height    : 266,
        Width     : 400
    });
    //Snake style
    $("#gallery2 img").preloader({
        Style      : "snake",
        Height     : 266,
        Width      : 400
    });
});
```

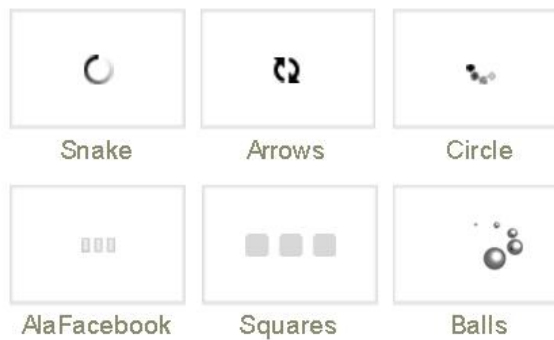
Default settings:

- **Speed:** 360
- **Style:** "default" (string)
- **Height:** 0 (false – script automatically gets the height of image)
- **Width:** 0 (false – script automatically gets the width of image)
- **Scroll:** 1 (true – image is loaded if it is visible in window)
- **Title:** 1 (true – bar with a short description of image)

Preloader styles



Default



Snake

Arrows

Circle

AlaFacebook

Squares

Balls