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Welcome to the issue

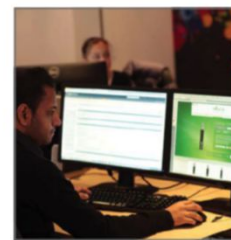
THE WEB DESIGNER MISSION

“To be the most accessible and inspiring voice for the industry, offering cutting-edge features and techniques vital to building future-proof online content”



Steve Jenkins

Highlight



“We really trust new technologies as they offer a new dimension of the web.”

We meet up with forward-thinking digital design gurus
Bond Media
Page 30

jQuery 2.0: Smaller, faster and smarter

jQuery has long been the web designers and developers friend. It sits in a happy little trio with HTML and CSS, helping create web pages that are beautiful, creative and clever. The introduction of jQuery 2.0 brings with it a forward-thinking library that has finally said goodbye to the legacy of IE.

The new library is all about building the next generation of the web. It doesn't introduce vast swathes of new functionality, but instead makes a great library even better. As our resident jQuery expert Jeffrey Way states, 'If your project does not require old-IE support, drop what you're doing and upgrade today.' It is only a matter of time before

developers will stop supporting older versions of Internet Explorer and jQuery 2.0 will be ready to take users to the next step. Check out our feature on page 40 and discover how to easily upgrade, create custom, IE-free, builds and get the best jQuery plugins for 2013.

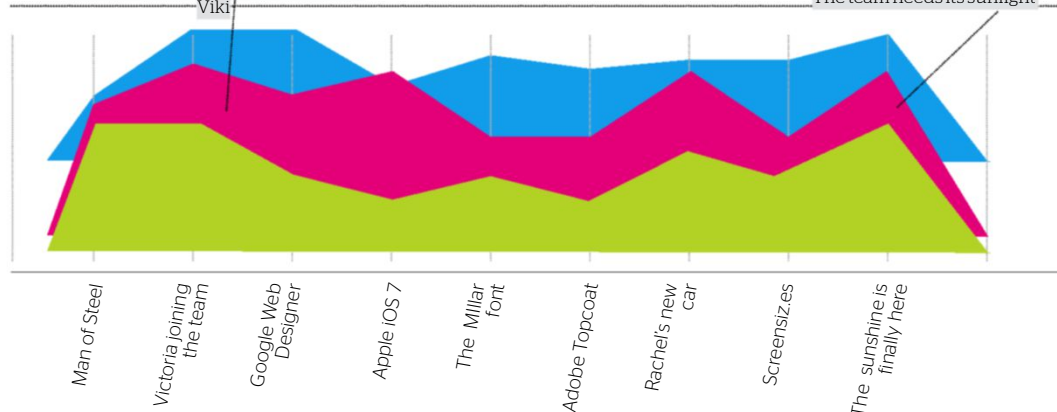
Elsewhere in the issue we reveal 20 of the best design apps for iOS and Android on page 74. Find out which apps you need to plan, design, build and manage your projects while away from your desktop. Looking for total browser support for HTML 5 and CSS3? Then don't miss our Modernizr masterclass on page 84. Also, make sure you check out our regular look at some of the most beautiful and inspirational sites in our Lightbox gallery pages. As always, look forward to seeing you again next issue.

Find out which apps you need to plan, design, build and manage your projects while away from your desktop.

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A big welcome to our new sub editor

The team needs its sunlight



Excitographic

Plotting the features that got us in a frenzy over the month...

Steve Jenkins, Deputy Editor
Rachel Shemilt, Designer
Victoria Richards, Sub Editor

Turn over to the contents to discover what's going to get you excited this issue...

This issue's panel of experts

Welcome to that bit of the mag where we learn more about the featured writers and contributors...

☛ If your project does not require old-IE support, drop what you're doing and upgrade today ☛



Jeffrey Way

Jeffrey is a developer, evangelist, instructor and author who works for Envato (envato.com). This issue he has put his impressive knowledge to good use in our lead feature on jQuery 2.0. He reveals what's changed, how to upgrade, create custom builds and code for the future. **Page 40**

Sam Hampton-Smith



Sam is a graphic designer and web developer based in Scotland. He works with clients across the UK, including the Home Office. This issue he presents a Modernizr masterclass and reveals how to get total browser support. **Page 84**



Thord Daniel Hedengren



Thord is often referred to as TDH for short and is an author, speaker, web designer and all-round WordPress expert. This issue he reveals the 20 best apps on the market to help plan, design and build on iOS and Android. **Page 74**



Mark Shufflebottom



Programme leader of the BA Digital Media Design course at Bournemouth University and an Adobe Education Leader, Mark looks at Adobe's new UI library Topcoat and reveals how to use on both desktop and mobile. **Page 66**



Richard Lamb



Richard is a web designer, writer and a lifelong movie buff - he runs the blog Celluloid Zombie. This issue he says hello to jQuery and reveals the method behind creating an impressive shuffling-letter effect. **Page 70**

Jayson Winters



The creative lead at Brace Design, Jayson is always looking to provide a better customer experience with great UI techniques. This issue he tackles the subject of adding interactivity in the shape of dates and location to maps. **Page 54**

Kieron Howard



Kieron is a web developer who has a passion for PHP and runs his own blog to impart his impressive wisdom. This issue he demonstrates how you can build a simple blog app using the PHP framework Laravel 4. **Page 90**

Mark Billen



Mark is a freelance technology journalist with a background in web design and development. This issue he uses Barrel NY as his inspiration and shows how to build filtered content grids and apply textures to icons. **Page 60**

David Howell



David is an experienced writer, author and journalist as well as the owner of his own publishing business. This issue **Web Designer** sent him off to the outskirts of London to have a chat with global-brand builders Bond Media. **Page 30**

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contents

Cutting-edge features, techniques and inspiration for web creatives

Chat with the team and other readers and discuss the latest tech, trends and techniques. Here's how to stay in touch...

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Inside...

- 16 Lightbox**
A showcase of sites that boast the wow factor including Into the Arctic from Hello Monday
- 22 Design diary: Arsenal.com**
Exclusive post-match report with London agency Ostmodern, the talent behind the responsive redesign
- 30 Bond Media:**
Passionate about design
From humble beginnings to one of the most forward-thinking agencies around today
- 40 Cover: jQuery 2.0**
A new era for web development. Get ready to code the next generation of the web
- 74 20 Best mobile design apps**
An essential collection of iOS and Android apps to plan, build and design on the move
- 84 Modernizr masterclass**
A complete guide to getting total browser support for HTML5 and CSS3
- 100 Portfolio**
A new selection of independent web design talent show off their skills

<header>

Discussing the hottest topics from the web design world

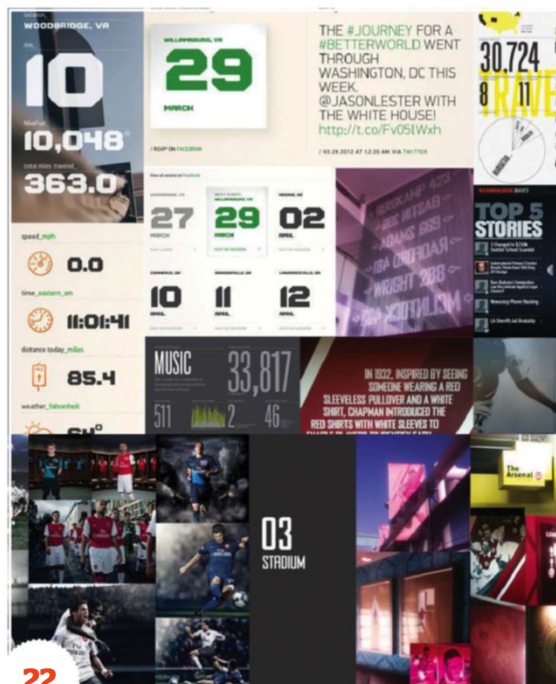
- 8 Is there an alternative to Google's dominance?**
What are the options for going Google-free and how good are they?
- 10 Flickr: now bigger and better**
The latest redesign offers a massive terabyte of storage and better development opportunities
- 12 Comment: Thomas Vollrath**
CEO at Host Europe Group says make your social media stance stand out from the rest
- 14 Comment: Richard Stevenson**
161 PR guru asks the question 'How do you make sure that your site is secure?' Simple: ask your web host

Cover focus

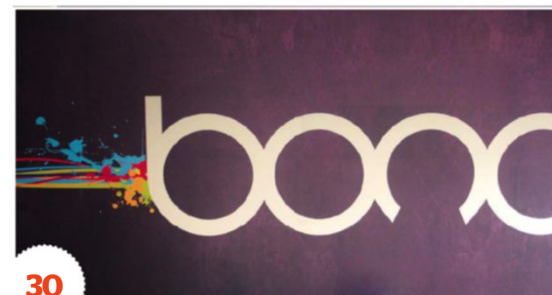
jQuery 2.0

"A NEW ERA FOR WEB DEVELOPMENT"

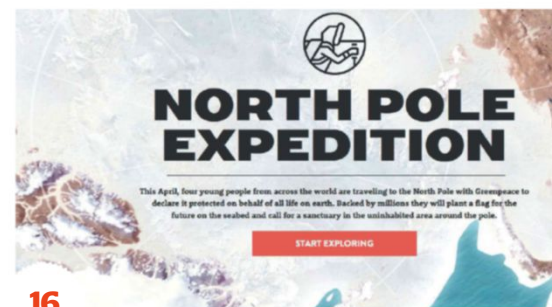
40



22 Official Arsenal FC
Post-match report from design gurus Ostmodern



30 Bond Media
From a humble start to a stellar future



16 Lightbox: Into the Arctic
Latest technologies reveal an ecological message

On the free CD

113 Discover what your latest disc has to offer

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- 50 Create a parallax scrolling site**
Power up parallax scrolling with rotating and scaling page elements
- 54 Add interactivity to maps**
Extend the power of online maps to reveal locations, dates and interesting information
- 62 Visualise data with chart.js**
Discover how to turn reams of data into attractive, easy-to-read charts
- 66 Add CSS style with Adobe Topcoat**
Utilise Adobe's UI library to add adaptive buttons, tabbed browsing and more for mobile interfaces



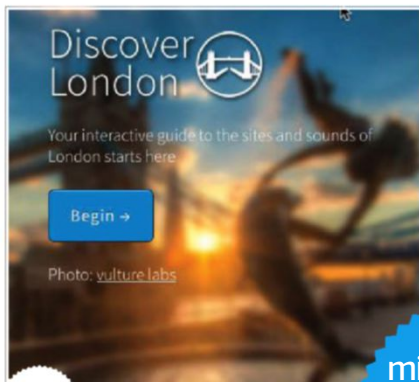
50 Parallax scrolling
Get creative with rotating page elements



54 Interactive maps
Add dates, locations and information



62 Dynamic HTML5 charts
Visualise your data with chart.js

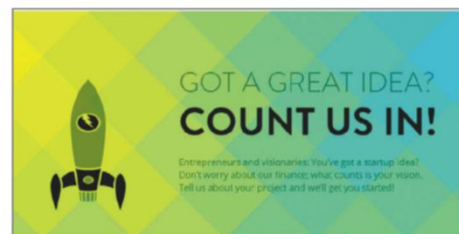


66 Adobe Topcoat style
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58 Create animated canvas elements
spektrummedia.com/en
Build dynamic content



- 60 Build filtered grids**
barrelny.com
Arrange your categories
- 70 Shuffling letter effects**
designembraced.com
Animate text with jQuery
- 72 Add real-time tweets**
bit.ly/12qO5PT
Integrate social media

web developer;

A dedicated section offering features and tutorials for advanced coders

MODERNIZR MASTERCLASS

84

Feature

Modernizr masterclass

How to get total browser support for HTML5 and CSS3

- 90 Build a blog app using PHP**
Learn how to use the Laravel PHP framework to create a custom CMS tool
- 96 Build a Firefox OS app**
Use HTML and CSS to add filters to photos

Discussing the hottest topics in the web-design world

If you have a creative project, new web product or great designer story, contact the editorial desk

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Is there an alternative to Google's dominance?

The all-pervasive search giant rules our online lives. But what are the options for going Google-free, and how good are they?

Ever heard of Google? Of course you have. Back in 1998 they were just another startup looking for a slice of the action. But how things have changed in those intervening 15 years.

Google is undoubtedly one of the biggest and best-recognised online companies on the planet. It powers around 80% of searches worldwide and has more than 70 offices in over 40 countries.

The rise of Google to supreme search giants and beyond is a journey well trodden by many successful companies. At the beginning they were cool, small and the perfect search engine for those with an air of pretention. As the service grew in stature it became the search engine that started to reach beyond its humble beginnings and embrace web-savvy users. The next stage of its evolution brought the search service to the masses. It was at this point that Google knew they were ready to go global. Its search service pushed aside its rivals Yahoo, MSN, AltaVista with

ease and started to infiltrate the lives of every web user.

Popularity brought with it opportunity, and Google were not afraid to invest and speculate. Every original, interesting and typically popular service was bought up with zeal and given a Google makeover. If the company couldn't find a service to buy, they would invest in their own.

Like many a great empire, success often breeds arrogance, and Google has not been untouched by this trait. Think privacy, think tax avoidance. The moment an empire thinks it is

success on Google. However, it is users that dictate which search engine is popular. If they want an alternative they will find one.

The obvious question is 'are there any viable alternatives to Google?' In the search arena there are a number of alternatives that could stake a claim. Big boys Yahoo and Microsoft are still very much alive. Yahoo is the second most popular search in European and US markets, but this only offers a less than 10% market share. Bing, even with the backing of Microsoft, has failed to grab any significant share of the search

by Baidu. This is a Chinese-language search engine for websites, audio and images. Launched in 1999, the service has a greater market shares in terms of searches than any other competitor of Google. Stepping outside the more established, there are a few alternatives that deserve attention.

DuckDuckGo is touted as a good alternative, due to its simplicity and decent results. Plus, for those who want a more ethical stance on search and better privacy, start here.

Blekko (blekko.com) uses slashtags to help categorise content. It's not as good as Google, but is a viable alternative. Looking at more obscure options, there is WolframAlpha, a computational knowledge engine, ideal for statistics and data analysis.

The selection of alternatives reveals exactly how much we rely on Google. And, do we want to change to something better or for ethical reasons. Will change happen any time soon? We're taking on DuckDuckGo for the next month to make a valid judgement. Are you coming with us?

“ Baidu has a greater market share, in terms of searches, than any other competitor ”

beyond reproach, human nature kicks in and questions are raised.

Google is by far the most popular search engine in the world and for this very reason sites are geared towards

market, offering around half of the searches of Yahoo. The search market is a global entity and the Asian markets have a big influence on worldwide searches, as demonstrated

Google
in numbers
13.7 billion
Monthly Google searches

Unique monthly visitors to Google sites

192M

Sites with Google Analytics

15 million

Google Drive users **12M**

Source: comscore.com, wikipedia.com, Nielsen.com

Readers' tweets

We asked our 27,000+ followers what was their favoured alternative to Google



@seebeschil

@WebDesignerMag
DuckDuckGo.

@iamdanduke

@WebDesignerMag I don't use it personally but a lot of people use DuckDuckGo to avoid being tracked! I've tried it - pretty average search.

@gstricklind

@WebDesignerMag I know some people that use Yahoo. They don't even think about [using] Google.

@helen_webdesign

@WebDesignerMag I used to use Alta Vista - its was more useful for [completing] academic work as a student.

@TaylorMikeZ

@WebDesignerMag DuckDuckGo is very good in regards to privacy an not tracking your every move.



COMMENT

Gabriel Weinberg

Founder & CEO

“ DuckDuckGo (<https://duckduckgo.com/about>) is a search engine like Google, except that we don't track you. Neither do we collect or share your personal information. We focus on a better overall search experience that, in addition to privacy, includes less spam and clutter and many more instant answers above any ads or links.

DuckDuckGo gets its results from over 50 sources, including DuckDuckBot (our own crawler), crowd-sourced sites, Yahoo! (through BOSS), Yandex, WolframAlpha, and Bing. For any given search, there is usually a vertical search engine out there that does a better job at answering it than a general search engine. Our long-term goal is to get you information from that best source, ideally in instant answer form.

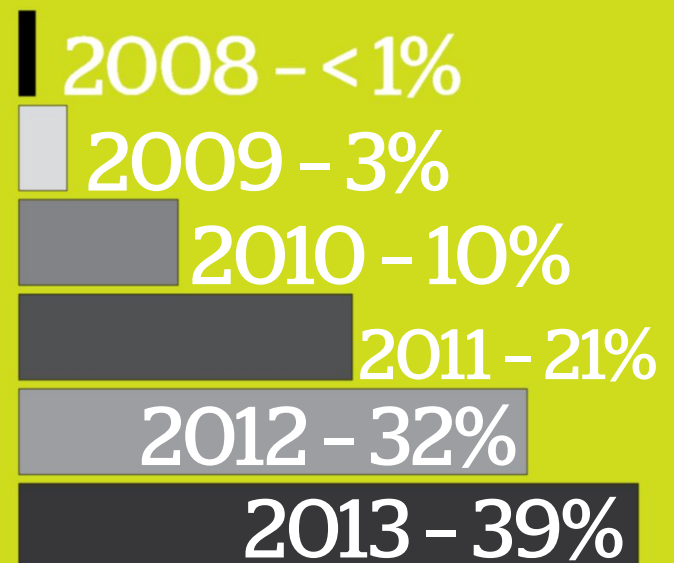
We focus on a better overall search experience with less clutter and ads, the ability to search anonymously by default, and many more useful instant answers. Specifically for web designers we have many goodies (https://duckduckgo.com/goodies#Web_Design) and bangs (eg la Harry Potter would do a search on Amazon, lw web design would do a search on Wikipedia).

People are tired of companies collecting their personal information and using it against them such as forcing ads to follow them everywhere around the internet. Our offer is refreshingly different and private (<https://duckduckgo.com/privacy>) because we do not track you in this manner (<http://donttrack.us>).

We can do this because we just focus on web search, whereas Google runs dozens of services including four of the biggest ad networks (AdWord, AdSense, AdMob and DoubleClick) and uses them to monetise their non-search services like Youtube and Gmail.

The rise of Google Chrome

Google were late coming to the browser market and had some strong and well-established contenders in the shape of Internet Explorer and Firefox to get to grips with. However, much like the company's own history, Chrome has gone from nonexistent to worldwide market leader in just five years.



Source: <http://gs.statcounter.com>

<news cloud>

Bite-sized coverage of the month's trending topics

jQuery 2.0 get an update

jQuery is constantly evolving and the recently released 2.0 has already been given an update. The latest release restores += animations and associates to their former glory. Plus, there have been a few minor bug fixes. The new releases are for both 1.x and 2.x versions of the library. Check out the jQuery blog (<http://blog.jquery.com>) for more info.

jQuery
Adobe

Web-focused tool
Fireworks is no longer in
the company's future

According to figures
from Net Applications,
Norway is IE6 free

Internet Explorer

HTML5

Kendo UI developer survey reveals
that HTML5 is #1 choice for cross-
platform development

CSS

There's more than
Facebook, Twitter and
Google+. Check out A Social
Media Agency's social
network directory

Social Media

CSS Zen Garden is 10

CSS Zen Garden (csszengarden.com) was a site that demonstrated the power of styling. Its owner Dave Shea has announced its return: "The Zen Garden is open for business once more. I've thrown the codebase on Github, given the dusty copy a refresh and started the conversion to HTML5." Check it out.

Flickr: now bigger, better and even more beautiful

The latest redesign brings together more storage, a better UI plus improved development opportunities

Flickr is one the planet's best-known photo repositories, it provides the perfect location for all levels of photographers to place their work. In turn, it provides an ideal destination for designers looking to find photos to enhance a project. Need a full-screen background on a budget – a real small budget? Then Flickr can provide exactly what is needed. The site has long connected designers with potential image providers and its recent redesign simply makes the process even better.

Yahoo chief executive Marissa Mayer commented on its new Tumblr blog "We hope you'll agree that we have made huge strides to make Flickr awesome again". There is no doubt that the headline-grabbing features have gone a long way to fulfilling this statement. The UI redesign, photo-first approach and the free terabyte of storage all add to an experience that will make users smile. The new storage limit is a huge bonus for users with the potential to store around 250,000 high-quality photos, and double

that for smartphone users. More photos also means more potential images for designers to search through.

Image rights has always been a big and often contentious issue for designers. The Commons (www.flickr.com/commons) is a great resource that happily skirts past many of the issues. It is a gold mine of images from the world's public photography archives. Try a search and help build the library into an even more comprehensive repository.

For developers who love Flickr and are very keen to get down and dirty with its code, help is at hand. The Flickr Developer Guide (www.flickr.com/services/developer) provides info on the API, best practices, a list of resources and the obligatory twitter handle.

Finally, if you love the new Flickr, they are looking for people to make it even better. Neatly hidden in the source code, we couldn't resist, is a pointer to the site's jobs page. It reads "You're reading. We're hiring. <http://flickr.com/jobs/>". A clever alternative to the standard footer link.

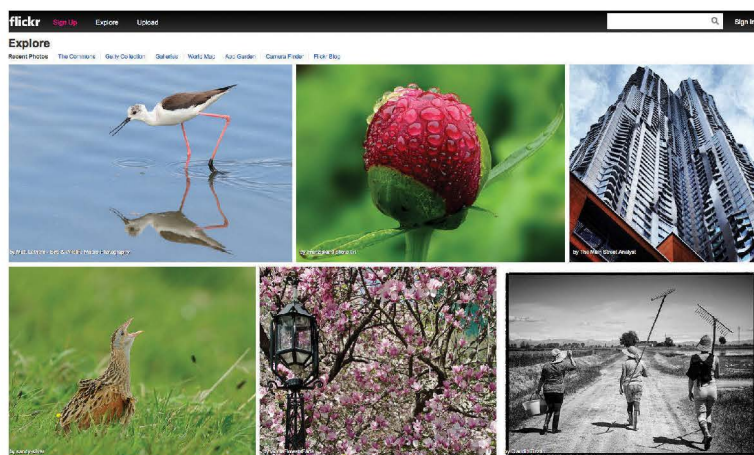


COMMENT

Andy Betts

Editor of Android Magazine

“The Flickr app for Android has had a complete overhaul. It looks fantastic, replacing the old iPhone port with cutting-edge design, and supports all of Flickr's best features. You can also upload pics – complete with retro filters – straight from your phone to your 1TB of storage space.”



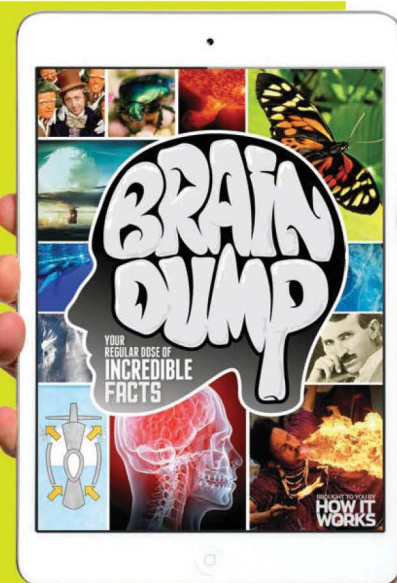
Brain Dump: a journey from print to digital

Imagine Publishing unleashes its first-of-its kind digital-only magazine for iOS

Built on a new digital platform designed by world-leading agency 3 SIDED CUBE, Brain Dump delivers a flurry of fascinating facts in every issue. MD at 3 SIDED CUBE Duncan Cook is relishing the chance to show what the agency can do for digital publishing. While, at the same time delivering a ground-breaking product for Imagine Publishing, "We're massively excited about this opportunity, what both 3 SIDED CUBE and Imagine Publishing know, is no one has yet cracked publishing on mobile and tablets devices. With our track record in apps and Imagine's track record in publishing, we have a real chance to crack it. What we promise is an experience focused around users, removing layers of complexity and giving the users direct access to what they want, the content."

Cracking digital publishing for a myriad of devices is not an easy challenge. From the small screen of smartphones to the full size tablet, all need to focus on the content as senior iOS developer at 3 SIDED CUBE Phillip Caudell reveals, "One of the biggest challenges we faced were making these magazines work on smaller displays like the iPhone. We wanted the best experience possible for users reading a magazine, so we created something called smart zoom. Tapping an area of text or a particular image will zoom and align the page perfectly. This required processing all text and images in an issue and calculating the area of interest to the user, a lot harder than we first thought!"

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Thomas Vollrath is CEO of 123-reg's parent company Host Europe Group. With a BA and MBA in international management, Thomas has a wealth of practical and academic international business experience.



Thomas Vollrath

Does your content distinguish you from the online noise?

It would seem that many people who own a website are yet to join the social-media revolution. With only one third of them recognising the value of blogs and social-media integration tools, there is a huge chunk of businesses failing to make the most of their online potential, and with people in the UK sharing on social media more and more; it really is an avenue you cannot afford to neglect.

We polled more than 1,000 members of the general public to find out the key features of a good business site and found that only around a third of website owners identified blogs and social media (29 per cent and 36 per cent respectively) as important. Among those who did not own a website, only 17 per cent saw social media as a valuable addition, while just 14 per cent said the same for blogs.

It's clear from these results that website owners are yet to fully appreciate the potential of blogging and social media for a business. Contrary to popular opinion, blogs aren't all mundane vanity projects for broadcasting your breakfast, but an incredibly valuable asset for any type of business website, in any field.

Ultimately, the success, or failure, of a business website hinges upon its ability to put itself in front of their prospective customer base. The addition of a regularly updated blog and the ability to share content on numerous social-media channels with just one click presents a brilliant opportunity for organisations to enhance their web presence, engage with their customers and make money on the web while constantly improving their SEO rankings. In just a short time, social media has revolutionised the face of online marketing by expanding a business's influence without dramatically increasing their costs. It's cost-effective, usually free, incredibly easy to use and puts your products or services directly in front of your target market. There's a social-media channel for every type of user.

But the problem does, of course, remain that your visitors simply will not share and engage with content they don't like. When a business embarks on a social-media presence, they need to take it seriously. They'll need to invest the time and effort it takes to create

engaging, informative and relevant content for their audience – creating shareable content is key. But be sure to vary your content; consider the huge variety of social-media channels it could work with. This will keep your contribution fresh, plus it will draw in and keep your audience's attention. Affiliation with other businesses in your niche is a good way to discuss current issues in your market and generate interest around your posts with insightful commentary.

Passion about the topic you are writing about is also crucial. If you're not excited about your topic, you will struggle to convince your audience to get excited too. If you can offer thoughts and opinions that can't be found elsewhere then you are far more likely to develop increased traffic for your expertise. Unique content is an important ingredient in building robust search-engine rankings.

Social sharing enables and encourages users to connect with the content on your website, and share it across several social-networking platforms, so ensure that your information is search-engine friendly with hashtags and keyword optimisation. This digital word-of-mouth leads to your content being distributed across the web at very high speed, expanding your reach and referral traffic. This in turn will help boost your ranking in search engines, making your brand visible to more potential customers. Social media is one of the fastest-growing technological advancements of the modern age, and it opens your business door to the world.

As a website owner you can facilitate sharing of your content by adding Twitter, Facebook and other sharing buttons and widgets. These represent a wealth of what is essentially free advertising, and brands that are not taking full advantage of integrating them into their website are in danger of falling behind the competition.

Harnessing social media and developing a successful blog can hold the key to securing that coveted top spot in search-engine rankings. But ultimately this rests on engaging content. Your content is what distinguishes you from the rest of the online noise and can make the difference between website success and failure.

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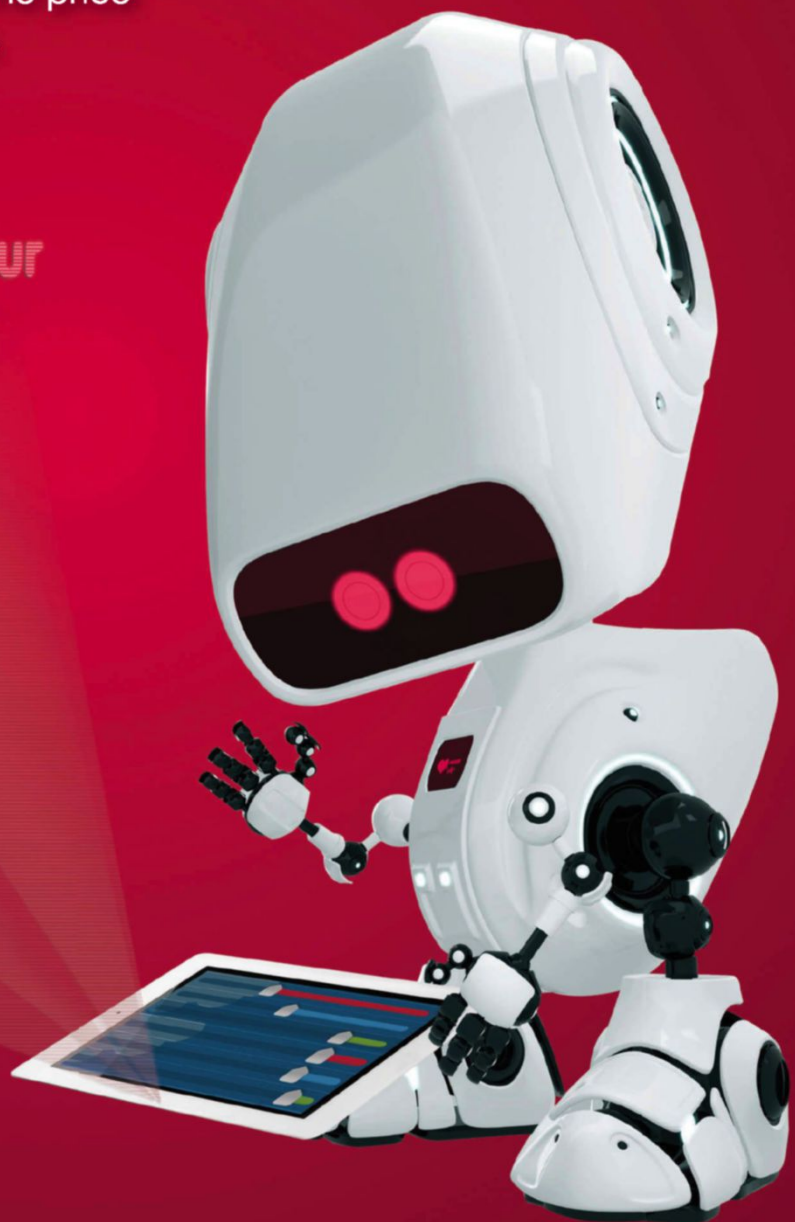
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Consumer security

As head of PR for I&I, Richard Stevenson has been in the web-hosting industry for over ten years. Much of this time has seen Richard work with SMEs all over the world to drive web adoption and awareness for eBusiness activities.



Richard Stevenson

How can your web host keep your site safe as houses? Simple. Ask them

Today, more business is being conducted over the internet than ever before, requiring consumers to input their valuable, personal data on a regular basis. Consumers are increasingly becoming more aware and cautious about the risk of these details being compromised. In fact, more than half of UK consumers (59 per cent) worry about the risk of their details being compromised each and every time they input them. Some 55 per cent know that threats on internet such as malware and viruses constantly change, and one in three [have been] thinking more about the issue over the past three years.

One in four consumers (26 per cent) believe small businesses are much more of a target for malicious online activity when compared to larger stores. The concern, while perhaps off the radar of many companies, is clearly inhibiting many consumers from fully supporting British small businesses. Such an understanding clearly impacts consumer behaviour, with 25 per cent having abandoned an online transaction or enquiry because they were worried about the security of their data.

Some 46 per cent admit they are likely to spend more with a business that shows that it takes steps to enhance website security. The research shows that consumers are more willing to work with business owners that are taking security seriously and publicly illustrating their measures to ensure a safe experience for visitors.

In order to provide a safe and positive online experience for visitors, web designers and site owners should explore the tools that web hosts can provide to benefit from enhanced security and to be seen doing so. For example, tools like SiteLock (sitelock.com) can be used to scan websites to detect coding vulnerabilities and keep a website owner informed about their online security levels. To best illustrate a company's commitment to online security, a website owner can display logos or trust seals. This in itself will strengthen consumers' confidence to input personal data on a business website.

While engaging with your own website's security is essential, it is important to thoroughly evaluate what security measures your web host has in place. There are multiple aspects to look into: safety of the physical data centre and network and the security of the data

itself. In order to keep a data centre and its contents protected, all activity in the facility should be consistently monitored and security and fire prevention etc set at least at industry standard.

Should any issues arise, every precaution should be in place to ensure safety and prevent interruption of uptime. Larger web hosts offer geo redundancy across multiple data-centre locations for their hosting to keep a site or server running without interruption. Additionally, all websites and data should be backed-up regularly.

With the increasing global threat of external criminal acts against data, always check that your Web host maintains a team of experts to ensure routine security monitoring. Large global web hosts use a security team to monitor their servers and operations 24/7 to ensure no abnormal activity takes place. They also have an important role in advising website owners and admins in how best to modify their website for optimum protection.

If a web server is affected, it will be instantly isolated or shut down and the customer informed of the issue at hand. Customers will be advised with instructions of which sections or elements of a website or database need to be fixed and how they can best do so. When issues are remedied, the web server can be rebooted and made accessible again. This not only prevents the customer from getting more severely impacted, but also safeguards against the risk of the website's visitors clicking on an infected image or link.

Timeliness on security issues is of paramount importance - particularly in relation to getting a website back up and running. Larger web hosts do tend to have the most substantial security teams that can provide advice directly to users.

It is becoming more common for hackers to penetrate an end-user's system via email spam and viruses, which a recipient may unknowingly open. Sophisticated anti-spam and anti-virus systems should be implemented in the email platform of all web hosts to avoid customers being affected by malware.

When working with clients to achieve online success, web designers should be considering the impact of attitudes to security. Business websites need to be as safe as possible, and also communicate a clear commitment to security.

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Development technologies HTML5, CSS3



Designer/developer **Ultranoir**
www.ultranoir.com/en/

The new site for le Mouv' is striking, interactive and above all an experience that visitors won't be forgetting in a hurry



learly the colour-saturated pages throughout this site are the key components of the design that grabs the attention. The site supports the science-based radio shows with each room modelled on an actual place. Clickable bullet points activate the

other site components, with the audio streamed directly to their browser.

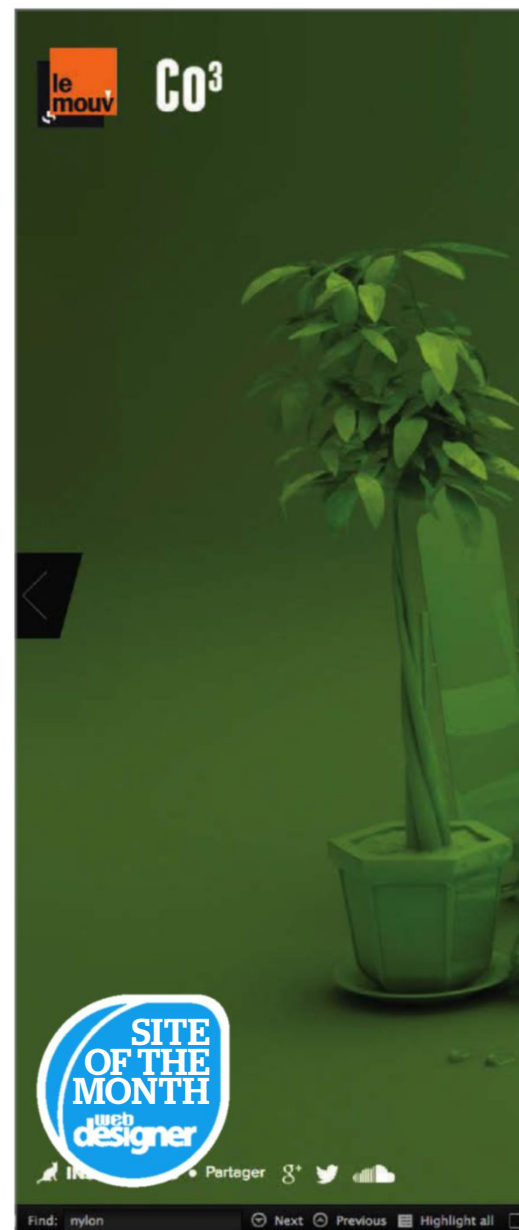
Ultranoir explained their approach to the site's design and development: "The initial construction was inspired by the skeletal formula of a molecule but since CO³ aims to show the fun side of science, we mixed this primary inspiration with paper fortune-teller

origami. The monochrome interior design was a definite choice in order to set the focus on the website's content."

The immersive nature of this site is what sets it apart. The subject matter could have easily been dry and uninviting. Ultranoir understand how to build a UI that is attractive, functional and also engaging. The transitions are smooth, moving the visitor effortlessly through each page of the site.

From the moment this site loads the visitor is on a journey of discovery. The radio content is of course the focus of the site but this is wrapped in an innovative design that is a feast for the eyes. The developers have also not forgotten the essential mobile access. The design may be a high concept, but the overall execution is superb.

 The monochrome interior design was a definite choice in order to set the focus on the website's content 



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- The colour-saturated pages of the site are immediately striking and draw the viewer into each scene.

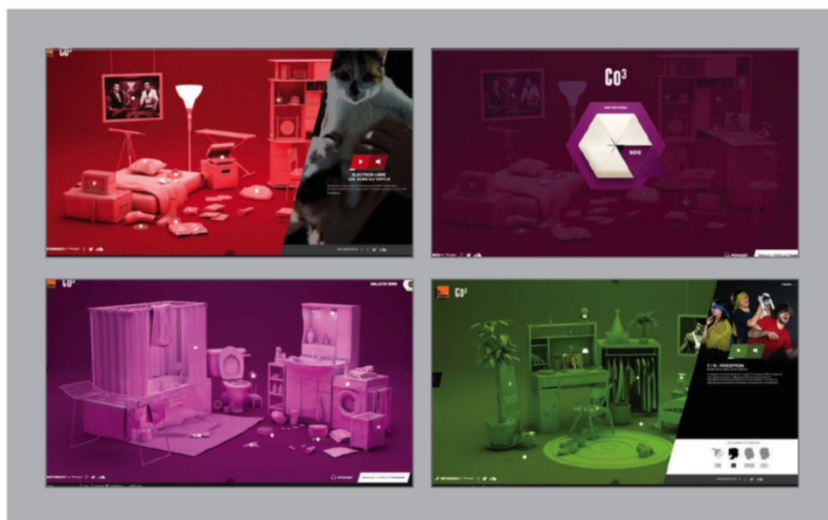
<Below>

- This site is a master class in what can be achieved with well-thought-out content and a superbly executed UI.





Match case



<Top left, clockwise>

- Click on one of the interactive spots to reveal the radio docufiction that the site is designed to showcase.
- The site loads to reveal a simple yet perfectly realised navigation mechanic that leads the viewer through the site.
- Each new panel of the site is a treat to view. Subtle animation ensures the visitor wants to spend time looking at each room.
- As each room links to a personality, the content is well executed with high levels of aesthetic skill.



abcABC

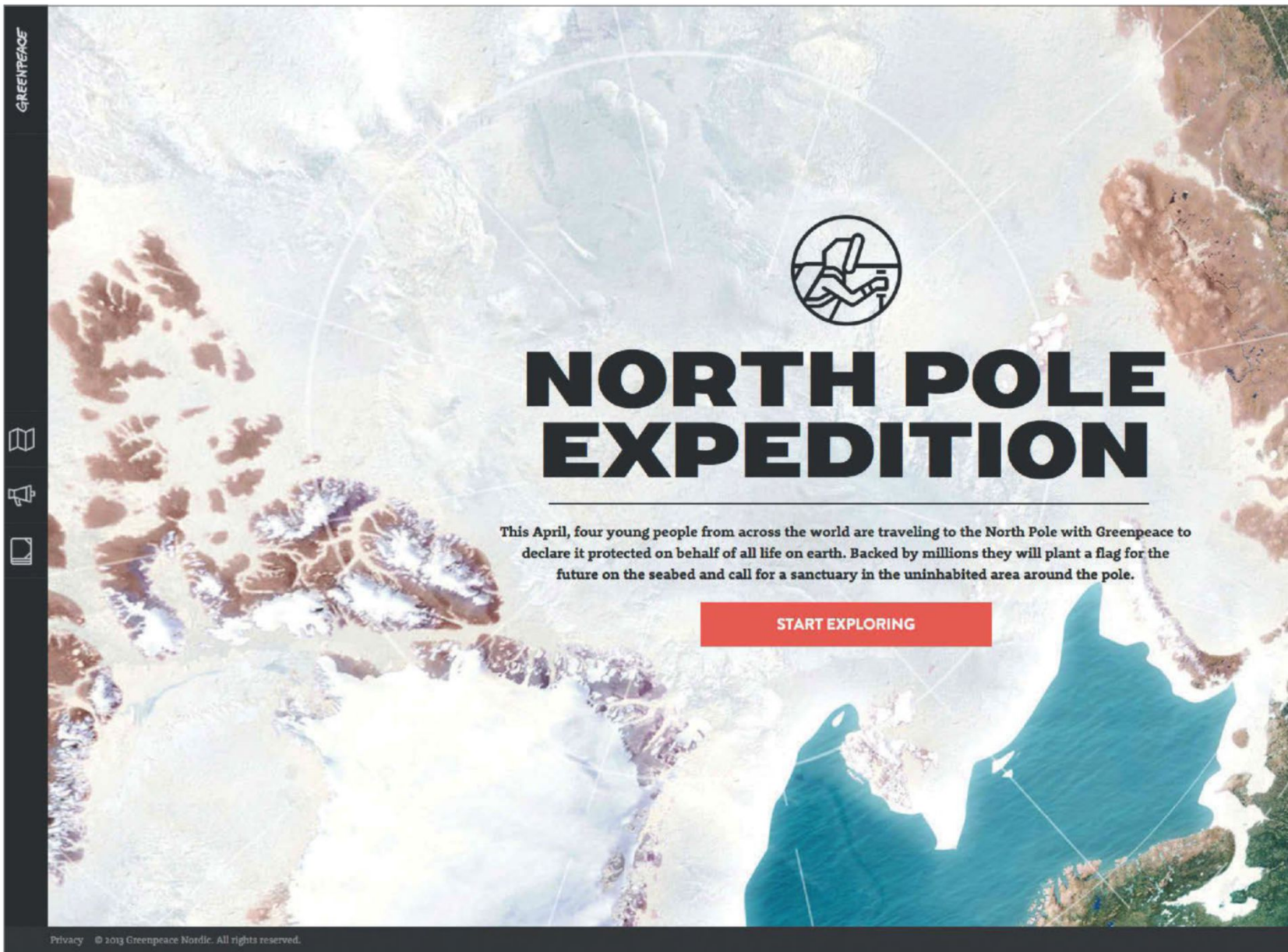
<Above>

- Proxima Nova is a new version of the Proxima Sans typeface developed by Mark Simonson and available from Typekit.

<Below>

- Wisdom Script is designed by James T. Edmondson, and this font is available from the Lost Type foundry.

abccABE



<Above>

- Hello Monday has worked hard using the latest web technologies to craft an engaging site for Greenpeace.



<Above>

- The use of interactive mapping places the visitor right in the action of the expedition.

<Above>

- Greenpeace wanted to show what the Arctic had to offer and therefore, why it must be saved.

<Above>

- The site design has action at its core. The design educates, but also ensures that a clear call to action is communicated.

Into the Arctic

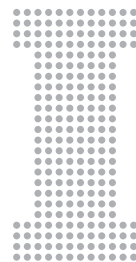
<http://intotheartctic.gp/#/map>

Development technologies JavaScript, HTML5, CSS3D, TweenMax (by GreenSock), custom-built CMS



Designers **Hello Monday**
www.hellomondays.com

Education and an ecological warning come together on this site that uses the latest technologies to communicate its message



In recent years, the Arctic has increasingly come under pressure from oil companies seeking to exploit potential oil and gas reserves. However, in this fragile and globally essential ecosystem, an oil spill could be utterly disastrous. The international environmental activist group Greenpeace has embarked upon a number of expeditions to the Arctic in order to prevent this from happening. The website acts as a digital logbook to document these expeditions while encouraging visitors to get involved, take action and help spread the word. It also provides a source of information about the area, showing site visitors what the Arctic has and why it needs saving.

"We dove in with a team of designers developers, strategists and project managers," Hello Monday explained. "We needed to complete the site for the first expedition, which left us with a mere eight weeks from kickoff to

launch. Everyone worked hard at it, and we managed to pull it off in time."

The site is a tour de force of technical prowess coupled with a strong understanding of the client brief. Hello Monday continued: "We had to actually have the maps drawn from scratch, studying satellite imagery provided by NASA. Other than that, we tried to steer clear of scare tactics, and focus on an aesthetically pleasing and engaging design. We put tremendous effort into creating an immersive feeling in the map, particularly when it moves into 3D and users pan and navigate."

Any visitor that finds themselves exploring the expedition route, or the wealth of arresting content on Greenpeace's Into the Arctic site will clearly appreciate the work that has gone into its creation. Anchoring the site with a real-world campaign gives the design an urgency and relevance that lifts the site to deliver its message with engaging technology.



<Above>
 • Using the bespoke mapping that Hello Monday created gives the site a unique design sensibility.

<Below>
 • By Hannes von Döhren, Brandon Grotesque is a geometric-style sans serif from HvD Fonts.

abcABC 1234567890

We dove in with a team of designers developers and project managers... with a mere eight weeks to finish

Under the weather

<http://undertheweather.eu/>

Development technologies jQuery animations, CSS3 animations and transitions, SVG and Canvas elements



Designer **Nice and Serious**
www.niceandserious.com

This site leverages the ever-popular infographic paradigm to deliver an important message without hyperbole

These days, climate change is never far from the headlines. But little attention is paid to the impact that rising global

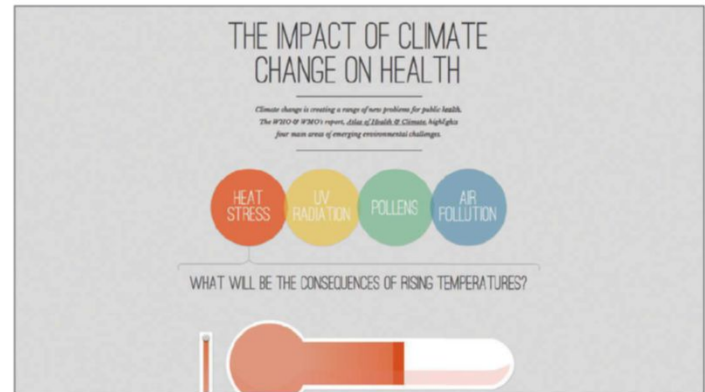
temperatures can have outside the environment itself. Communicating the impact that climate change has on human health is the core driver behind this innovative site.

"With the recent publication of the WHO & WMO's *Atlas Of Health And Climate*, we thought it was the perfect opportunity to visualise the data in an interactive and engaging way," commented Tom Tapper, Creative Director at Nice and Serious.

The sobering message that this site design had to communicate meant approaching the subject matter with the view to making it accessible without scaremongering. Tom continued: "We started by compiling the statistics and wire-framing the layout of the site. From there we fleshed out the design and began constructing the elements in the browser. There was a lot of trial and error involved with some of the elements as we continually refined the functionality of the site."

And functionality is a key component here. Simply presenting statistics was never the core of this site. Some level of interaction was always part of the design to that ensure the viewer is not simply a passive observer. The clean and spacious design, coupled with a sensibility to colour and layout ensure that this site more than delivers its message.

There was a lot of trial and error involved with some of the elements as we refined the functionality of the site



<Above>

From the homepage this site offers a powerful message delivered with subtle graphics.



<Above>

Bold graphics are used throughout this site to clearly illustrate the core message from the WHO.

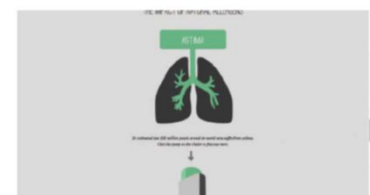


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Subtle animations are used across each page of the site. These add a distinct level of dynamism to the design.

<Right>

Clearly defined iconography is used throughout this site. Visitors can learn no matter what language they speak.



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<Above>

Libre Baskerville was designed by Impallari Type and is available free from Google Fonts.

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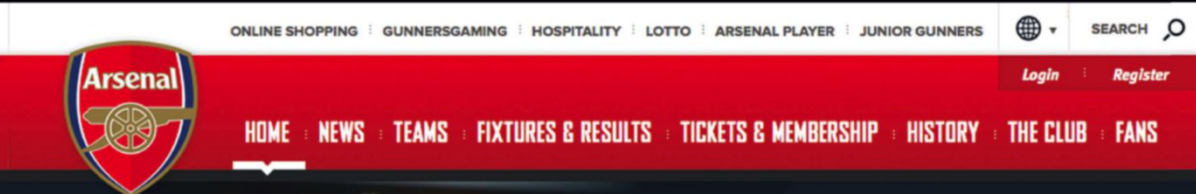
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Santi - Football is more fun in England

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Asia Tour 2013



Wenger - Why I have high hopes for Ryo

Arsenal boss expects winger to have a successful career because he has 'traditional Japanese qualities'



Wenger - Japan spell had profound effect

Arsenal boss remembers his time with Nagoya Grampus - and how it shaped him as a man and a manager

FEATURES



CLUB NEWS



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Project
Web
Agency
Web
Duration
People involved
Total man hours
Project budget

Arsenal
www.arsenal.com
Ostmodern
www.ostmodern.co.uk
1 year
Multidisciplinary
team
Confidential
Confidential



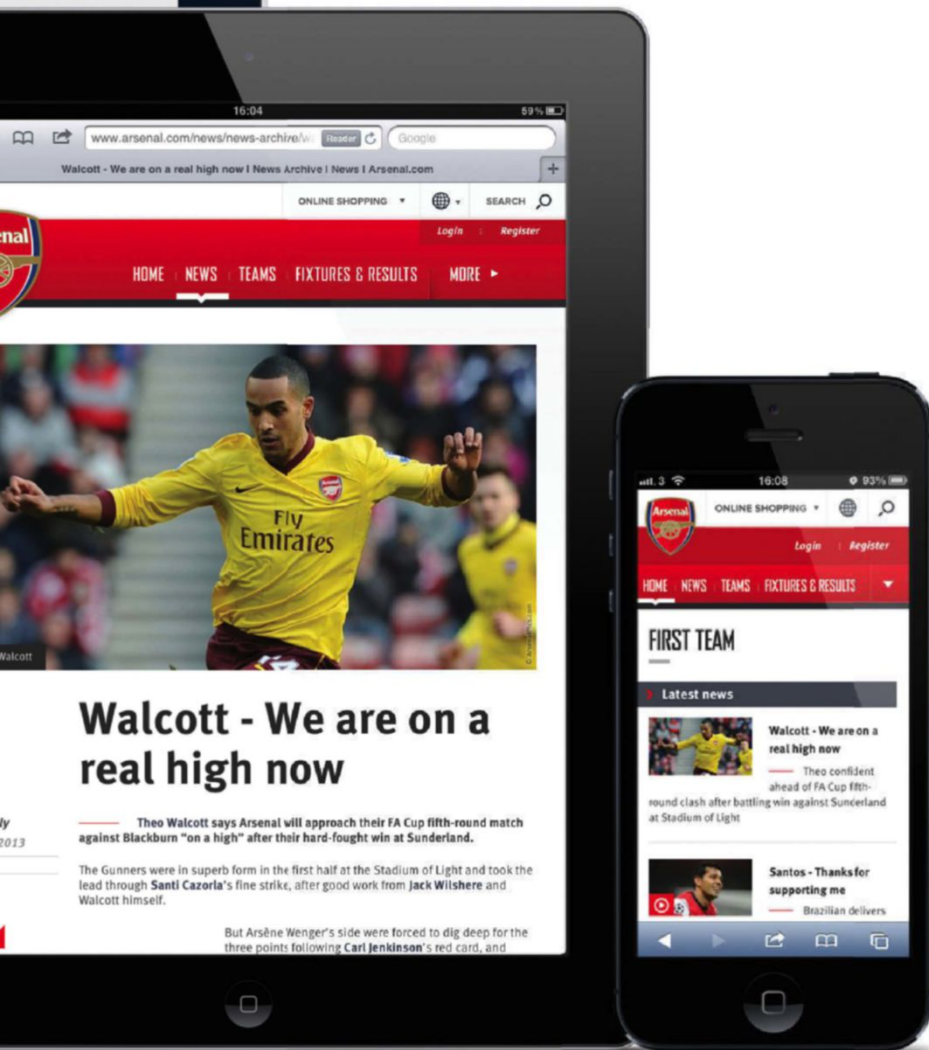
Official Arsenal FC A responsive redesign

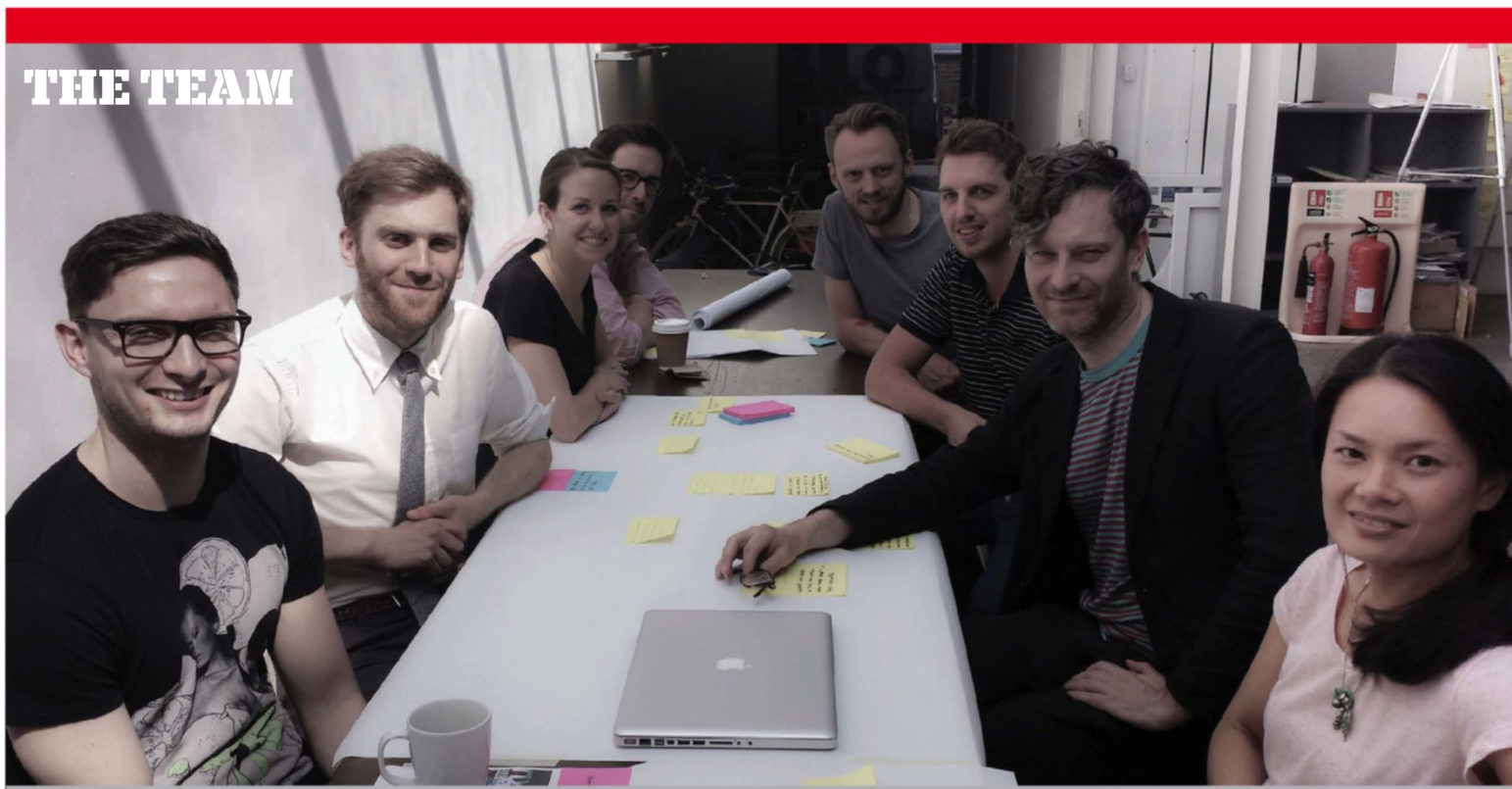
No strangers to high-profile projects, London agency Ostmodern linked up with old teammates Arsenal Football Club to redesign its dotcom. In this exclusive post-match report you'll learn how a feverous pitch crossed the line.

When it comes to English football and the online playing field, we're talking something of a chequered past. It seems that high-profile and certainly Premier

League clubs have only fairly recently woken up to the importance of digital marketing to widening a fan base. Previously, clubs were seemingly tied into cookie-cutter websites outsourced to a third-party provider, compromising that tribal sense of identity that is so synonymous with the beautiful game. Now in the age of apps, this approach has evolved to engage more directly with supporters and provide more localised hubs for covering news, delivering video and selling merchandise.

Clubs with an eye on pushing a global brand such as Manchester's United and City clubs, Chelsea and indeed Arsenal are naturally at the forefront here and have employed the services of top independent agencies to get results. Ostmodern are one such creative force who, with prior working experience, were asked in 2012 by Arsenal's technical partner Rippleffect to completely overhaul its dotcom presence. With a background in VOD and content delivery spanning projects for clients such as BBC, ITV Channel 4, EE, Virgin Media and indeed the Australian Football League, this 20-strong team sure boasts the requisite skills. "The challenge was to make most effective use of the deep content generated by the club. Including photography, editorial, player profiles, metadata and video, and observing how the in-house editorial team produce content and how their user base consumes it was key to our approach," explains project manager James Cambourne. The task would encompass a 'root-and-branch' redesign improving the UI experience, introducing a scalable backend, and even drawing up a new editorial strategy for the site itself - all before the February 2013 launch. With a final result befitting what most Arsenal fans are accustomed to, welcome to Design Diary's full-time play-by-play analysis of **Arsenal.com**.





THE TEAM

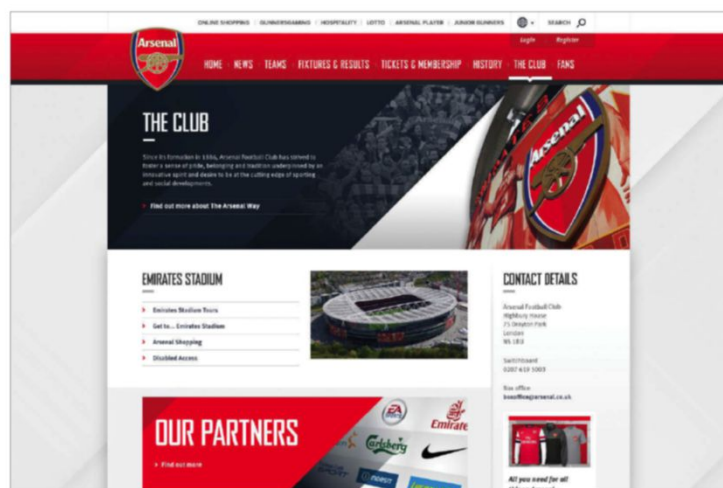
L to R: Phil Readman - Designer, Richard Amos - Head of UX, Lucy Hughes - UX Architect, Chris Randall - Head of Design, James Cambourne - Senior Project Manager, Chris Belmore - UX Architect, Tim Bleasdale - Creative Director, Lisa Leung - Senior Designer

"Our relationship with Arsenal began in 2010 when they asked us to redesign their VOD (Video On Demand) service, now named Arsenal Player", says Richard Amos, head of UX, when asked how the project originated. "From the outset it was emphasised that Arsenal Player was just the start of a redefinition of the global brand. It became apparent that we were evolving their content offering beyond the capabilities of the rest of their ecosystem, and it was a natural evolution to move onto **Arsenal.com** afterwards." From this organic progression

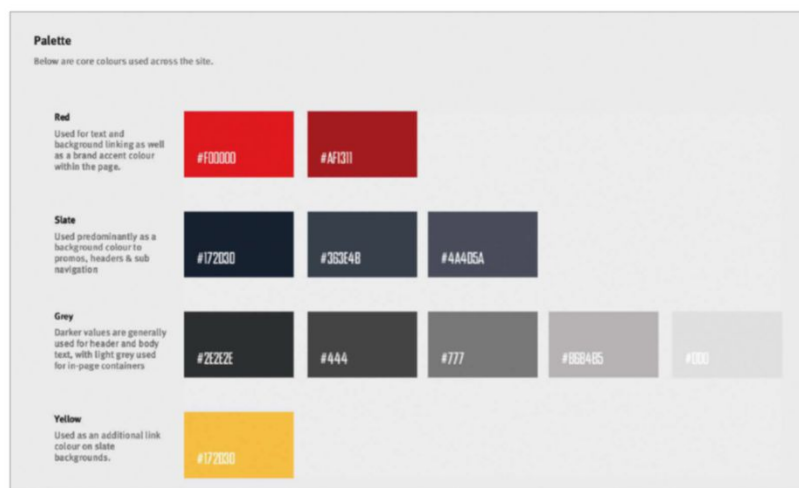
and working trust, Ostmodern were always a perfect fit to re-energise the wider online presence given its finer perception of what was required. "The website brief was 'evolution, not revolution' from a technical perspective, but it was clear from the outset that the existing site would not remain in any distinguishable form," Amos continues. "The first phase of our approach focused on the broader themes that surrounded **Arsenal.com**. Working with the editorial team, we dissected their current editorial offering and mapped out simplified

models of the content. This revealed the breadth, depth and quality of the content and highlighted the challenges and complexity of the existing site infrastructure. Our observation that **Arsenal.com** was overly complex and could be simplified struck a chord with Arsenal's editorial team and 'simplification' became the starting point."

This appreciation of the editorial aspect became a strong thread for the team, having been identified as the bedrock for the existing site's appeal. Facilitating this content generation would be crucial and as Richard Amos



The new-look **Arsenal.com** was launched in early 2013



The team incorporated the look and feel of the Emirates stadium into the site's design

LOYAL SUPPORTERS

With the site now live, the production team aren't about to sit back. The commission always represented an ongoing partnership with Arsenal and the nature of the build will continue to provide valuable lessons for future collaborations. As project manager James Cambourne explains, a project like this doesn't end once the site hits the server.

"We continue to work with Arsenal on improving the site. The scope was carefully managed so that we delivered a viable, complete product, intelligently scaled back without compromising on features. We are now able to revisit a coherent and complete product to improve and enhance it with further content, functionality and features.

"With a site as large as this, it is important to learn from it for future work, both for us as an agency and for Arsenal as a business. With this in mind, we have spent time trawling through analytics and social media feedback to understand the impact specific design choices have had on user behaviour and how this will affect both our design choices moving forward, and the Arsenal editorial team's continued update and use of the site."



Plenty of research was conducted both in the studio and in the stadium

elaborates, an awareness of practical workflow was invaluable. "As a company with a history of strong journalism, Arsenal's editorial team spent considerable time with Ostmodern helping us understand their workflow and editorial style. It was key to marry our perceptions of their current offering with what they were actually attempting to achieve with their current tools. While understanding existing workflow was important, it was just as important to find synergy in each other's ambitions and influences. We both had bold ambitions for

the site as a concept, and a significant portion of the early concept work revolved around articulating and understanding each other's aims. As the project developed, Arsenal's website manager worked alongside our team in our Shoreditch studio. This ensured that he understood all aspects of UX, and could provide his own knowledge of the Arsenal brand as we modified and created new brands within the new framework. Most importantly, we integrated him into the team who were responsible for rolling out imagery throughout the site,

with the expectation that eventually he would take this role on independently of us once the site was complete."

With editorial content established as critical, the team could drill down into the information key to hooking visitors back. Regular updates and fresh stories when it comes to rumours, match feedback and player fitness offered a neat sense of the excitement and anticipation of fans. "From website analytics, it was clear that news was the reason people came back to the Arsenal site multiple times a day," stresses user-experience architect Lucy

ARSENAL SUPPORTERS WOULD HAVE LOVED WORKING ON THIS PROJECT. WHAT TEAM DO YOU SUPPORT AND HOW DID IT FEEL WORKING ON A RIVAL TEAM'S SITE?



Tom Williams
UX director

"I'm a Spurs fan and I'm still going through a reconciliation process with certain family members and friends, so to avoid reopening old wounds... No comment."



Phil Readman
visual designer

"After moving south from Sunderland I knew it was only a matter of time before I'd have to work on one of the London footy sites. Being a fan of football and not just a team means I actually quite like Arsenal."



Chris Belmore
UX architect

"I'm a Derby fan and we're not currently in the same universe as Arsenal, so it didn't feel like cheating. If it was the Notts Forest site... I might have been tempted to put a few Easter eggs in."

Hughes. "In terms of concept, we wanted to transform news reporting from a chronological blog-style presentation to a more dynamic news journalism model, so that fans could follow stories as they emerged and evolved over varying periods of time. By modelling the club's weekly schedule against the annual schedule, we built an understanding of the ebbs and flows of Arsenal's coverage. Through this, we saw the patterns in expected news revolving around the club's fixtures, versus unexpected news such as injuries, disputes and headline news events." In black and white however, all of this stuff can feel slightly cold once removed from the high-energy fervour of the touchline. Possibly one of the biggest perks of this type of commercial project then, is in getting your hands dirty with some good old fashioned 'research'.

"It is easy to get lost in 'the web' and so to get a sense of the true Arsenal experience, the project team went to a match. [We] immersed ourselves in the anticipation and consumption of news and stats around the match and within the Emirates Stadium," beams Hughes. "The challenge then was to translate this 'buzz' into a coherent and efficient tool to communicate the club's voice to the fans. We knew we had the content to keep fans hooked, so the challenge was to present it so that fans could see the latest news and easily follow a story through its life cycle. This involved incessant sketching and prototyping until we were happy to expose it to fans."

This kind of reconnaissance work extended to the site visuals, with Arsenal keen to offer a clean creative slate. "A detailed tour of the Emirates Stadium enabled us to take visual cues from physical aspects such as the industrial architecture and themed interior design, including the rather natty toilets!" laughs Ostmodern's head of design Chris Randall. "The end result was a set of mood boards that focused on photography, typography, architectural form, colours and textures, article formatting and digital language. We initially explored several conceptual routes, focusing on the general balance of typography, photography and graphical UI components."

Once these core ideas were approved, the team could settle on a formal set of principles used to inform the frontend build. "The grid was an important factor; our solution had to be adaptable across platforms while still providing a level of control that was crucial in meeting Arsenal's editorial and commercial constraints," Randall explains. "Multiple screen densities influenced a lot of our design thinking, using pure CSS styles where possible."

Some of the lessons here had indeed been learned from the Arsenal Player project, where trying to predict iterations of probable content proved restrictive. Content templates that had been previously designed to ensure consistency became prescriptive and often shunned as a result, as James Cambourne testifies. "The new Arsenal.com homepage framework was an antidote to this problem, designed in a modular format allowing

'clustering' of stories, enabling editorial to react to shifts in the team's focus and activity. For example, when Arsenal's first team suffered a number of significant defeats, there was a vacuum of news. With this in mind Arsenal used our

framework to tell their big story of the year, the success of their Ladies team. Traditional prescriptive layouts and architectures may have forced this content to be buried."

Fans can be fickle in the face of adversity, so you would suspect a football site's target audience to be a tough crowd. All that groundwork on look, feel and voice would be thrown to the lions. Arriving just after the crucial Christmas and New Year stages of the 2013 Premier League season, the designers could only watch from the social-media turnstiles for affirmation. "The relaunch marked a sea-change in the approach to editorial and design within the site," Cambourne recalls. "We monitored Twitter and Facebook to gauge reaction. There were those who didn't like such a drastic change, but as people discovered and learned the benefits of the new design and functions, it was fascinating to follow the evolving opinion. We were pleased that the overwhelming majority were happy with the new website." Yes, all was well... until the next weekend at least.



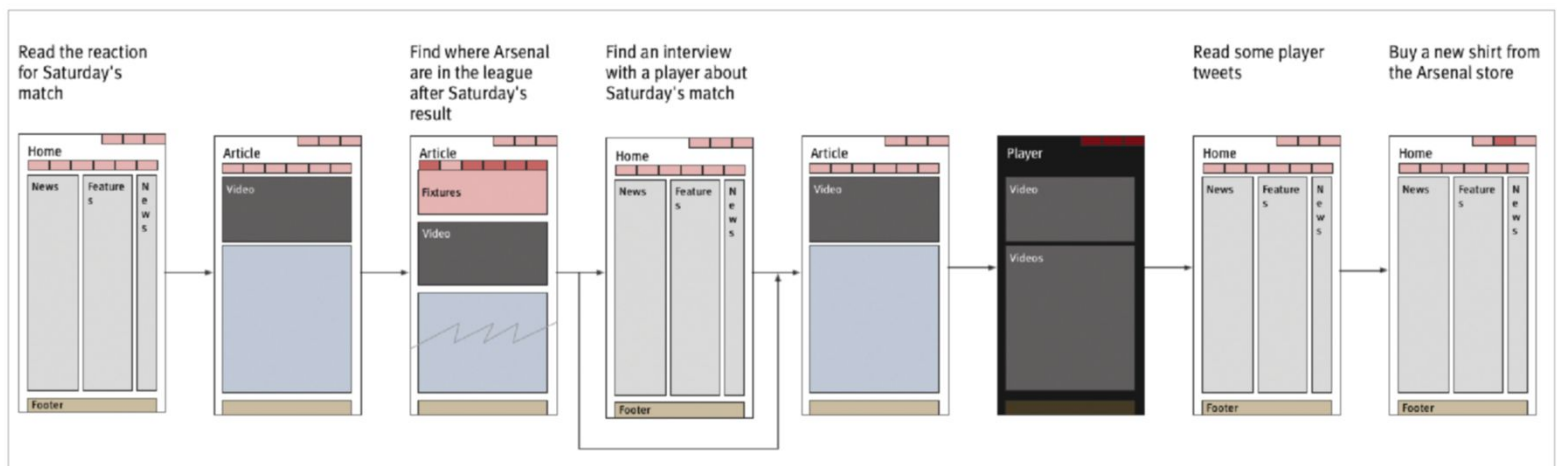
The relaunch marked a sea-change in our approach

EXPERIMENTAL FORMATIONS

A big part of any design project is establishing a relationship with the client. Once this has been put into place the next step is take a look at the client solution. However, this can often involve a voyage into the unknown and a journey of discovery for the designers themselves. For Ostmodern's development stages, cohesion was needed between the two sides of the build, with a process of prototyping proving most useful. Head of UX on the project Richard Amos details the strategies adopted when it came to testing the development waters. "One of the great challenges of a separate build and design team is clearly articulating systems and interaction design nuances. Historically we have found that when the best ideas get 'lost in translation' due to this separation, it is often the articulation of the idea that was the weak point rather than lack of willing from a developer.

"To mitigate this, we invested time in creating a HTML, data-driven Python/Django prototype running on Heroku. This let us experiment with some of the core concepts behind our data models. We spent a considerable amount of time exploring metadata concepts such as 'Topics' and content tied to matches, but hadn't been able to demonstrate it in the real world.

"We were able to stress-test how user flows would work within these content structures and demonstrate to the technical provider how we envisaged this data would appear on a real site. We also experienced significant challenges with the 'mega' drop-down menu and while the idea seemed sound on paper, it wasn't until we fully prototyped the rollover behaviour that we were able to articulate the nuances to the build team."



This wireframe reveals the post match journey taken from the home page to find reports, news and tweets

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Passionate about design

Bond Media started from humble beginnings, but has become one of the most forward-thinking digital design agencies working today.



Anthony Mixides, founder of Bond Media, never intended to work in digital media. Anthony initially completed an art foundation course where he studied fine art, animation and sculpture. What drew his attention were the workshops. "I was making things I loved." Anthony explains. "Being able to cut pieces of wood, make something out of it, sculpt, put things together and design. I love drawing as well as designing. So

really that course led me to realise that furniture and product design [was] where I wanted to be. So in 1996 I applied to Kingston University to do a furniture and product-design degree."

The course that Anthony took focused on product design. He liked the journey that a product takes from initial idea to the expression with an actual product. Towards the end of his degree he had to formulate an idea for a new product and so came up with the idea of a 3D body scanner to be used by customers in a shopping mall. They would scan their bodies and then as they visited various stores, their body scan would be superimposed on clothing.

bond media

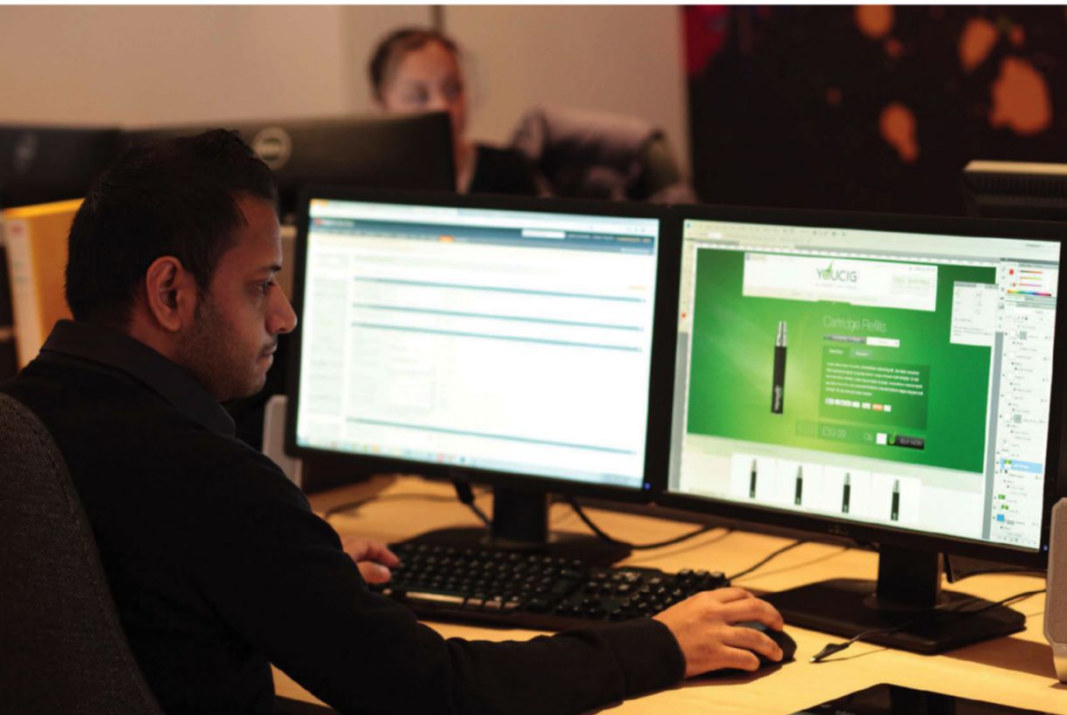


who Bond Media
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branding, SEO, responsive
design, email marketing
where No 2 Old Court Mews,
Ground Floor, 311a Chase Road,
London, N14 6JS
web www.bondmedia.co.uk

Key clients

Co Be Alarmed, RBS, Spycatcher
Online, The Diamond Ring
Company, Will Stevens





industry insight

Anthony Mixides, founder



Credit: Bond Media

“I’d give them a price. This was when websites were costing £20,000, £30,000 and if I would quote, say, £5,000 they’d be amazed! But from my perspective I was still living at home so to me, I could make a good profit.”

Seeing the power that these applications place in the hands of designers really opened Anthony’s eyes to the possibilities

To get the idea across to his tutors, one suggested that Anthony develop an animation to show his product in action. This suggestion would have a massive impact on how Anthony’s life would change and what ultimately would lead to digital design.

“I looked around for what software was available,” Anthony explained. “3D Studio Max was a program that was used quite a lot, so I took some lessons and began to see how 3D images and animations could be created.

“My final degree presentation was this whole concept and the end result was a 3D animation. After finishing this work I had a completely different attitude to how computers could be used creatively. I continued to see what other cool stuff computers

could do in design, so started to play with Photoshop by putting files onto 3D objects. After my degree finished I knew enough about 3D animation to get a job in a studio – Stardust Pictures, which worked on films like *Space Jam*. My main role in the studio was taking the drawings the animators created and converting them into a digital platform.”

Anthony explained his role at Stardust Pictures: “I was their in-house digital guy taking their stuff, scanning their work into animation software and placing into sequences. Later they asked if I knew anything about this new web-design package called Dreamweaver. I had never heard of it, so they got a copy and I started to play around. I started to do really basic HTML websites as a hobby really.”

This connection with the 3D digital work that Anthony was doing and the arrival of Dreamweaver on the market heralded what would later become a fortuitous linking of 3D and web design. Seeing the power that these applications place in the hands of designers really opened Anthony’s eyes to the possibilities. This was around the time that *Toy Story* came out and placed digital animation on a whole new level. Seeing how Pixar built their characters with wireframes revealed a whole new world of creative possibilities to Anthony.

Working for Stardust Pictures for around a year put Anthony in contact with a wide range of creative and business people. One of the people at Stardust Pictures moved to another company - KPL Publications and mentioned an opportunity to move there to work in-house on websites and also to produce CD ROMs. The 3D work that Anthony had a passion for really set his work apart from the other websites that were appearing at the time. Most were largely flat-file sites. Anthony added 3D elements and shading which set his designs apart from the rest.

Bond Media timeline

Established 2000
Founder Anthony Mixides



Took on our first e-commerce site for Spycatcher online, loved the project!

Number of employees

2

Bond Media tender to design and build the official website for the hit show ‘Buddy The Musical’.



2000

2004

2008

2009

Number of employees

0

Worked on the website for Xtra IT, built in Flash with a database Job Search and CV-upload system. The 3D icons rotated on rollover.

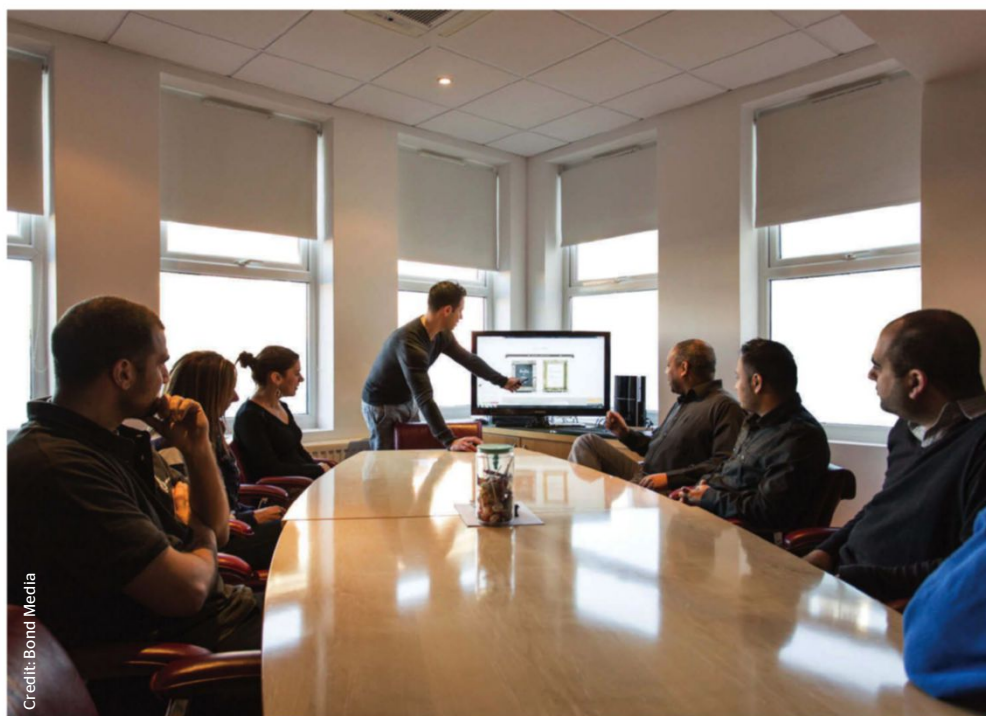


At the time when RBS and ABN AMRO merged we were fortunate enough to win the bid to build an intranet that connected the two banks.



Number of employees

4



Credit: Bond Media

Anthony explained: "I wasn't doing flat websites. I was putting a bit of depth to them. I was rendering a 3D image in 3D Studio Max and then bringing this into Dreamweaver. I wanted my sites to have a different look and feel. The publishing company were also one of the early users of CD-ROMS so I took a course in using Director and started to see what Flash could do.

"I must have done a dozen CD-ROMS for the company. I was amazed that you could connect a CD-ROM to a database, and have searchable Excel files - all very cool stuff at the time. And as the CD-ROM would often source materials online, this showed me how dynamic content could be built into websites - something that stood me in good stead when my agency moved into e-commerce design. The background skills that I gained with these early applications was invaluable to me when I eventually set up my own design business."

The job with the publishing company continued into 2000, which was when Anthony began to think about starting his own design agency. He explained

the genesis of his business: "While working at the KPL Publications I was doing websites part time. I started to get a lot of interest from people who had their own businesses. I would go into meetings with them where they would outline their requirements. I'd give them a price. This was when websites were costing £20,000, £30,000 and if I would quote, say, £5,000 they'd be amazed! But from my perspective I was still living at home so to me, I could make a good profit."

The part-time web design work continued, but Anthony still had his full-time job, which also paid quite well. After asking his boss for a pay rise and being flatly refused, this was the impetus that Anthony needed to start thinking seriously about starting his own agency full-time.

Anthony explained: "So I just thought, why not just give it a shot? So I set up the company back in 2000 calling it AV1 Designs."

AV1 Designs continued to develop, but in 2004, Anthony decided that a name change was in order. He picked the name Bond Media, but insists that it

Number of employees

6

2010

Working alongside the management team for Frank Skinner, Bond Media created the website for him while he was on tour during 2010.



Bond Media won a job to build a website for a client in Kuwait. They were impressed with Bond Media's portfolio plus the fact they work with other clients in Dubai.



Number of employees

8

Number of employees

7

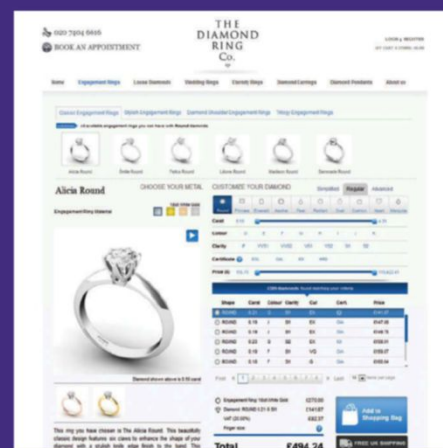
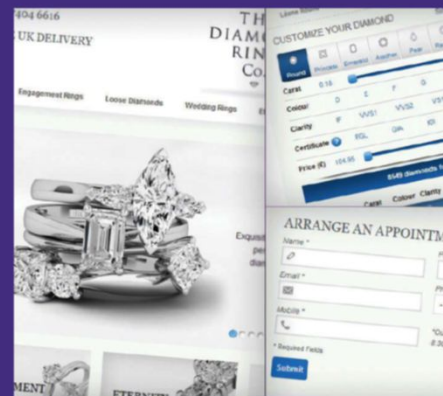
Diamond designs

The Diamond Ring Company had been using the e-commerce platform Magento since they started selling online. To expand the company's online presence, they turned to Bond Media.

Anthony explained what this client was looking for, "When we met the guys at The Diamond Ring Company, they showed us how they managed their site. They explained what elements took them too long to manage [and] what features they wanted along with an upgrade to the latest version of Magento E-commerce."

Instantly Bond Media could see that the biggest challenge was to simplify the Magento import of their supplier's data of over 10,000 diamonds. Anthony continued: "As well as this we needed to make the frontend much quicker, the old site was loading all the diamonds when you tried to view a product page. This was causing a page load delay. We knew improving speed would result in more conversions for the client."

Bond Media had to make the buying process simpler too. Getting to the point where you choose your diamond was too many clicks. They overcame this by creating a number of configurators that allowed buyers to choose all options on one page.



<Above>
Bond Media simplified and streamlined the site

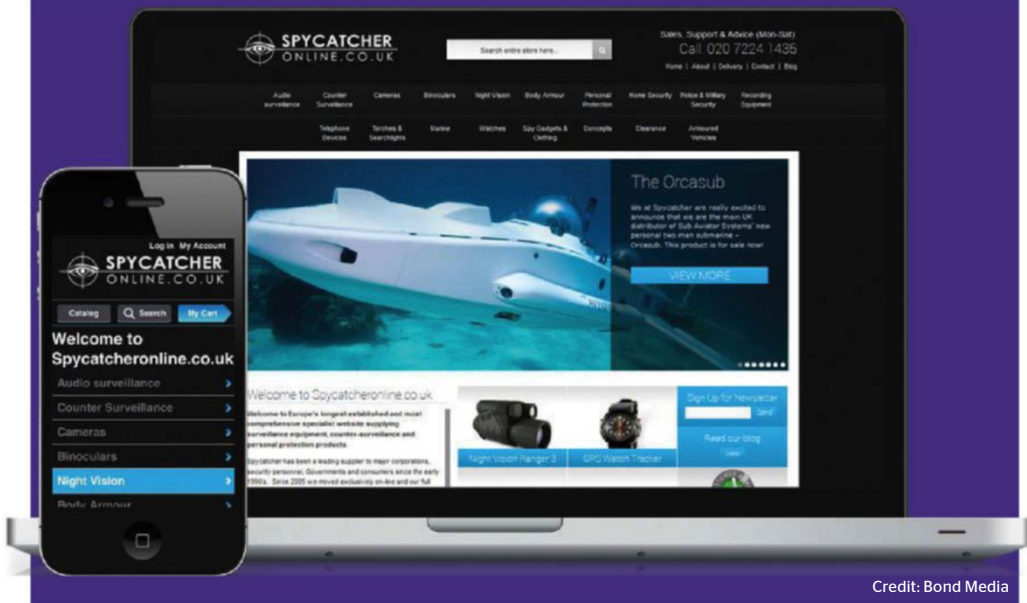
Spycatcher

Spycatcher Online has some of the greatest spy gadgets for sale on the web. Being that the products are at the high end of gadgetry, the website really had to focus on showing the quality of the products on offer by high-quality photography which the client commissioned.

There was a clear need to break out the specifications of each product, enabling the customer to understand the features. Each product has the ability to feature a video, which can be pulled in from YouTube. When on a product detail page Bond Media

implemented an easy way of viewing the next product in sequence which makes navigating a category very simple.

Since the products are updated frequently, a bespoke matrix of featured products was built to enable a number of different combinations on the home page giving the client full flexibility. The product database is imported from a CSV spreadsheet, this is uploaded into the Magento e-commerce admin area, creating all the product pages, with images.



Credit: Bond Media

has no links or connotations with a well-know secret agent. Anthony has had to fight off potential trademark infringements, but Bond Media has now established itself. Anthony also decided that now was the time to establish an office, as he had taken on another designer.

"I looked around a bit to find people to join me," Anthony continued. "I found a designer [and] he still works for me now - his name is Tomas. He applied directly through my site. I didn't have a vacancy, but I interviewed him, really got on well with him and he just started working in-house with me. At that stage we were both managing our projects together. However, it became clear we needed more help. Tomas has a friend - Matus who is a developer. He joined the company shortly after in 2005, to work on our programming requirements."

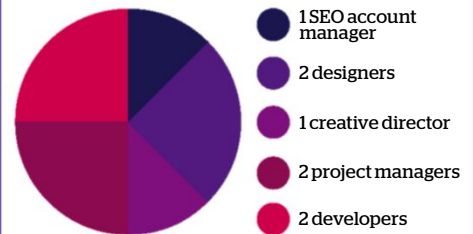
Turning to the technologies that Bond Media now uses, Anthony has long experience of the tools that became available during the early days of web design. Today, the development platforms they use are very important. HTML5, CSS3, jQuery and PHP to name just a few are now part of the essential toolkit that Bond Media uses.

Antoine, another member of staff commented: "We really trust those new technologies as they offer a new dimension of the web. They raised the level of interactivity that we have never been able to reach in the past. HTML5 and CSS3 are still young technologies which will mature really quickly as they offer more and more API day by day such as the WebRTC which looks promising. They also simplify the work of developers/designers with a more comprehensive and lightweight syntax. jQuery is a

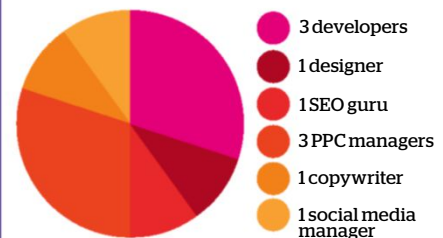
Handling all the design and development work together seemed an ideal opportunity to develop the Bond CMS

AGENCY BREAKDOWN

Full time



Regular contractors



guru in this area as it opens the JavaScript world to a large community, which was a bit reluctant and afraid by syntax, which could seem indigestible.

"The real challenge is to build applications and websites which can be seen by a multitude of devices. Those technologies have become a new reference in this domain, where Flash was previously a big issue. To support this point, we can mention the support of the HTML5 canvas element on the majority of recent browsers, which allows us to build complex, efficient animations. The CSS3 media queries is also another advantage, regarding the increase of responsive designs all around the web. Finally jQuery mobile is also a great tool we trust in as it offers a real cross-devices framework for building rich mobile application."

One of the key markets that Bond Media is active within is development for the Magento e-commerce platform and also designing content-managed sites. As designers and developers who provide content-management systems solutions, it became apparent quite quickly that Bond Media needed some form of CMS they could use with their clients' websites. Anthony explained: "We started looking at building our own content-management system. Handling all the design and development work together seemed an ideal opportunity to develop the Bond CMS. This is proprietary to us and scalable in any way. It can manage a basic concept site up to a fully managed Pay Day Loan database-driven web presence.

"The idea is that our system is easy to use. The interface is straightforward. If you want to move a page, you just drag and drop it. It's very robust and very scalable, which is important, as we have very different clients all with different needs. We wanted

to offer our services with a level of transparency. Often with website design for instance, it's easy to get pulled into a maintenance contract that could cost you say £95 just to change a graphic. Our solution is open. We give our clients the training they need to manage their own sites once we hand it over. But we are always here if they need us."

Clearly the development of Bond Media has been organic with recommendation playing a major role in the development of the jobs Anthony worked on himself, and later as his agency has grown. "It's amazing really. Some of the people I worked for in 2000 I am still in contact with," he commented. Recommendations now form 50 per cent of the business that Bond Media attracts. The rest comes from search and website enquires.

A major component of the work that Bond Media is now involved with is building e-commerce sites on the Magento platform. Anthony has always built online stores and has a strong affinity with e-commerce in general. Anthony explained: "We get a lot of enquiries for Magento work because we're on their website. If you go into their site and filter by location we're one of the partners here in the UK. So we get leads through that. I love e-commerce because aside from this business I've got my own successful online shops that I've set up over the years. This experience I now pass on to the clients who ask us to build stores for them. This area of web design is a passion of mine."

Does Bond Media approach its business development with any kind of roadmap? Anthony is relaxed about how his business has developed over the years: "It's organic, and fortunately it has all fallen into place. I sit back and I say, right I'm going to plan to do this but life takes over, business takes over and you have day-to-day tasks. I'm not saying I'm ignoring that it needs to be done but I'm quite happy the way things have happened organically."

"I think, if anything, I do have a little bit of a direction at the moment. We really want to be doing

more and more of the Magento sites, as we love them. A conversion rate of three per cent excites me. The average is meant to be one per cent but when you see one of our sites doing three per cent I know it's because we've been analysing and making sure that when a user hits that site they know what they're going to get; they're going to have a good shopping experience and the clients are happy because they are making money.

"But for us it's all about having a real good site that's the leader of the industry. So whenever a client comes on board we say, okay let's look at your competitors, how do we make you stand out? What can we do to make your site unique? So we analyse it from that perspective and deliver."

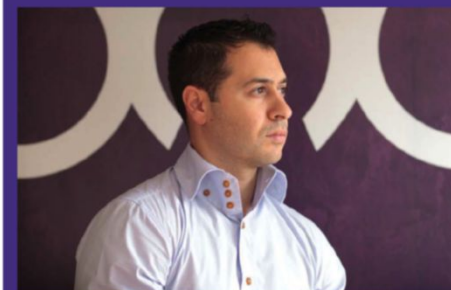
One site that Bond Media are particularly proud of was developed for Energy UK and the use of carbon-monoxide meters. Anthony explained their approach: "I think the client saw our portfolio and loved our work. We've been doing a lot of work for Energy UK as they really trusted us with providing them a website that portrayed all the information. [The site helps people to] understand how they can protect themselves by having these devices. And because we started to do a lot of responsive design it works beautifully on the iPad and iPhone."

Bond Media still get some clients with unrealistic expectations, as Anthony outlined: "We'll get enquiries where they may want Facebook designed and built for £100, so what we try to do is an initial client assessment. We'll then send a gentle email explaining to them that this isn't achievable. It's usually the ones with the least information that fizzle out. We ask them to give us a bit more information about their project, if they haven't had a brief written up we tell them [that] it's really in their best interests to [do so] and give us a budget. We don't want to find out that we've done a 40-page proposal and their budget is £100."

"What we tend to do is provide guidance to the client that they need to supply us a brief and a site

industry insight

Anthony Mixides, Founder



"It's organic, everything that I've done is organic and fortunately it's all fallen into the right places. I sit back and I say, right I'm going to plan to do this but life takes over, business takes over and you have day-to-day tasks. I'm not saying I'm ignoring the fact that it needs to be done but I'm quite happy the way things have happened organically"



Credit: Bond Media

map. The people that come back to us with that information warrant us to proceed to the next stage of quoting. Once we've established that they've got an idea and they've got a budget that could be achievable, we then start analysing the project.

"We tend to break it all down into real processes that we follow. Initially there is project planning; 'what does project planning involve?' they say to us, why are you charging us £1,000, £2,000, whatever it may be. We're saying you've given us a brief, we need to take that and convert it into a working plan. So you said that you want people to log in, fine. When they log in, what happens? Tell us about what they can access? We'll do all this, but of course we need paying for these initial stages of the project.

"What happens next is that we're able to say, right this is the bible that we're going to build and design by, but in that whole process there is [also] wireframing. We make sure that that button goes there, there is a log-in screen there; the social-media icon is there. Sometimes at that stage a client is adamant we'll have to do a wireframe prototype so they're actually able to click on pages. These are not designed but just black-and-white boxes, which makes it clear what the customer journey around the site looks like.

"That is great because the customer gets to see exactly what happens on every page. At that stage they'll say, 'I want to change the navigation to the left-hand side', perhaps it's a request that will incur fees or not, it depends. So we try and have that process to make sure that the wireframes are defined before we get to the design stage. It's not productive to start changing things [then].

"While we're getting onto the design process we try to provide the client with a brief for the content they need to give us. We then present the designs and then there's a round of feedback. If they've paid for a responsive site at the same time we'll do responsive concepts, present them to the client, make sure they understand how it will look on Android, Blackberry and iPhone so they've seen what they're going to get."

"The clients' responsibility is providing feedback, at least one to two days after delivery of this concept. If they don't provide us with feedback we can't progress. We've been very strict with our clients; don't just say you don't like it, that's not good enough. You have to give constructive criticism."

Anthony continued: "Has the relationships with clients changed over the years? Because web projects are being passed to marketing managers now, whereas before I used to deal with the business owners; the difference is yes, they are more internet savvy. When I started the business in 2000 I used to speak to the directors who didn't understand what they wanted. I started to think this has got to change - I would never say no and too many 'change requests' with no additional fees sneaked in! These days each project has its own timesheet so we can

Will Stevens

Will Stevens is competing for the second year in the World Series by Renault Championship - widely regarded as the proving ground for Formula 1 racers. The management team approached Bond Media with a brief to come up with a fully functional website to act as a resource for Will's activities over the season.

Will wanted to avoid the clichés of chequered flags, and racing-related imagery, so Bond Media's initial concepts were based around his initials. It was clear at the outset that the website had to be accessible on the move, so Bond Media built it to be responsive. Whether the visitor is at their computer, browsing on their tablet, or quickly checking for

updates on their phone, anything they need to know is a click, tap, or a swipe away.

The key things people would be interested in are his current rankings, and a synopsis of the main events from each race. During the initial planning stage, Bond Media drew up wireframes for each of the major resolutions, and had access to Will's media library so they knew what was going to appear. Each race generates a tremendous amount of content. Using Bond Media's own bespoke CMS, this allows video and image galleries to appear in specific places. Will's system was built so that videos can be uploaded into the main homepage animation. The standings table is updated after each meet.



<Above>
Will Stevens's site left chequered-flag clichés behind and focused on his work

track how long we spend on each stage. Now we deal with marketing managers or web administrators who are able to articulate themselves well."

Responsive design and design for touch devices is forming a larger proportion of the work that Bond Media is taking on. Anthony explained the approach: "I was recently at the Magento event in Las Vegas. One of the major points was that by 2017 worldwide purchases by volume over mobile devices will exceed \$1trillion, hence why it's so important to make sites responsive, especially for e-commerce.

"One site that we have just recently done is for Will Stevens. His website is fully mobile responsive because his fan base is a younger crowd. We tell clients about how responsive design can work for them, but they've got to realise it's not so much an expense, it's an investment."

Social media is of course a major component of any digital business, not only for marketing purposes, but when a client needs their social-media presence building. Bond Media has its own blog that acts as a voice for the company with its views posted for all to see and comment on.

The agency also understands that using social media is a great way of finding its next employee, as Anthony explained: "Recently we were looking for another Magento developer so we just put a post on LinkedIn and we tweeted about it. I did some searches on hashtags of Magento developers, there are loads on Twitter to start a conversation with."

And what does the future hold for Bond Media? "There will definitely be more e-commerce," Anthony concluded. "We've just finished one for a client in Nigeria, a business equivalent to JD Sports.

"Also, we are doing more SEO for clients. But I should think generally I'd love to be doing more and more e-commerce sites. I really want to grow that part of the business."

bondmedia

WEB.....www.bondmedia.co.uk
FOUNDERS.....Anthony Mixides
YEAR FOUNDED.....2000
NAME CHANGE.....2004
CURRENT EMPLOYEES.....8
LOCATION.....London

SERVICES

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- > E-commerce
- > Mobile web
- > SEO & SMO
- > Branding and print
- > Email marketing

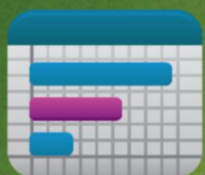
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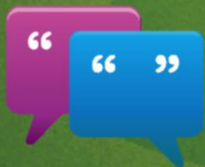
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A NEW ERA FOR
WEB DEVELOPMENT

***jQuery* 2.0**

Get ready to develop the next generation of the web. Discover how to upgrade, create custom builds and work with the best plugins

THE STATE OF JQUERY IN 2013

A long time ago, in a galaxy far, far away, JavaScript was a hated language. In fact, 'hated' is an understatement; JavaScript was a despised language. Consequently, developers generally treated it as such, only dipping their toes into the JavaScript waters when they needed to sprinkle a bit of flair into their applications. Some form validation here, an image slider there. Despite the fact that there is a whole lot of good in the JavaScript language, due to widespread ignorance, few took the time to properly learn it.

Ironically, it turns out that much of what the development community hated had very little to do with the JavaScript language itself. No, the real menace behind the mask was the DOM, or Document Object Model, which, especially at the time, was horribly inconsistent from browser to browser.

Luckily, the community has matured immensely since those days. Those DOM issues still exist in some form or another, but not nearly to the degree that they used to. How come? Its been a long time coming but the final goodbye to Internet Explorer 6 and 7 (with version 8 on its last legs) was met with widespread applause from the development community. Yes, these days the browser wars are in full force, with our little community being the primary benefactor. Beyond the massive improvements to today's modern browsers, the second reason is an obvious one: jQuery.

WHY JQUERY IS IMPORTANT

In many ways, jQuery single-handedly reignited the JavaScript community. Though it wasn't the first library of its kind - and in fact borrowed heavily from existing ideas and experiments - it did manage to bring the concept of using CSS selectors to query the DOM to the masses. Until that point, JavaScript was seemingly doomed to 'copy-and-paste' hell, only accessible to die-hard fans who could somehow wrangle every browser bug into shape, like a cowboy. But with jQuery, miraculously, as long as you had some basic experience with CSS and were willing learn a few methods, you could begin manipulating the DOM with ease. It was (and still is) a beautiful thing!

As a result of jQuery's growing popularity, the community soared to new heights, harnessing countless evangelists who would begin shaping and improving the web. In fact, the best that the JavaScript world has to offer can likely be traced back to jQuery.

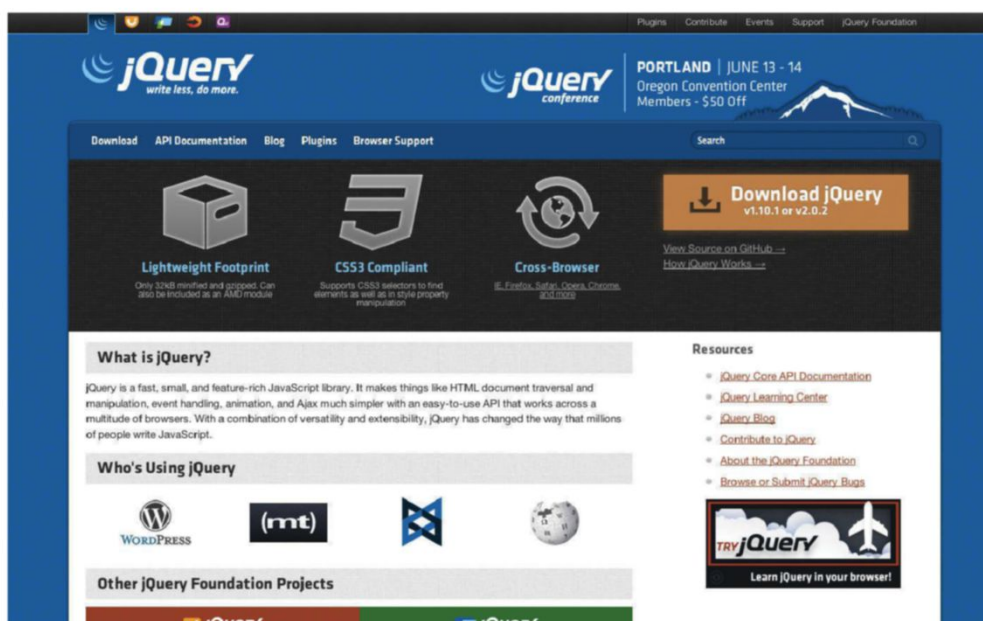
Yes, to say that jQuery created excitement in the community would be the understatement of the century. And the best part? It's still getting better, thanks to the official release of jQuery 2.0 on 18 April 2013.

WHAT'S NEW?

There was a time, near the release of jQuery 1.4, when the library was rapidly introducing new functionality. However, should you review the changelog for jQuery 2.0, you just might struggle to find very few new additions to the API. You should think of jQuery as a well-oiled machine at this point. Though new functionality certainly isn't off the table, what's most important right now is stability and performance. Introducing new features for the sake of it only serves to unnecessarily bloat an already

full-featured library. This is what the wonderful plug-in ecosystem is for: to provide the unique functionality that may not be overly appropriate for the core library.

Where jQuery 2.0 really shines, however, is in its bold decision to remove support for Internet Explorer 6, 7 and 8. This makes extra room for much-improved performance, extensive code clean-up, and a 12 per cent decrease in file size. Ten months in the making, rest assured that, even though it may perhaps not be as sexy to show off, much has been improved underneath the hood.



■ jQuery.com recently received a fresh coat of paint.



■ Use plugins.jquery.com to search through hundreds of helpful plugins.



IS JQUERY 2.0 FOR YOU?

While, as noted earlier, there will most definitely be a large portion of the community who can't yet make use of jQuery version 2, there are a number of situations when upgrading absolutely makes sense.

First and foremost, if your project does not require old-IE support, drop what you're doing and upgrade today. Otherwise, for non-website scenarios, such as writing Node.js, or coding Firefox OS apps, or even building an app for the Windows 8 store, these too are perfect environments for upgrading. In actual fact, upgrading in these instances makes so much sense to the point that the jQuery team will no longer provide support for 1.9, as 2.0 is a far better choice.

Otherwise, if you have even a small desire (or requirement) to support older IE, keep it simple and stick with 1.9 for the time being.

USING A CDN

As an alternative to referencing jQuery locally, you can also pass off a bit of bandwidth (and the likelihood that the library will already be cached on the user's machine) to Google or Microsoft, by instead referencing jQuery on their respective CDNs. This can help to improve the performance somewhat, as the library will be hosted on servers spread across the entire globe. Though there are scenarios when it's best to use a locally hosted version, as a basic guideline always try to use a CDN.

Google:

```
001 <script src="//ajax.googleapis.com/ajax/
libs/jquery/2.0.0/jquery.min.js">
002 </script>
```

Microsoft:

```
002 <script src="//ajax.aspnetcdn.com/ajax/
jquery/jquery-2.0.0.min.js"></script>
```

MediaTemple:

```
003 <script src="http://code.jquery.com/
jquery-2.0.0.min.js"></script>
```

Please remember that when using a CDN, it's paramount that you request the exact version of the library you need (both CDNs offer multiple versions), rather than choosing one of the dynamic options, such as `jquery-latest.js` or `/jquery/2`. Without going into too much detail, the basic reason why this is frowned upon is because, in order to allow for the dynamic, most-recent version flexibility that the non-specific URLs can provide, Google must use sub-optimal expires headers – to the point of even a single hour's worth, rather than up to a year. As always, keep things simple: reference the full version number, even down to that final, seemingly superfluous, zero (2.0.0).

To learn more about caching and CDNs, refer to Dave Ward's excellent post on the subject on his website at (<http://bit.ly/OME96z>).

CHOOSING A CDN

When it comes to referencing jQuery in the cloud, a handful of choices are available to choose from. Remember, these are 100 per cent free to you.

- Google
- Microsoft
- MediaTemple
- CDNJS.

The truth is that you can't really go wrong with any of them. While there are some differentiators, the performance differences are only slightly measurable. Having said that, if you do wish to dig into statistics, the team at [pingdom.com](http://bit.ly/PV97dA) (<http://bit.ly/PV97dA>) recently performed an extensive comparison. As expected, all choices averaged 100 per cent up-time. So reliability

isn't a concern. In terms of speed though, there were some clear winners, dependent upon a variety of factors. As an example, for sites that don't use HTTPS, MediaTemple is hands-down the fastest (remember, though, that we're speaking in terms of milliseconds here). In other scenarios or regions of the world, Google's CDN shines.

As noted earlier, there is no wrong choice. In this author's opinion, consider using MediaTemple's CDN, which is built upon EdgeCast's infrastructure: one of the largest players in the CDN market.

```
001 <script src="http://code.jquery.com/
jquery- 2.0.0.min.js"></script>
```

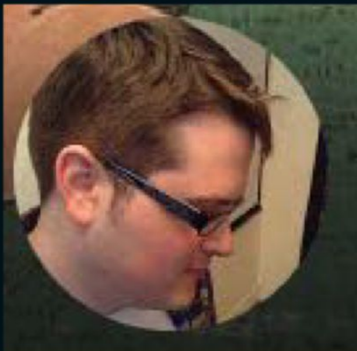
PRODUCTION VS TESTING

jQuery may be downloaded in two forms: compressed and uncompressed. For production, always compress, not just jQuery, but all of your assets (including the images). Particularly for large libraries like jQuery, this can provide a significant reduction in file size. During the development phase, however, it's beneficial to use the uncompressed version. Clearly, debugging a minified file isn't ideal!

In the following snippet, notice how the only difference between the two is the addition of `.min` before the extension. This is a common convention, when referencing libraries and frameworks on CDNs.

```
001 <script src="http://code.jquery.com/
jquery- 2.0.0.min.js"></script>
002 <script src="http://code.jquery.com/
jquery- 2.0.0.js"></script>
```

For simple websites, the basic rule is to use the compressed version of jQuery for production, and the uncompressed version for development. However, if using a module loader, perhaps RequireJS, then you can ignore the production version entirely. RequireJS's optimiser will handle the minification automatically when the project is deployed.



WHERE IN THE WORLD IS JOHN RESIG?

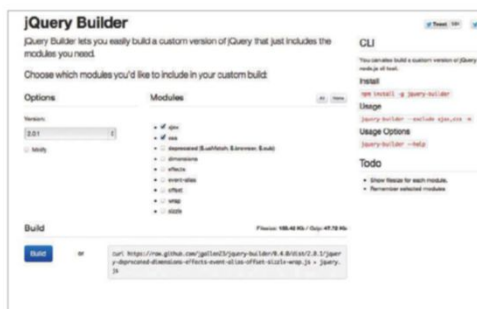
Although John created and lead the jQuery team for years, he recently stepped back in order to focus more of his attention on other projects, like Khan Academy. When recently asked about this, John replied:

"I decided to spend more time doing application and server-side development, something that I didn't spend much time on when I was working on jQuery. Also, I was spending less time on the day-to-day bug fixing of jQuery and wanted to make sure that the project was going to be in good hands (Dave Methvin's) as I started to work on other things. They've been doing an excellent job of keeping the library in great shape. It's in good hands!"

SLASHING IE'S TIRES

jQuery's decision to remove old-IE support is undeniably a bold one, but it's not nearly as dramatic as you might think. If your first reaction to this news is to argue that you still must support IE8 at your current job, then no one will disagree. In situations such as this, jQuery 2.0 simply isn't the right fit for your company... yet. Until then, the team will continue to maintain and support version 1.9. The two APIs are compatible, meaning that when old-IE percentages do drop to an acceptable low, you can simply swap your current version for v2.

Why did they drop support? Well, it's important to consider the massive amount of code that was required to compensate for sneaky bugs that go as far back as Internet Explorer 6. All of those consistencies in the DOM that made you hate JavaScript in the early 2000s – or at some point – John Resig (the creator of jQuery) had to write code to wrangle them into place. By removing support, much of that code may now be removed. As a result, the library can be smaller, faster, and just plain better!



■ Custom builds of jQuery can be generated without touching the command line.

CUSTOM BUILDS

Though it's not a widely-known fact, jQuery has actually offered custom builds for some time now (as of version 1.8). A custom build offers developers an extra amount of flexibility to further reduce the library's file size. It does this by generating a custom version that only implements a subset of the available modules. For example, if you don't require support for Sizzle (jQuery's

custom selector engine), then you can run a custom build to remove that module.

One of the team's larger projects, when preparing for jQuery 1.8, was to modularise jQuery in such a way to make configurability as flexible as possible. In 2.0 you'll see that this functionality has been extended further. You can now exclude or combine as many as 12 different modules in order to generate a build that's tailor-made for your project's specific needs. In fact, if your project allows for it, you could even reduce the file size to as little as 10KB! To put that into perspective, chances are quite high that a single image on your website is larger than that.

As an aside, stop what you're doing right now and take a minute to optimise your images. Image weight is too often ignored, as developers battle one another over the cost of double quotes vs single.

While running the build tool requires a bit of command line know-how, luckily, there's no need. An online service, jQuery Builder (<http://projects.jga.me/jquery-builder>) will do the work for you! It allows you to select your desired version, and then combine a number of different modules to fit your needs.

Hands-On Project VIEWING GITHUB REPOS

To provide a demonstration, let's use the custom builder and create a simple project for searching for a user's list of GitHub repositories. This will provide a decent platform for reviewing such techniques as the PubSub model, separation of concerns and more.



Learn how to build a simple utility for searching through a GitHub user's repositories.

01 Get a custom build

The first step is to define what functionality the application will require. In real-world projects, use the full jQuery library during development, and leave the custom build for production (if one is necessary) down the line when the project has been completed. However, this time for the sake of demonstration we'll do things out of order.

Because we only need to query the DOM and make AJAX requests for this simple project, we can exclude

most modules from the build. Using the jQuery Builder website referenced earlier, de-select all modules except for CSS and AJAX, and then save the generated library to a local file, 'jquery-custom.js'.

02 HTML

We need a simple HTML page that references both the custom jQuery file, as well as another one for our script that fetches the GitHub repositories. An input should be provided, so that a user can search for their GitHub repo, and view results in real time.

```
001 <!doctype html>
002 <html>
003   <head>
004     <meta charset="utf-8">
005     <title>GitHub Repos</title>
006   </head>
007   <body>
008     <h1>GitHub Repos</h1>
009     <form>
010       <input type="text"
011       id="repo-name">
012     </form>
013     <script src="jquery.js"></script>
014     <script src="script.js"></script>
015   </body>
016 </html>
```

This should be all that we need for the simple demo.

03 PubSub

PubSub, more traditionally referred to as the Observer Pattern, offers a mechanism for decoupling applications. Rather than doing too much in response to a particular event, an object can instead make an announcement, at which point other listeners (or observers) may respond and proceed accordingly.

If we can ignore old-IE – as we're using jQuery 2.0, we can – implementing a PubSub model can be accomplished with as little as three lines of code!

```
001 var o = $({});
002 $.subscribe = o.on.bind(o);
003 $.publish = o.trigger.bind(o);
```

How nice is that? With this small piece of code, any time that you need to make an announcement to the rest of your application, simply add:

```
001 $.publish('key', dataToPass);
```

04 The search input

Next, we need a way to listen for when the user searches for a new repository, and then respond by capturing the input's current value, and making an announcement. Once again, with jQuery, this is a cinch!

```
001 var SearchView = function() {
002   $('#repo-name').on('change',
003   function() {
004     var username = $(this).val();
005     $.publish('search', username);
```



WHERE TO UPGRADE

As usual, to upgrade you only need to visit the newly redesigned [jQuery.com](http://jquery.com), and click the Download button. This time, however, you'll be presented with two download options: jQuery 1.9 and jQuery 2.0. Choose the one that best fits the needs of your current project. To provide the simplest differentiator: if you require old-IE support, choose 1.9. For anything else, reach for 2.0.

One important note is that, if you plan on upgrading from an older version of jQuery, perhaps 1.4, then you might want to initially leverage the Migrate plug-in, which restores a number of deprecated features. This will allow you to upgrade without breaking any important functionality.

```
001 <script src="jquery-2.0.0.min.js"></script>
002 <script src="jquery-migrate-1.2.1.min.js"></script>
```

Of course, the Migrate plug-in is only a stopgap until you have time to update the code accordingly.

jQuery Migrate 1.2.1 Released

Posted on May 8, 2013 by dmethvin

They say there are no second acts in software ... well, there are *always* second acts in software. Especially when the bombs. With that in mind, version 1.2.1 of the jQuery Migrate plugin has arrived. It can be used with either jQuery 1.9 or jQuery 2.0.

This minor update addresses regressions created by the security fix in the 1.2.0 release that rejected some valid HTML strings. Many thanks to GitHub users gerrod, basc, Leonya, krzyko, and lorddefinitia for reporting these issues.

You can find this latest version of the jQuery Migrate plugin on jQuery's CDN:

- <http://code.jquery.com/jquery-migrate-1.2.1.js>
The uncompressed development version provides compatibility and also generates console warning messages you find and fix migration issues.
- <http://code.jquery.com/jquery-migrate-1.2.1.min.js>
The minified version makes jQuery 1.9/2.0 compatible as possible with older versions, so you can run code in production without warning messages.

Complete instructions and a complete list of the diagnostics given by the plugin are located in the plugin project's [README file](#).

A full list of all changes are in the [issue tracker](#).

■ For more info on the jQuery Migrate plugin visit <http://bit.ly/17MJXsg>

```
005 });
006 };
```

You'll notice how the search view actually doesn't do anything beyond listening for when the user tabs off the input, capturing the entered value, and then publishing the announcement. Anything else would be outside of its responsibility, violating the single responsibility principle.

05 Fetch the repositories

For the next step, of course, we will require a collection of the specified user's GitHub repos. Although this would more than likely be expanded for a real-world project, the following code will get the job done for our needs.

```
001 var RepoCollection = function() {};
002 RepoCollection.prototype.fetch =
003 function(username) {
004     var url = 'https://api.github.com/users/' + username + '/repos';
005     return $.getJSON(url);
006 };
```

One important thing to take note of is that the 'fetch' method is actually returning a promise. Although this is not brand-new to jQuery, you still might not have come across this feature. Because we are returning from the function before the AJAX request has completed, we return a promise. You can think of a promise as a way of your code saying, "I promise to inform you when this asynchronous request has completed."

06 Display the Repositories

To finish up, we need a ReposView class that will serve as a controller of sorts. When instantiated, it will listen for when the search custom event that we created earlier is fired.

```
001 var ReposView = function() {
002     this.el = $('<ul id="repos"></ul>');
003     $.subscribe('search', $.proxy(this
004     .update, this));
004 };
```

Please note that the proxy method offers a way to call a function, while also setting the context - or what this will refer to, when the function executes.

When the search event does fire, ReposView will proceed to initialise the repo collection, fetch a bit of JSON for the user's GitHub account, and then lastly render the results on the page.

```
001 ReposView.prototype = {
002     update: function(evt, username) {
003         (new RepoCollection)
004         .fetch(username)
005         .done($.proxy(this
006         renderAll, this));
006     },
007     renderAll: function(data) {
008         this.el.hide().empty();
009         $.each(data, $.proxy(this
010         render, this));
010         this.el.appendTo('body').
011         show();
012     }
013 };
```

```
011 },
012     render: function(index, data) {
013         this.el.append(this
014         template(data));
015     },
016     template: function(data) {
017         return [
018             '<li>',
019             '<a href="' + data
020             .html_url + '">',
021             data.name,
022             '</a>',
023             '</li>'
024         ].join('');
```

Though it's a best practice to use a templating engine like Mustache, we can get away the poor man's approach, as exemplified in the template method.

And that's all it takes! We only need to instantiate the two classes, and everything should work correctly.

```
001 new ReposView();
002 new SearchView();
```

Sure, we could have reduced the number of lines somewhat, but this way we have a proper separation of concerns: the SearchView listens for changes to the input, the RepoCollection fetches JSON from GitHub's API, and finally, ReposView handles the process of requesting the data, and rendering it onto the page. It's not so hard!

WHAT'S NEXT FOR JQUERY?

It's pretty incredible to think that jQuery had its sixth birthday this year. Today, jQuery dominates the JavaScript library space, and is used by half of the top 100,000 sites in the world. And to think that it all started

back in 2006, when John Resig gave a presentation at BarCamp NYC, noting that "this code revolutionises the way you can get JavaScript to interact with HTML." It definitely makes you wonder if he had any clue about just how revolutionary that particular little project would actually become.

If we look to the future, when it comes to updates, the name of the game is stabilisation and performance. More specifically, the team will be working towards

minimising the API divergences between 1.10 and the new 2.0. As such, this will mostly include bug fixes and small patches.

In addition to dropping old-IE, the team will be surely keeping a close eye on the remaining API sore points, such as those which manage various Android and Webkit 2.x quirks for example. It's still a little bit too early to remove support for those platforms, however the minute that the numbers drop low enough, it's a pretty

TOP 5 JQUERY PLUG-INS FOR 2013

1 jQuery Migrate <https://github.com/jquery/jquery-migrate>

Version 1.9 of jQuery deprecated or removed a number of methods that had long since been on the chopping block. Because these changes could potentially break existing web sites, the team

introduced the jQuery Migrate plug-in, which works to restore this functionality - that is, until you have had a chance to rewrite your code to remove the deprecated references.

To use the Migrate plug-in, you simply need to reference the script below jQuery, and then you're good to go!

```
001 <script src="jquery-custom.js"></script>
002
003 <script src="http://code.jquery.com/jquery-migrate-1.2.1.js"></script>
```

2 Cycle 2 <http://jquery.malsup.com/cycle2>

Mike Alsup is a long-time member of the jQuery community, and he has built a number of popular plug-ins - the most popular of which is Cycle 2. This is a versatile slideshow plug-in that is the best in its class. Simply include the plug-in, declare your markup, and Cycle takes over from there! Slideshows in seconds! What's more it supports all browsers and is declarative and responsive.

Head to the URL above to discover this versatile plug-in's uses and learn more about its functionality and benefits.

2 Cycle2



[Download](#) [Demos](#) [API](#) [FAQ](#)

Overview

Cycle2 is a versatile slideshow plugin for jQuery built around ease-of-use. It supports a declarative initialization style that allows full customization without any scripting. Simply include the plugin, declare your markup, and Cycle2 does the rest.

Highlights:

- Supports all browsers
- Declarative: no scripting needed!
- Responsive: fully control your slideshow via CSS (resize this page to see!)
- Customizable: per-slide option overrides
- Extensible: fully customizable API (on a per-slideshow basis if you wish)
- Smart: supports image loading and delayed initialization
- Smarter: supports progressive image loading
- Out-of-the-box functionality for pagers, captions, overlays, and prev/next controls
- Support for swipe gesture on mobile devices
- Fade, scroll, shuffle, tile and carousel transitions
- Bookmarkable slides
- And lots more!

How it Works

It's very simple really, even your grandmother could use it. It goes like this:

- Include jQuery and the Cycle2 plugin on your page.
- Declare your slideshow markup as shown in the numerous demos.
- Sit back and enjoy your slideshow while sipping a cool beverage.

Need more details? Ok, here's the deal: Cycle2 provides a plugin function called `cycle`. That function is invoked on a container element. Each image in the container becomes a "slide". Options control how and when the slides are transitioned. But here's the thing... you don't have to call `cycle` and pass your options. You declare your options as attributes on the slideshow element and Cycle2 grabs them from there.

What's that you say? You'd rather set your options via script than in the markup? Ok fine, have it your way. You don't *have* to declare your options in the markup (but it's fun!), you can invoke `cycle` from your own code and pass your options in the old-fashioned way. You can even grab hold of the API object and inject your own implementation of any of the API methods that you choose.

■ Cycle2 is a versatile slideshow plug-in.



safe bet that there will be an announcement to follow shortly afterwards!

If old-IE support has now been removed, you might begin to wonder what purpose jQuery serves in this modern age. Wasn't its original intent and purpose to normalise cross-browser issues? Well, yes that is true, but don't for a second think that browser inconsistencies no longer exist. In fact, jQuery 2.0 contains more patches for Chrome, Safari, and Firefox

than for Internet Explorer!

Of course, don't forget that jQuery extends beyond the core library. For building native-like mobile applications, we have jQuery Mobile. For better effects, interactions, and widgets, there's jQuery UI. And for better testability, they offer QUnit, which the library itself is tested against.

There is no doubt that it truly is a wonderful time to be a jQuery user.

jQuery 1.10.1 and 2.0.2 Changelog

Effects

- [#13937: finish\(\) only finishes last item of a set being .anim](#)
- [#13939: 1.10.0 breaks relative animation](#)

Selector

- [#13936: SCRIPT70 Permission denied in selectors after](#)

3 FitVids

<http://fitvidsjs.com>

FitVids.js is a simple wrapper that allows for fluid-width video embedding, while maintaining the original aspect ratio. Though accomplishing this is trivial for HTML5 video, things can quickly get tricky when working with video hosts such as YouTube and Vimeo. FitVids normalises the entire process into an easy-to-use plug-in. Behind the scenes, and after the initial setup, all of the resizing is performed with basic CSS percentages.

4 TypeAhead

<http://twitter.github.io/typeahead.js>

TypeAhead is a fully documented, well-built and fast autocomplete library that just works. Provide a dataset, optionally set a template that will be used for the drop-down menu, and you're all set to go! Why reinvent the wheel, when you can let somebody else do the work for you?



■ TypeAhead is a fully documented, well-built and fast autocomplete library.

5 Nested

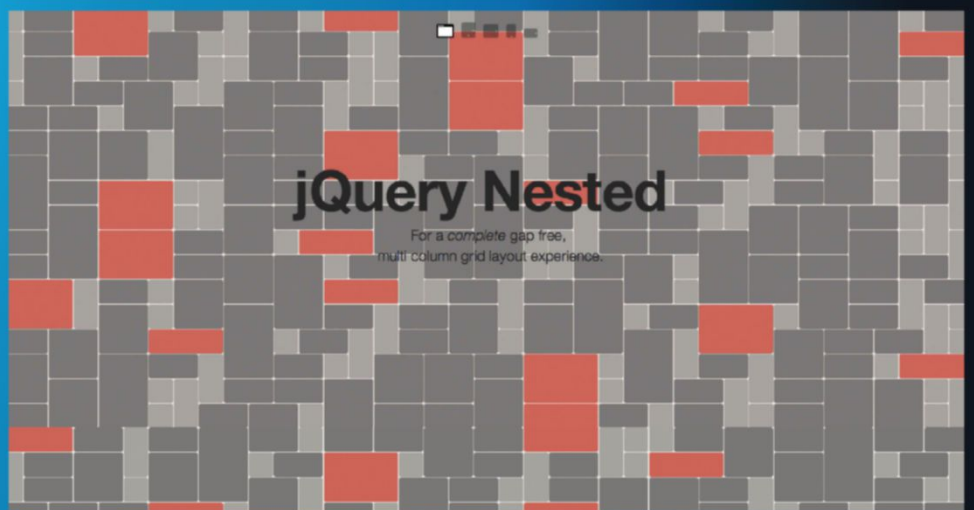
<http://suprb.com/apps/nested>

Nested is a gorgeous multi-column grid plug-in that allows for creating dynamic, gap-free layouts. It accomplishes this by creating a matrix of all applicable elements. Next, it builds a multi-column grid, scans the matrix for gaps, and attempts to fill them in by reordering the elements. It's a neat little plug-in!

Things can get tricky with video hosts. FitVids normalises the entire process



■ FitVids.js is a simple wrapper that allows for fluid-width video embedding.



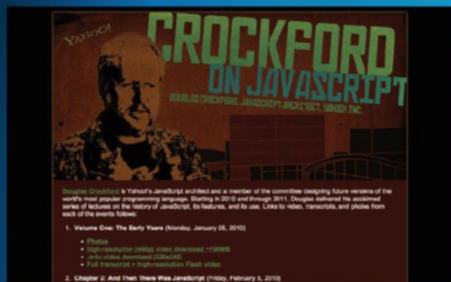
■ Nested is a multi-column grid plug-in that allows for creating dynamic layouts.

TOP 5 JAVASCRIPT RESOURCES

1 Crockford on JavaScript <http://yuiblog.com/crockford>

In many ways, Douglas Crockford is the father of JavaScript. He didn't create the language, but he did manage to sift through the bad parts and evangelise the best that the language has to offer. His popular book, *JavaScript: The Good Parts*, to this day, is required reading for all JavaScript developers.

There's no better person to learn from. His eight-part presentation series, 'Crockford on JavaScript' (<http://bit.ly/50sohx>) is in a class of its own.



■ When it comes to understanding JavaScript Douglas Crockford is the best teacher.

2 John Resig's Blog <http://ejohn.org/category/blog>

What better way to understand the thinking behind jQuery than to read and learn from its creator? Though John isn't nearly as involved in the library's development as he once was, he's a master of his craft, and you should soak up every word he writes – including his latest book which is entitled *Secrets of the JavaScript Master*.

These days, John works at Khan Academy, leading the computer science branch of the site.

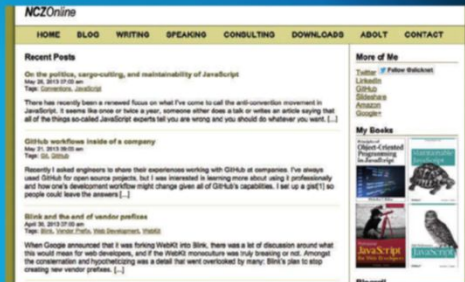


■ John Resig is a master of his craft. Check out his blog and books to get the best of his knowledge.

3 Nicholas Zakas' Blog <http://www.nczonline.net>

Few developers have the ability to be relative masters of their crafts, while simultaneously possessing the vocabulary to explain complicated techniques and so that everyone can understand. Even those who are just getting started in this industry, Nicholas Zakas is one of these people.

Though he doesn't blog every day, when he does post a new article, you can be certain that you'll learn something new.



■ Nicholas Zakas is one of the most well-respected JavaScript developers in the world.

4 Tuts+ Premium's 'Professional JavaScript Developer' Guide <https://tutspplus.com/2013/05/become-a-professional-javascript-developer>

For approx £12/\$19 a month, you gain access to Tuts+ Premium's countless courses and ebooks. *Become a Professional JavaScript Developer* provides a path to modern JavaScript development, with a selection of jQuery-specific courses.



■ *Become a Professional JavaScript Developer* provides a front-to-back learning guide with plenty of downloadable learning resources.

5 CodeSchool's JavaScript Path <http://www.codeschool.com/paths/javascript>

Another popular subscription service, CodeSchool, offers a considerably smaller JavaScript catalogue than Tuts+ Premium, however CodeSchool makes up for it with their unique online coding challenges. Presented by top-notch developers, each course is split into a handful of chapters, each containing a ten-minute video and coding quiz.



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Occasionally websites come along that capture the imagination of the web design community as well as the general web user. One such recent example was a ski-goggle site for eyewear brand Oakley. The website was one long page that

featured several parallax effects which were driven by the user scrolling down the page. Rather than simply moving the page, as the user scrolls the page animates elements within it, making for a fun and memorable interaction that engages the visitor.

In this tutorial we're going to show you how you can recreate an effect similar to the top of the Oakley website. First we'll build a series of layers that will be positioned over the top of each other to generate a composite image, then as the user scrolls we'll move each of these layers in a different way to create a feeling of depth and interaction.

01 Seek inspiration

The Oakley website is providing inspiration for our design, so it's worth having a quick look at what the designers have done to get a sense for how it works. Visit <http://moto.oakley.com> and play with the site to see the different elements that make up the page.



02 Design your mock up

We're going to use a technique first described by designer James Davies to create a colourful explosion of 3D text, although you could combine any elements you choose to generate your own layout. Have a clear idea of where you're aiming, then fire up your image editor and start compositing elements.



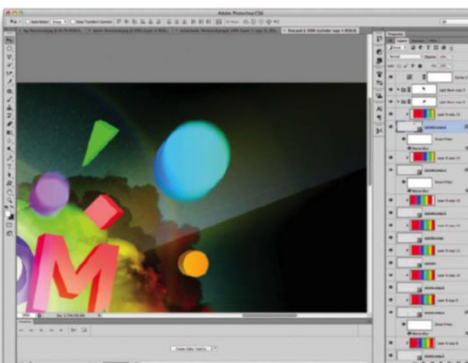
03 Keep it separate

In order for the effect to work, we're going to need several different layers of elements that move independently, so keep in mind as you design your graphics that you'll need to save them separately into different transparent PNG files. Combine elements into planes for ease of saving later.



04 Blur elements

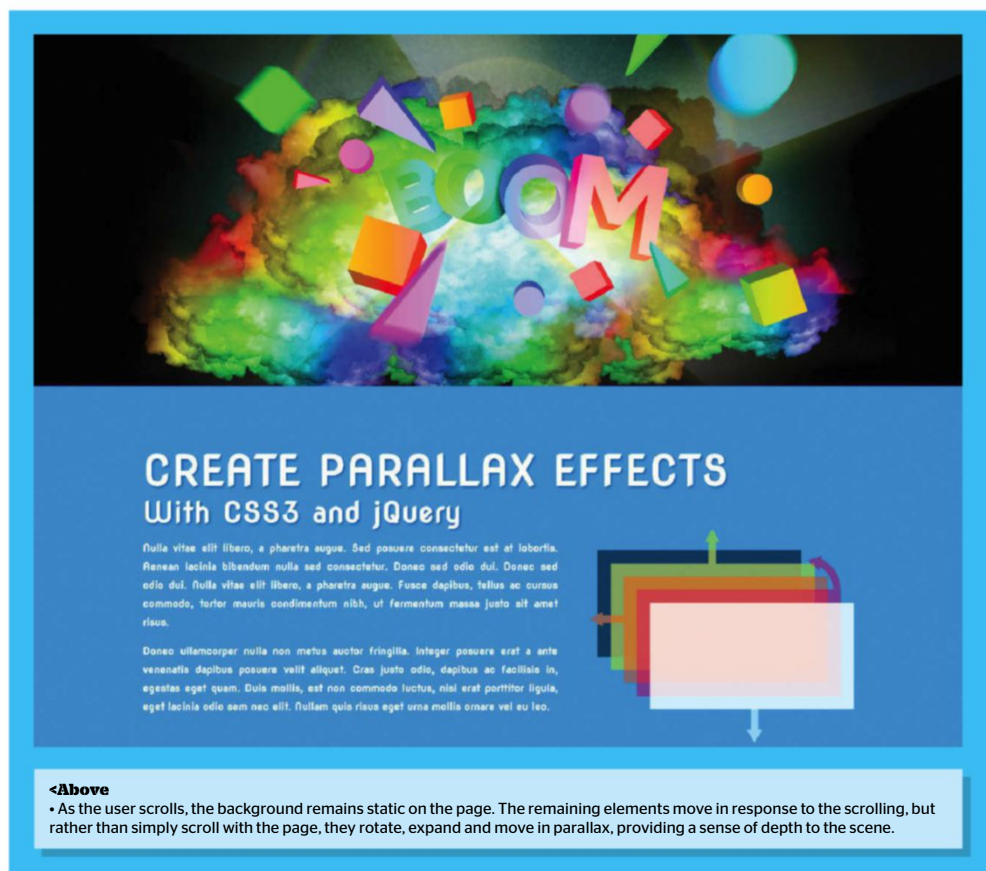
To give a sense of depth to the scene you can blur items closest to the camera, as if they're outside the focal plane. We used motion blur on our elements to also suggest movement, which we'll use later in our animation to help sell the effect. Save all your final assets into transparent PNG files, or grab ours from the cover disc.



05 Basic HTML

Generate your HTML using your standard approach. We've used a hybrid version of the HTML5 boilerplate template to get us started. Create three <sections> on your page. The first will contain the parallax elements, while the second will feature a plain background that scrolls over the top.

```
001 <!DOCTYPE html>
002 <!--[if lt IE 7]> <html class="no-js
lt- ie9 lt-ie8 lt-ie7"> <![endif-->
003 <!--[if IE 7]> <html class="no-js
lt- ie9 lt-ie8"> <![endif-->
004 <!--[if IE 8]> <html class="no-js
lt- ie9"> <![endif-->
005 <!--[if gt IE 8]<!--> <html class="no-
js"> <!--<![endif-->
006 <head>
007 <meta charset="utf-8">
008 <meta http-equiv="X-UA-Compatible"
content="IE=edge,chrome=1">
009 <title>Oakley-style parallax
010 scrolling</title>
011 <meta name="viewport"
012 content="width=device-width" />
013 <link href='http://fonts.googleapis.
com/css?family=Nova+Round' rel='stylesheet'
014 type='text/css'>
015 <link rel="stylesheet" href="styles/
screen.css">
016 <script src="scripts/lib/modernizr-
017 2.6.2.min.js"></script>
018 </head>
019 <body>
020 <section id="top">
```



```

021 </section>
022 <section id="info">
023 </section>
024 <section id="about">
025 </section>
026 <!-- End Site Content -->
027 <script src="http://ajax.googleapis.
com/ajax/libs/jquery/1.9.1/jquery.min.js"></
script>
028 <script>window.jQuery || document.
write('<script src="scripts/lib/jquery-
1.9.1.min.js"></script>')</script>
029 <script src="scripts/oakley.js"></
script>
030 </body>
031 </html>

```

06 Fill in the content

Add a <div> for each different element in your parallax design, excluding the background (which can simply be applied to the <section> itself). We've used a total of five different elements in addition to the background, so have five <div>s. Add some content for the second section too.

07 Add some style

We'll start off by styling up the second section so that it doesn't provide any distraction. You'll notice that we nested a <div> inside the section. This allows us to

make the <section> full width, but keep the contents a maximum of 960px wide. Add the rules that are shown to your stylesheet.

```

001 section#info {
002 position: relative;
003 background: #00a2fe;
004 height: 600px;
005 color: #fff;
006 padding-top: 80px;
007 }
008 section#info div {
009 position: relative;
010 width: 960px;
011 margin: auto;
012 font-size: 1.4em;
013 }
014 section#info h1 {
015 font-size: 4em;
016 text-transform:
017 uppercase;
018 margin: 0;
019 padding: 0;
020 text-shadow: 2px 2px 4px #3864ab;
021 }
022 section#info h2 {
023 font-size: 2.7em;
024 margin: 0;
025 padding: 0;

```

The definition of parallax

Noun; the effect where the position or direction of an object appears to differ when viewed from different positions, eg through a camera lens. (Apple Dictionary)

```

026 text-shadow: 2px 2px 4px #3864ab;
027 }
028 section#info p {
029 width: 40em;
030 text-align: justify;
031 line-height: 1.8em;
032 }

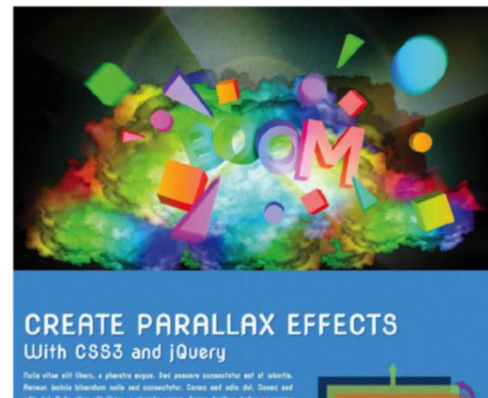
```

08 Parallax style

For each element within our parallax section we need to add a basic stylesheet rule to establish the position, background image and height. Note that we've used the background-attachment property on the <section> to fix the background in place, and that all the <div>s are positioned absolutely.

09 Load and test

Load your page in the browser to check that everything aligns correctly and you're getting a good composite effect. All being well you should see something akin to your original graphical mock up, but as you scroll you'll notice the background remains static while the rest of the elements move as one.



10 Set up scripts

Our HTML template already had jQuery integrated into it, but if you haven't used our code make sure you've visited jQuery.com and downloaded the library for inclusion on your page. Create a blank

Create an interactive parallax-scrolling site



Marketing and scrolling effects explained

As well as the parallax effect at the top of the Oakley page, there are some nice animations further down the page that are also controlled by the viewer scrolling. These use the same principles that we've employed to create the parallax effect in this tutorial, but rather than layering up multiple elements, the graphics are swapped out like a flipbook to create a controllable animation that responds to user input.

By combining different complex-looking animations, and other more simple panels of content, Oakley has managed to create an extremely engaging website design that incorporates a single interaction system – the page being scrolled – to lead the user through a journey. The surprising animations compel the user to continue the journey, until Oakley has shown you everything they want to (and probably sold you ski goggles!). Being creative and original in this way can pay real dividends, making your site memorable and shareable!

JavaScript document and save it as Oakley.js. Include the script in your page underneath the HTML content.



11 Basic events

Everything happens in response to the user scrolling, so let's set that up. We'll add an event listener to the window object so that a function is fired each time the user scrolls the page. Inside this function, add the code to manipulate each of the <div>s we've set up.

```
001 jQuery(document).ready(function($){
002   $(window).scroll(function(){
003     // Calculate the current amount of scroll
004     currentoffset = $(this).scrollTop();
005     // Do some processing on each of the
006     <div> elements
007   });
008 });
```

12 Boom!

We'll start by changing the position of the BOOM text when the page scrolls. We almost want it to stay still relative to the background, but it's okay for it to creep up a little bit as the page scrolls down. If we offset the text the same number of pixels as has been scrolled, it would remain static, so we'll use a bit of maths to offset slightly less than that.

```
001 /* BOOM TEXT */
002 /* this offset is calculated as being
the same number
of pixels as the scroll amount, less a
maximum of 100
pixels assuming the page has scrolled
to 500 pixels */
003 thisoffset = currentoffset -
100*(currentoffset/500);
004 /* Use jQuery to set the CSS top
property to the calculated offset */
005 $("#boom").css({top:thisoffset});
```

13 Ensure that there's no unnecessary movement

If we were to leave our code as it was, any calculated values would continue to be affected as we scroll, even if our page was 20 sections long. Add a rule to only run the animation code if the page scroll is less than 601 pixels to improve performance by limiting the effect of the scroll.

```
001 jQuery(document).ready(function($){
002   $(window).scroll(function(){
003     currentoffset = $(this).scrollTop();
004     if (currentoffset<601) {
005       /* BOOM TEXT */
006       thisoffset = currentoffset -
100*(currentoffset/500);
007       $("#boom").css({top:thisoffset});
008     }
009   });
010 });
```

14 The next level

Now we've got our text moving in the way that's desired, we can then apply the same methodology to the other elements contained within our parallax scene. Start with the extra clouds that are positioned in front of the background. We'll use the same technique as before, but we'll also scale this up marginally as the scrolling increases.

15 Bits and pieces

Continue working your way through the different elements, designing the amount and type of movement that you want to be shown. Always remember that if you want the element to remain static, then you need to offset by the same amount as the scroll. Less will move the element up the page, and more will move it down the page. You'll see that we've also applied rotation to one of our elements.

```
001 /* BITS 1 */
002 thisoffset = currentoffset -
100*(currentoffset/300);
003 thisrotation =
25*(currentoffset/500);
004 $("#bits1").css({top:thisoffset,transf
orm:"rotate(+"thisrotation+"deg)"});
005 /* BITS 2 */
006 thisoffset = currentoffset -
100*(currentoffset/700);
007 $("#bits2").css({top:thisoffset});
```

16 Scale the blur

Finally, with the blurred elements we can offset them and scale them at the same time. By making them get bigger as the page scrolls, they appear to be coming towards the camera. This effect works particularly well because of the motion blur in the design. Remember that you'll also need to offset the position on the page.

```
001 /* BITS 3 */
002 thisoffset = currentoffset -
100*(currentoffset/700);
003 scalebit3 = (currentoffset/500)+1;
004 $("#div#bits3").css({top:thisoffset,tra
nsform:"scale(+"scalebit3+"")});
```

17 Tweak the effect

Finally, now that you've got all of the elements moving on the page in response to the user scrolling, you need to test and tweak your maths to get the smooth, pleasing effect that's required. This is a crucial part of ensuring that the final composite works as a whole, so spend the time adjusting your code to get the best-possible end result.



Code library

Breaking down the script

We create a sense of 3D by moving different planes at different rates. Elements further away from the camera move more slowly to fully sell the effect

When the page scrolls this event listener is fired, causing the code within to be executed.

To avoid unnecessary code being run, once the user has scrolled beyond this element, we stop animating.

Each element is offset by using the CSS 'top' attribute. This works because each is positioned absolutely.

Some elements are rotated or scaled in proportion to the amount of scroll, creating unexpected movement and interaction.

```
001 jQuery(document).ready(function($){
002 $(window).scroll(function(){
003     currentoffset = $(this).scrollTop();
004     if (currentoffset<601) {
005         /* EXTRA CLOUDS */
006
007         thisoffset = currentoffset - 50*(currentoffset/600);
008         scaleclouds = (currentoffset/4000)+1;
009         $("#extraclouds").css({top:thisoffset,transform:"scale("+
+scaleclouds+"")});
010
011         /* BOOM TEXT */
012         thisoffset = currentoffset - 100*(currentoffset/500);
013         $("#boom").css({top:thisoffset});
014
015         /* BITS 1 */
016         thisoffset = currentoffset - 100*(currentoffset/300);
017         thisrotation = 25*((currentoffset/500));
018         $("#bits1").css({top:thisoffset,transform:"rotate("+this
rotation+"deg")});
019
020         /* BITS 2 */
021         thisoffset = currentoffset - 100*(currentoffset/700);
022         $("#bits2").css({top:thisoffset});
023
024         /* BITS 3 */
025         thisoffset = currentoffset - 100*(currentoffset/700);
026         scalebit3 = (currentoffset/500)+1;
027
028         $("div#bits3").css({top:thisoffset,transform:"scale("+scalebit3+"")});
029     }
030 });
031 });
```

As the user scrolls the page animates, for a fun and memorable viewer interaction

Browser vendor prefixes

We've used the CSS3 transform property in some of our code, which works in the most recent versions of all the major browsers. Older versions may still require the vendor prefix versions of this property.



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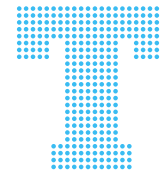
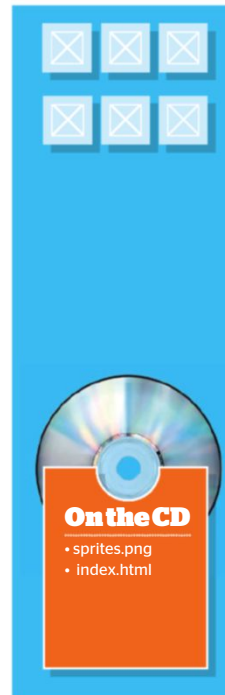
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here was a time when we'd grab some code from Google Maps, embed it on our websites, sit back and say to ourselves "Cool. Maps, done!" Google Maps are seemingly embedded almost everywhere now, but over the years, most of that

sense of being impressed has gone. Embedding Google Maps is popular because it's easy, so if you want to stand out from the crowd you sometimes need to take a slightly different path. That can start with how the map looks but your aspirations don't have to stop there.

Maps can help your site visitors really connect with your subject. If you're telling a story or explaining how different events or subjects relate to each other, they don't even need to represent the real world. There are a host of free resources available for deploying mapping technology on your website. This tutorial is based on Young Hahn's article entitled 'Hack Your Maps' (alistapart.com/article/hack-your-maps). Young is part of MapBox (mapbox.com) who have pulled together several open-source libraries into a single API. It is published as mapbox.js and can help you achieve some pretty interesting results. The tutorial here shows the four dates of a band's mini-tour and instead of presenting it as a simple list of dates and locations, brings the information to life by mapping it.

01 Sign up at MapBox

This tutorial uses some of the free mapping resources available at MapBox so you'll need to go and create a free account there (mapbox.com) if you want to create your own map. You can just use one of the examples listed in the tutorial but the point of this is really to make something that is your own.

02 Map your colours

Once you've signed up you are ready to starting creating your own map. Just click on New Map and select the Streets option. Then, select the Customize tab. From here you can click on each of the Streets, Buildings, Areas, Water and Land. Use the Tint and Customize options to choose the colours you want.

03 Add JS to HTML

Along with the mapbox.js API and associated mapbox.css. This tutorial uses underscore.js which is a utility-belt library of some 80-odd useful functions. These files are added to the head of the HTML together with html5.js if required to support versions of Internet Explorer earlier than version 9.

```
001 <!--[if lt IE 9]>
002 <script src="http://html5shim.googlecode.
003 com/ svn/trunk/html5.js"></script>
004 <script src='http://underscorejs.
005 org/underscore-min.js'></script>
```

```
005 <script src='http://api.tiles.mapbox.com/
006 mapbox.js/v0.6.7/mapbox.js'></script>
007 <link href='http://api.tiles.mapbox.com/
008 mapbox.js/v0.6.7/mapbox.css' rel='stylesheet'
009 />
```

04 Add map filename to JS

When you save changes and select Publish, you can access your Map ID. This needs to be inserted into the HTML so your map is pulled from the server when requested. Free accounts only allow 3,000 map views per month so you can create a map and copy the colour settings used for the tutorial map or just use an example map provided by MapBox (examples.map-4l7djmvo).

```
001 var tiles = mapbox.layer().tilejson({
002   tiles: [ "http://a.tiles.mapbox.com/
003 v3/examples.map-4l7djmvo/{z}/{x}/{y}.png" ]
004 });
```

05 Tweak other colours

When you're matching your colours you'll notice that MapBox uses Hue, Saturation and Luminosity (rather than Brightness) for each customisable option. You'll also want to customise the colours of your content (text and background) to match the colours of your map. The main background colour to look out for is section.active.

```
001 section.active {
002   background:#9197af;
```

```
003 color:#eee;
004 }
```

06 Obtain location coordinates

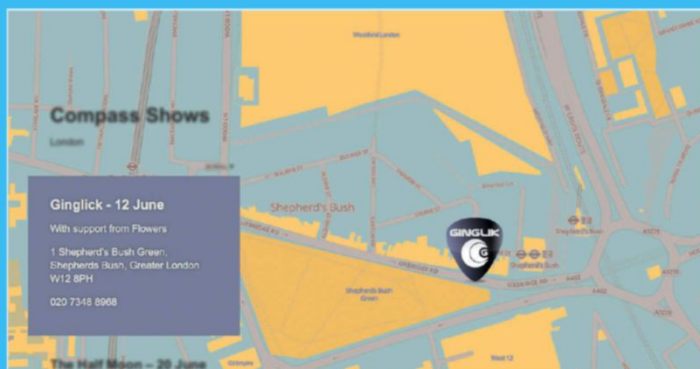
The MapBox API uses longitude and latitude coordinates to place locators on the map, so first you need to obtain this data. iTouchMap.com/latlong.html provides a useful tool for this. Simply type in the address you want the data for. Note that this tool returns latitude followed by longitude and switch the order in the next step.

07 Create coordinates array

The technique uses GeoJSON to encode the geographical data. Assign each of the data points a unique name that you will also use in your CSS. Note that it is possible to set the zoom level of the map globally as well as setting it for each point. Start and end points here use level 12 and all other points adopt the globally set level 18.

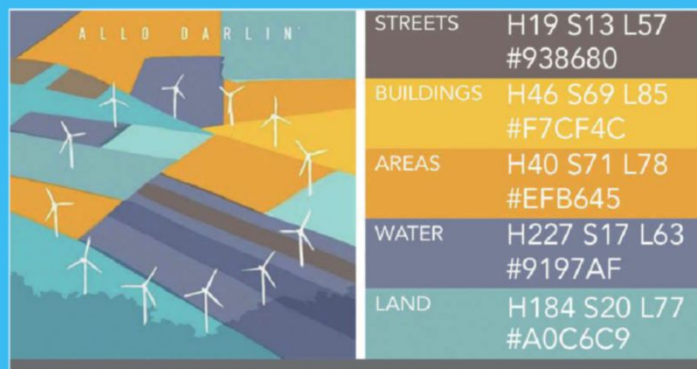
```
001 var geojson = [
002   { "geometry": { "type": "Point",
003     "coordinates": [-0.14, 51.5011] },
004     "properties": { "id": "cover", "zoom":
005       12 } },
006   { "geometry": { "type": "Point",
007     "coordinates": [-0.21977, 51.5048] },
008     "properties": { "id": "ginglick" } },
009   { "geometry": { "type": "Point",
010     "coordinates": [-0.22015, 51.4678] },
011     "properties": { "id": "thelhalfmoon" } },
```

Build interactive maps with HTML and JavaScript



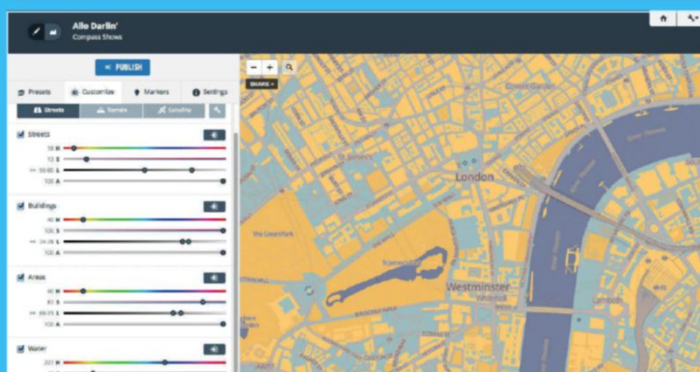
<Above>

• The finished map uses colours from the cover of Allo Darlin's *Europe* album and logos from each of the venues.



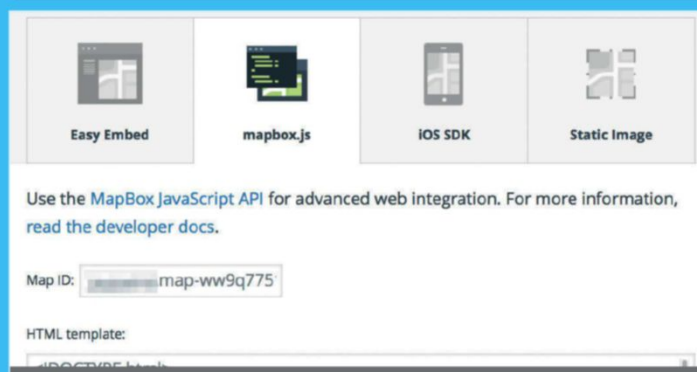
<Above>

• The album cover colours were sampled in Photoshop and a note made of these for use in MapBox and the CSS.



<Above>

• Apply the settings you have sampled to each of the customisable options in MapBox. Luminosity has minimum and maximum figures.



<Above>

• Once you've published your map you have several options. Be sure that you make a note of your Map ID for future use.

```
009 { "geometry": { "type": "Point",
"coordinates": [-0.1303, 51.5354] },
010   "properties": { "id":
"stpancrasoldchurch" } },
011 { "geometry": { "type": "Point",
"coordinates": [-0.0768, 51.5494] },
012   "properties": { "id": "thevortex" } },
013 { "geometry": { "type": "Point",
"coordinates": [-0.14, 51.5011] },
014   "properties": { "id": "whatsnext",
"zoom": 12 } }
015 ];
```

08 Load markers

A variable is specified in readiness for loading each of the locations or 'spots' into the MapBox API (think of it as being like a layer in Photoshop). The features of this layer are loaded with a simple function.

```
001 var spots = mapbox.markers.layer()
002 .features(geojson)
```

09 Create DOM elements

A factory function is now defined. It takes the GeoJSON data and creates a DOM element for each spot.

```
001 .factory(function(f) {
002   var el = document.createElement('div');
003   el.className = 'spot spot-' +
f.properties.id;
004   return el;
005 });
```

10 Create the map

The map can now be created (again with a simple line of code) including the tiles and spots. This code is where you would normally set input handlers like mouse drag, user zoom but that functionality isn't needed for this project – there's no real value in letting people explore the map away from where the shows are happening.

```
001 var map = mapbox.map('map', [tiles, spots],
null, []);
```

11 Match markers to sections

The map has now been created with the spots assigned according to their coordinates. Now each of the sections, the content that displays the gig locations, can be matched to the spots. Variables are set for each of the sections and each of the markers so that they may be matched together.

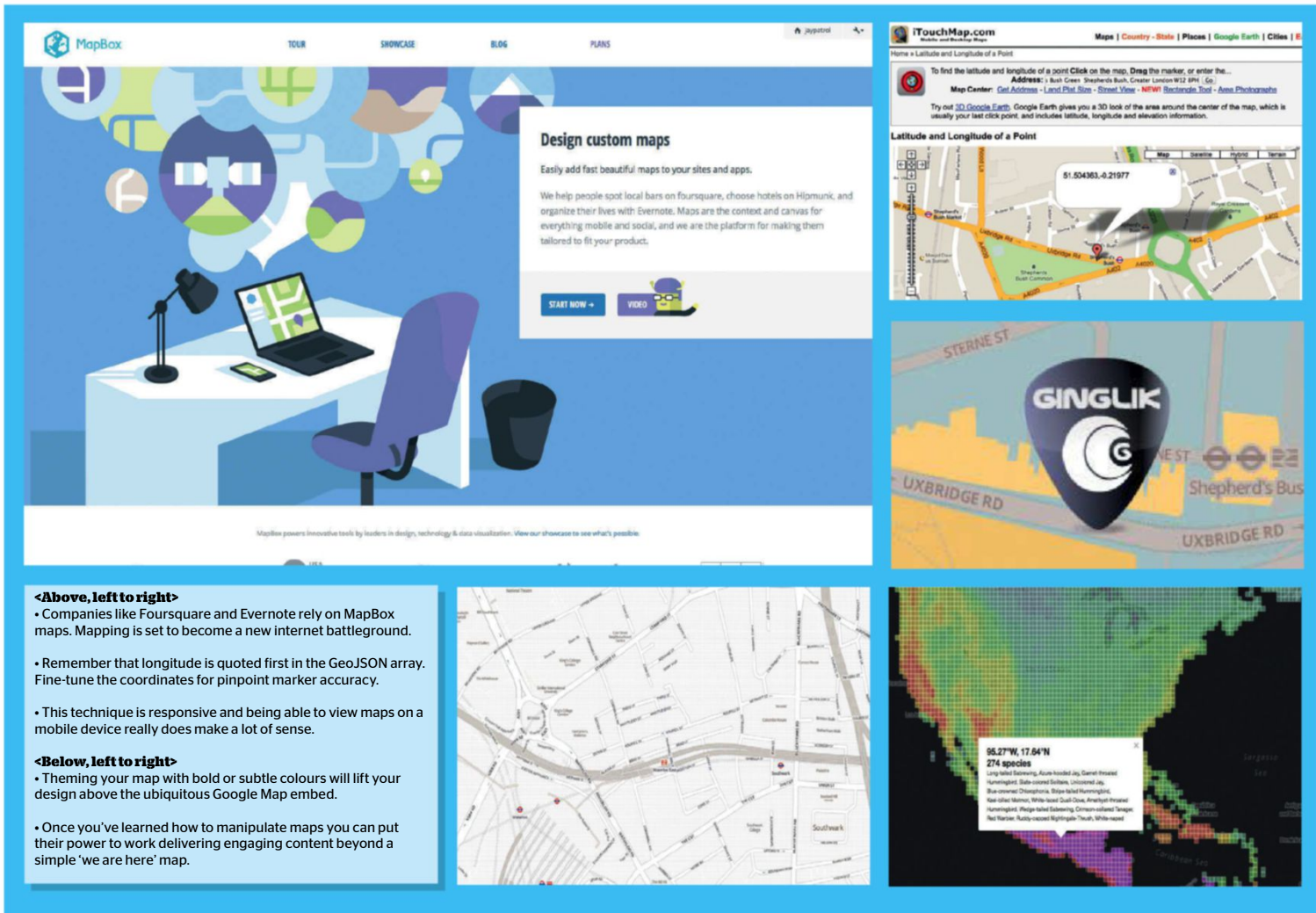
```
001 var sections = document.getElementsByTagName('section');
002 var markers = _(sections).
map(function(section) {
003   return _(spots.markers()).find(function(m)
{
004     return m.data.properties.id === section.
id;
005   });
006 });
```

12 Set active section

This next piece of code shown creates a helper to set the active section (the location of a gig). Then it sets the active class for the sections and body so that they can be correctly styled. By setting a marker active, the active version of the marker in the sprite.png is swapped in place of the inactive version.

```
001 var setActive = function(index, ease) {
002   _(sections).each(function(s) { s.className
= s.className.replace(' active', '') });
003   _(markers).each(function(m) { m.element.
className = m.element.className.replace('
active', '') });
```


Build interactive maps with HTML and JavaScript



<Above, left to right>

• Companies like Foursquare and Evernote rely on MapBox maps. Mapping is set to become a new internet battleground.

• Remember that longitude is quoted first in the GeoJSON array. Fine-tune the coordinates for pinpoint marker accuracy.

• This technique is responsive and being able to view maps on a mobile device really does make a lot of sense.

<Below, left to right>

• Theming your map with bold or subtle colours will lift your design above the ubiquitous Google Map embed.

• Once you've learned how to manipulate maps you can put their power to work delivering engaging content beyond a simple 'we are here' map.

```
004 sections[index].className += ' active';
005 markers[index].element.className += '
active';
006 document.body.className = 'section-' +
index;
```

13 Ease to marker

The map wouldn't be very interesting if it just jumped to a new location when selected, so this code identifies the current location and if that location is not currently centred it eases it to the centre. Unless the marker specifies its own zoom setting, the global zoom ("18" here) is set here and the map will zoom in or out as it is being centred.

```
001 if (!ease) {
002   map.centerzoom(markers[index].location,
markers[index].data.properties.zoom||18);
003 } else { map.ease.
location(markers[index].location).
zoom(markers[index].data.properties.
zoom||18).optimal(0.5, 1.00);
004 }
```

```
005 return true;
006 };
```

14 Bind scroll to section

Internet Explorer versions 8 and earlier unfortunately do not support `pageYOffset` (which returns the number of pixels the current document has been scrolled) or `innerHeight` (which gets the current computed height for the first element in the set of matched elements) so IE equivalents are used for these after testing for compatibility; if `window.pageYOffset` is undefined it must be Internet Explorer.

```
001 window.onscroll = _(function() {
002   if (window.pageYOffset === undefined) {
003     var y = document.documentElement.
scrollTop;
004     var h = document.documentElement.
clientHeight;
005   } else {
006     var y = window.pageYOffset;
007     var h = window.innerHeight;
008   }
```

Take it further

If working with maps has whetted your appetite, check out [TileMill \(tilemill.com\)](http://tilemill.com), an open-source project by MapBox for creating completely customisable, interactive maps.

15 If scrolled to top

Now the scroll position of the page is known (`var y`) it is checked to see if the page is at the very top in which case the first section is made active.

```
001 if (y === 0) return setActive(0, true);
```

16 Space and scrolling

This code determines how much space each section takes and checks each section in turn to see if the actual scroll position matches this. When it finds a match it sets the scroll position to the top of the matching section and exits the loop.



Preparing your graphics for use in the sprite file

The benefit of using CSS sprites comes from only have to load an image once, and then shift it around and only display part of it. Loading the images one by one results in many more HTTP requests that will reduce the efficiency of your page. Reducing the number of HTTP requests has the biggest impact on reducing response time and is often the easiest performance improvement to make. Shown here with a coloured background so the band logo is visible your file should have a transparent background. If you create your source file in Adobe Illustrator, ensuring that your artboard is set to the final size you want your sprites to be, you can easily export the whole file as a PNG while keeping your original editable version in case you need to make changes in the future.

```
001 var memo = 0;
002 var buffer = (h * 0.3333);
003 var active = _(sections).any(function(el,
index) {
004   memo += el.offsetHeight;
005   return y < (memo-buffer) ?
setActive(index, true) : false;
006 });
```

17 Scroll past last

If no section was set active, the user has scrolled past the last section so the last section is set active. The debounce method (provided by the underscore.js utility) is used to help ensure the listener function checking doesn't bog down the browser by making it fire 'only' every 10 milliseconds instead of all the time.

```
001 if (!active) setActive(sections.length - 1,
true);
002 }).debounce(10);
```

18 Making it responsive

The layout switches to a small-screen-friendly version at 640px width and below. Ordinarily the article <div> is set to occupy 1/3 of the available width but below at 640px it switches to 100% width. As the active marker is centred in the pane that occupies the rest of the screen the marker is still displayed usefully, even on a smaller screen.

```
001 @media (max-width:640px) {
002   body {
```

```
003   font-size:12px;
004   line-height:16px;
005   }
006 article {
007   width:100%;
008   min-width:100%;
```

19 Making the cover different

This simple line reduces the opacity of the map to 50% to help distinguish this first 'page' from the subsequent pages. You might consider a number of other ways of making the first section different but ensure that you keep in mind cross browser compatibility.

```
001 body.section-0 #map { opacity:0.5; }
```

20 Specifying the sprites

Overall styling is specified for the sprites which are loaded from the sprite.png file. Then a class is created for each individual sprite. The band logo comes first, then each gig location which each have an inactive and active version.

```
001 .spot {
002   width:120px;
003   height:120px;
004   margin:-60px 0px 0px -60px;
005   background:url(sprite.png) 120px 120px no-
repeat;
006   position:absolute;
007   }
008 .spot-cover { display:none; }
```

When it's gone it's gone

In MapBox a map view is considered as 15 map tiles, so a single visit can rack up many views. Ensure you understand the cost of the service if you move on to a paid plan.

```
009 .spot-ginglick { background-position:-130px
0px; }
```

21 Adding the content

Each of the gig locations is listed as a separate section within the article <div>. As you would expect (and design for) the functionality is kept nicely separate from the content which keeps everything clear and accessible.

```
001 <section id='ginglick'>
002   <h2>Ginglick - 12 June</h2>
003   <p>With support from Flowers</p>
004   <p>1 Shepherd's Bush Green, Shepherds
Bush, Greater London W12 8PH</p>
005   <p>020 7348 8968</p>
006 </section>
```

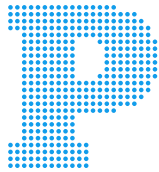
22 Further resources

Check out Young Hahn's work and refer to the well-documented examples at MapBox. There's also much of interest at OpenStreetMap.org and MapTools.org.

web workshop

Animated Canvas elements with Create JS

inspiration spektrummedia.com/en



roducing a website with a unique look is becoming ever harder to achieve with the constant expansion of creative sites on offer. Often a really simple idea is enough to give a unique look.

Spektrum Media has accomplished this by using a full-width slider, which in itself is nothing new, but it's slightly different to the average example.

Inside each slide is a small HTML5 canvas animation that, without question, is a real attention seeker! Not only is the canvas animation a fresh and exciting addition to the site, but it's styling is particularly inspiring. The animation is a simple monochrome look but placed over a lush, vivid, lime-green background makes it really stand out.

Language ready

Spektrum Media is located in Quebec, which is the French-speaking part of Canada. As such, the website is in French but they have thoughtfully added an English translation to capitalise on the English-speaking part of Canada (and the North America continent)!

1

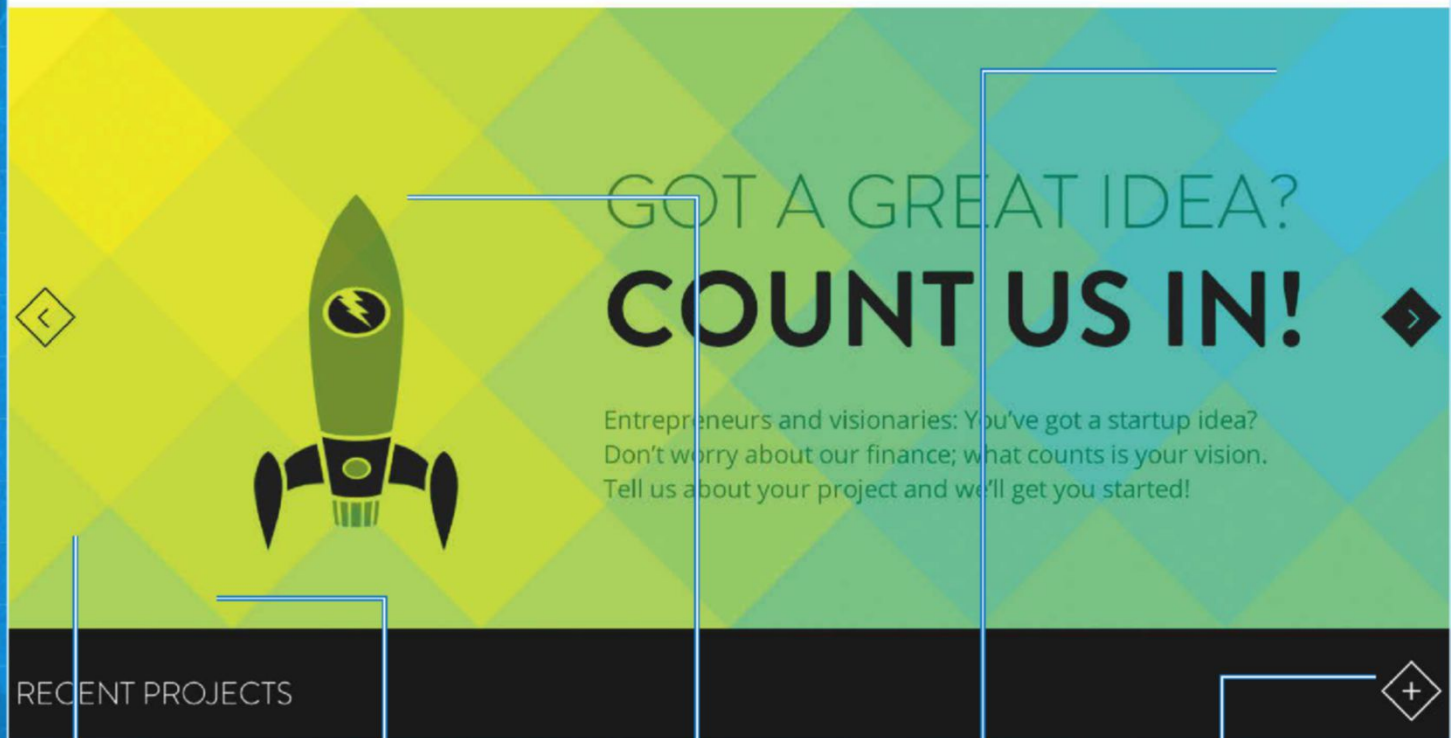
INSPIRATION

Stylish HTML5 animations

The use of HTML5 canvas to create the animation is a good choice and we've started to see less of this due to the demise of Flash. However these animations were actually produced in Flash but instead of publishing to the SWF format, they have been published using the CreateJS toolkit. This converts the vector shapes in Flash to HTML5 canvas shapes and animates as you would expect. The results run super smooth on mobile and desktop, in fact the jQuery slide transitions run slower than the canvas animation on mobile browsers, showing the power of the CreateJS framework.

spektrum

PORTFOLIO EXPERTISE STARTUPS ABOUT US CONTACT FR



Fully responsive

As is the norm with any website in this day and age, it is fully responsive to fit on a number of resolutions so that it is accessible on different mobile devices.

Vivid colours

Using such a bright background on the slides allows the dark text and animated content to stand out, drawing special attention to it.

Animations in the slides

Each slide contains a canvas element that has a unique animation for that slide. These animations have been made with the CreateJS toolkit for Flash.

Mobile-friendly animation

The animation runs better on mobile than the transition on each of the slides, which don't show at all on some of the slides.

Clean icons

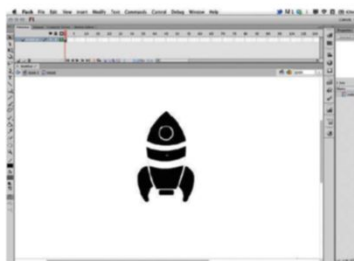
The icons used throughout the site have a sharp, clean look to them which mirrors the crisp typeface used throughout the site.

2 TECHNIQUE Vector animations in HTML5 Canvas



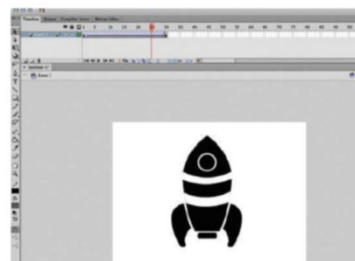
01 Create JS toolkit

Spektrum Media use the Create JS toolkit for Flash to create HTML5 Canvas animations. You will need to download the toolkit from adobe.ly/NnA38l and install it. There was a new version released at the end of March 2013 so even if you have it, it might be worth ensuring you have the latest version.



02 Create your vector graphics

In Flash or Illustrator, create the vector graphics that you intend to use. If you are using Illustrator you can cut and paste directly into Flash. Spektrum Media use a bright background image and dark silhouette styles for their graphics, which creates a bold and striking style.



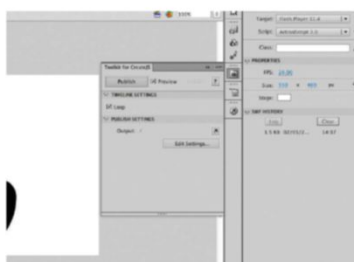
03 Add your animation

Use the various tweening tools available in Flash to create your animation, this will probably take the longest of any steps in order to fine tune the animation to be really eye catching. Try to incorporate easing into your animation as this allows the content to look more natural.



04 Test the animation

You can generate a quick SWF animation to test that the animation is playing correctly. To do this on a Mac use Cmd+Rtn, while it's Ctrl+Rtn if you're working on a PC. As the animating process takes a while to fine tune, you will probably want to test a number of times to make sure that it feels right.



05 Export to HTML5

Open the CreateJS Toolkit from the Commands menu and choose Publish for CreateJS. Hit the publish button and this generates the library items and includes copies of the CreateJS framework. This consists of several smaller frameworks that aid in tweening and sound.



06 Incorporate into your project

As the content generated is linked JavaScript libraries and a canvas HTML element, incorporating it into a project is easy. Simply link to the same JavaScript libraries and drop the canvas element into the area where you want to display your animation within your HTML5 page.

Tech tip

Resizing images on rollover

To give your site a little extra touch you could try increasing the size of an image as the user rolls over it, like Spektrum Media have done. In the past doing something like this involved some kind of JavaScript trickery but thanks to CSS we can now achieve pretty much the same thing without having to rely on extra scripts to do the job for you. In CSS we can add something like:

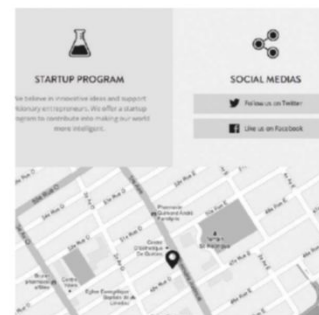
```
001.selector { -webkit-transition: all .2s ease-in-out; }
002.selector:hover { -webkit-transform: scale(1.1); }
```

We've only shown the webkit transform here, but it's the same with other browser prefixes.

Tech tip

Customise your map

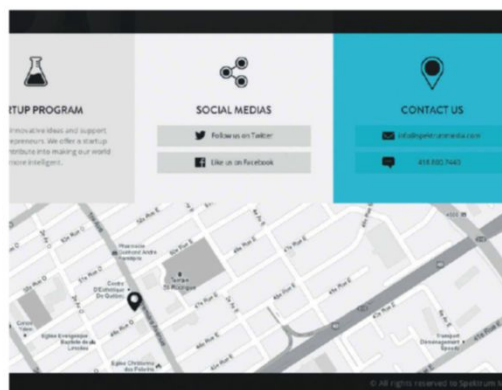
If you are using Google maps on your site, then it's a good idea to try and customize the map to fit in with the colours and style of your site like Spektrum Media have. This can be done by visiting the maps developer site at <https://developers.google.com/maps/customize>. Here you will find all the documentation and examples.



3 INSPIRATION

Coloured panels

When you are designing a site that has a monochromatic colour scheme, be sure to use accent colours to bring it to life. Each of the panels in the screen shot changes to a different colour on rollover. Each of the site sections reflects these colours, but they are also the colours that are used behind the animation in the slider. This keeps complete consistency through the site and builds the brand.



<comment>

What our experts think of the site

Creating a bold personality

"The main concern about our site was to represent Spektrum's bold personality. Vibrant colours were chosen to create a big contrast and animations were created to increase the site's dynamism. A responsive approach was also chosen to adapt the site to today's multiple-screen-size reality. All of those choices were made to reflect the colourful and dynamic team working here at Spektrum."

Jonathan Simard

web workshop

Filtered grids and icon textures with BARREL

inspiration www.barrelny.com

If you were asked about the stereotypical and defining characteristics of a New Yorker, you'd probably include bold and confident in your response. Not without coincidence, these words would also perfectly describe barrelny.com – the portfolio site of digital agency BARREL, based in the heart of NYC's Little Italy.

However, our pick this month still manages to exude refined simplicity to showcase latest projects, describe the services the firm provides, as well as documenting many of the tools throughout the site's build. Most notably is the bespoke jQuery and CSS3 plug-in used within the Work section to filter and reorganise a grid of

thumbnails dynamically. Not only do the guys use it to great effect here, but they also make the code available to everyone for commercial and non-commercial projects, which is nice.

The whole design effectiveness can be put down to a wide-aspect approach to the featured graphics and a conscious effort to convey who BARREL are. "We wanted a straightforward site with captivating photos and screenshots of our work," admit the designers. "BARREL stands out because we have this incredible team dynamic." Luckily for us we've tapped into that community spirit and the team has offered to share a couple of related techniques, including the content-filtering approach, icon styling in Photoshop and drop-down menus.

Understated branding

The subtle approach to promoting the agency brand means you'd be forgiven for missing the small BARREL .svg logo in the top-left corner. Set with CSS, it very neatly toggles colour to coordinate the constant switching of backgrounds.

Graphically bold

The site opens with a series of four homepage slides on a timed carousel to showcase projects. Matching full-screen backgrounds switch in sync, pulling up JPEGs stored in the WordPress backend.

Elegant navigation

An expanding menu within the page header is built from and tags, tidy CSS formatting and jQuery rollovers. This provides a drop-down set of links for subsections in About.

A sense of togetherness

"We're a tight-knit group, and there are always various activities and events going on. It was important to us to showcase our company culture as much as our portfolio. Our goal was for users to be able to explore our site and get a good idea of what we're all about, without being distracted by unnecessary frills."

Jane Song, designer & Patrick Kunka, developer: BARREL



<comment>
What our experts think of the site

1 TECHNIQUE

Filtering content

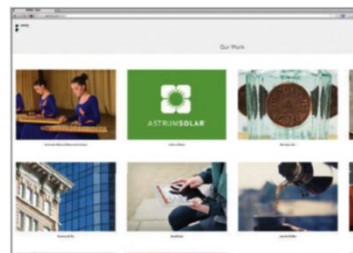
The site has three sections where content is displayed in a grid, filtered by category. BARREL wanted animations here, but chose not to leverage the popular Isotope plug-in (bit.ly/g7lyJJ) for two reasons. It seemed like overkill, and they wanted the responsive behaviour to be dictated exclusively by CSS media-queries. To solve this they built their own solution that became its own plug-in, MixItUp (mixitup.io). Find step code on the disc



01

Justifiably blocky

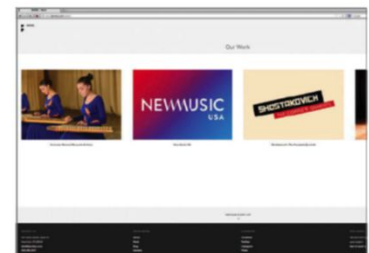
Each grid element is an inline-block with a percentage width suited to a four-column grid. Text-align: justify on the container ensures each row fills the entire width of the grid.



02

get_terms function

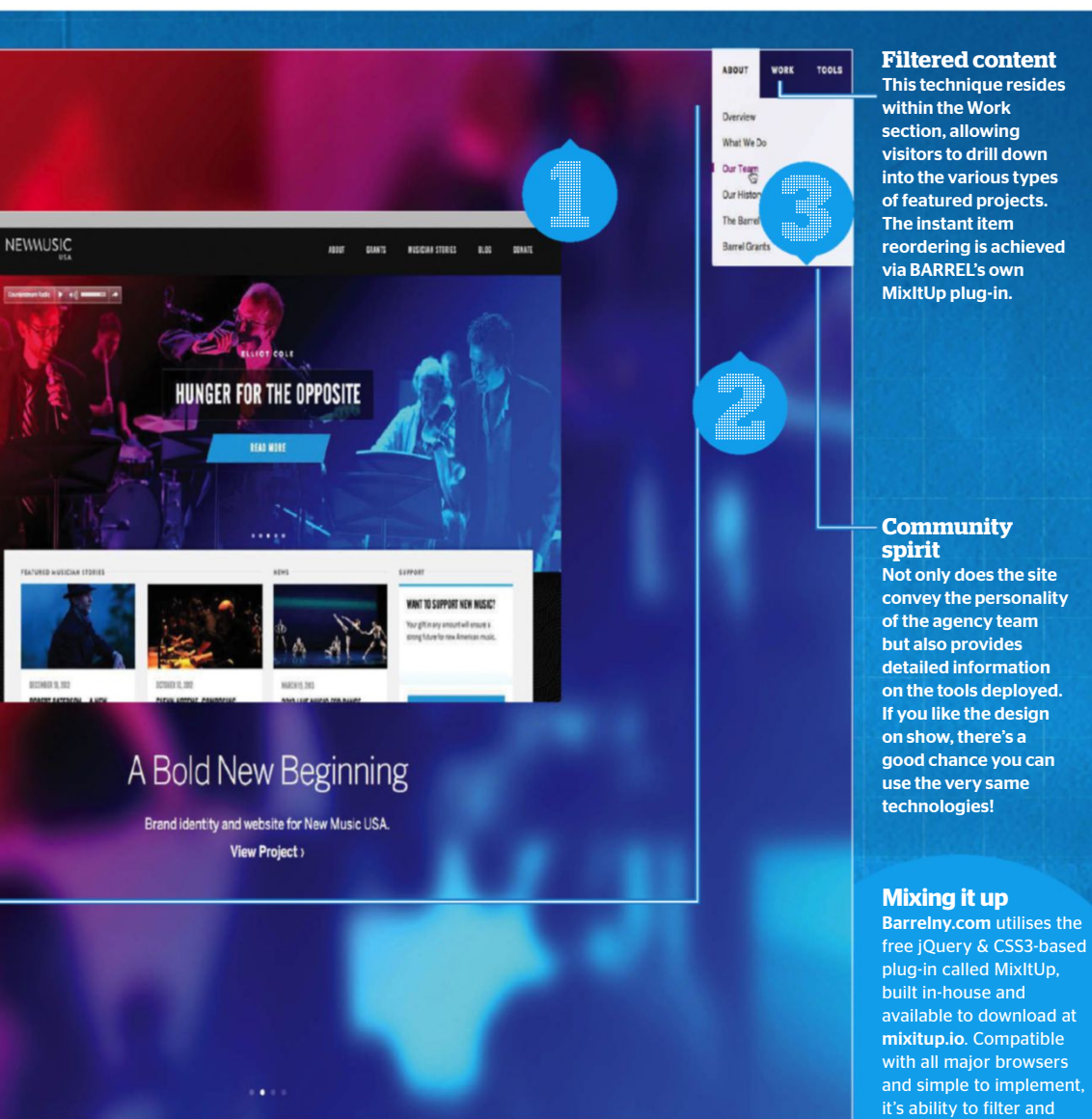
When grids in WordPress templates are generated, elements are assigned classes using category names. Use get_terms function to build a categories list for the filter controls.



03

MixItUp plug-in

The JavaScript instantiates the MixItUp plug-in on each grid. When a filter is clicked, MixItUp fades out elements not in the requested category, fades in those that are, and moves all to new positions.

**Filtered content**

This technique resides within the Work section, allowing visitors to drill down into the various types of featured projects. The instant item reordering is achieved via BARREL's own MixItUp plug-in.

Community spirit

Not only does the site convey the personality of the agency team but also provides detailed information on the tools deployed. If you like the design on show, there's a good chance you can use the very same technologies!

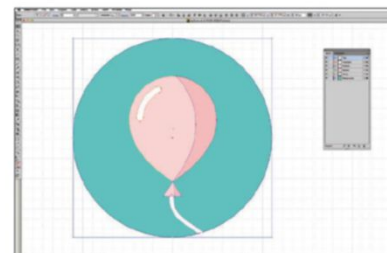
Mixing it up

Barrelny.com utilises the free jQuery & CSS3-based plug-in called MixItUp, built in-house and available to download at mixitup.io. Compatible with all major browsers and simple to implement, it's ability to filter and animate the reordering of page elements makes it perfect for polished responsive layouts.

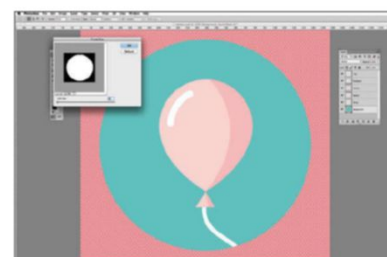
3

TECHNIQUE**Apply textures**

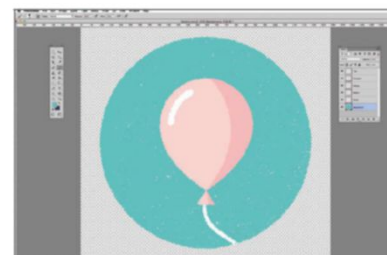
On the Core Values page (within Careers section), BARREL added three icons to represent each. To liven them up a bit, using this quick tip as a reference, you can set about applying textures to each graphic.

**01 Separate the icon's layers**

Open a new document in Photoshop and create your icon. Make sure that each element of the icon is on a different layer. Alternatively and like we have here, you can draw a vector icon in Illustrator and export the layers to Photoshop.

**02 The Crystallize tool**

To add 'crunchy' edges, select the target and tap Q for Quick Mask mode. Go to Filter> Pixelate> Crystallize, add 3 in Cell Size. Invert Quick Mask (Cmd+I) and tap Q to exit. Tap Delete then repeat for all layers.

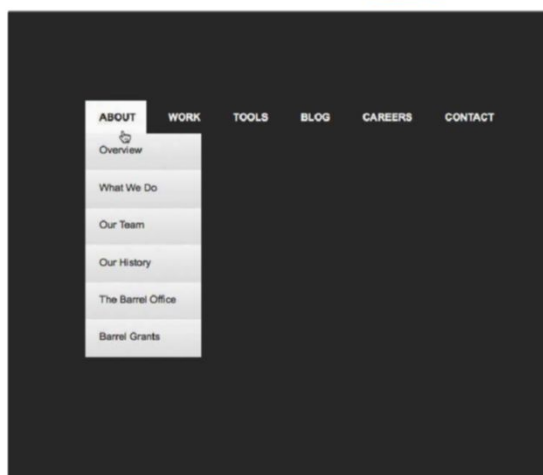
**03 Extra textures**

Photoshop's Tool preset picker menu has enough default sets. To refine brush selection options hit F5 with the Brush selected and toggle the brush panel. Finish with a grunge or dirt-texture brush.

2

INSPIRATION**Drop-down jQuery menus**

The header menu uses an unordered list element and CSS classes to define the top-level and drop-down items. You can emulate the technique using <a> link pseudo-classes and jQuery to hide and reveal the drop-down menu, based on the element id. By using the hover() function to identify the currently rolled over parent list element and calling jQuery's fadeIn() and fadeOut() on the child element within, each submenu will appear below. You can then add CSS styles to achieve a BARREL-like look.



Build HTML5-ready charts with Chart.js

Impress yourself and your users with swish, animation-ready HTML5 charts to communicate your data and vision

tools | tech | trends HTML5, Canvas, JavaScript, Chart.js
expert Tim Stone



ata is the backbone of the web, and in the web's early days, documents were shared between academic institutions. But large amounts of raw data can be hard to understand; this is where data visualisation comes in.

All of a sudden great swathes of tabular data that were insurmountable are transformed into easily graspable graphics. Traditionally, <table>, <svg>, and were the best ways to show this data but with the widespread adoption of HTML5 in browsers <canvas> is another, rich way to show data.

In this tutorial you'll learn how to process data and turn it into delicious-looking charts using Chart.js by Nick Downie. Its documentation contains everything you'll need to know and get started and you'll soon have the confidence to integrate Chart.js with your own site and style it as you wish.

We'll create a dashboard showing the population trends of 236 species of birds, as collected by the government during 1970 and 2010 (bit.ly/ZABIQg). This data set will push Chart.js's performance capabilities and provide us with a few ways to visualise the data.

01 The Canvas element

Chart.js uses the HTML5 Canvas element to display its charts, so to start you need to make a Canvas on a new page. If you haven't used Canvas before, fret not, there's no need to handle the nitty gritty as the library handles that for us. Simply make a new Canvas element like any other HTML tag.

```
001 <main role="main">
002 <canvas id="trends"></canvas>
003 </main>
```

02 Make Ajax request

Before you can visualise the data you need to get and parse the data in a way that Chart.js can use. This data is stored in an external file so you'll need to send an Ajax request to retrieve its contents. You won't be using jQuery so this is how an Ajax request looks in 'vanilla' JavaScript.

```
001 (function() {
002   var data; var url = 'data/birds.csv';
003   function makeRequest(url) {
004     var xhr = new XMLHttpRequest();
005     xhr.open('GET', url);
006     xhr.onload = function() {
007       if (xhr.readyState === 4 && xhr.status
008         === 200) {/*run code*/}
009     };
010     xhr.send(null);
011   }();
```

03 Easily parse CSV

Currently the data set is locked in a CSV (Comma-Separated Values) file which is commonly generated from spreadsheet programs. Thankfully there are a few libraries that will generate usable data structures (like arrays and objects) from it. The jQuery CSV plug-in is used here as it has a toArrays method. Then you can simply write:

```
001 data = CSV.toArrays(xhr.responseText);
```

04 Making data usable

toArrays() gives a structure that looks like [['Starling': 100;78.6],['Magpie':100;98]] so each 'row' is a separate array. Next up is some pretty hairy-looking code that will convert all of the values from strings to numbers (specifically floats meaning that we can use decimal points) and convert empty values in our array to a 0.

```
001 for (var i = 0, len = data.length; i < len; i++) {
002   for (var j = 0, l = data[i].length; j < l; j++) {
003     if (!isNaN(parseFloat(data[i][j])))
004       data[i][j] = parseFloat(data[i][j]);
005     else if (!data[i][j].length)
006       data[i][j] = 0;
007   }
008 }
```

05 Nested for loops

The line chart takes an object that lists the labels

and each data set separately like: labels:

['January','February'], data sets: [{data: [65,59]}, {data: [28,48]}]. To replicate this with your data, create a label for each year in your data set and then populate the data sets with an individual species' data using a couple of for loops.

```
001 var years = [];
002 for (var i = 0; i < 2010-1970; i++) years.
003   push([]);
004 for (var i = 0, len = data.length; i < len; i++)
005   for (var j = 0, l = data[i].length; j < l; j++)
006     if (j === 0) labels.push(data[i][j]);
007     else years[j-1].push(data[i][j]);
```

06 Looping through inputs

Data now contains a data set that we can use to compare species. To find out which bird's data to get, read the value of each input and set a funky colour to both the bird data and the corresponding input. Setting a colour value for the input and bird will tell the user which bird relates to which colour.

```
001 var birds = document.
002   getElementsByClassName('bird-input');
003 var datasets = [];
004 for (var i = 0, len = birds.length; i < len; i++) {
005   var bird = findBird(birds[i].value);
006   var colour = "rgba(80,116,3,0.5)";
```

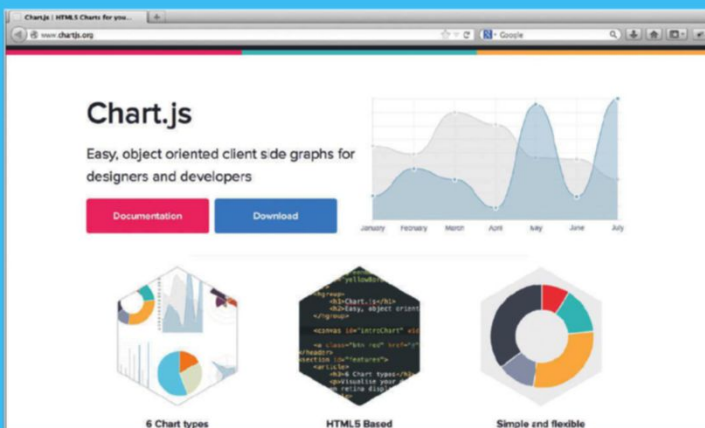
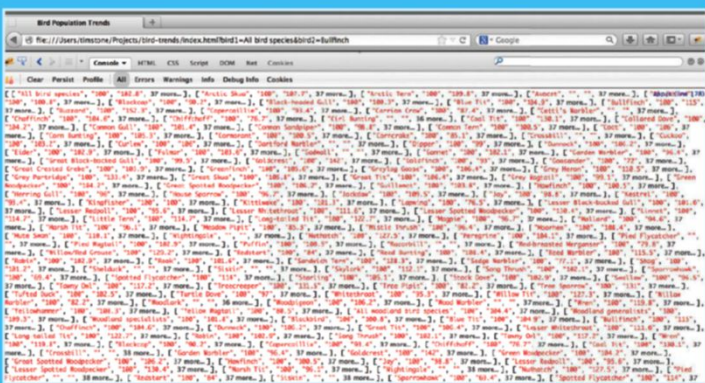


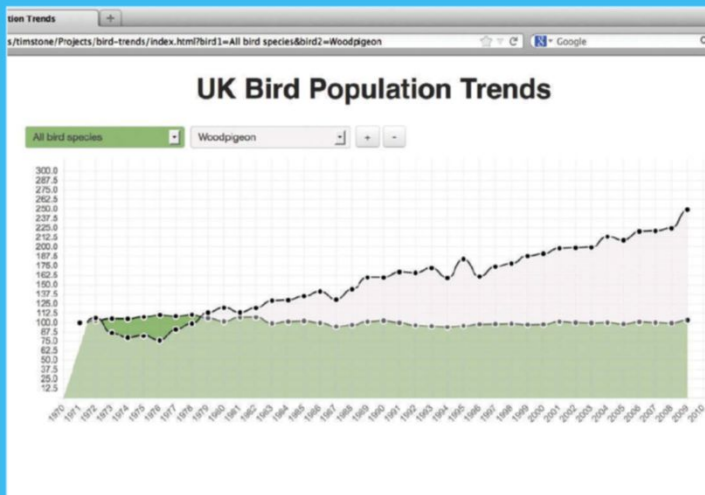
Chart.js
Easy, object oriented client side graphs for designers and developers

Documentation Download

6 Chart types HTML5 Based Simple and flexible



Bird Population Trends



UK Bird Population Trends

All bird species Woodpigeon

<Above>

- By passing a configuration object you can tweak the chart to your own preferences, like removing the bezier curves for example.

<Top left>

- The Chart.js is very well presented and has a good showcase and explanation for each type of chart and its uses.

<Top right>

- Our task is to transform all of this scary-looking raw data into something attractive and usable.

<Bottom left>

- With no configuration, this is how our chart looks with Chart.js's default settings, it also animates the data upwards.

```
006 birds[i].style.background = colour;
007 }
```

07 Push the bird

Within the for loop of Step 6, you can push the data set with your configuration options and the data set for the individual bird. You can customise the fill, stroke, and point colours individually so that your chart can look as unique as your site's style to tie in nicely. The colours can be in hex, RGB(A), or HSL(A).

```
001 datasets.push({
002   fillColor: colour,
003   strokeColor: "rgb(0,0,0)",
004   pointColor: "rgb(0,0,0)",
005   pointStrokeColor: "#fff",
006   data: bird
007 });
```

08 Resulting data

This is a helper function that takes the name of a bird, finds its index in the labels array and returns the

corresponding data set. The resulting graphData variable is the compiled data that Chart.js can read to create a line, bar or radar chart. If you're hardcoding your labels and data set then an equal amount of each is needed.

```
001 var findBird = function(bird) {
002   var index = labels.indexOf(bird);
003   return data[index];
004 };
005 // [...]
006 var graphData = {
007   labels: labels,
008   datasets: datasets
009 };
```

09 Setting dimensions

Set the width and height to half the viewport width and as wide as the viewport or 960px (whichever fits). Then get the canvas's rendering context and pass this to Chart.js. Using Chart.js all you have to do is tell it 'I want a new chart (using this canvas) and I want it to be a Line chart (using this data), please.'

```
001 var graph = document.
  getElementById('trends');
002 graph.height = window.innerHeight / 2;
003 graph.width = window.innerWidth > 960 ? 960
  : window.innerWidth;
004 var ctx = graph.getContext('2d');
005 chart = new Chart(ctx).Line(graphData);
```

10 Construct line chart

Refresh the page and before your eyes you should see the chart animate into life, rendering all those sexy data points. You can also pass a configuration object after the data to customise the chart, perhaps all of those animations aren't for you? No problem. Or perhaps you don't wish to label the Y axis. All of the options are listed at www.chartjs.org/docs/.

```
001 var chart = new Chart(ctx).Line(graphData,
  {
002   animation: false,
003   scaleShowLabels: false
004 });
```


<Right>

• Pie charts are a fun way to display proportional data, but in this case I think we can do better.

<Middle>

• Perfect, the doughnut chart has come to our rescue and looks great while still communicating the data.

<Below>

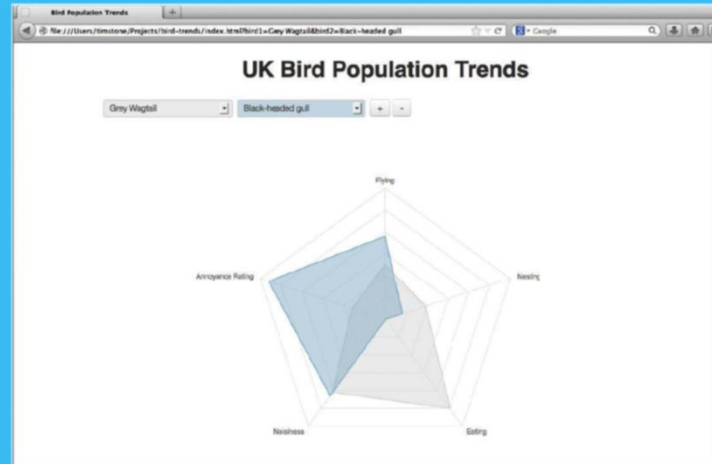
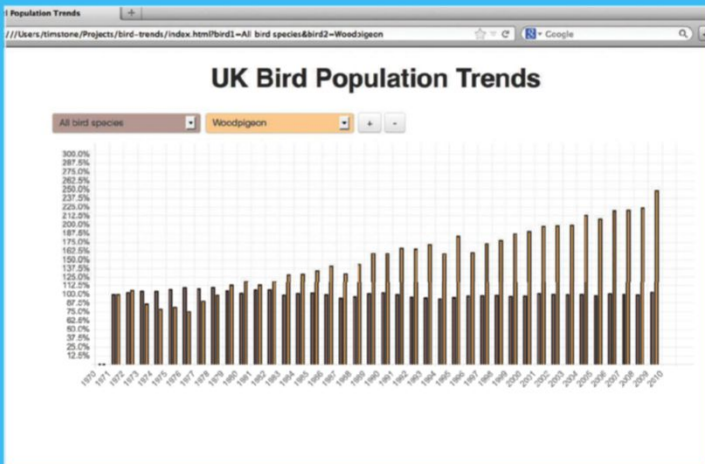
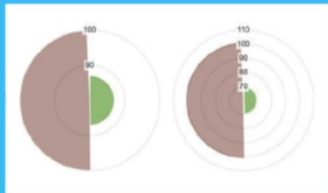
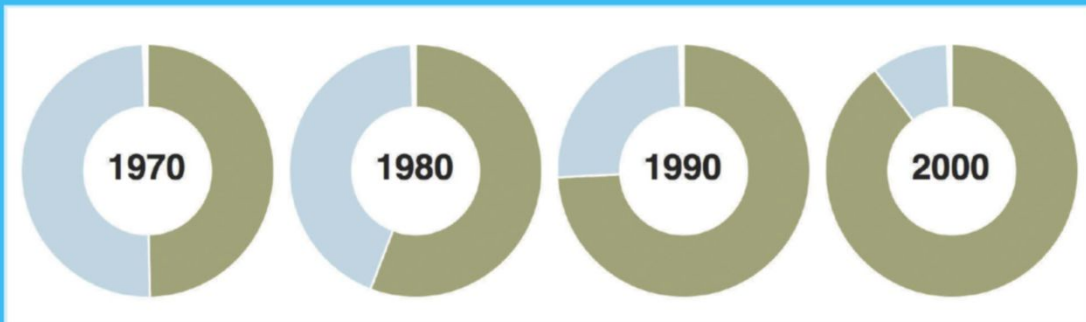
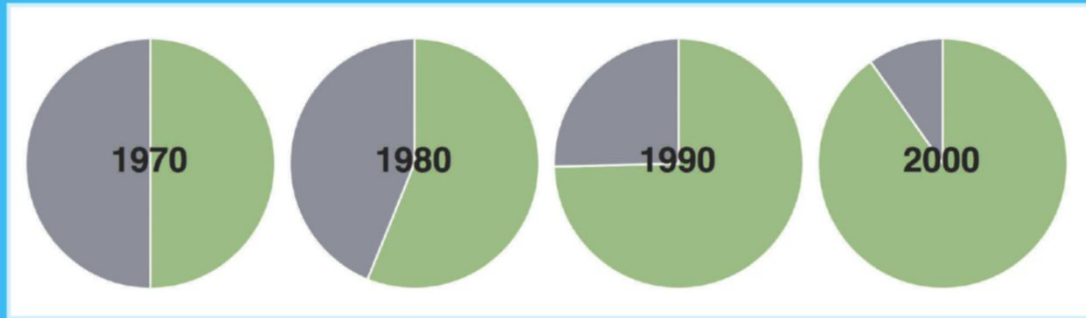
• An alternative is the polar area chart, arguably this is more helpful because it labels the circular segments.

<Bottom left>

• The same data as in Step 10 but this time displayed with a bar chart instead.

<Bottom right>

• The radar chart is a great way to overlay multiple variables within two data sets. Eg showing that gulls are annoying.



11 Bar chart

Chart.js isn't limited to just constructing simplistic line charts though. It also provides support for bar charts, radar charts, polar-area charts, pie charts, and doughnut charts. Using the same data as the line chart, you can swap line for bar and instantly your chart changes to a bar chart, the choice is yours.

```
001 var chart = new Chart(ctx).Bar(graphData);
```

12 Pie data

Next, create four pie charts, one to represent each decade, that will show the comparative success of the selected species of bird. It's easy enough to create the pie chart with Chart.js but we have to massage the data so that

Chart.js can make sense of it. This time it expects something that looks like:

```
001 var data = [{
002   value: 30,
003   color: "#F38630"
004 }, {
005   value : 50,
006   color : "#E0E4CC"
007 }];
```

13 Decades of data

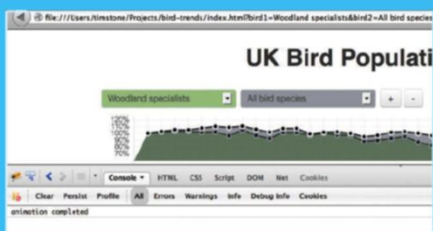
To get the data you need, make four arrays that will contain the numbers for each bird per decade. This isn't a very DRY (Don't Repeat Yourself) approach but it serves the purpose. Iterate through each input, find the data for

Chart vs graph

Ever wondered what the difference between a chart and a graph is? Charts are graphical representations of data, and a graph is a diagram of a mathematical function or statistical data.

that particular bird and push each decade to it's corresponding decade.

```
001 var pieData = [],
002   pieData2 = [],
```



Make use of advanced configuration objects to customise your charts

Each chart type gives a number of configuration options to determine its look, but one of the more advanced configuration options is `onAnimationComplete`. You can provide it with a callback function which passes back the configuration object for the chart (not as an argument but through the `this` keyword). You could use this animation callback to ensure that charts are only initiated one after the other, and thus only one chart is animated at a time (this could be done either for stylistic purposes or perhaps on devices with limited CPU/GPU power). Another useful configuration option is `scaleLabel`, the default value of which is `"<%=value%>"` which can be changed, if you're dealing with percentages you could change it to `scaleLabel: "<%=value%>%"`.

```
003 pieData3 = [],
004 pieData4 = [];
```

14 Creating the data set

As we go through each bird, pull out the relevant data at the start of the decade. The pie chart needs one value per bird per decade so that the end result will look like `[{ color: 'rgba(x,y,z,0.5)', value: 65.4 }, { color: 'rgba(x,y,z,0.5)', value: 23.5 }]`. Even if the numbers don't add up to 100 it'll show the proportional amounts that number takes up compared to the other(s).

```
001 var inputs = document.
002 getElementsByClassName('bird-input');
003 for (var i = 0, len = inputs.length; i <
len; i++) {
004   var decade1 = {
005     color: inputs[i].style.backgroundColor,
006     value: graphData.datasets[i].data[1]
007   };
008   pieData.push(decade1);
009 }
```

15 Pie markup

Your new charts will also need somewhere to go so make a new `Canvas` element. Chart.js's pie and doughnut charts do not support labels so you can add an `<h2>` with the name of the decade. Repeat this markup for each

Initiate charts when viewed

The author used the Inview Event jQuery plug-in (bit.ly/gU8E6A) to initiate charts only when they're in the browser's viewport.

decade (1980s, 1990s, and 2000s) changing the ID for each one.

```
001 <div class="decade">
002   <h2>1970</h2>
003   <canvas id="pieChart" class="pie-chart"></
004   canvas>
005 </div>
```

16 A middling position

To inject a little extra visual flair, you can position the text roughly in the middle of your pie chart. Remember that if you position a child object absolutely to a parent object that is relatively positioned then the absolutely positioned element will be relative to its parent, and not the page itself.

```
001 .decade {
002   position: relative;
003 }
004 .decade > h2 {
005   position: absolute;
006   left: 35%;
007   top: 42%;
008 }
```

17 Retina ready

Chart.js has built-in support for high-pixel-density devices, like Retina displays. So, all you have to worry about is how wide and high you would like the charts to be and it'll internally do the maths to size them correctly (using `devicePixelRatio` if viewed on high PPI devices).

```
001 var pies = document.
getElementsByClassName('pie-chart'),
002 p = pies.length;
003 while (p--) {
004   pies[p].height = window.innerHeight / 2;
005   pies[p].width = 950 / 4;
006 }
```

18 Initiate pie

With your data in place you'll initiate it in a similar way to the line chart, the only difference being pie instead of line. Refresh your browser and you should see a cute animation as the segments spin around, hits the other side

as it comes full circle and bounces; I recommend that you view www.chartjs.org/ for the full effect.

```
001 var pCtx = document.
getElementById('pieChart').getContext('2d'),
002 pie = new Chart(pCtx).Pie(pieData);
```

19 Switching out charts

Pie charts are nice but we're going to switch it out for the lesser-used and inherently cooler doughnut chart. These types of charts display your data in the exact same way as a pie chart – the only difference is that the middle segment is cut out so our `<h2>`s can stand out a little bit more. Similarly, you could also use the same data to create a polar-area chart.

```
001 var doughnut = new Chart(pCtx).
002 Doughnut(pieData);
003 var polarArea = new Chart(pCtx2).
004 PolarArea(pieData, {
005   segmentStrokeColor: 'rgba(0,0,0,0.5)',
   segmentStrokeWidth: 1
});
```

20 Dashboard recap

Your dashboard is functional and you've seen how to use a fairly complicated data set and visualise it using Chart.js. Check out the disc included with this issue for some extra bits of code to ensure colours aren't repeated in charts and the ability to add more inputs, meaning graphs can change and reanimate on the fly.

21 Radar chart

The final chart type that we haven't looked at yet is the radar chart. This accepts the same-looking data set as the line and bar charts (ie with labels). Radar charts are a really good way to show multiple data points and the differences between them within two or more data sets.

```
001 var radarData = {
002   labels: ['Flying', 'Nesting', 'Eating',
'Noisiness', 'Annoyance Rating'],
003   datasets: [{
004     data: [65, 59, 90, 81, 56]
005   }, {
006     data: [78, 48, 40, 83, 96]
007   }]
008 };
009 var radar = new Chart(ctx).Radar(radarData,
{ pointDot: false });
```

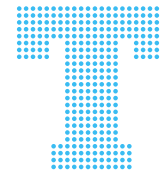
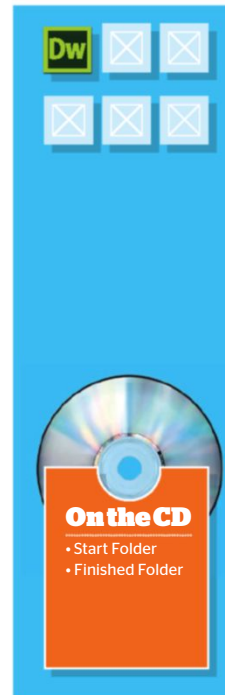
22 Get charting!

So far you will have covered Chart.js's six types of charts, it's a neat little library that lends itself well to attractive, simple charts. It's definitely well suited to blogs, product pages and anywhere you want some pizzazz. If you're looking for interactive charts or a library with a bit more customisation behind it then Highcharts (www.highcharts.com/) is a good recommendation, but Chart.js is definitely a strong contender.

Create a lightweight and simple mobile interface

Forget frameworks with excessive options, we focus on the new CSS-only UI: TopCoat

tools | tech | trends Dreamweaver, TopCoat
expert Mark Shufflebottom



There are a great many frameworks around to help with mobile development, one of the most popular is jQuery Mobile. There's nothing wrong with using a framework but sometimes a whole framework can be so overblown if

you only need a small amount of functionality. In these cases all you need is a helping hand with some User Interface (UI) elements and your own JavaScript for functionality. This is exactly why TopCoat has been created. It doesn't have any JavaScript, it only consists of a CSS file, so any animated content is simply done with CSS3 animations. This means that you are free to use any JavaScript framework that you prefer, or you can write your own JavaScript!

The CSS has been put together by Adobe and is still in very-early alpha stages (version 0.02 at present!) The reason for putting this together is because of PhoneGap. They found that sometimes designers just wanted a simple UI system instead of a full-blown framework. As such this is definitely something to watch for the future and can speed up the creation of mobile-friendly common UI elements. This tutorial will focus on creating a three-page app that employs these UI elements with your own custom CSS to show how easy it is to work with.

01 Set up your project

From the cover CD, copy the start folder to your desktop. This includes the TopCoat CSS which you can download from topcoat.io. Create a new HTML5 file in Dreamweaver or similar and save it as 'index.html' in the start folder. Now add the following code into the head section which will link to the CSS we are going to use.

```
001 <meta name="viewport" content="width=device-
width, initial-scale=1.0">
002 <link rel="stylesheet" type="text/css"
href="css/styleguide.css">
003 <link rel="stylesheet" type="text/css"
href="css/topcoat-mobile-min.css">
004 <link rel="stylesheet" type="text/css"
href="css/discover.css">
```

02 Set up your own CSS

In the body tag of the HTML page give this an id of 'home' as shown in the code below. Once you've done this create a new CSS file and save it into the CSS folder. Name this 'discover.css'. This will contain your own CSS to layout the content as you see fit for the project.

```
001 <body id="home">
```

03 Style the page

Inside the new CSS file, add the following style so that the homepage is styled up. This adds an image to the background and centres it in the browser. It's also set to

have the image always cover the size of the browser on differing sized mobile screens. Save the files and test them in a small-screen browser.

```
001 #home {
002   background: url(../images/london-blur.
jpg) no-repeat center center fixed;
003   -webkit-background-size: cover; -moz-
background-size: cover;
004   -o-background-size: cover; background-
size: cover;
005   color: #fff;
006 }
```

04 Creating page content

Move back into the HTML file now and add the following code into the body section of the document. This creates a new <div> tag that has an image and heading inside it. Notice how there are three new classes here for 'intro', 'logo' and 'title', these haven't been created yet but they will define how this will be laid out in the design.

```
001 <div id="intro">
002   
003   <h1 class="title">Discover<br>London</
h1>
```

05 Add a subheading

Continue adding the code shown which adds in a

subheading to the page and then we use one of the lightweight buttons from TopCoat. Here we are using the dark version of the cta button, cta stands for 'Call To Action'. Our label for the button has the text 'Begin' and a right-facing arrow icon.

```
001 <p class="sub clearfix">Your interactive
guide to the sites and sounds of London starts
here</ p>
002   <a href="begin.html" class="dark-cta
dark- button" role="button">Begin &#8594;</a>
```

06 Credit the photographer

Finally we add a link to the photographer under the Call To Action button. Save the page and view the design in the browser. You can see that the design needs a little fine tuning as it is just listed one after another. Return back to Dreamweaver and go into the 'discover.css' file to start styling up content.

```
001 <p class="caption">Photo: <a href="http://
www.flickr.com/photos/38181284@
N06/7232892250/">vulture labs</a><br>&nbsp;</p>
002 </div>
```

07 Introducing the design

Add the following CSS directly below your previous code. We give the intro a little padding so that the text isn't so close to the edge of the page now. The title is made slightly larger and given some text shadow, then your

Create a lightweight and simple mobile interface

<Clockwise from top left>

- The TopCoat CSS files can be downloaded from topcoat.io and there are demo pages available here as well.
- We add logos, text and a 'Call To Action' button to the page, but formatting still needs to be applied.
- Adding padding to the page enables the content to sit better on the page, without touching the edge.
- We align the logo to the left so that the heading fits neatly to the right of it. We also add a clearfix so that the next line starts on a new line in wider displays.
- TopCoat integrates with any page design because it is not a framework, it is just some UI elements that can fit in with any of your existing work.

caption link is made white rather than the default blue. Save and view the changes in the browser.

```
001 #intro { padding: 80px 40px 40px; }
002 .title {
003   float: left; color: #fff;
004   font-size: 2.5em; line-height: 0.9em;
005   text-shadow: 0.05em 0.05em 0.14em black;
006 }
007 .caption a{ color: #fff };
008 .main { padding: 0 100px 60px 40px;}
```

08 Finishing the introduction

You'll see now that the design for the first page is really beginning to take shape, however you need to align your logo to the left and ensure new content starts below. Also ensure your subheading stands out by adding a shadow and create the clearfix class for ensuring content

below the logo starts on a new line. Then save these changes and refresh your browser.

```
001 .sub {
002   line-height: 0.9em;
003   text-shadow: 0.1em 0.1em 0.2em black;
004 }
005 .logo { float: left; }
006 .clearfix{ clear: both; }
```

09 Adding tabbed browsing

The next step is to move back into the 'index.html' document and then before you close the body tag add the unordered list as we've outlined here. This will create two tabs that you want to sit at the bottom of the window that will allow the user easy access to your settings and your guide. Once you've done this, save the page and refresh the view in your browser.

```
001 <ul class="dark-tab-bar">
002   <a href="index.html" class="down">GUIDE</a>
003   <a href="settings.html">SETTINGS</a>
004 </ul>
```

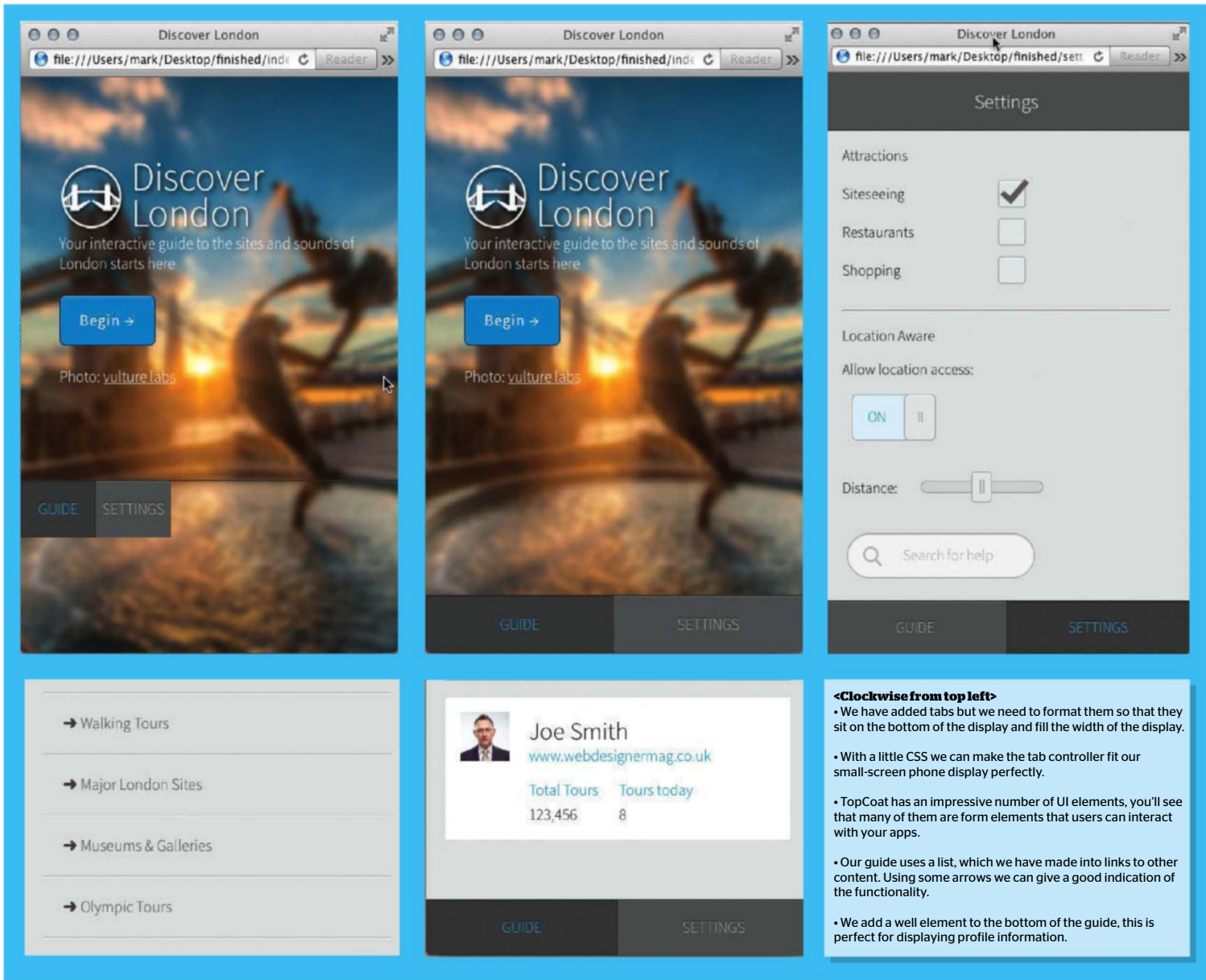
10 Slight amendments

While you have two tabs, it's not the desired effect. Firstly you need each tab to take 50% of the design so that they fill the full width. You also need to fix the bar to the bottom of the design. Switch back to the 'discover.css' document and add the CSS as shown below. Now save and refresh the browser to see the difference.

```
001 .dark-tab-bar a {width: 50%;}
002 .dark-tab-bar {position: fixed; bottom: 0;}
```

11 Create the settings page

Choose File> Save As on the 'index.html' page,



saving it as 'settings.html'. Then work your way through and delete all of the content inside the body tags except for the tab bar which you added in Step 9. Inside the body tag remove the id that states 'home' so that it is once again just a regular body tag. Once this is done you are now ready to build the settings page.

```
001 <body>
```

12 Create the header

Add in the following code immediately after the body tag in your new 'settings.html' document. This will then add a title bar at the top of the screen that has the heading 'Settings'. Then once this is done, save the page and refresh the browser to see the changes that you've made, bear in mind that you may need to click across on the Settings tab to see the changes.

```
001 <div class="dark-header-bar">
002   <p class="header-bar-title">Settings</p>
003 </div>
```

13 A light background

Don't forget to change the 'class="down"' from the guide to the settings in the tab bar. Then save this and move over to the 'discover.css' document. Add the following CSS which you'll implement when you create the design for the settings page. This gives a light grey background to your page.

```
001 .light {
002   color: #000;
003   background: #DFE2E2;
004   padding: 1px 20px 20px;
005 }
```

CSS3 animations

Animations that are controlled from CSS are offloaded to the GPU so are usually much smoother than animation in JavaScript which is CPU controlled.

14 Add a checkbox

When you produce a settings page you need some UI elements that enable you to interact with the project. Add the code shown below to the body section of the code after the header. This sets up a checkbox which is selected, you can then add some more checkboxes too.

```
001 <div class="light">
```

```
002 <p class="sub">Attractions</p>
003 <p>
004   <input type="checkbox"
005   id="checkbox-1" checked />
006   <label for="checkbox-1" class="light-
checkbox checkbox-right">Sightseeing</label>
007 <br />
```

15 Adding two more

Continue to add the remaining two checkboxes which are pretty much the same as the first. These appear unchecked by default. There is a nice design to these checkboxes in the TopCoat UI, but don't preview just yet as you haven't closed all the tags.

```
001 <input type="checkbox" id="checkbox-2" />
002 <label for="checkbox-2" class="light-
checkbox checkbox-right">Restaurants</label>
003 <br />
004 <input type="checkbox" id="checkbox-3" />
005 />
006 <label for="checkbox-3" class="light-
checkbox checkbox-right">Shopping</label>
007 </p>
```

16 More settings

Other UI elements useful for settings pages are slide switches that turn on and off. These were first made popular on the iPhone platform but have become a standard UI design pattern. Add the code shown, which opens a paragraph and <div> container to hold the switch.

```
001 <hr>
002 <p class="sub">Location Aware</p>
003 <p>Allow location access:
004 <div class="slide-switch-container">
```

17 Add the slide switch

The next code that we add actually adds the switch itself using classes that are predefined by TopCoat. The switch is powered by a CSS3 transform so it will be hardware accelerated on your device and won't rely on JavaScript to get the animation done.

```
001 <input type="checkbox" name="light-switch"
002 id="slideshow-light" checked>
003 <label class="light-slide-switch"
004 for="slideshow-light">
005 <div class="on-off"></div>
006 <div class="switch"></div>
007 </label>
008 </div></p>
```

18 Adding a search field

Continuing to add your UI elements, you're adding a search area in here, so place the code shown after the last. This not only provides a TopCoat-formatted search field but closes the <div> for the 'light' section on the page. Save the page now and refresh your browser to see these new UI elements in action.

```
001 <p>Distance: <input type="range"
class="light-slider" name="Distance"
002 value=""></p>
003 <p><input type="search" class="light-
search-input" value="" placeholder="Search for
help"></p>
004 <p>&nbsp;</p>
005 </div>
```

19 Final CSS tweaks

In the following step you will find out how to create a new page with list elements on it. You are going to make these list elements into links to further pages, so first you need to style this up. Move to the 'discover.css' and add the following CSS which is the last you'll need to add. This just removes the underline and makes the colour black.

```
001 li a {
002   text-decoration: none;
003   color: rgb(69, 69, 69);
004 }
```

20 Create the final page

The next step is to move back to the settings page and save it as the 'begin.html'. This time remove the contents of the 'light' <div> so that the heading and the tab bar remain. Change the heading to state 'Discover London' and change the 'down' class to the guide in the tab controller. Now add the unordered list shown below inside the 'light' <div>.

```
001 <ul class="light-list">
002   <li><a href="#">&#10140; Walking
Tours</a></li>
003   <li><a href="#">&#10140; Major
London Sites</a></li>
004   <li><a href="#">&#10140; Museums &
Galleries</a></li>
005   <li><a href="#">&#10140; Olympic
Tours</a></li>
006 </ul>
```

21 Showing a profile

The next block of code you are going to add will create a lighter panel that enables a profile picture, name and link to be added. This is again defined by TopCoat so that it looks correct. The image is placed to the left of the person's name, so this is a really useful feature for showing profiles in projects etc.

```
001 <section class="light-well">
002   <section class="user-details">
003     
005     <div class="user-info">
006       <h1>Joe Smith</h1>
007       <p><a href="#">www.
webdesignermag.co.uk</a></p>
008     </div>
009   </section>
```



Adding page transitions

If you like the look of TopCoat but are worried about it not having functionality, then why not take a look at Zepto.JS. Zepto uses the exact same syntax as jQuery but is only 26Kb for the whole library.

Getting external pages to load using AJAX is pretty easy thanks to the amazing Zepto Page Transitions plug-in (<https://github.com/dgileadi/zepto-page-transitions>). This consists of some CSS (8Kb) and a little JavaScript (6Kb) and any link will automatically load and slide in using a number of transitions so that your pages respond similarly to native apps.

Because TopCoat does not depend on any particular JavaScript library, it actually empowers you as the designer to work in a way that suits your needs rather than having to be hemmed in by a complete framework.

Weird codes

You may have seen weird codes like ➜ in the tutorial and wondered what these are. They are ASCII character codes and the one here displays a right arrow.

22 Final code

The final code that you're going to add places two sections of content side by side. Add this code then save the page and view again in your browser. All the links should work and you should be able to see just how useful TopCoat is in setting up UI elements for mobile devices. By not being a complete framework it leaves you free to create your own functionality.

```
001 <dl class="following">
002   <dt>Total Tours</dt>
003   <dd>123,456</dd>
004 </dl>
005 <dl class="followers">
006   <dt>Tours today</dt>
007   <dd>8</dd>
008 </dl>
009 </section>
010 <p>&nbsp;</p>
```


web workshop

Shuffle-letter effect with jQuery

inspiration <http://designembraced.com>



Considering the huge amount of amazing websites out there, it can sometimes be tempting to load up your own site with a variety of snazzy jQuery effects in an attempt to set it apart. Too often this just results in an unnecessary

glut of scripting bells and whistles, not to mention a series of damaging distractions from the information

you're trying to get across to the user. Less is usually more and the simplest effect, which doesn't outstay its welcome, can be the most effective.

An excellent example can be found with the ShuffleLetters jQuery plug-in, developed by Martin Angelov, which offers a neat way to give your website some landing sparkle without bewildering the visitor.

The rest of the site

Anthony's Goodwin's website isn't just a great example of the joys of simple design over complex and one neat piece of JavaScript. He also has some great work to explore in the scrolling portfolio sections. It seems the single page website is his speciality. Well worth a browse.

1 INSPIRATION

Falling into place

Head over to Design Embraced at <http://designembraced.com>, by British creative/art director and designer Anthony Goodwin, to see a great example of Angelov's plug-in at work. With every page load you will see the H1 and H2 text display an animated set of random, shuffling, letters which quickly fix themselves into the title. The process lasts just three seconds but it is a simple and engaging way of immediately grasping the user's attention. Used in conjunction with an inspired, colour-coded, navigation system and an eye-catching background colour change between pages, Design Embraced is a simple and well constructed single-page website.

1

2

3

Contemporary design
A clean, modern, design ethic runs throughout the site. Design Embraced is heavy on typographic elements, in line with current design trends, and bold, undecorated fonts.

Simplistic and effective
Site navigation is pared down to a series of jQuery-powered, colour-coded, discs which fire pop-up labels on hover. Each page changes its background colour accordingly.

Shuffle it up
H1 and H2 text areas employ the ShuffleLetters jQuery effect on page load, displaying a random set of quickly shuffling letters before settling on the intended words.



<comment>
What our
experts think
of the site

Less is more

"As web-design trends steer more towards simplicity and understatement over garish firework displays, it's important to reign in the effects we use to grab the user's attention. Less is more, and simple, attention-grabbing animations that do their job then make way for usability can be an invaluable way to strike a balance between fun and function."

Richard Lamb

2

TECHNIQUE

Implementing the shuffle

01 The HTML

For the purposes of this tutorial, we are going to recreate the effect with our own text, adhering to the basic style employed by Anthony Goodwin. The first step is to create an index.html which contains the following HTML within the body. Ultimately, the H1 and H2 tags will be the only elements subject to the shuffle effect. This is intended to be a single-page website, so using sections will allow the addition of further pages within the same document, if so desired.

```
001 <section>
002 <div class="home">
003 <div id="first">
004 <h1>LOVE LETTERS</h1>
005 <h2>WORDS, WORDS, WORDS</h2>
006 <p>"Any word you have to hunt for
in a thesaurus is the wrong word. There
are no exceptions to this rule."</p>
007 </div>
008 </div>
009 </section>
```

02 The CSS

The key to this site is keeping it simple. Place a CSS folder in your root and copy the CSS from the disc into it. Select a background colour for your body and fonts for your text elements. Anthony Goodwin's chunky Futura works well and the dark-grey background gives it a stark look. Give the <div>s absolute positions with comfortable margins for the text area. Carefully chosen line-heights will keep the H1 and H2 elements in close proximity to each other and

letter-spacing adjustments result in close-knit font styles. H1, H2 and p tags can be given set widths if you wish.

03 Download the plug-in

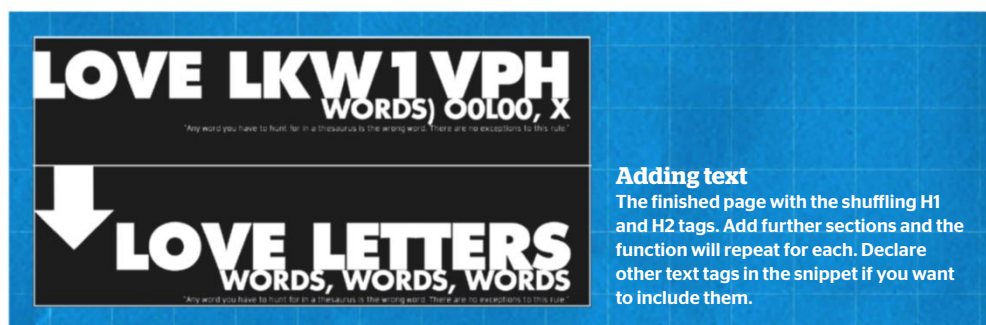
Now for the engine. Head to <http://bit.ly/qyUV9A/> and download Martin Angelov's JavaScript files to realise the shuffle effect. While you're there, why not try out the smart demo page, which allows you to test the effect with your own text. Place jquery.shuffleLetters.js into a JS folder and put that into your root, along with a copy of jquery-1.8.0.min.js. Then make sure you call all relevant files in index.html.

```
001 <link rel="stylesheet" href="css/
style. css"/>
002 <script src="js/jquery-1.8.0.min.
js"></ script>
003 <script src="js/jquery.
shuffleLetters.js"></script>
```

04 Target the tags

Now we just need to include a small script snippet into our index.html, or a separate .js file, telling the shuffle function to target only H1 and H2 tags.

```
001 <script>
002 function shuffle(target) {
003 if(target=="page") {
004 var container = $("h1,h2")
005 }
006 container.shuffleLetters();
007 }
008 shuffle("page");
009 </script>
```



Adding text

The finished page with the shuffling H1 and H2 tags. Add further sections and the function will repeat for each. Declare other text tags in the snippet if you want to include them.

3

TECHNIQUE

Play with options

There are a small number of editable options that come with the ShuffleLetters plug-in, determining the speed and number of changes it makes. It's worth playing around with them to maximise the effect you are aiming for.

01 Step

Step allows you to control how many letter changes occur before reaching the actual word. What you choose depends on how intense you want your animation to be. Just make sure if you choose a high number, you also change the speed, or the user will have a long wait!

```
001 var options = $.extend({
002 "step" : 10,
003 "fps" : 20,
004 "text" : "",
005 "callback" : function()
006 {}
007 },prop)
```

02 FPS

The Frames Per Second govern the speed with which the letter changes are made, giving you a wide range of effect variations from languid to frenzied. Have a play with the faster settings. It's fun.

```
001 var options = $.extend({
002 "step" : 10,
003 "fps" : 20,
004 "text" : "",
005 "callback" : function(){}
006 },prop)
```

03 Text

The Text setting allows you to call a particular word at the end of the cycle, rather than the word that appears in the HTML. Possibly a little superfluous as functions go, but offers a blanket change on all elements utilising the effect.

```
001 var options = $.extend({
002 "step" : 10,
003 "fps" : 20,
004 "text" : "",
005 "callback" : function()
006 {}
007 },prop)
```


web workshop

Real-time tweets on your website

inspiration tweetflight.wearebrightly.com

In this web workshop we'll take you through the tricks and techniques that you need in order to add real-time Tweets to your website, based on a set of predefined search tags.

Once we have the required data we will give it some basic style and then show you how to add a scalable background image to your page, which works across the

majority of browsers. We will avoid using the CSS3 technique of specifying an image with a cover element.

Be wary of using the Twitter search API for real-time data, as there is a limitation set by Twitter, which may result in an automatic IP ban. If you are expecting a large number of visitors then you may find yourself running into a bit of trouble.

1 INSPIRATION

Preflight Nerves

The inspiration for this project came from the music video for *Preflight Nerves* from Melbourne-based band, Brightly. The video searches for lyrics featured in the song from worldwide Tweets, and displays them over public-domain footage, any song lyrics that are not found within tweets are substituted with standard text. This style means that every time the page is loaded, the content delivered is different.

Projects like this allow for interactive, highly creative music videos, pushing aside the limitations of being suitable for TV. Through the use of social-media APIs, a band is more likely to get a higher level of exposure than through traditional means.

Video components

We'll break the site down into its individual components to show you how the original music video was made, and how it functions. The main technologies used here are HTML5, CSS, jQuery and the Twitter API. Keep this in mind if you want to target older browsers and mobile devices.



It's in the timing

All tweets are time stamped, this data is again pulled in from the Twitter API as part of the search function.

Author links

A link to the original status, as well as who made the original tweet is also made available, through the Twitter API.

Perfect styling

The overall style of the tweets is controlled by CSS, allowing the video to highlight song lyrics contained within the tweets.

Video footage

The main video playing in the background is pre-edited public-domain footage being rendered using the HTML5 video tag. This element does not change between page loads. The use of the video tag allows it to adapt to browser size.

Lyrical tweets

Tweets based on song lyrics are overlaid on top of the video. This is achieved by using the Twitter API's search function.

Extra add-ins

Any lyrics that are not able to be located within live tweets are replaced with the lyrics from the song, allowing the video to remain consistent.



<comment>
What our
experts think
of the site

A word from the creator

"I play in a band called Brightly. Tweetflight came out of us having a tight budget to make the video for our single, *Preflight Nerves*. While working on a lyric video with public-domain footage, I realised we could use live tweets pulled from the Twitter Search API to make a kind of karaoke mashup."

Charlie Gleason (www.charliegleason.com)

2 TECHNIQUE

Adding live tweets to your site

01 Setting the page up

Create a new HTML file, and add in the following HTML5 head tags, feel free to change the title of your page to whatever you want to. If you are using more HTML5 features than are listed here, it may be worth taking a look at the Wikipedia page at <http://bit.ly/fDL04> to determine browser compatibility.

```
001 <!DOCTYPE HTML>
002 <html>
003 <head>
004 <meta charset="utf-8">
005 <title>Real Time Tweets</title>
006 </head>
```

02 Adding JavaScript

We will be using a pre-built JavaScript library to pull in tweets from the Twitter API, you can download the library from here: <http://bit.ly/aGfRzF>. Once you have downloaded the file, add it to the head tag of your page, along with the latest version of jQuery with the following lines of code. Also add the related tweets <div> to the body.

```
001 <script src="//ajax.googleapis.
com/ ajax/libs/jquery/2.0.0/jquery.min.
js"></script>
002 <script src="js/jquery.
relatedtweets- 1.0.min.js" type="text/
javascript">
</ script>
003 </head>
004 <body>
005 <div class="relatedtweets">
Loading..
</ div>
```

03 Defining search tags

Beneath your related-tweets <div>, add the following code. Our relatedtweets.js file will pull the tags out of this block and use them to search with the Twitter API. You can remove the display:none style attribute if you want to display the search terms on your site. You can also add links to the href attribute if you want to.

```
001 <p style="display:none;">
002
003 <a href="#" rel='tag'>HTML5</a>
004 <a href="#" rel='tag'>CSS</a>
005 <a href="#" rel='tag'>jQuery</a>
006
007 </p>
```

04 Styling the tweets

With our tweets displaying, we can start styling them accordingly. Our JavaScript is kind enough to place an attribute to nearly every element that is being displayed, meaning we can show or hide anything we want to. Below is the code to position your tweets near the bottom of the page. If you want to manipulate the data sent, see here <http://bit.ly/10VrjIK>.

```
001 div.related-tweets{
002 top:70%;
003 left:20%;
004 position:absolute;
005 }
006
007 div.rrt-inner{
008 padding:10px;
009 overflow:hidden;
010 font-family:Arial, Helvetica,
sans- serif;
011 }
```

05 Some more styling

As mentioned before, there are loads of styling options, simply view source to see what you can edit and add the necessary CSS changes to your page. To get you started, here is a list of the top five CSS selectors that allow you to edit the main tweet elements. You can download the full markup from <http://pastebin.com/pp1Sm2fP>.

```
001 div.rrt-inner span.rrt-author-img
{}
002 div.rrt-inner span.rrt-body{}
003 div.related-tweets {}
004 div.rrt-inner{}
005 div.rrt-inner span.rrt-meta a {}
```

3

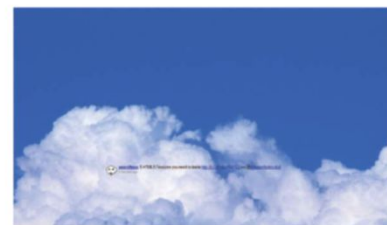
TECHNIQUE

Scalable backdrops

To make your page more interesting you can add a background image that will scale to any browser size and fill the window, there is a CSS3 technique to do this, but the following is compatible with older browsers.

01 Add your background

Directly after your opening body tag, add a new <div> with the class of "bg", within this <div>, add an img tag which contains the image that you want displayed in the background. Close the <div> directly after the image.



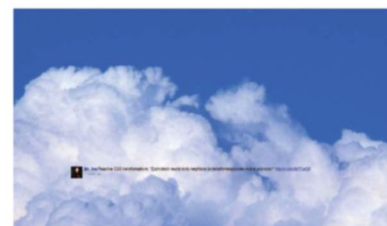
02 Scaling the image

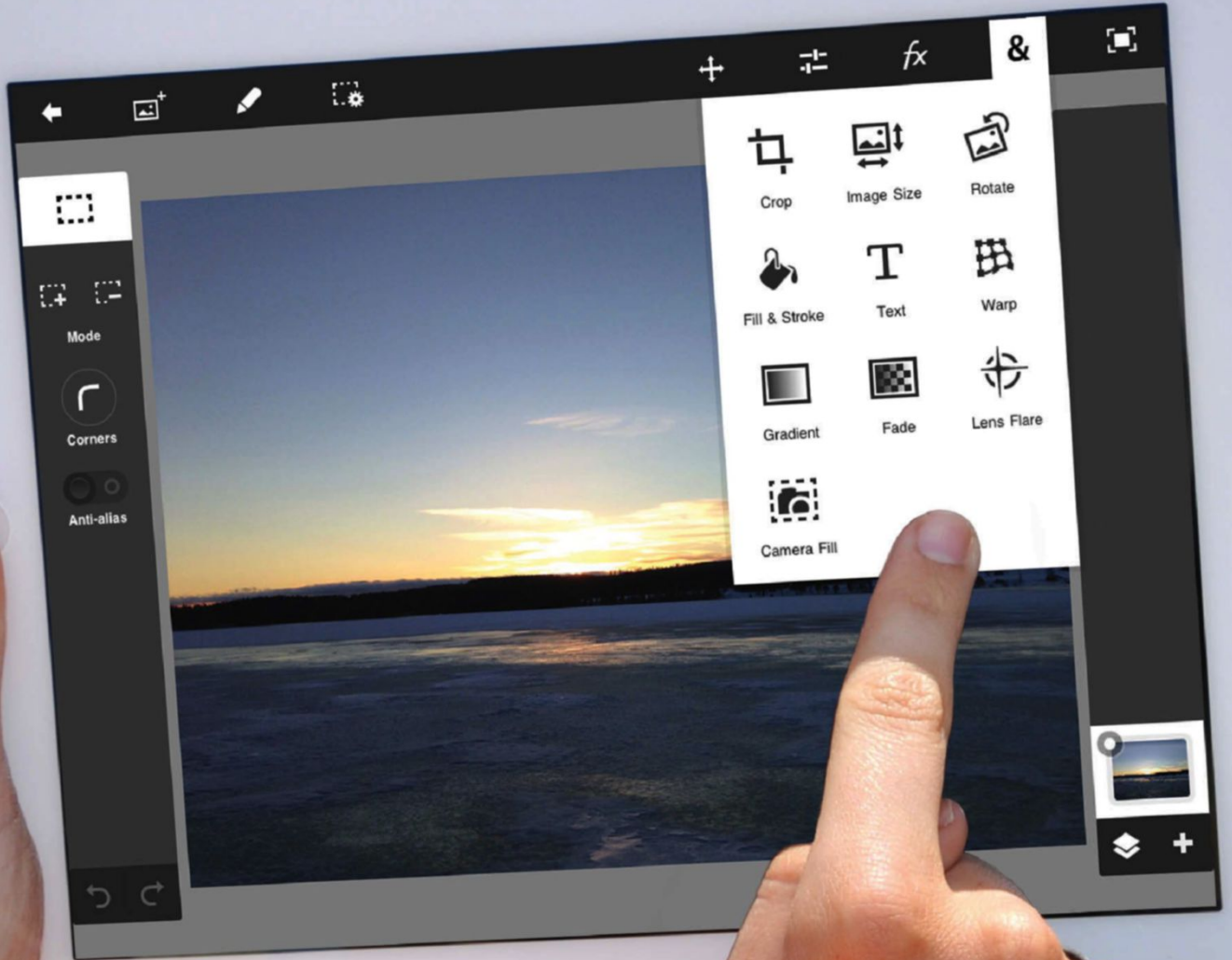
Now we have our image, you can stretch it across the full width of the browser using percentages and offsets. The goal is to double the size of the image width and height, and then offset the position by 50%.



03 Final adjustments

We just need some modifications to our img tag within our <div>, to stretch it across the entire page width and height. The full code can be downloaded from <http://pastebin.com/MH77NBdw>.





DESIGN & DEVELOP ON THE MOVE

20 essential apps for web designers and developers

Wouldn't it be nice to step away from the computer screen every now and then, get out and about a bit without a laptop, but still be able to get some work done? Thanks to today's excellent tablets, from Apple's iPad to the higher-end Android tablets, this is actually possible. Long gone are the days when tablets were for content consumption only, today we can create content as well.

Web designers and developers have several tools at their disposal when working from a tablet. You really don't need anything more than your tablet, but depending on what you intend to do, an accessory or two could ease your pain. If you intend to sit and write code on a café, then a compatible Bluetooth keyboard will obviously help as typing on touch screens aren't as effective, and text selection can be a bother. Typists should also consider a stand, unless you're comfortable prodding up your tablet against the drinks menu.

If you intend to draw out concepts using one of the many drawing apps, then you might benefit from a stylus. These are far from as precise as pens on paper, however there are some decent styluses available out there. And if you've got big grubby fingers then you'll no doubt enjoy the smaller tip on the tablet's glass.

That said, no accessories are really needed. The only thing you really do need before you head out for a work-day on the town, is the appropriate apps. While most of us won't end up designing and developing on our tablets full-time, being able to do it every now and then can be both a treat, and a lifesaver when things go south. So stand prepared with at least some of these 20 apps for your tablet.

Concepts & sketching

Getting started with your product concept on a tablet is as easy as setting pen to paper



The Bokcirklar project in the concept phase, made by Odd Alice.



Paper

Platform: iOS

URL: <http://bit.ly/PU7kv2>

Price: Free

Paper by Fiftythree (which is the app's real name) is possibly the most hyped drawing app for iOS ever. It's also absolutely wonderful to work with, thanks to its complete paper metaphor, with a dash of watercolours to boot. The app itself is free, and you get the most rudimentary tools without paying anything, but Paper really shines when you add more brushes and the option to mix colours. This is great if you want to do pretty things with the app, but might be a bit overkill for our design concept sketches perhaps.

Something that does make Paper truly stand out is how colours mix on the canvas. The more you paint with a brush, the stronger the colour will be, much like when you're painting with watercolours. Combine this with regular pencil tools and you can easily highlight parts of your concept by just painting with the brush. It'll not only make it easy for you to illustrate parts of the design, it also looks good.

Your work in Paper is divided into notebooks, so you can have a notebook with all your sketches for a project for example. The sketches and drawings can then be saved to the Camera Roll, exported as a PDF or shared.

It's absolutely wonderful to work with, thanks to its complete paper metaphor



Adobe Ideas

Platform: iOS

URL: <http://bit.ly/RICmFf>

Price: Free

Adobe Ideas is meant for sketching whatever type of idea you might have. It's a nice app, with lots of great features, and it all syncs to Adobe's Creative Cloud as well. Where Paper is toying with the paper and brushes analogy all the way, Adobe Ideas is more like traditional painting software.

Unfortunately Adobe Ideas isn't available on Android anymore, but it used to be so perhaps you've got the app already. That's a shame, because in many ways this is the perfect app to start sketching in. This is especially true since Adobe Ideas is vector based and hence easy to put to good use further down the line.



The rudimentary tools are all there, along with Creative Cloud sync, in the excellent Adobe Ideas app.



Ink

Platform: iOS

URL: <http://bit.ly/12jNObd>

Price: Free

Ink is one of those dead-simple apps that, at first glance, you don't know why you should keep around. There are no brushes, no colours, no type, no shapes, nothing but a white sheet and the ability to draw a line with your finger. When you're done, you flip the sheet upwards, the image is saved to your Camera Roll, and you get a new empty sheet. That's really everything Ink does, and as such it looks a bit bleak in comparison to other apps.

The thing is, sometimes all the tools and settings are in your way. If you just want to draw something quick, then Ink has less of a threshold than the more advanced apps.



It's not all that pretty, but it works. Ink is like drawing on a paper with a pen, no frills at all.



Draw!

Platform: Android

URL: <http://bit.ly/13Cx3ui>

Price: Free

Draw is a simple drawing app for Android OS that has some of the strengths that Paper does, and Adobe Ideas for that matter, but far from all of them. There are settings for how thick your lines should be and what colour, as well as the transparency, but that really is it. The colour blending isn't as classy as in Paper, but Draw does a nice job and if you want to use colours to accentuate different parts of

your design then it works well enough.

The one other thing you can do is import images as a base for your drawings, but since there are no layer feature that leaves it fairly limited. All in all, Draw is a nice little drawing app for your concepts.

A simple drawing made with Draw.



Wireframes & planning

Now that we've got the concept drawn out, how about we get a bit more serious?

Mockups and Mockups Lite

Platform: Android
URL: <http://bit.ly/17ldkob>
Price: Free, £3.10/\$4.99

Mockups for Android lets you drag and drop elements (with the typical hand-drawn style) onto a canvas. Each element has its own settings, which might be just altering the colours, or filling it with lorem ipsum text as well as giving the element a caption. The process is fairly simple when you get into it, but since the app lacks any automatic alignment to speak of, it gets a bit tricky to have the elements end up where you want. Despite that, this is a nice option for quickly drawing up a project.

The pro version has features the lite one lacks, such as the option to duplicate elements, as well as exporting your mockup as SVG, rather than the default bitmap.



The icons at the top are the various elements at hand, tap one and then tap the canvas, to place the element.



SimpleMind

Platform: Android and iOS
URL: bit.ly/10NLhKa / bit.ly/11UBdk4
Price: iOS Free, Android £3.99/\$4.99

SimpleMind is a simple mind mapping tool available in both a free and paid version. The app is available for both iOS and Android, but that's where things get a messy. The free version for Android is basically the same as the iOS version, both lacking the option to share your mind maps, making the app somewhat limited. The paid version of SimpleMind for Android is the same as the iOS version after an in-app purchase has been made, OR if you buy any of the paid versions in the App Store. Yes, it's messy.

Luckily this doesn't reflect in the app. SimpleMind is a delightfully easy-to-use mind-mapping tool where you add nodes with a tap, can tweak the presentation, and export your mind map if you've paid for it. No more, no less.



SimpleMind creates simple yet beautiful mind maps using just a few taps of your finger.



TaskPaper

Platform: iOS
URL: <http://bit.ly/1aZTo7x>
Price: £2.99/\$4.99

TaskPaper is billed as a powerful to-do-list app, but it's actually useful for outlining site structure and the like - mind mapping isn't for everybody after all. The beauty of TaskPaper is that it's basically a text file rendered differently through the app. This means that putting @done after an item will grey it out or strike through it. However, should you choose to sync TaskPaper to Dropbox and open a file in a regular text editor, it would just be a line with @done after it.

TaskPaper makes it easy to create blocks of items, say a section with its sub-pages, that you can drag around, and even tick off when you're finished with them. If you're a text-file person, this one's for you.



Making a simple sitemap and then ticking off the finished parts in TaskPaper.

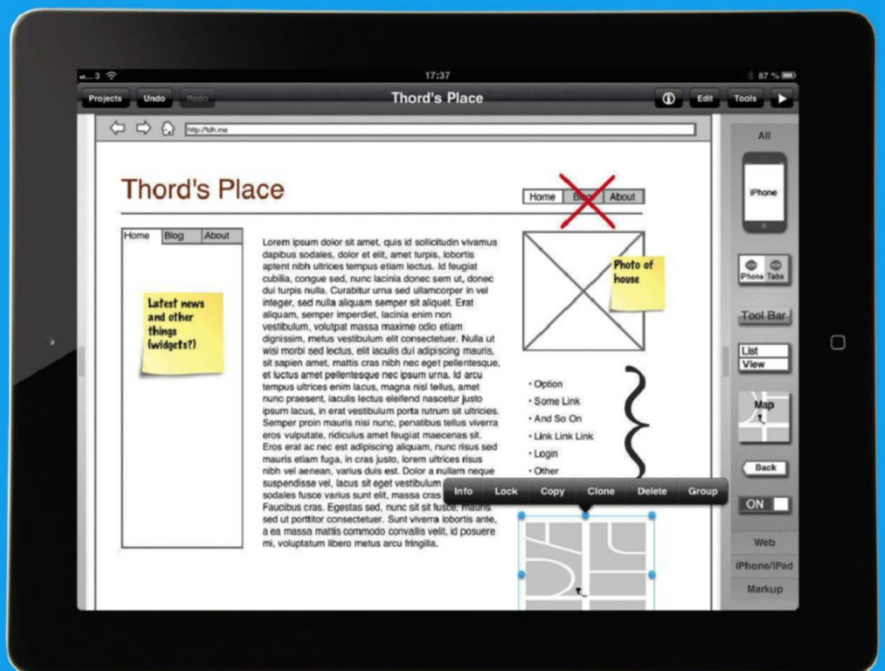


iMockups

Platform: iOS
URL: <http://bit.ly/17WmA2X>
Price: £4.99/\$6.99

The best app for creating quick mockups that I've had the pleasure of fiddling with is iMockups. This iPad app has an easy-to-use interface which might not be the most appealing at times (the info boxes where you alter element settings is particularly clunky), but it is fast and obvious in every regard. There are several elements to choose from, from typical web elements, to elements that you would want when mocking up an iPad or iPhone project. These elements all have settings, so that you can tailor them a bit for your needs, and when you're dragging them around the canvas they align to each other. There are some pure markup elements as well, which is to say that they are fake post-its and such for your quick notes and whatnot.

iMockups works with projects, and each project can consist of several pages, which you can present in the present mode. Both individual pages and whole projects can be exported, either to the Camera Roll, or emailed as PNG, PDF or BMMML. That last one is a file format that Balsamiq can read, if you're a fan of that mockup solution. All in all, this is a must-have for those of us who aren't proficient with drawing on a tablet.



A simple mockup of a fake website about Thord's Place, all done with simple drag n' drop.

Tools

We've created quite a bit now. Let's take a look at the tools at our disposal to help us even further



Adobe Photoshop Touch

Platform: iOS and Android

URL: <http://bit.ly/ToxnHr> / <http://bit.ly/ylnybb>

Price: £6.99/\$9.99

Adobe's series of touch apps are overall great software, and Photoshop Touch is no exception. This is not quite Photoshop on your tablet, but it's still a pretty powerful image-manipulation app. For our needs it is especially good at cropping, adding borders, and fiddling with brightness and such. Traditional photo manipulation works well enough for the simpler touch-ups, but for web design it might be a bit harder to get Photoshop Touch into your workflow.

Photoshop Touch supports layers and has great selection tools, there are several brushes for touch-ups and you can even refine edges with ease. There's obviously support for adding type to photos, including strokes and drop shadows. Nothing of this is as simple as it is on a computer, but it works well enough to keep Photoshop Touch installed as the go-to app for these things. Luckily Photoshop Touch syncs with Adobe's Creative Cloud, and you can open the files in your desktop version of Photoshop (version CS5 and later). If you don't want to use Creative Cloud, you can just save the image in JPEG, PNG, PSD, or Photoshop Touch's own file format, and then email it or save to Dropbox if you have the Dropbox app installed.



Photoshop Touch might not be the full-sized Photoshop in your tablet, but it's often good enough for smaller touches.



Real Colors

Platform: Android

URL: <http://bit.ly/12qSQJG>

Price: Free

Real Colors is one of many palette apps available for both Android and iOS. This particular app belongs to the former, and is simple enough in its execution. You need to start with an image to base your palette on, for example a screenshot of a site or perhaps a logo. The Real Colors app will then create a palette based on the colours used in the image, and let you edit this palette if you'd like. It's as simple as that really.

If you pay for the pro version you can get wallpaper images as well, which may or may not save you time when designing.



Open any file and get the colour palette for it; here's Web Designer's website for example.



Over

Platform: iOS

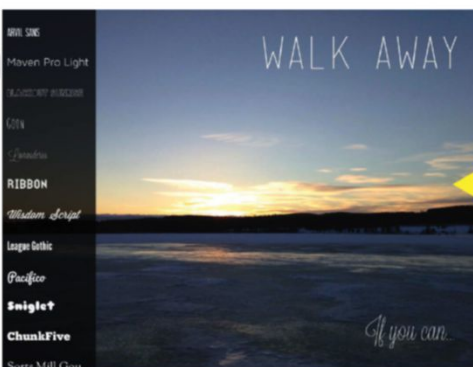
URL: <http://bit.ly/16bKFzo>

Price: £1.49/\$1.99

Over is one of those one-thing-well apps. Sometimes a design needs a nice image with even nicer-looking text on top of it to really work, and that's what Over does.

The app lets you open an image from your Camera Roll, and then you can put text on it. Resize the text, rotate it, move it around, add some tint so that the text is actually readable, and so on. It's a delightful app to use, and it looks nice too.

There are 28 fonts available in the app, but if that's not enough then by all means buy even more of them (hundreds even) for £0.69/\$0.99 as an in-app purchase. Your creations can be saved to the Camera Roll or shared.



Add pretty type to images is a breeze with the Over app, and yes – there are layers to play with.



Sketchbook Pro and Sketchbook Express

Platform: iOS and Android

URL: bit.ly/V6sw17 / bit.ly/KumjFD

Price: Pro, iOS £2.99/\$4.99 Android £3.35/\$4.99. Express, free

Autodesk's Sketchbook apps are excellent. For the web developer (and publisher) they stand out thanks to their excellent layer support and decent type tool. The type tool lets you easily rotate and manipulate text, which can be handy. While the interface overall takes some getting used to, and the Sketchbook apps clearly are meant for actual drawing, it'll all soon make sense and chances are you'll rely on Sketchbook for all your image alteration needs.

There are both free and paid versions. Both are excellent but chances are that the Express version will do.



Sketchbooks Pro and Express are fully-fledged drawing apps, but they're pretty good for jotting nonsense over images too.

Development

Finding the right editor to write code in is just as important for your tablet as it is for your computer

T Textastic

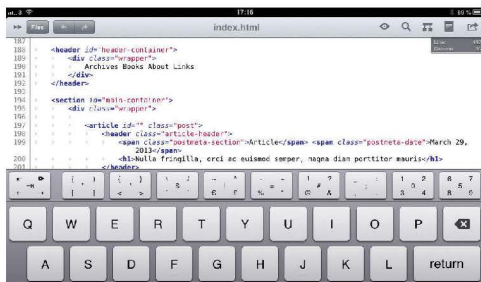
Platform: iOS

URL: <http://bit.ly/Uc2o02>

Price: £5.99/\$8.99

Textastic is by far the best code editor for iOS. You might not agree with how it looks, but luckily this is something you can tweak, and as soon as you start fiddling with the additional keyboard row and the clever cursor tool you won't go back. The app not only has syntax highlighting and auto-complete for most languages, it also supports Markdown and lets you preview locally in a web browser. The built-in browser has Firebug Lite too, which is a bonus.

That's not all though. Textastic has built-in support for FTP and SFTP, and can also connect to Dropbox and through WebDAV. Some additional FTP support, for TLS/SSL connections for example, would be nice, but this will do for most cases.



It might not look like much, but this is a truly versatile code editor with a ton of settings to play about with.



Firebug Lite

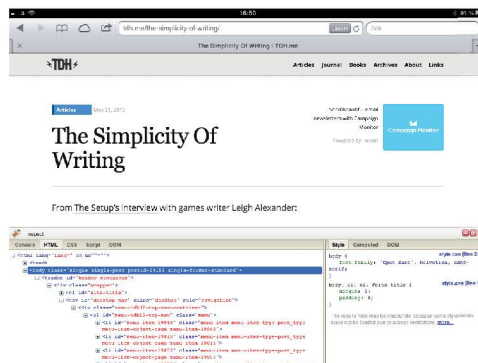
Platform: iOS and Android

URL: <http://getfirebug.com/firebuglite>

Price: Free

Firebug Lite isn't technically an app, but it's such a great tool for debugging markup so it warrants its own spot here anyway. What you need to do is create a bookmarklet on your tablet, and through that you'll be able to utilize the familiar Firebug interface, albeit a lighter version of what you might be using on your computer.

We achieve this by creating a bookmark (just bookmark anything and name it "Firebug Lite" or something), and then edit the URL to the following string. When pressing the bookmarklet on any page, you'll get Firebug Lite in your web browser.



It's not as good as on the desktop, but Firebug Lite will get the job done in a pinch.



DroidEdit and DroidEdit Pro

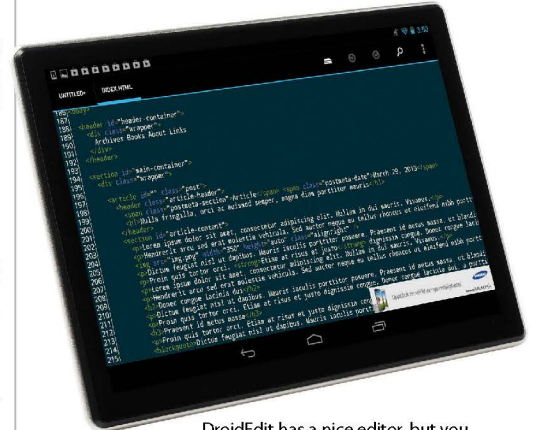
Platform: Android

URL: <http://bit.ly/19FvBx>

Price: Free, Pro £1.19/\$1.99

DroidEdit is a nice little code editor that comes in two flavors: free and paid. The free version is more of a taster, because of the annoying adverts. The editor is excellent, with nice-looking markup, and it supports both portrait and landscape mode.

If the ad won't tempt you to get the pro version, the open from Dropbox or Box.net feature will. Local files can be opened in the free version, but to develop on the go, working with your desktop files, get the pro version.



DroidEdit has a nice editor, but you want the Pro version to get rid of ads.



Vim Touch

Platform: Android

URL: <http://bit.ly/12qTwyQ>

Price: Free

Vim Touch is an excellent open-source code editor. For those of you who don't know, Vim is a Vi clone, branded as the solution with 'the more complete feature set.' There's a steep learning curve for both Vi and Vim, being editors relying solely on keyboard input, but when you get used to it, they're powerful tools indeed. If you're intrigued, you should visit www.vim.org to learn more, and/or utilise the built-in help via the :help command.

Vim Touch for Android is one of the better Vim implementations out there. The app offers a full-screen mode and shortcut keys for some common commands in a quickbar, that you can edit as well. There's even some nice preferences for colours, font size and such, as well as gestures and additional control over your key presses. The preferences, the quickbar, and the helpful menu all do their respective parts to make the Vim interface a bit more manageable on a touchscreen.

Unfortunately there's nothing like Vim Touch for iOS, but there is a (free) crude Vim app for iPad: <http://bit.ly/11ibHn0>.

Vim Touch for Android is one of the better Vim implementations out there



Vim Touch has a nice editor and plenty of clever shortcuts to make the interface work better without a physical keyboard.

Management

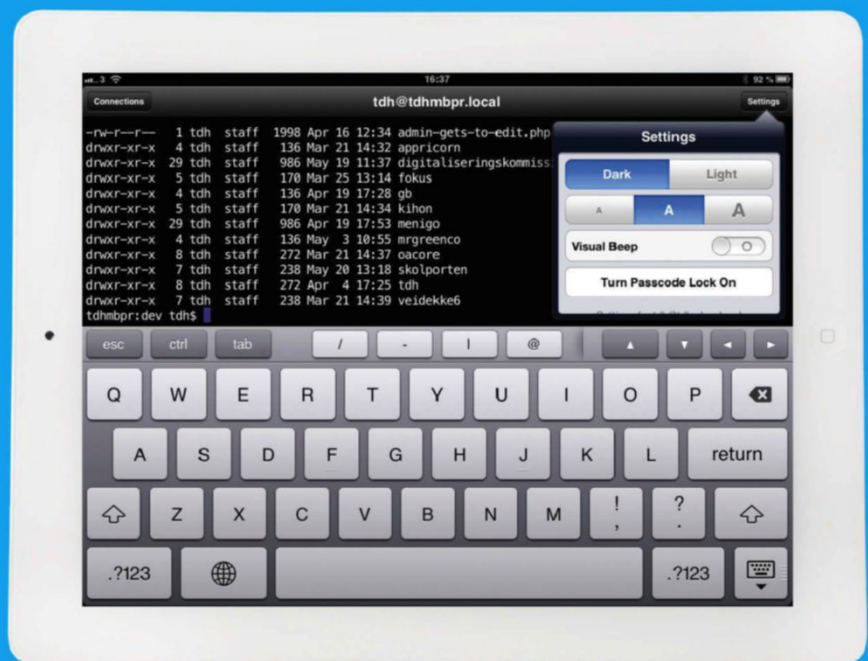
Managing files, and even servers, is sometimes necessary on the go. These apps will help

Prompt
Platform: iOS
URL: <http://bit.ly/TEfu9Y>
Price: £5.49/\$7.99

Prompt is probably the prettiest SSH client you'll ever use. Developed by Panic, the company behind the Mac FTP client Transmit, among other things, you'll instantly recognise their visual style. It lets you store your servers and login using SSH as well as Telnet, just as one would expect. A great tool if you have SSH needs, and with the option for a passcode lock as well, which sounds like a pretty good idea if you have your servers stored in the app. Additional security is always a good idea.

There are several SSH apps available, but what sets Prompt apart are features like the extra keyboard row with the ever-so-important arrow keys. You can even swap out the centre keys if you want.

The prettiest SSH client you'll ever use



Prompt has several settings and a nice extra keyboard row with the important arrow keys close at hand.

ConnectBot
Platform: Android
URL: <http://bit.ly/OTXkzP>
Price: Free

ConnectBot is a useful SSH client for Android that does away with fancy interfaces. This means that what you get is a black screen with your SSH session, and that's about it. Well, that's not true, ConnectBot supports full-screen view, can keep your connections alive in the background, remember your SSH keys and manage port formatting, among other things.

There are only two problems with ConnectBot. The first is that the text is a bit small on a tablet, and the second is that ConnectBot doesn't support landscape mode. Hopefully this is something that will be addressed in the future, because other than that, this is a really useful tool.

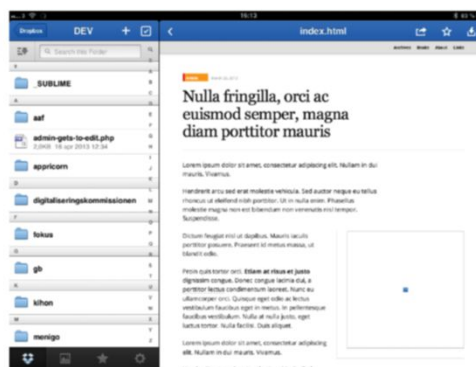


ConnectBot is a nice SSH option for Android, but it could be more tablet ready.

Dropbox
Platform: iOS and Android
URL: bit.ly/WFIRLX / bit.ly/HsvSjX
Price: Free

Managing files can be a nuisance on tablets, especially on iOS. The Dropbox cloud storage service has excellent iOS and Android apps that lets you not only view your files from your Dropbox account, but also open them in the appropriate app on your tablet. How this will help your particular project depends on your needs, but just the fact that you can easily pull an image, sketch, photo, or whatever from your Dropbox folder, and open in an appropriate app for editing makes this a no-brainer to keep on our home screens.

Dropbox is, above other things, a great middle-manager for your content, and a way to make sure you've got your latest changes on your tablet as well as on your computer.



Dropbox is a really great way to keep all of your important files in one place and accessible from wherever you are.

1Password
Platform: iOS and Android
URL: bit.ly/ZqA940 / bit.ly/1597Rx3
Price: iOS £5.99/\$8.99, Android free

What good are all your tools and apps if you can't remember how to log in to the appropriate places? 1Password is a most excellent product that is available for Mac, iOS and Android. It stores all of your important and essential passwords in an encrypted file, which you can sync with Dropbox, and all you need to remember is a master password.

There are both iOS and Android apps available for 1Password. The former is pricey, and the latter is free, but there's a huge difference: The Android version can only read passwords, not save new ones. Despite this, if you're an 1Password user, this is a great way to get to your login credentials on the go.



The iPad version of the 1Password app in action. It's able to save all of your details so you can access them in a tap.

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MODERNIZR MASTERCLASS

A complete guide to getting total browser support for HTML5 and CSS3 **Page 84**

Create a blog with PHP

How to put together a simple blogging app with the Laravel 4 framework **Page 90**

Build a Firefox OS app

Use HTML, CSS and JavaScript to add Instagram style effects to photos **Page 96**



MODERNIZR MASTERCLASS

Ensure that your site runs as smoothly as possible by acquainting yourself with the wonders of Modernizr

The modern web is a wonderful thing. The arrival of HTML5, CSS3 and mature JavaScript frameworks such as jQuery has completely transformed the landscape of web design, which allows designers to create advanced interactivity and craft beautiful layouts with ultimate ease. We have never had it so good!

Unfortunately, while this utopian view is certainly based in truth, we can't ignore the past. For practising web designers, there's a daily consideration that presents challenges and frustrations alike: the out-of-date browser.

The problem with older web browsers is that they don't necessarily support all those fancy new features that you're desperate to use. They might not understand some of the CSS you plug in to your stylesheet, but happily deal with other, older properties. It can quickly become frustrating working to support these less-capable browsers, and it can be tempting to fall back to the lowest common denominator.

By avoiding the latest features of CSS3, and sticking with tried-and-tested XHTML tags, all the problems of testing and providing workarounds can be avoided - right?

One of the biggest challenges with adopting new practices and tools is knowing which browser supports which features. When we only had to contend with a couple of versions of Internet Explorer, and the first version of Firefox, it was straightforward; we knew what each browser was capable of. This allowed designers to target the behaviour and capabilities of the two, optimising a design to suit each different one.

These days, however, there are at least half a dozen perfectly viable and capable browser options for web users to choose from, and each has several versions in the wild at any one time. It's become almost impossible to be intimately familiar with the individual support characteristics of each web browser that might be used to access your website. As a result, it's no longer practical to target individual browser versions. Thankfully, there's a simple and elegant solution....

WHAT IS MODERNIZR?

Modernizr is a JavaScript library that allows you to use feature detection to determine whether the browser being used to access your website is going to be able to render specific types of content, or will support particular features. The library works by allowing you to check for support within the browser against a series of tests. For example, if you're using CSS transitions, you can test for the browser's ability to render these and, if the browser doesn't handle animations, provide a fallback or alternative.

Put in simple terms, Modernizr allows you to write conditional CSS and JavaScript to tailor the experience of your website according to the capabilities of the user's web browser.

The library is quick to install, and simple to use. When a page with Modernizr loads, a JavaScript object is created that contains the results of the tests. CSS classes are added to the <html> element, allowing you to check either via script or CSS whether a specific feature is supported.

You may be wondering what tests can be run, and which features are supported by Modernizr. What makes the library so useful is that it's almost a one-stop shop for browser functionality-support testing. Modernizr allows you test for over 40 next-generation features including font-face, rgba, CSS animations, gradients, canvas, HTML5 audio and video, local storage and WebGL. You're not tied into running tests for every single feature, however. A great strength of Modernizr in particular is its modular nature; you only need test for the features you need, rather than having to conduct every individual feature.

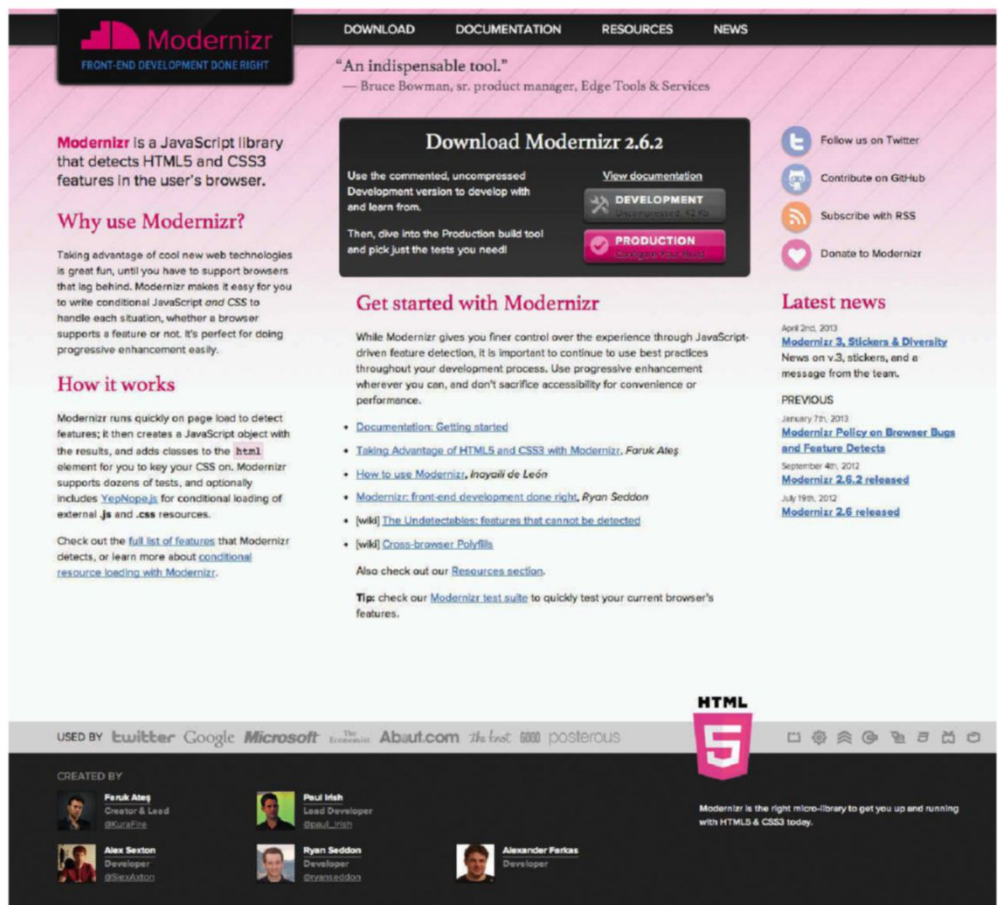
WHY USE IT?

The benefits of using Modernizr as opposed to the more traditional approach of sniffing for a particular browser and operating system are vast and numerous. The feature-detection approach is more reliable by far, it isn't tied to specific browsers and takes account of individual users manually overriding their browser's user agent property.

Modernizr makes it simple to build a set of functionality and polyfills once. You can then rest safely in the knowledge that as browsers are updated and new functionality is introduced, your website design will continue to work as expected.

It's also a much more convenient method of providing a fallback for less-capable browsers. The library executes in milliseconds, providing access to all the hooks you need to identify feature-deprived browsers. Plus giving you a single framework to use for all your polyfill (where you replicate functionality using alternative solutions) requirements.

Most importantly of all though, Modernizr allows you to use cutting-edge HTML5 and CSS3 features to progressively enhance your designs, without excluding older browsers. You can use the library to selectively enhance the user experience for modern browsers by



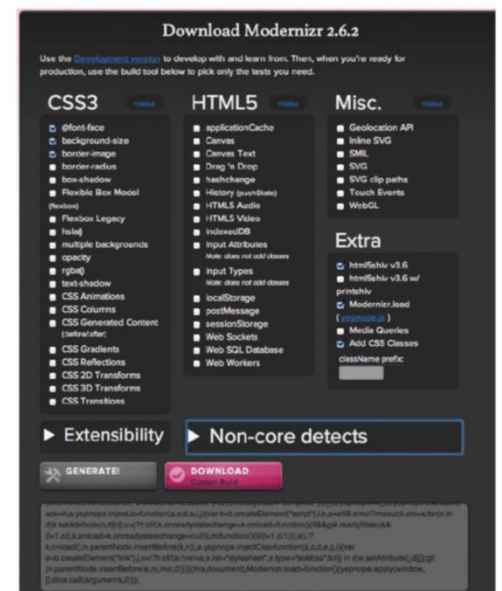
The screenshot shows the Modernizr website homepage. At the top, there's a navigation bar with links for DOWNLOAD, DOCUMENTATION, RESOURCES, and NEWS. Below this, a quote from Bruce Bowman, sr. product manager at Edge Tools & Services, describes Modernizr as "An indispensable tool." The main content area features a large section for downloading Modernizr 2.6.2, with buttons for 'DEVELOPMENT' and 'PRODUCTION'. To the left, there's a 'Why use Modernizr?' section explaining its purpose and a 'How it works' section detailing its functionality. On the right, there's a 'Latest news' section with links to recent updates and a 'Follow us on Twitter' link. The footer includes a 'USED BY' section with logos for various companies and a 'CREATED BY' section with photos and names of the developers.

The modernizr website provides full access to all documentation and example code.

employing the script loader, allowing you to provide a basic consistent experience for all browsers, then add bells and whistles safely.

A further benefit of Modernizr is that you can tailor the library in a modular fashion so that you're only downloading the code necessary for the specific tests you require. If you're happy to accept the overhead associated with all 40+ tests, you can still get performance enhancements by using a Content Delivery Network (CDN) hosted version of the library. This latter option allows the user's browser to cache its first download of the library, and then call upon the cached version on all other sites that use the same Content Delivery Network.

However, the slimmest and best solution is to tailor the library to the specific tests you need to run on your website. If you only need to test for support of geolocation, or only want to know if you'll be able to load external fonts successfully, the custom builder allows you to exclude all other tests, and any unnecessary utility methods, making the download (and overhead) tiny.



The screenshot shows the Modernizr custom builder interface. It's a dark-themed web page with a header for 'Download Modernizr 2.6.2'. Below the header, there are three main sections: 'CSS3', 'HTML5', and 'Misc.'. Each section contains a list of features that can be selected or deselected. There's also an 'Extra' section with additional options. At the bottom, there are buttons for 'GENERATE' and 'DOWNLOAD'. The interface is designed to be user-friendly and easy to navigate.

The library can be tailored to reduce its footprint and overhead, or you could use a CDN-hosted version to improve performance.

 Modernizr allows cutting-edge HTML5 and CSS3 features to enhance your designs 

THE BENEFITS OF USING MODERNIZR

We've already touched on how Modernizr is superior to the more traditional method of browser sniffing, using `navigator.userAgent`. While this method worked at the time, the premise was based on a limited number of browsers and sketchy support for features, to the extent that it was necessary to target individual browsers in order to achieve a consistent look between them.

Whereas in the past it was extremely common to use CSS hacks, we're now in a more enlightened age where we're happy to accept that not every browser will render a page identically. However, we do still have the problem of different browsers offering differing levels of support for features.

There are numerous ways of dealing with the issue, but Modernizr offers the cleanest solution to feature-detection, and allows you to embrace the most cutting-edge features within HTML5 and CSS3, all without compromising the user experience for older web browsers.

As well as the ease of developing according to supported features, there's a further benefit that might not be immediately apparent.

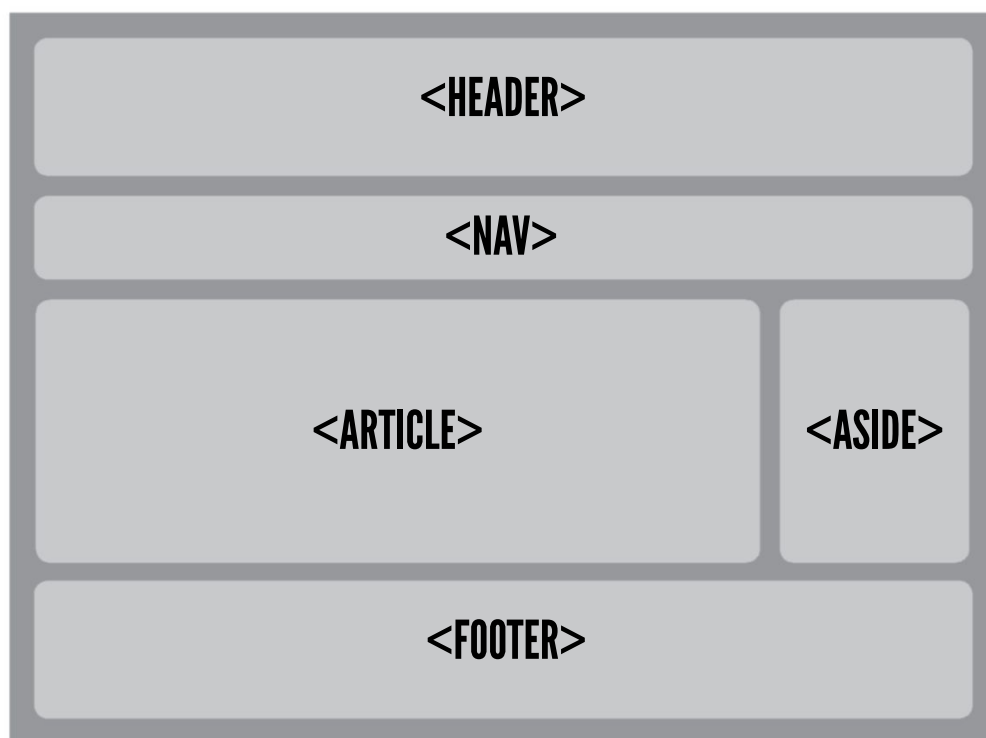
As websites have become more complex collections of rich media and user interactivity, so the weight of page downloads has increased. It's not uncommon for one page to require as many as a hundred files to be downloaded. This is especially true where the designer has provided workaround solutions or polyfills for older browsers. Frustratingly in the case of workarounds, not all browsers actually need the workaround code - only those that don't support the given feature.

Modernizr allows you to circumnavigate this issue, but acting as a loader for stylesheets and scripts, according to the result of the test(s) conducted. This is made easier by the integration of `yepnope.js`, which is a library designed to allow for conditional resource loading. YepNope actually adds some additional features that can further improve performance, including the ability to prevent the same script being executed twice.

As well as feature-detection and conditional resource loading, there are other reasons to use Modernizr. If you've ever used HTML5shiv/shim you'll be familiar with the idea that older browsers, especially in the Internet Explorer family, don't support the newer HTML5 tags such as `<article>`, `<section>`, `<header>` and `<nav>`. The shiv adds support and sets these new tags to behave akin to a `<div>` tag.

Modernizr has an optional HTML5 shiv built-in, and this can be enabled from the Extra section of the production-library configuration tool. By including the shiv within Modernizr, you're automatically fixing older browsers at the same time as conducting tests for features. That's not to say that browsers that don't support `<audio>` will suddenly be able to play audio files, but it provides a fail-safe way to use the latest semantic HTML5 tags without having to worry about older browsers.

Setting up the library is very quick and easy to do. And what's more, by customising the features that you're testing for, you can limit the weight of the script to a minimum. This makes it a really effective way to handle and cater for browser differences without adding bloat.



Some older browsers do not support the newer HTML5 tags, an issue that is easily resolved with Modernizr

How to setup Modernizr

1. Configure and download

Take a visit to the Modernizr website at <http://modernizr.com> and click on the Download menu option. If you want to run every test, you can take a shortcut and click on the download button for the Development version, which includes the kitchen sink. If you're creating a production-ready version, however, the configuration utility allows you to choose specific features to test for.

2. Add the script

Now that you've got your version of Modernizr, either as a development version or a custom-build, you need to add it to your page source code. Use a set of standard `<script>` tags to add the library, making sure you do inside the `<head>` section of the page. This will ensure the library runs as early as possible when the page is loading.

```
001 <script type="text/javascript" href="scripts/modernizr.js"></script>
```

3. Use the library

The quickest way to make use of the library is to target specific styles using the handy classes appended to the HTML element. This allows you to restrict particular CSS code to browsers that support specific features. If you're using JavaScript on your page, you'll can also check individual properties of the Modernizr object for a boolean value - true means the feature is supported.

```
001 <style>
002 .no-csscolumns body {
003 /* this browser doesn't support CSS columns
004 */
005 }
006 </style>
007 <script>
008 if (Modernizr.touch) {
009 // the browser supports touch events, so
010 run the code within this section
011 } else {
012 // the browser doesn't support touch, so
013 provide an alternative
014 }
```



A useful library of polyfill solutions can be found at <https://github.com/Modernizr/Modernizr/wiki/HTML5-Cross-browser-Polyfills>.

USING YOUR TEST RESULTS

Testing for the features that you're targeting happens automatically as part of your build of Modernizr. As soon as the library is included in your page, the tests are run and the result is saved to the JavaScript Modernizr object, alongside a series of HTML-element classes indicating support for (or lack of support for) individual features being tested against.

So, now that you have this information, what do you do with it?

CSS-only customisation

For CSS-specific customisations, it's as simple as providing an alternative set of rules that uses the class system to target browsers that don't support the feature in question separately from those that do. For example, you might have one set of rules introducing a CSS transition for browsers that support animation, and a second set for those that don't.

The CSS selector for those that support animations would be

```
001 .cssanimations [your normal selectors] {
002 /* CSS rules in here */
003 }
```

While for those that don't, the following selector would be applicable:

```
004 .no-cssanimations [your normal selectors]
005 {
006 /* CSS rules in here */
007 }
```

Script customisation

Not everything can be handled with CSS alone. In the example above where we wanted to provide an alternative to CSS animation, JavaScript would offer a good solution. We could provide animation using CSS if supported, but fall back to a jQuery animation in browsers that don't support CSS animations. In this case, we could use a simple jQuery selector to only run the JavaScript animation on non-supported browsers:

```
001 $(".no-cssanimations [your normal
002 selectors]").each(function(){
003 // normal jQuery animation code
004 }
```

An alternative is to use the Modernizr object to retrieve the status of support for a particular feature. In the case of geolocation, for example, you might add a conditional clause in your script as follows:

```
001 If (Modernizr.geolocation) {
002 // This code only runs if the browser
003 supports geolocation
004 }
```

CSS and script customisation

If you need to customize both your scripts and your CSS, you can use a combination of both the methods above to provide support for both. This is particularly useful if you want to use a single JavaScript file and a single CSS document in your page.

Conditional loading of styles and scripts

If you're able to split out your code into separate sections, the addition of YepNope allows you to conditionally load resources according to the result of each test. A major benefit of conditionally loading scripts and styles according to browser feature-support is that you avoid having to load all your workaround options into every browser; only those that need the polyfills get them. Check out the next page for full details on how to use YepNope with Modernizr!

Using polyfills

The whole purpose of Modernizr is to allow you to use modern features with safety, providing the opportunity to put a fallback or alternative 'polyfill' in place for browsers that don't support a specific feature. Rather than re-invent the wheel each time that you need to polyfill a specific feature, the team behind Modernizr has compiled a list of pre-built polyfill options, categorized by feature. You can access this list at <http://bit.ly/10S2kHA>.

LOADING CSS AND JS FILES WITH MODERNIZR

Modernizr has a handy load method which can be optionally included within your build. This method was spun out as the YepNope project, but originates within the Modernizr library and includes a series of useful features that can boost the apparent download speed of your page, as well as conditionally load resources according to browser capability.

The basic syntax for loading a CSS or JavaScript file using Modernizr.load is shown below:

```
001 Modernizr.load([
002 // object notated list of tests and
003 responses
004 {
005 test : Modernizr.canvas && Modernizr.
006 cssgradients,
007 // Multiple resources can be loaded for
008 each condition
009 // This condition is not met, so load
010 two files...
011 nope : ['presentational-polyfill.js',
012 'presentational.css']
013 },
014 {
015 // This just has to be truthy
016 test : Modernizr.JSON,
017 nope : 'functional-polyfills.js',
018 // These resources will be loaded
019 regardless of the result:
020 both : [ 'app.js', 'extra.js' ],
021 complete : function () {
022 // Run this after everything in this
023 group has downloaded
024 // and executed, as well everything in
025 all previous groups
026 myApp.init();
027 }
028 },
029 // Run your analytics after you've
030 already kicked off all the rest
```

Three alternatives to Modernizr

There is more than one way to achieve feature or browser detection, and not all of the methods rely on JavaScript to get the job done. We've rounded up three potential alternatives to Modernizr below

1. Do it on the server

If you're worried about the reliance on JavaScript to identify browser features, you could use server-side sniffing instead. Use the browser's user agent property to inject a browser-specific class to the HTML element before the page is sent to the browser. Note that this suffers the same issues as browser-sniffing of any kind - it doesn't scale well.

2. Conditional comments

Another potential solution to addressing deficient browsers is to use conditional comments as a method for selectively loading stylesheets and scripts. This method is commonly used to target IE6 and IE7, allows for loading according to version number as well as vendor, although support is limited to Internet Explorer.

3. @supports

One of the proposed new features of CSS3 is the @supports () method. This particular method allows you to code in a conditional test of the browser's ability in order to render a specific CSS property, and works in a similar manner to @media queries. The biggest issue with @supports is a lack of browser support.


```

023 // of your app.
024 'post-analytics.js'
025 });

```

You'll notice that the final element in the object is a simple filename. In the absence of a test, the notated file will be simply loaded, allowing you to offset the loading of resources until your code is executed. This can give the impression of a faster loading page.

SETTING UP YOUR OWN TESTS

The Modernizr API provides direct access to a number of useful methods that you can use to add your own bespoke tests. The example provided in the documentation for the library, which can be found at <http://modernizr.com/docs/>, demonstrates the addition of a test for support of the <track> element:

```

001 // Test for <track> element support
Modernizr.addTest('track', function(){
002   var video = document.
createElement('video');
003   return typeof video.addTextTrack ===
004   'function'
005 });

```

This extensibility allows you to add tests for cutting-edge or experimental browser features that aren't available cross-browser. And, test progressive enhancements without adversely affecting non-supporting browsers or being reliant upon the library updating to test for features you want to test against.

a conditional loader for your polyfills

download yepnope 1.5
1.7KB gzip & min - Apr 11, 2012

yepnope.js

```

yepnope({
  test : Modernizr.geolocation,
  yep  : 'normal.js',
  nope : ['polyfill.js', 'wrapper.js']
});

```

yepnope is an asynchronous conditional resource loader that's **super-fast**, and allows you to load **only the scripts that your users need**.

What's new in yepnope 1.5?

- Scripts with the same url won't execute twice, but their callbacks fire in the correct order.
- The complete function behaves much more like the callback function with respect to 'recursive yepnope'.
- CSS load callbacks were taken out by default and put in an official plugin. Too few people used it. Old code will still work, callback just fire immediately on CSS (unless css load plugin is included).
- We exposed **yepnope.injectJs** and **yepnope.injectCss** in order to give you direct access to the injection functions.

```

yepnope.injectJs( scriptSource [, callback ] [, elemAttributes ] [, timeout ] );
// Example

```

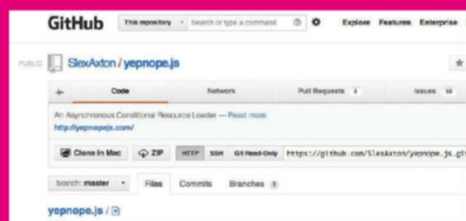
YepNope allows you to conditionally load resources into your page according to the result of the test you're using.

Using YepNope with Modernizr

YepNope makes it easy to load JavaScript and CSS resources into your page according to the result of each Modernizr test. We'll show you how to use the library to only load content each browser needs.

1. Load the library

YepNope can either be downloaded on its own from www.yepnopejs.com, or you can include it directly in your Modernizr build by ticking the Modernizr.load checkbox under the Extra section. If you have included it in your Modernizr build, then you only need to include that particular file. If you're keeping it separate, add a <script> tag in the head section of your page, linking to the yepnope.js file.



Yepnope has a repository on Github with the latest updates

2. The basic syntax

The basic syntax for a YepNope conditional load is very simple and easy to understand. The YepNope object is called and a series of properties are passed in representing the test to perform and the resources to load. The example below loads a polyfill script for browsers that do not support HTML5 video.

```

001 yepnope({
002   test: Modernizr.video,
003   yep: 'video.css',
004   nope: ['video-html5.css', 'video-
polyfill.js'],
005   callback: function(url, result, key){
006     if(url == 'video- html5.css'){
007       alert("HTML5 Video Ready");
008     }
009 });

```

3. Load resources

As well as loading on the basis of the result of the test, you can also use YepNope to load resources regardless of the test. There are further methods for handling events associated with the load of these resources (such as initiating an object), callback and complete - the latter being fired once everything has loaded and processed.

```

001 Yepnope({
002   test: /* condition to be tested, with a
boolean result (true / false) */,
003   yep: /* list of resources to load if
condition is true */,
004   nope: /* list of resources to load if
condition is false */,
005   both: /* list of resources to load
regardless of result */
006 });

```

wonder



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expert Kieron Howard



There are many PHP frameworks to choose from, from the heavy-duty Zend to the super lightweight Phalcon. One framework that sits somewhere in the middle of these two is Laravel.

Version 1 of Laravel was only released back in 2011, but it gained a lot of attention and quite a following amongst the PHP community. Laravel set out to be a clean, modern and easy to get to grips with. By the time Version 3 was released at the start of 2012 it had matured and was used by many in production environments to create projects large and small.

Version 4 of Laravel is set to improve on things further by decoupling the different elements of the framework to allow you to pick and choose what you wish to use, in a similar way that Symfony2 does, in fact it even uses some of the Symfony2 components. This tutorial will take you through creating a simple blog application using some of Laravel 4's cool features such as its ORM known as Eloquent and the ease of which you can create a RESTful interface.

01 Download and install Composer

To install Laravel you will first need to install the Composer application. Composer is a tidy way of managing application dependencies. You can download it from <http://getcomposer.org/download/>. For Windows there is a standalone installer, or on *nix-based machines from a terminal window enter `curl -sS https://getcomposer.org/installer | php`.

02 Download latest Laravel

You'll need the latest version of Laravel, either the master or development branch for the bleeding-edge version. Clone it using git from <https://github.com/laravel/laravel.git> or download directly from <https://github.com/laravel/laravel/archive/develop.zip>. Unzip the directory into your local working folder.

03 Get Laravel's dependencies

With Composer globally installed you can then run the first command below. This needs to be done from the root of the Laravel 4 source that you just downloaded. Composer will automatically download all the latest components which are defined in your `composer.json`.

```
001 php composer.phar install
```

04 Hello World!

To make sure everything is working, in your browser visit the `index.php` file found within the 'public' directory of the Laravel directory. You should see the classic 'Hello World!' message. This is the front controller for your app and where you'll access things initially. You could use a `.htaccess` rule to define a different route into your app if you so wished.

```
001 http://localhost/laravel-develop/public/
```

05 Setup database config

Next you need to configure your database for use within your app. Config files are found within the 'app/config/' directory. The database settings are in 'database.php'; scroll down to find the relevant driver you are using (eg

MySQL) and enter your login and host details. If you are using a different database system, you'll also need to adjust the 'default' value.

```
001 'default' => 'mysql',
002 'mysql' => array(
003     'driver' => 'mysql',
004     'host' => 'localhost',
005     'database' => 'database',
006     'username' => 'root',
007     'password' => '',
008     'charset' => 'utf8',
009     'collation' => 'utf8_unicode_ci',
010     'prefix' => '',
```

06 Setting up migrations

Laravel has a nice way of handling fixtures or predefined database schema and data which Laravel calls migrations. Migrations allow you to easily work on a project as a team and keep your sample data and schema in line with each other. From the root of your app enter the command below.

```
001 php artisan migrate:make create_posts_table
```

07 Add migration data

Within `app/database/migrations` you should see the migrations file you just created. The 'Up' method adds new items, and the 'Down' method deletes. The 'Up' method should contain our table field names and types, and the down method just needs a drop command, along with the table name. Next you can run the migration.

```
001 //Up
002 Schema::create('posts', function($table)
003 {
004     $table->increments('id');
005     $table->string('title');
006     $table->timestamps('post-date');
```

Composer Setup

This will install Composer on your computer.

It is recommended that you close all other applications before continuing.

Click Next to continue, or Cancel to exit Setup.

Next > Cancel

```

- Installing symfony/routing <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/process <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/debug <dev-master 211f4a9>
  Downloading: 100%
- Installing symfony/http-foundation <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/event-dispatcher <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/http-kernel <dev-master f6e305f>
  Downloading: 100%
- Installing symfony/finder <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/dom-crawler <dev-master 59b1713>
  Downloading: 100%
- Installing symfony/css-selector <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/console <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing symfony/browser-kit <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing nikic/php-parser <dev-master 8e686ce>
  Downloading: 100%
- Installing symfony/filesystem <dev-master v2.3.0-BETA1>
  Downloading: 100%
- Installing classpreloader/classpreloader <dev-master 123af46>
  Downloading: 100%
- Installing ircmaxell/password-compat <1.0.x-dev v1.0.3>
  Downloading: 100%
- Installing laravel/framework <dev-master 4326e6a>
  Downloading: 100%

monolog/monolog suggests installing nlhner/gelf-php (Allow sending log message
to a GrayLog2 server)
monolog/monolog suggests installing ext-amqp (Allow sending log messages to an
AMQP server (1.8+ required))
monolog/monolog suggests installing ext-mongo (Allow sending log messages to a
MongoDB server)
monolog/monolog suggests installing doctrine/couchdb (Allow sending log message
to a CouchDB server)
monolog/monolog suggests installing raven/raven (Allow sending log messages to
a Sentry server)
predis/predis suggests installing ext-redis (Allows faster serialization an

```

<Clockwise from top left>

- Laravel 4 uses Composer to import its dependencies into the Vendor directory. These are defined in your composer.json file.
- You'll need to delve into the command line to use Composer, but don't worry, its not complicated and there is plenty of support online.
- All your applications config files are stored in 'app/config', here you can edit the database connection details.

```

007 $table->text('content');
008 });
009 //Down
010 Schema::drop('posts');

```

08 Run migration

Make sure you have created the database you defined in your config, running the migration is a simple case of running the migrate command from the root of your application. If you take a look at your database, it should then contain two tables, one called 'migrations' and one called 'posts'. The posts table schema should match the one you just set up.

```
001 php artisan migrate
```

09 Understanding routes

When you make a request to a specific URI such as the route of the app '/', Laravel uses 'app/routes.php' to decide what to do. As you can see, you already have a Route static method call within the routes.php file. When the '/' route is matched, it returns a call to make the 'View' named 'Hello'.

```

001 Route::get('/', function()
001 {
003 return View::make('hello');
004 });

```

10 Routes with controllers

While its possible to write all the code within the app/routes.php file, for anything other than a very basic app, its better to use a relevant controller. Add the method below, this states that when the 'newpost' route is matched, use the Post Controller, and the showNew method.

```

001 Route::get('newpost', array('as' => 'newpost', 'uses'
002 => 'PostController@showNew'));

```

11 Add PostController

Now add the Post Controller which will extend the Base Controller and return the newPost method allowing users to view.

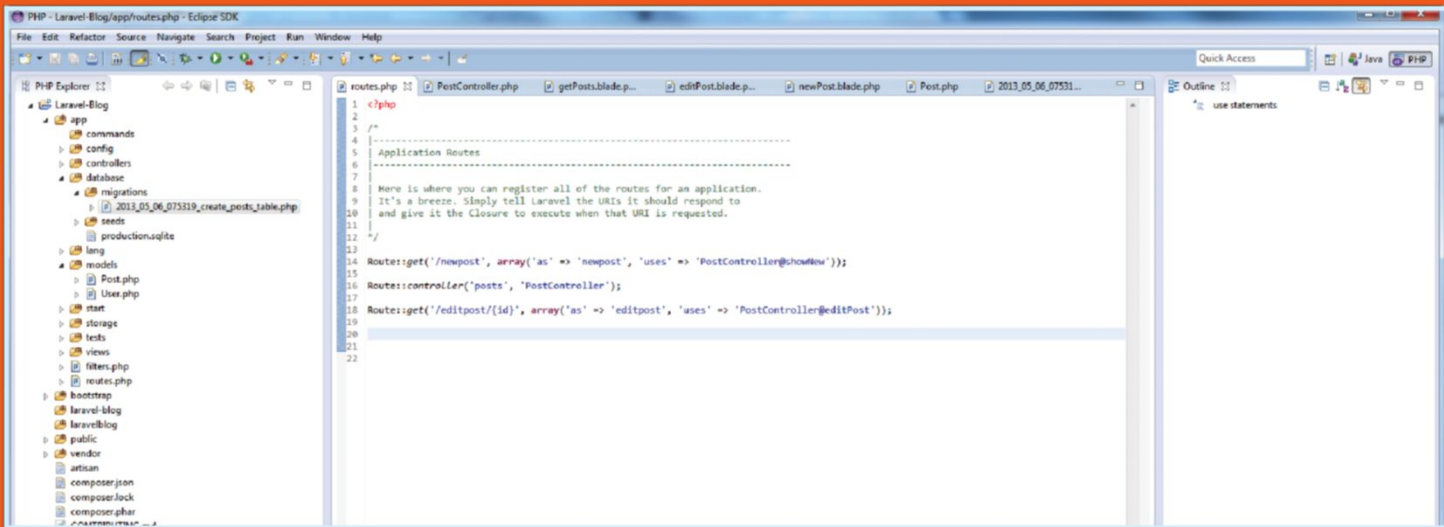
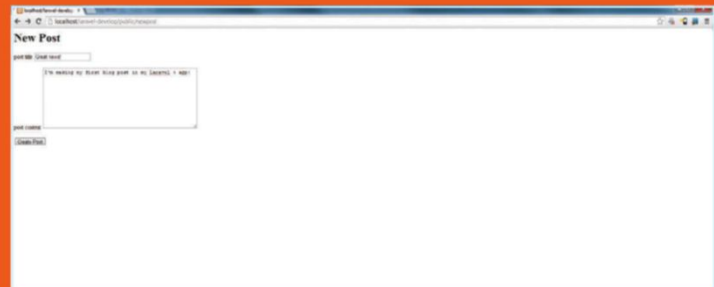
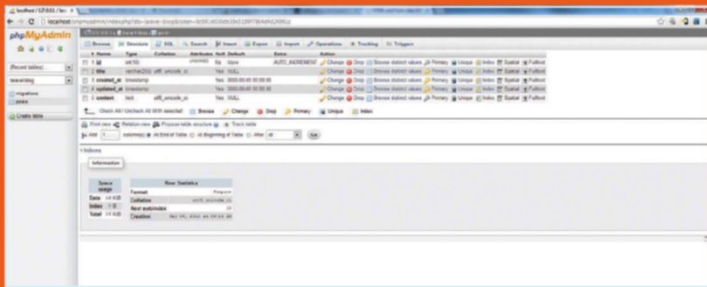
```

001 class PostController extends BaseController
002 {
003 public function showNew()
004 {
005     return View::make('newPost');
006 }
007 }

```

12 Create Post model

In the 'app/models' directory, define a Post object. Laravel comes with an ORM (Object Relational Mapper) called Eloquent which makes persisting



<Clockwise from top left>

- Check your PHPMYAdmin or equivalent for your database structure, as you can see it matches what you setup in the migration.
- Adding in form elements is a breeze, no need to worry about long HTML tags, simply call the Form static method.
- Making a RESTful interface is really very easy in Laravel 4, simply define it within your routes.php file.

Using Composer
Composer is a handy tool to have in your PHP belt, and more and more open-source apps are using it to easily manage and update application dependencies.

and retrieving objects a breeze. Just define the table where the object resides!

```
001 class Post extends Eloquent
002 {
003     protected $fillable = array('title', 'created_at', 'updated_at', 'content');
004     protected $table = 'posts';
005 }
```

13 Add form view

Now lets make a form to create a new post. Within 'app/views' create a new file called newPost.blade.php. Here you can map the form post action directly to the PostControllers postPost method. That method will be used to

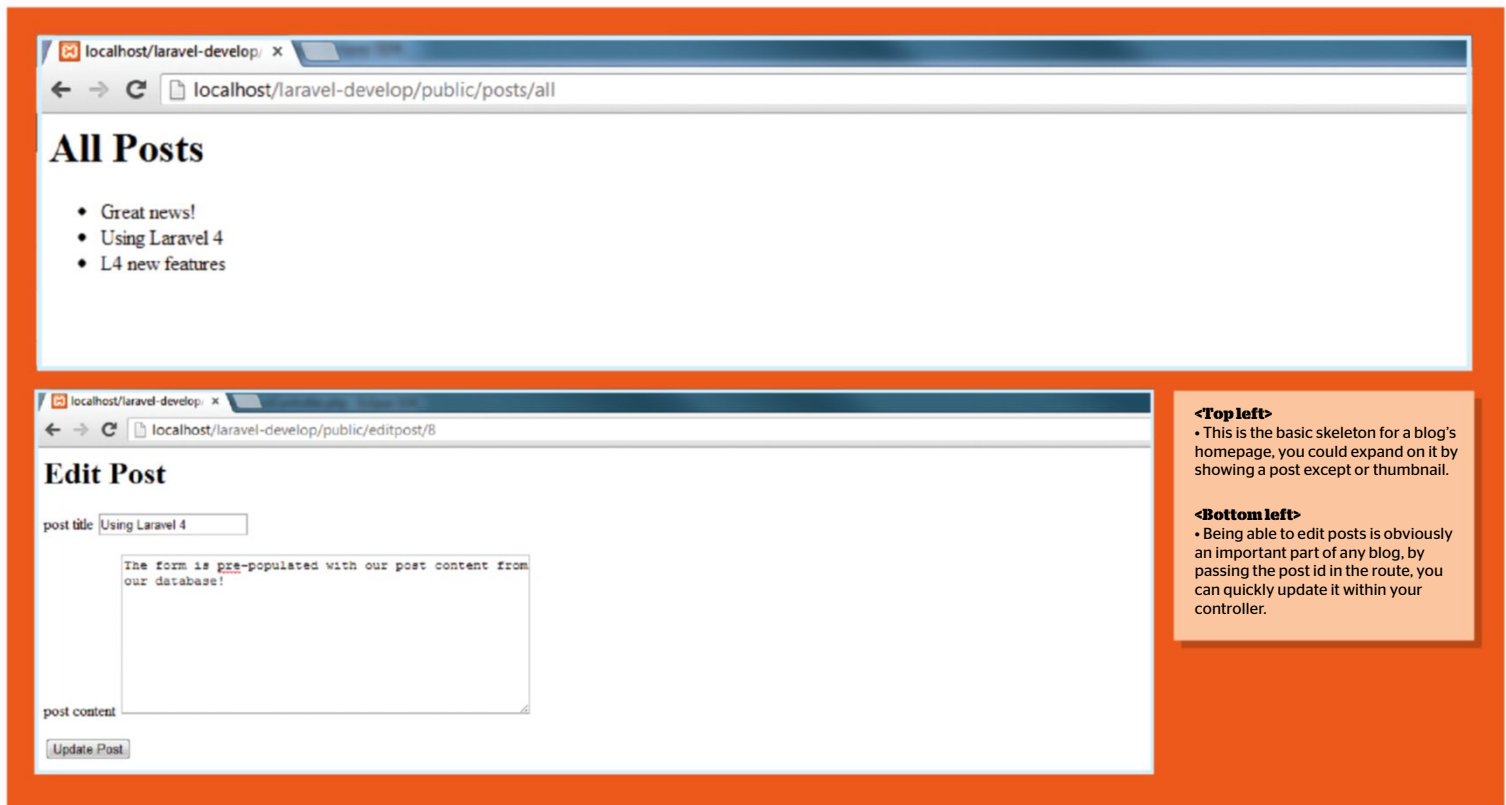
tell your app to persist the new post to the database.

```
001 <h1>New Post</h1>
002 {{ Form::open(array('action' => 'PostController@
003 postPost')) }}
004 //Form elements
005 {{ Form::close() }}
```

14 Add form elements

Now add in your relevant form elements. Laravel makes it simple to do this using Blade and lots of helper methods. The Form class makes it clean and simple to add form labels and form fields. As you can see, you can tell Laravel what field type you want, along with its label.

```
001 <p>
002     {{ Form::label('title', 'post title') }}
003     {{ Form::text('title') }}
004 </p>
005 <p>
006     {{ Form::label('post-content', 'post content') }}
007     {{ Form::textarea('content') }}
008 </p>
009 <p>
```



```
010 {{ Form::submit('Create Post') }}
011 </p>
```

15 Make it RESTful

To make your controller RESTful, you need to tell Laravel about it. Within the routes.php file, add a name for your PostController called 'posts'. Doing this allows you to bind that route to the form easily. You don't have to do this, for instance in your form view its possible to use '{ Form::open(array('url' => 'post/new')) }' or equivalent instead.

```
001 Route::controller('posts', 'PostController');
```

16 Add PostMethod

Now, the next step to take in the process is to tell the app what to do once the form is submitted. You want to create a new Post object, and then populate each of its attributes with the relevant field of your form. In order to achieve that, you'll need to make use of both the Input static method and the Create static method.

```
001 public function postPost()
002 {
003     Post::create(array(
004         'title' =>Input::get('title'),
005         'content' =>Input::get('content'),
006         'created_at' =>date('Y-m-d H:i:s'),
007         'updated_at' =>date('Y-m-d H:i:s')
008     ));
009 }
010 }
011 }
012 }
```

17 Redirect

If you enter some data into your form now by going to <http://localhost/laravel-develop/public/newpost>, filling in the fields and clicking the 'Create Post' submit you should see a blank page. Check your database and the data should have been inserted correctly. Rather than just seeing a blank page, lets redirect and list all of our blog posts. Add the code to the bottom of the postPost method in our PostController.

```
001 return Redirect::action('PostController@getAll');
```

18 Show all posts

Now in the PostController class you need to add the relevant getAll method. This really does show off the power of Laravel, as all you need to do is create your relevant View::make static method, add its name and then attach a 'posts' call using the 'with' command. Then you just get 'all' instances of the Post object.

```
001 public function getAll()
002 {
003     return View::make('getPosts')
004         ->with('posts' , Post::all());
005 }
```

19 Show all view

Right now if you visit the <http://localhost/laravel-develop/public/posts/all> route, you won't see anything as you haven't done anything with the Posts array that you passed to it. All you need to do is loop over this array, and output the post title like so. You could obviously add the date posted with \$post->create_at.

```
001 <h1>All Posts</h1>
```



```

002 <ul>
003 @foreach($posts as $post)
004 <li>
005     {{ $post->title }}
006 </li>
007 @endforeach
008 </ul>

```

20 Editing a post

If you wanted to edit a post, then first define a route for that in routes.php. After that you need to add an link within the view, and pass the post id with that link so that you can process it within your controller.

```

001 //To routes.php add:
002 Route::get('/editpost/{id}', array('as' =>
003 'editpost', 'uses' => 'PostController@editPost'));
004 //To getPosts.blade.php within the posts foreach add:
005 {{ Html::linkRoute('editpost', 'Edit Post', array('id'
006 => $post->id), array('id' => $post->id) )}}
007 //And to PostController add:
008
009 public function editPost($id)
010 {
011     return View::make('editPost')
012     ->with('post' , Post::find($id));
013 }

```

21 Edit post view

Adding an edit post view is similar to your new post template, but you have to make sure you add the relevant post sections to each form element so that they are pre-filled, rather than just being blank. Here you just add it as a second attribute to your Form:: call.

```

001 //Create a new blade template called editPost.blade.
002 php
003 <h1>Edit Post</h1>
004 {{ Form::open(array('action' => 'PostController@
005 updatePost')) }}
006 <p>
007     {{ Form::label('title' , 'post title') }}
008     {{ Form::text('title' , $post->title) }}
009 </p>
010 <p>
011     {{ Form::label('post-content' , 'post content') }}
012     {{ Form::textarea('post-content' , $post->post-
013 content) }}
014 </p>
015 {{ Form::hidden('id' , $post->id) }}
016 <p>
017     {{ Form::submit('Update Post') }}
018 </p>
019 {{ Form::close() }}

```

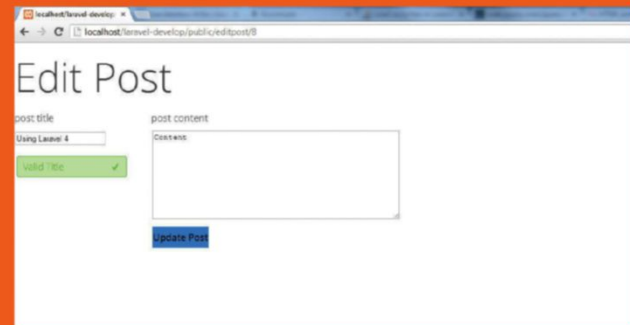
22 Update method

The update method is simply as case of using Eloquent to retrieve the post from database, based on the id you passed in the hidden form field, setting the new attributes and calling \$post->save. To add a delete method is simply a case of replacing save with delete.

Adding some styling

While Laravel 4 provides you with the option of using its Blade templating engine, its up to you to add in the styling elements. One great CSS framework is <http://gumbyframework.com>. This makes it incredibly easy to add a great Metro style to your application.

To add the framework to your app, simply copy the unzipped contents of the download into your 'public' directory within the app. You can then include them using:



```

001 {{ Html::style('css/gumby.css') }}
002 {{ Html::style('css/style.css') }}
003 {{ Html::script('http://code.jquery.com/jquery-
004 1.9.1.js') }}
005 {{ Html::script('js/libs/gumby.js') }}

```

To add a class to a form element, all you need to do is:

```

001 {{ Form::text('title' , $post->title ,
002 array('class' => 'text input')) }}

```

Laravel 4 docs

At time of writing, Laravel 4 is currently still in Beta, and so the documentation is at <http://four.laravel.com>. The docs are well written and easy to follow.

```

001 public function postUpdate()
002 {
003     $id = Input::get('id');
004     $post = Post::find($id);
005     $post->title = Input::get('title');
006     $post->content = Input::get('title');
007     $post->save();
008
009     //or to delete:
010     //$post->delete();
011
012     return Redirect::action('PostController@getAll');
013 }

```

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How to build and design a Firefox OS app

Get involved and join the pioneers of web apps – follow our advice and have a go at building your first fully functional Firefox OS app

tools | tech | trends HTML, JavaScript, Firefox OS, Volo
expert Tim Stone



Firefox OS is a new operating system made by Mozilla built entirely with C++, HTML, CSS and JavaScript. It aims to bring affordable smartphone functionality at unparalleled prices to developing countries. It's incredibly exciting for web developers because it exposes to JavaScript a lot of device APIs that we previously never had access to.

The thing to realise is that there is no such thing as a Firefox OS app per se, 'the web is the platform'. In theory, any website can be a Firefox OS app, you can tailor your existing app by adding a simple install button that could be used by any platform that chooses to use it.

Firefox differentiate between two main types of web apps: hosted apps and packaged apps. Hosted apps are ones that are online with no offline functionality, packaged apps are self-contained in a zip file. <https://hacks.mozilla.org/2013/02/getting-started-with-open-web-apps-why-and-how/> has a good introduction to both types as well as the pros and cons of each.

To experiment with what Firefox OS has to offer, we'll build a web app that takes an image, adds a filter to it and shares the image with other apps on the phone.

01 Download the simulator

To run our Firefox OS app that's included on the free cover CD, you'll need to grab the Firefox OS Simulator add-on for Firefox (<https://addons.mozilla.org/en-US/firefox/addon/firefox-os-simulator/>), it's quite large but contains a simulator for the entire OS. You can run it from the Simulator dashboard by going to Tools > Web Developer > Firefox OS Simulator. Simply click the slider to the left to launch.

02 Using Volo

We're going to use Mortar (<https://github.com/mozilla/mortar>) to help build the app, this is a project made by Mozilla themselves which contains all the boilerplate needed to get started. There are four choices: a basic app, a game, a list app and a tabbed app. Volo is a Node module so you'll first need to install Node and then install Volo.

```
001 $ npm install -g volo
002 $ volo create pictogram mozilla/mortar-tab-view
```

03 Add and run

This creates the base of your app that you can then build upon. To view your app so far, go to the Dashboard and click Add Directory, choose the directory that your app resides in and you'll then be able to update and run your app from the Dashboard. Using mortar also generates a webapp manifest file for us.

04 Choose button

We have a basic layout made for us, so now it's time to add in a little bit of custom functionality. First we'll make a button that the user will click to select an image to apply the filter to. The section is where we'll later append the image to. The default CSS for buttons is okay but on the small side, you can change this!

```
001 <button id="choose-btn">Choose Image</button>
002 <section class="image"></section>
```

05 Pick Activity

We'll now add a click handler that creates a new activity. A MozActivity is similar in nature to a Web Intent, it basically says 'I want the user to pick something and I'll accept anything that's an image'. The source of this could be from the wallpaper app, camera app or the gallery app.

```
001 document.getElementById('choose-btn').
addEventListener('click', function(e) {
002   var pick = new MozActivity({
003     name: "pick",
004     data: {
005       type: ["image/*"]
006     }
007   });
008 }, false);
```

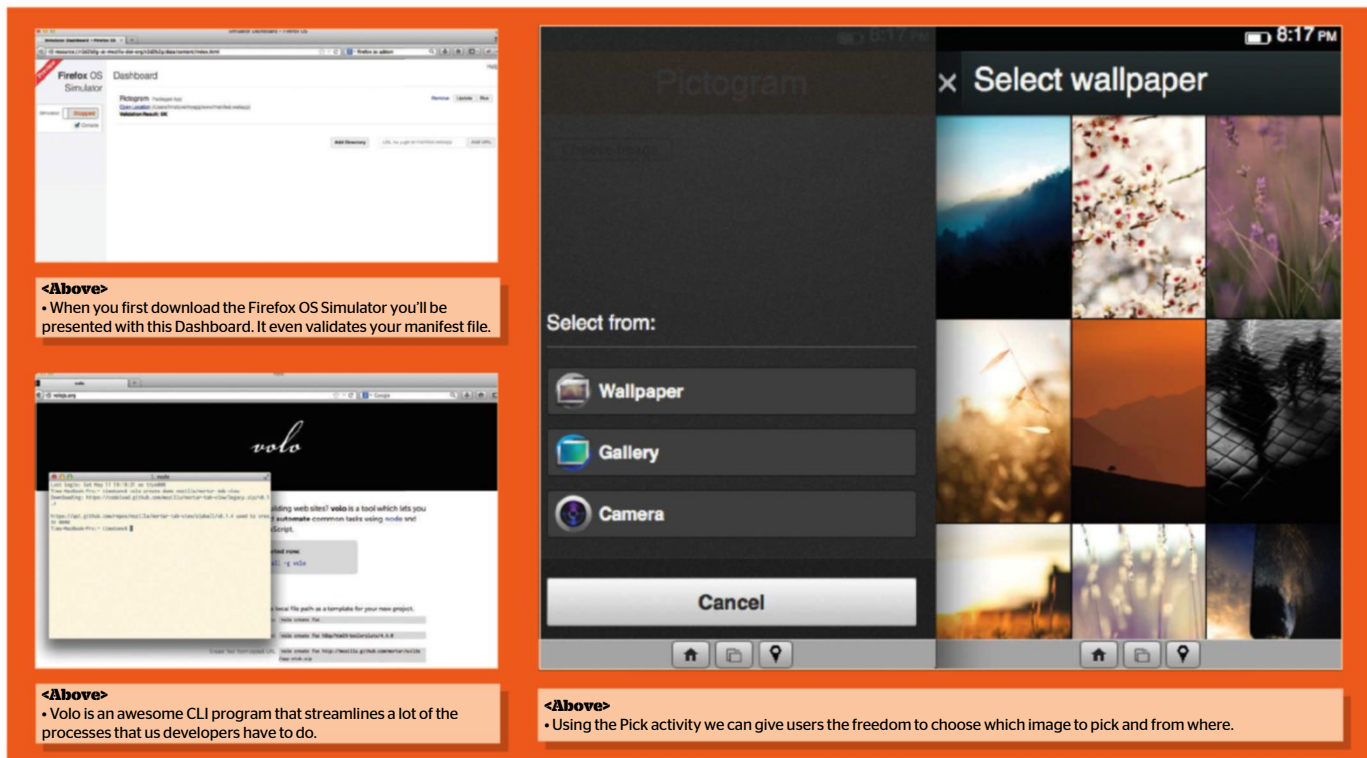
06 The blob

When the user has chosen something it fires a success event. In this instance we'll create an image out of the raw image data handed to us (known as a 'blob', honestly). toggleButtons is simply a helper function that toggles the display (none or block) of different buttons depending on if we've chosen an image or not.

```
001 pick.onsuccess = function () {
002   var img = document.createElement('img');
003   imgBlob = this.result.blob;
004   img.src = window.URL.createObjectURL(imgBlob);
005   img.className = 'target-image';
006   document.querySelector('.image').appendChild(img);
007   toggleButtons();
008   };
```

07 Filter list

We've got the user to select an image and converted it into something



that we can display, awesome! Now to add the different filters that we'll apply. The name of the button reflects the name of the filter in the library we'll be using. You could also extend this and make it a bit more user friendly with some icons.

```
001 <section class="filters-scroller">
002 <section class="filters">
003   <button>None</button>
004   <button>Brightness</button>
005   <button>Blur</button>
006   <button>Sepia</button>
007   <button>Desaturate</button>
008 </section>
009 </section>
```

08 Add click handlers

Next, we'll loop through each of the buttons and add a click handler to each of them. Interestingly, when using the Simulator it doesn't emulate touch events so `addEventListener('touchend')` doesn't work but will on an actual device. Knowing that the JS engine will be Firefox's we can use 'modern' selectors with `querySelectorAll`.

```
001 var filters = document.querySelectorAll('.filters button');
002 for (var i=0, len = filters.length; i < len; i++) {
003   filters[i].addEventListener('click', applyFilter, false);
004 }
```

09 Using Require.js

By default, Mortar includes and uses Require.js to handle script dependencies, we'll also use it by simply adding this line to our `app.js` file. This tells Require.js to load the Pixastic library before it loads the filter portion of our code. By including libraries just before they're used means the app should only run the code it uses.

```
001 var applyFilters = function(e) {
002   require('pixastic.custom');
003 };
```

10 Pixastic library

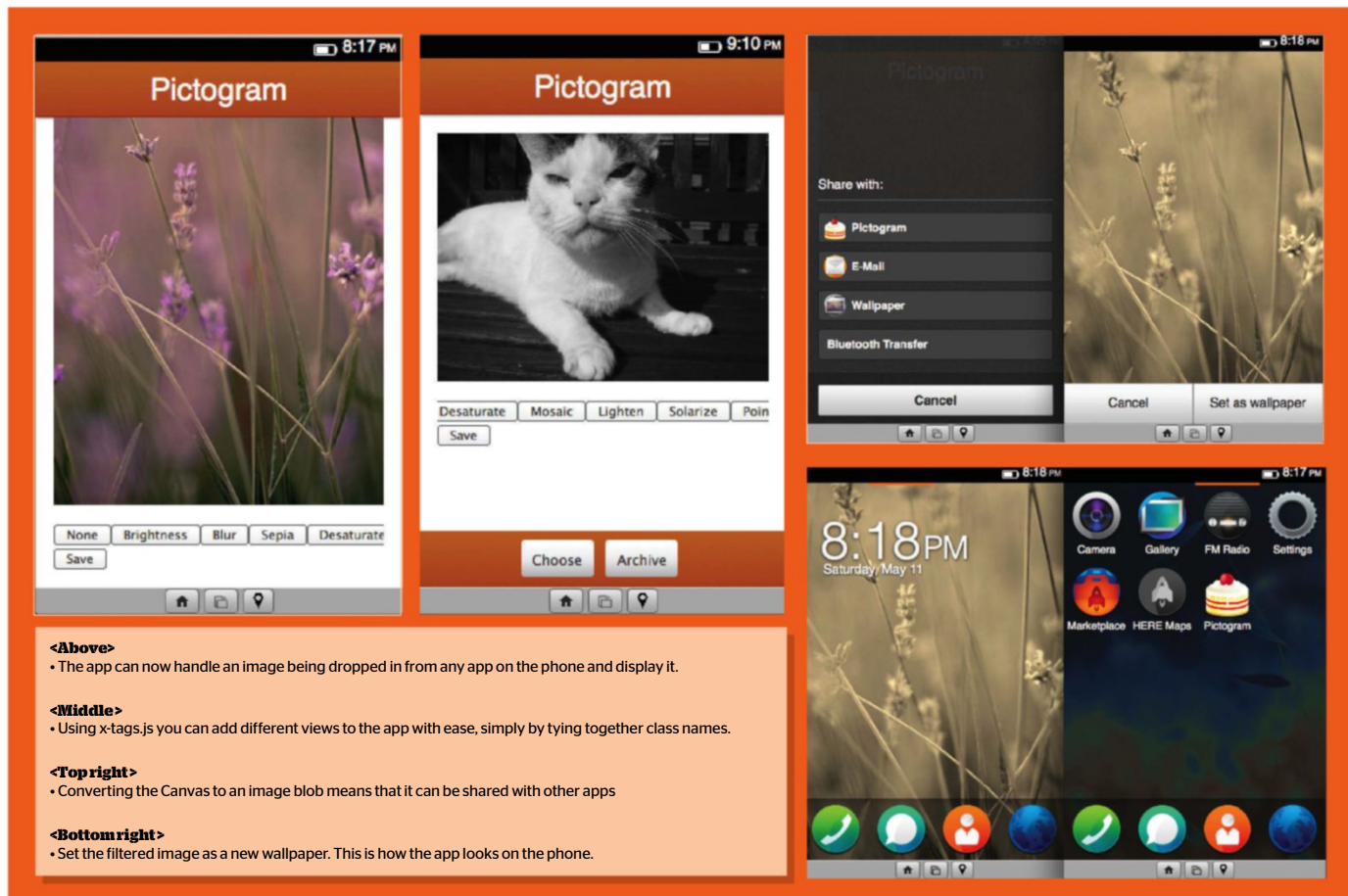
We're using the Pixastic image processing library to apply the effects. All we're doing is applying a filter that has the same name as the button, unless we're removing all of the filters in which case we call the special method `revert()` to undo them all. Filters build up on top of each other leading to interesting effects.

```
001 var applyFilter = function(e) {
002   var filter = e.target.textContent.toLowerCase(),
003   img = document.querySelector('.target-image');
004   if (filter === 'none') Pixastic.revert(img);
005   else Pixastic.process(img, filter);
006 };
```

11 Scroller CSS

We'll style the buttons so that they sit in a scrollable container. This saves on-screen real estate while still displaying all of the options in a way that mobile users are accustomed to. It's not quite as fluid as `-webkit-overflow-scroll: touch` but it should look good on a wide range of devices.

```
001 .filters-scroller {
002   overflow: auto;
003   width: 100%;
004   height: 2em;
005 }
006 .filters {
007   overflow-x: scroll;
008   width: 300%;
009 }
```

12 Manifest file

The manifest.webapp file, mentioned earlier, was automatically generated but we'll add an extra section for activities that our app can do. In this case the app can take an image so we'll register our app's interest in images, this means that whenever another app chooses to share images the app will be displayed as one of the options.

```
001 "activities": {
002   "pick": {
003     "filters": {
004       "type": "image"
005     }
006   }
007 }
```

13 Share button

Now that we have the image and have applied a few interesting filters to it, the next step is to share the marvellous creation with the rest of the world. Before we delve into the JavaScript behind it we'll markup another HTML button. In the CSS we'll set it to be hidden by default until the user selects an image.

```
001 <button id="share-btn">Share</button>
002 #share-btn {
003   display: none;
004 }
```

Firefox nomenclature

You may notice the phrase B2G on the Simulator, this stands for 'Boot to Gecko', the name of the project before it was christened Firefox OS.

14 Canvas to Blob

To convert this involves some complicated maths but thankfully a kind soul known as blueimp (aka Sebastian Tschan) can help us with his handy canvas to blob library. To add it to the project all you have to do is use Volo to add it to the project by giving it the name of the GitHub repository.

```
001 $ volo add blueimp/JavaScript-Canvas-to-Blob
```

15 Require C2B

Much like we did with Pixastic we'll include Canvas to Blob just before it's needed in the click handler of share-btn. This ensures that the code will only be run if it's going to be used, pretty essential on mobile devices, especially potentially low-powered ones that run Firefox OS.

```
001 require('canvas-to-blob');
```

16 Share and convert

Pixastic converts the image to a Canvas element, hence the need to turn it back into a blob to be used by the OS. When a user clicks the Share button we'll convert the current image on the canvas to a blob with the image type of JPEG. It returns the blob in an anonymous function which will house the Activity.

```
001 document.getElementById('share-btn').addEventListener('click',
002 function(event) {
003   document.querySelector('.target-image').toBlob(function
004 (blob) {
005     //step 16
006   }, 'image/jpeg');
007 }, false);
```

17 Share our blob

We will then use another Activity, and this time it's the share one. This takes a few properties in the data object. The first is number, this is the number of things to be shared; the second is blobs, this is an array of blobs containing the image data that will be shared with other apps. And that's all there is to it!

```
001 new MozActivity({
002   name: "share",
003   data: {
004     number: 1,
005     blobs: [blob]
006   }
007 });
```

18 Install button

Firefox OS apps can (rather importantly) be installed. There's a common way to do this that is included with Mortar. All you need to do is create a HTML button with an ID of install-btn. You can use CSS to style it as you wish but the default look is a large blue button.

```
001 <button id="install-btn">Install</button>
```

19 Check install state

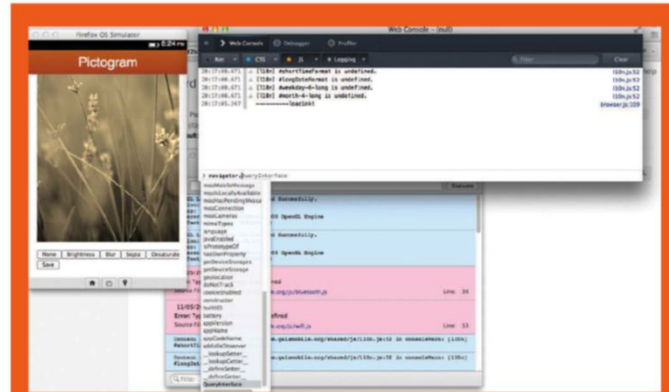
The JavaScript behind this is included in a file usefully called install-button.js. The gist of it is that it looks for a special property of Firefox OS apps called 'install' that looks to see if the app's install state is installed or not. On clicking install it adds the app to the phone's list of applications.

```
001 var btn = document.getElementById('install-btn');
002 if (install.state === 'uninstalled') {
003   btn.style.display = 'block';
004 } else if (install.state === 'installed' || install.state ===
005 'unsupported') {
006   btn.style.display = 'none';
007 }
```

20 Use x-tags

Mortar includes a library called x-tag.js which looks for custom HTML tags and ties together tags with behaviour. For example, if you wanted to add a second view to the app you could create a new x-view with a class of archive (maybe to show previously filtered images).

```
001 <x-view class="archive">
002   <h1>Your Archive</h1>
```



How to debug your Firefox OS app

One of the most important parts when writing your app is good debugging tools; thankfully Mozilla has your back. By opening the Firefox OS Dashboard and clicking 'Connect...' on the left-hand side, you'll be presented with a second page with connection details, click 'Connect' and then 'Main Process' or the XUL link. This gives you a remote version of Firefox's inspector. Currently this gives you access to the Console, Debugger, and Profiler. The main feature lacking is the Inspector tab to give Firebug-style selection but this could be plugged with a tool like Weinre (<http://people.apache.org/~pmuellr/weinre/docs/latest/>). The other tool is the Error Console but it's not as useful as the remote inspector. It's useful for flagging up low-level errors, though.

Simulator functionality

Using the buttons at the bottom of the Simulator's chrome you can fake GPS coordinates, useful for testing geolocation, and rotate the display to test different layouts.

```
003 <p>Peruse previously filtered images</p>
004 </x-view>
```

21 Footer menu

The footer tag can then be used as a fixed menu to the bottom of the page and toggle between the two views. The data-view attribute ties it to which HTML element to show at a time. It's quite flexible and allows for nesting of views and to top it all, is easy to use.

```
001 <footer>
002   <button data-view=".home">Choose</button>
003   <button data-view=".archive">Archive</button>
004 </footer>
```

22 Go forth

Firefox OS empowers web developers and there is much left to explore. We haven't touched app payments (just because it's a web app doesn't mean that it has to be free). Hopefully this philosophy will spread outside of Firefox OS to other providers and lead to a standardised process for robust, powerful app development.

James Bank

web <http://web3.com.au>



Current role Co-founder/creative director, Web3 Brisbane Web Design

Education Bachelor degree in computer-based design

Expertise Adobe Creative suite for design, Sublime Text for code, Podio and Google Apps for business management, HTML5, CSS3, PHP, WordPress

Clients Studio Vanguard, MCR Projects, Vantage Performance's Business Strategy Blog, Brodie Graham Band

Twitter @web3official

James's journey into the field of web design and development all started back in his high-school years. He began tinkering around with websites while he was bored during his school IT classes. But it wasn't until his university years that James truly fell in love with the web after taking a web design and development course. The constant rate of innovation across the web, the boom of tech startups all over the world amid the global financial crisis, plus the challenges of the mobile web on the then-new world of smartphones and tablets were all ingredients that resulted in James being hooked on the internet industry. His childhood interest in good design and creativity, coupled

with his love for the web industry led to James deciding to co-found Web3, a specialist web-design and development agency, with his long-time friend and tech whiz, Joseph Chesterton.

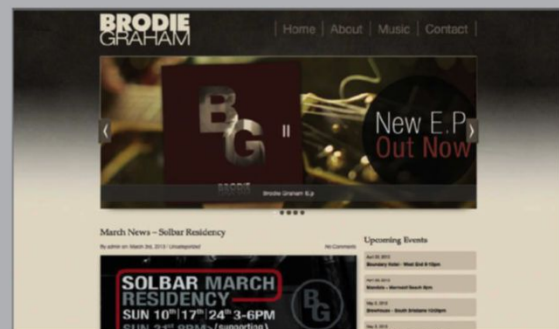
The pace at which the web design industry continues to grow and evolve as new technologies emerge that allow web designers to innovate is what James loves most about being a web designer. In saying so, the ability to innovate through general web design, and UI/UX design is what inspires James and continues to feed his passion for the industry. Lately, James has drawn a lot of inspiration for his designs from the UI/UX of native iOS and Android apps.



02 <http://trisense.co>



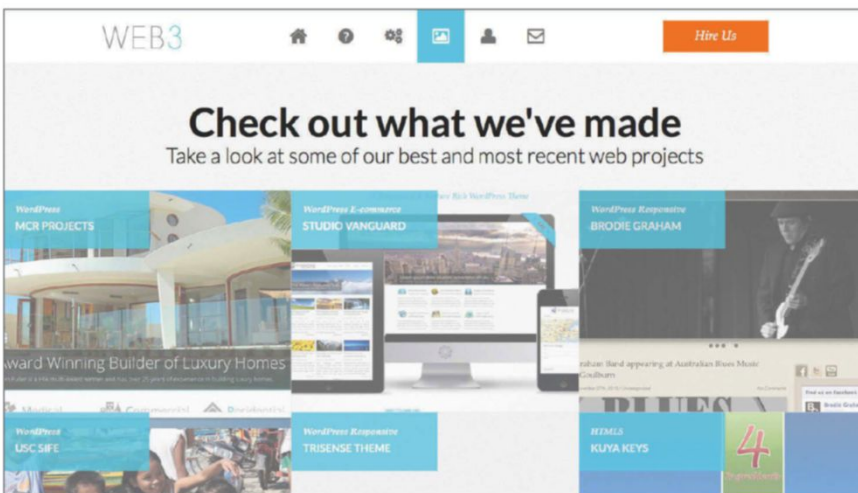
03 mcrprojects.com.au



04 brodiegraham.fm



05 businessstrategyblog.com.au



01 <http://web3.com.au>

01

Single page HTML5 website that uses a lot of CSS3 and some cool jQuery effects such as tooltips and lightbox's. The website was designed to be highly interactive.

02

James and Joseph's first responsive WordPress theme release. It's clean and modern, making use of subtle gradients, shadows and lighting effects.

03

The site has been designed to show the company's catalogue of gorgeous hi-res images, using a full-screen slideshow and custom filterable portfolio.

04

A Trisense-powered website that puts plenty of custom textures to great use, along with hand-drawn artwork to create a natural and authentic vibe.

05

Responsive WordPress site delivering a simple and accessible mobile experience. The design is modern, while accurately reflecting company's existing branding.

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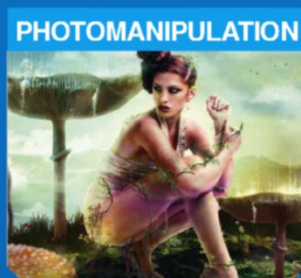
> Liquid Paint Effects > 15 Illustration Tips & Tricks > Industry Cover Art



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facebook.com/AdvancedPhotoshop



twitter.com/advancedpshop

Neil Thomas

web www.brandified.co.uk



Current role Freelance web designer and front-end developer
Education BSc in creative technologies – Bangor University
Expertise Photoshop, HTML5/CSS3, WordPress, UI Design
Clients Liverpool FC, Cartobi, Geosho, Silvestone
Twitter @neilthomas

Neil is the self-taught founder of Brandified, a web-design agency based in Caernarfon, North Wales. Diving into the web design industry at the age of 16, Neil stated off by designing small websites for family and friends.

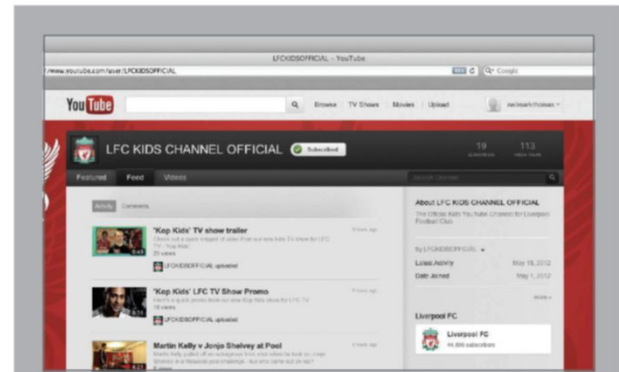
He found himself working as Junior Designer for a local web-design agency only a month before stating a creative technologies degree at Bangor University. Luckily, he got the best of both worlds and was allowed to work as well as attend university. After over three years at the agency and graduating, Neil decided to start a new chapter in his life and went freelance.

With clients stretching as far and wide as the Middle East, Neil has a newfound appreciation for the modern web and how easy it is to

manage and work on with clients that are on the other side of the world. His new best friends are Basecamp and Skype.

Neil uses Mondays as 'inspiration days', starting with a dose of newly released 'Happy Mondays' and 'Unfinished Business' podcasts. This is followed by some Twitter stalking then browsing various sites such as Dribbble.com and Awwwards.com.

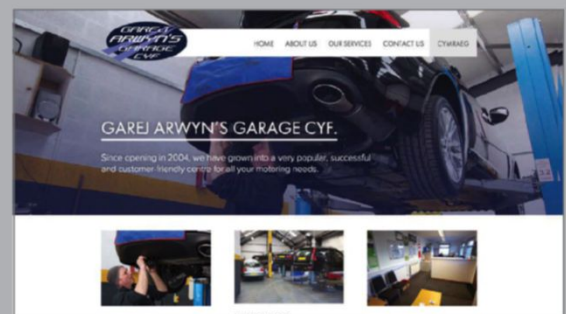
Neil reckons the industry is going through an exciting phase, and "what used to be a linear path of design and development is now a labyrinth of open doors and choices". He is currently obsessed with front-end tools that have been released recently, such as Gridset, Mixture and Briefs to name a few.



02 youtube.com/lfckidsofficial



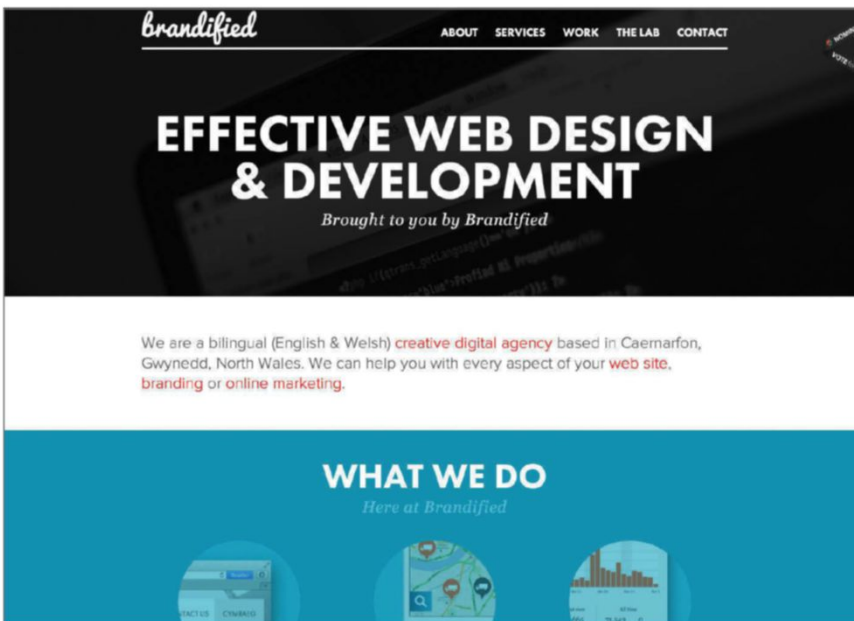
03 cartobi.com



04 garejarwyn.co.uk



05 muriaupark.co.uk



01 brandified.co.uk

01

The Brandified website is flat and responsive. It features vibrant sections, bold action buttons plus clean typography. It was recently nominated on Awwwards.com.

02

Neil won a public competition to design a YouTube background for Liverpool FC's 'LFC Kids Channel'. It features the classic LFC red and liver-bird crest logo.

03

Cartobi is a platform for analysing and reporting invoices and business interactions on maps. Neil designed the site to be very simple to understand.

04

Garej Arwyn is a car garage on the outskirts of Caernarfon. The site makes use of the garage's brand colours and style. Headers have a subtle purple filter.

05

Neil's first real paying client. The website features traditional patterns, textures and typography. The site has developed with their business over the last four years.

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Your emails, tweets and comments. The social network, but in print

This month we search for alternatives to WordPress and give tips on development on the desktop

Subject Responsive design, do I need to?

From Karen Whiting



I know responsive design is the popular choice for building websites currently, but is it always the right choice. I am in the process of building a new website and I obviously want it to work on the desktop as well as tablets and smartphones. However, I want my desktop version to look different to the version that will appear on devices such as the iPhone, iPad, Nexus 7 etc.

So, I have couple of questions that I hope you can answer. First, should I design a site especially for the desktop and a site for mobile devices. Second, if I decide to go down the responsive route, where should I start. Should I use a framework like Bootstrap or try my own custom approach?

Responsive design is popular for a very good reason. A well put-together site is effectively one solution for all screens. Once the site is built and tested it should be ideal for any type of device

and screen that it is likely to appear on. Admittedly, there is more work involved in building a responsive site than a straightforward desktop site. The planning stage needs to be much more rigorous and the build will take longer. But once the site is finished there is no need to go back and start on the next version.

If going down the responsive route for the first time a framework may well prove to be the ideal option, as it will have already been tested and will contains elements that will work. There are a number of frameworks worth trying. Bootstrap is obviously one, but Foundation 4 (<http://foundation.zurb.com>), 320 and up (<http://stuffandnonsense.co.uk/projects/320andup>) and Responsive Grid System (www.responsivegridsystem.com) are all worth a look.

Tutorials

Discover the techniques to help create some truly inspirational and interactive websites



Build stylish, scalable maps using Leaflet.js
bit.ly/106BJtn



10 Front-end developer tools you can't live without
bit.ly/129P3uS



Cool sliding mobile menus
bit.ly/19kOWPX

Subject Custom tweets

From Tom Mitcher



I would like to include a selection of tweets from my timeline on my website. I know twitter has a feature that allows users to create and manage their own widgets. I have used this in the past and does a great job if I want to create something quickly. But, it doesn't let customize to match the style of my site. Do you have any advice?

The widget creation tool is a simple solution for adding tweets, but it is undoubtedly limited. Twitter does provide documentation for 'advanced visual options' at <https://dev.twitter.com/docs/embedded-timelines#customization>. This is definitely worth checking out

to see if it fulfils your requirements. Again this is limited and may not give the information you want. Try this tutorial <http://bit.ly/11gfjDr> for a more custom option.

Subject I love WordPress, but...

From Rachel Answorth



WordPress has always been my favourite platform for building websites. I have been using it since 2.6 and still love it. However I am looking to try out a different platform, simply to see what the alternatives are and how they work. I know Joomla, Drupal and Tumblr, but are there any newer platforms out there to try?

There is no doubt that WordPress is a great platform

and its one we love as well. But, there are a few new CMS platforms that could be considered a new generation or the next generation. Two that are currently making waves are Barley and Ghost. Both are in development (at the time of writing), but both need a first, second and third look. Head to <http://getbarley.com/> to get a taste of the 'easiest web-content editor'. For more info on Ghost visit <http://john.onolan.org/ghost/>.

Subject Help build my site

From Harry Cravens



I will start by saying a big thanks to helping me on the way to being a web designer. I have been teaching myself HTML and

☞ Two [new CMS platforms] that are currently making waves are Barley and Ghost ☞

Join the conversation as it happens on Twitter  @WebDesignerMag
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 Email the editorial team at  webdesigner@imagine-publishing.co.uk

Readers' tweets



Web Designer is always keen to hear from its readers, followers and visitors. Here we bring together a specially selected collection from the last month

Ben White @LBGroupInc

@WebDesignerMag I still love the Gridless framework - it does just enough, without getting in my way. <http://thatcoolguy.github.io/gridless-boilerplate/> ... #webdesign

PHIL DUGG @philduggan

@graham_r_miller just saw your grid system on @WebDesignerMag nice to see one of the easier independent grids getting some due recognition

Dejan Krstić @SerbiX_Ks

@WebDesignerMag I've tried many solutions, but the bootstrap is the best. For now...

Tim McLoone @TimMcLoone

Thanks @WebDesignerMag for featuring me in this months issue! I just wish hadn't left my copy on the plane! D'oh!

 Good article Andy. I think good design isn't necessarily the biggest selling point for most people. I worked for a greeting card company for a couple of years and the vast majority of cards sold were the most tacky, basic designs. So... unfortunately, the masses don't care about design. And that's where the money is. 

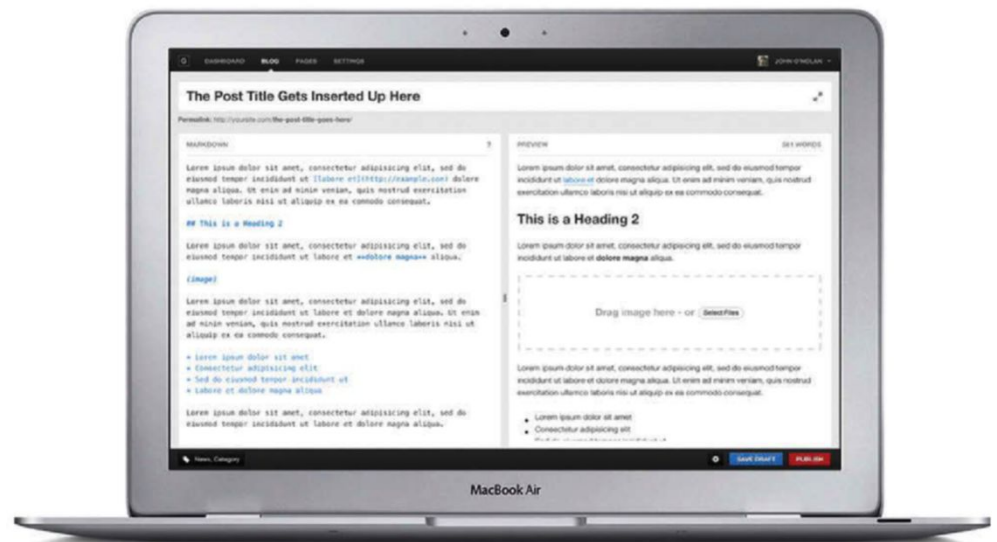
Scott via the Web Designer website

CSS for around three months now and I think I am quite competent. The next stage is to build a live web site that can be seen by all my friends and family and hopefully a few others.

The magazine provides a great resource for teaching myself the more complicated areas of web design, but I still need help. I want to be able to test my website before it goes up on the internet. Do you have suggestions for the process involved?

There are several paths that you can take here. First you can download and install a local development server. Software such as WampServer (wampserver.com) and Xampp (apacheFriends.org) allow users to install a test server on a desktop. This means users can test how a site will act online, but without actually having to put it online.

There are other services such as BrowserStack (browserstack.com) which allow for testing in real browsers including Chrome, Firefox, Safari and Opera. There is also the When I Can Use site which tells the user what features are supported on what browsers. These will help get a site ready for most occasions.



Ghost is being built by John O'Nolan, an interactive designer, public speaker, startup advisor, writer and former deputy head of The WordPress UI Group.



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1 & 1 Internet Ltd www.1and1.co.uk	1&1 Starter (Linux)	0844 335 12 11	£29.88	5GB	Unlimited	1,000	✓	✗	✓	✓	✓	✓	✓	✗
	1&1 Standard (Linux)	0844 335 12 11	£59.88	50GB	Unlimited	3,000	✓	✓	✓	✓	✓	✓	✓	✗
	1&1 Standard (Windows)	0844 335 12 11	£71.88	50GB	Unlimited	3,000	✓	✗	✓	✓	✓	✓	✓	✗
	1&1 Unlimited (Linux)	0844 335 12 11	£83.88	Unlimited	Unlimited	5,000	✓	✓	✓	✓	✓	✓	✓	✗
	1&1 Unlimited (Windows)	0844 335 12 11	£107.88	Unlimited	Unlimited	5,000	✓	✗	✓	✓	✓	✓	✓	✗
	1&1 Business (Linux)	0844 335 12 11	£119.88	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✗
	1&1 Business (Windows)	0844 335 12 11	£155.88	Unlimited	Unlimited	Unlimited	✓	✗	✓	✓	✓	✓	✓	✗
111WebHost www.111webhost.com	Unlimited Web Hosting Pack	N/A	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✗	✓	✓	✗
	Starter Web Hosting Pack	N/A	£30	5GB	2GB	100	✓	✓	✓	✓	✗	✓	✓	✗
	Budget Web Hosting Pack	N/A	£12	1GB	1GB	5	✓	✗	✓	✓	✗	✓	✓	✗
	WordPress Web Hosting Pack	N/A	£24	5GB	2GB	100	✓	✓	✓	✓	✗	✓	✓	✗
	Drupal Web Hosting Pack	N/A	£24	5GB	2GB	100	✓	✓	✓	✓	✗	✓	✓	✗
	Joomla! Web Hosting Pack	N/A	£24	5GB	2GB	100	✓	✓	✓	✓	✗	✓	✓	✗
	Reseller Hosting Pack	N/A	£300	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✗	✓	✓	✗
	Budget VPS Hosting	N/A	£216	1GB	Unlimited	Unlimited	✓	✓	✓	✓	✗	✓	✓	✗
	Email Hosting	N/A	£6	0GB	0GB	5	✓	✓	✓	✓	✗	✓	✓	✗
123-reg (www.123-reg.co.uk)	Starter	0845 859 0018	£29.88	1GB	5GB	20	✗	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Plus	0845 859 0018	£59.88	5GB	50GB	500	✓	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Pro	0845 859 0018	£107.88	10GB	100GB	750	✓	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Bus Pro	0845 859 0018	£179.88	20GB	Unlimited	1,000	✓	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Plus (MS)	0845 859 0018	£59.88	2GB	25GB	100	✓	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Pro (MS)	0845 859 0018	£107.88	5GB	50GB	500	✓	✗	✗	✓	✓	✓	✓	✗
123-reg (www.123-reg.co.uk)	Bus Pro (MS)	0845 859 0018	£179.88	10GB	150GB	1,000	✓	✗	✗	✓	✓	✓	✓	✗
2020Media (www.2020media.com)	Light User	0870 321 2020	£45	20MB	1GB	3	✓	✓	✓	✓	✓	✓	✓	✗
2020Media (www.2020media.com)	Everyday	0870 321 2020	£100	200MB	10GB	15	✓	✓	✓	✓	✓	✓	✓	✗
2020Media (www.2020media.com)	Business/Pro	0870 321 2020	£275	500MB	20GB	50	✓	✓	✓	✓	✓	✓	✓	✗
2020Media (www.2020media.com)	JAVA Tomcat	0870 321 2020	£300	100MB	3GB	15	✓	✓	✓	✓	✓	✓	✓	✗
2020Media (www.2020media.com)	ASP.Net	0870 321 2020	£275	100MB	3GB	15	✓	✓	✓	✓	✓	✓	✓	✗
4D Data Centres (www.4dhosting.com)	Bronze Package	0845 166 8386	£40	10MB	500MB	2	✓	✗	✓	✓	✓	✓	✓	✗
4D Data Centres (www.4dhosting.com)	Silver Package	0845 166 8386	£64.99	20MB	2GB	10	✓	✗	✓	✓	✓	✓	✓	✗
4D Data Centres (www.4dhosting.com)	Gold Package	0845 166 8386	£79.99	50MB	2GB	50	✓	✗	✓	✓	✓	✓	✓	✗
4D Data Centres (www.4dhosting.com)	Titanium Package	0845 166 8386	£149.99	500MB	5GB	500	✓	✗	✓	✓	✓	✓	✓	✗
4D Data Centres (www.4dhosting.com)	Reseller Package	0845 166 8386	£299.99	1GB	10GB	1,000	✓	✗	✓	✓	✓	✓	✓	✗
Blackfoot Hosting Ltd (www.blackfoot.co.uk)	Home	N/A	£40	500MB	5GB	5	✓	✓	✓	✓	✗	✓	✓	✗
Blackfoot Hosting Ltd (www.blackfoot.co.uk)	Business	N/A	£50	1GB	20GB	100	✓	✓	✓	✓	✗	✓	✓	✗
Blackfoot Hosting Ltd (www.blackfoot.co.uk)	eCommerce	N/A	£100	2GB	40GB	200	✓	✓	✓	✓	✗	✓	✓	✗
Blackfoot Hosting Ltd (www.blackfoot.co.uk)	Professional	N/A	£150	3GB	60GB	300	✓	✓	✓	✓	✗	✓	✓	✗
Blacknight www.blacknight.com	Minimus Linux / Windows	0845 528 0242	£49.95	10GB	200GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✗
	Minimus Linux / Windows	0845 528 0242	£89.95	20GB	400GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✗
	Minimus Linux / Windows	0845 528 0242	£149.95	30GB	600GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✗
Bravo14 (http://bravo14.co.uk)	Starter Linux	N/A	£130	2,000MB	2,000MB	10	✓	✓	✓	✓	✗	✓	✓	✓
Bravo14 (http://bravo14.co.uk)	Starter Windows	N/A	£20	2,000MB	2,000MB	10	✓	✓	✓	✓	✗	✓	✓	✓
Bravo14 (http://bravo14.co.uk)	Business Linux	N/A	£45	4,000MB	4,000MB	4,000	✓	✓	✓	✓	✗	✓	✓	✓
Bravo14 (http://bravo14.co.uk)	Business Windows	N/A	£45	4,000MB	4,000MB	4,000	✓	✓	✓	✓	✗	✓	✓	✓
Bravo14 (http://bravo14.co.uk)	Ultimate Linux	N/A	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✗	✓	✓	✓
Bravo14 (http://bravo14.co.uk)	Ultimate Windows	N/A	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✗	✓	✓	✓
catalyst2 (www.catalyst2.com/web-hosting)	Mega Deal	0800 107 79 79	11.99	250MB	2GB	1	✓	✓	✓	✓	✓	✓	✓	✗
catalyst2 (www.catalyst2.com/web-hosting)	Mega Plus	0800 107 79 79	29.99	400MB	10GB	10	✓	✓	✓	✓	✓	✓	✓	✗
catalyst2 (www.catalyst2.com/web-hosting)	Power	0800 107 79 79	49.99	750MB	20GB	50	✓	✓	✓	✓	✓	✓	✓	✗
catalyst2 (www.catalyst2.com/web-hosting)	Power Plus	0800 107 79 79	89.99	1000MB	40GB	100	✓	✓	✓	✓	✓	✓	✓	✗
catalyst2 (www.catalyst2.com/web-hosting)	Power Xtra	0800 107 79 79	129.99	1500MB	80GB	150	✓	✓	✓	✓	✓	✓	✓	✗
Designwasp (http://designwasp.com)	Starter	0844 372 9848	£30	3GB	20GB	1,000	✓	✓	✗	✓	✗	✓	✓	✗
Designwasp (http://designwasp.com)	Home	0844 372 9848	£40	10GB	50GB	10,000	✓	✓	✗	✓	✗	✓	✓	✗

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Netcetera is a long-established and experienced hosting provider which has been around since 1996. It provides solutions with managed web hosting services, dedicated servers and cloud hosting services. The award-winning company boasts a 16,000-square-foot, ISO 27001-certified data centre facility located

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Designwasp (http://designwasp.com)	Business	0844 372 9848	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Designwasp (http://designwasp.com)	Windows Unlimited	0844 372 9848	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Designwasp (http://designwasp.com)	Windows Home	0844 372 9848	£40	10GB	50GB	1,000	✓	✓	✓	✓	✓	✓	✓	✓
Designwasp (http://designwasp.com)	CheapHost	0844 372 9848	£10	300MB	100MB	5	✓	✓	✓	✓	✓	✓	✓	✓
Digital Gibbon Ltd (http://digitalgibbon.com)	Personal	01865 589 990	£12	1GB	Unlimited	10	✓	✓	✓	✓	✓	✓	✓	✓
Digital Gibbon Ltd (http://digitalgibbon.com)	Personal Plus	01865 589 990	£48	Unlimited	Unlimited	50	✓	✓	✓	✓	✓	✓	✓	✓
Digital Gibbon Ltd (http://digitalgibbon.com)	Business	01865 589 990	£108	5GB	Unlimited	1000	✓	✓	✓	✓	✓	✓	✓	✓
Digital Gibbon Ltd (http://digitalgibbon.com)	Business Professional	01865 589 990	£132	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Domaincheck (www.domaincheck.co.uk)	Bronze Linux	0191 261 2252	£30	100MB	1GB	5	✓	✓	✓	✓	✓	✓	✓	✓
Domaincheck (www.domaincheck.co.uk)	Gold Linux	0191 261 2252	£100	500MB	5GB	25	✓	✓	✓	✓	✓	✓	✓	✓
Domaincheck (www.domaincheck.co.uk)	Bronze Windows	0191 261 2252	£30	100MB	1GB	5	✓	✓	✓	✓	✓	✓	✓	✓
Domaincheck (www.domaincheck.co.uk)	Gold Windows	0191 261 2252	£100	500MB	5GB	25	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Reseller Unix	0845 226 5566	£399.99	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Reseller Windows	0845 226 5566	£499.99	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Enterprise	0845 226 5566	£89.99	1GB	2GB	250	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Commerce	0845 226 5566	£179.99	2GB	5GB	500	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Designer	0845 226 5566	£119.99	1GB	2GB	250	✓	✓	✓	✓	✓	✓	✓	✓
Donhost (www.donhost.co.uk)	Developer	0845 226 5566	£259.99	2GB	5GB	500	✓	✓	✓	✓	✓	✓	✓	✓
eHosting (www.ehosting.com)	Starter	0844 999 4100	£23.88	1GB	25GB	10	✓	✓	✓	✓	✓	✓	✓	✓
eHosting (www.ehosting.com)	Personal	0844 999 4100	£59.88	2.5GB	Unlimited	50	✓	✓	✓	✓	✓	✓	✓	✓
eHosting (www.ehosting.com)	Expert	0844 999 4100	£95.88	5GB	Unlimited	250	✓	✓	✓	✓	✓	✓	✓	✓
eHosting (www.ehosting.com)	Virtual	0844 999 4100	£227.88	50GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Equipphase (www.equipphase.net)	Bronze	0121 314 4865	£30	200MB	2GB	10	✓	✓	✓	✓	✓	✓	✓	✓
Equipphase (www.equipphase.net)	Silver	0121 314 4865	£42	400MB	5GB	20	✓	✓	✓	✓	✓	✓	✓	✓
Equipphase (www.equipphase.net)	Gold	0121 314 4865	£72	800MB	10GB	100	✓	✓	✓	✓	✓	✓	✓	✓
Equipphase (www.equipphase.net)	Platinum	0121 314 4865	£114	1,200MB	40GB	200	✓	✓	✓	✓	✓	✓	✓	✓
Eurofasthost.com (www.eurofasthost.com)	Email Only	02380 249 823	£40	1GB	2GB	10	✓	✓	✓	✓	✓	✓	✓	✓
Eurofasthost.com (www.eurofasthost.com)	Essential	02380 249 823	£75	2GB	5GB	10	✓	✓	✓	✓	✓	✓	✓	✓
Eurofasthost.com (www.eurofasthost.com)	Superior	02380 249 823	£140	5GB	10GB	25	✓	✓	✓	✓	✓	✓	✓	✓
Eurofasthost.com (www.eurofasthost.com)	Premium	02380 249 823	£250	10GB	25GB	100	✓	✓	✓	✓	✓	✓	✓	✓
Evohosting (www.evohosting.co.uk)	Starter	N/A	£29.99	500MB	1GB	3	✓	✓	✓	✓	✓	✓	✓	✓
Evohosting (www.evohosting.co.uk)	Home	N/A	£54.99	2.5GB	30GB	50	✓	✓	✓	✓	✓	✓	✓	✓
Evohosting (www.evohosting.co.uk)	Business	N/A	£79.99	6.5GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Evohosting (www.evohosting.co.uk)	eCommerce	N/A	£159.99	30GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
 Fasthosts www.fasthosts.co.uk	Personal	0808 168 6777	£32.87	5GB	Unlimited	50	✓	✓	✓	✓	✓	✓	✓	✓
	Business Bronze	0808 168 6777	£58.38	50GB	Unlimited	500	✓	Option	✓	✓	✓	✓	✓	✓
	Business Silver	0808 168 6777	£76.39	Unlimited	Unlimited	Unlimited	✓	Option	✓	✓	✓	✓	✓	✓
	Business Gold	0808 168 6777	£101.89	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
	WD Starter	0808 168 6777	£149.99	20GB	Unlimited	Unlimited	✓	Option	Option	✓	✓	✓	✓	✓
	WD Advanced	0808 168 6777	£199.99	Unlimited	Unlimited	Unlimited	✓	Option	Option	✓	✓	✓	✓	✓
Giacom (www.giacom.com)	Business Pro	0800 542 7500	£199	100MB	2GB	100	✓	✓	✓	✓	✓	✓	✓	✓
Heart Internet (www.heartinternet.co.uk)	Starter Professional	0845 644 7750	£29.80	2.5GB	10GB	1,000	✓	✓	✓	✓	✓	✓	✓	✓
Heart Internet (www.heartinternet.co.uk)	Home Professional	0845 644 7750	£89.99	Unlimited	Unlimited	10,000	✓	✓	✓	✓	✓	✓	✓	✓
Heart Internet (www.heartinternet.co.uk)	Business Professional	0845 644 7750	£129.99	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Heart Internet (www.heartinternet.co.uk)	Reseller Professional	0845 644 7750	£349.99	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Silver	0808 180 1880	£79.50	150MB	3GB	5	✓	Option	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Gold	0808 180 1880	£139.50	300MB	5GB	10	✓	Option	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Gold Plus	0808 180 1880	£189.50	450MB	10GB	30	✓	Option	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Platinum	0808 180 1880	£359.50	600MB	20GB	50	✓	Option	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Platinum Plus	0808 180 1880	£599.50	1.2GB	40GB	10	✓	Option	✓	✓	✓	✓	✓	✓
Hostway (www.hostway.co.uk)	Email Plus	0808 180 1880	£49.95	50MB	N/A	5	N/A	N/A	✓	✓	✓	✓	✓	✓
ICUK (www.icukhosting.co.uk)	Professional	0845 009 9175	£30	250MB	1GB	50	✓	✓	option	✓	✓	✓	✓	✓
ICUK (www.icukhosting.co.uk)	Advanced	0845 009 9175	£50	2GB	2.5GB	150	✓	✓	option	✓	✓	✓	✓	✓
ICUK (www.icukhosting.co.uk)	Enterprise	0845 009 9175	£80	2GB	500MB	Unlimited	✓	✓	option	✓	✓	✓	✓	✓
ICUK (www.icukhosting.co.uk)	Professional Plus	0845 009 9175	£90	500MB	5GB	100	✓	✓	option	✓	✓	✓	✓	✓
ICUK (www.icukhosting.co.uk)	Premium Plus	0845 009 9175	£150	1GB	12.5GB	500	✓	✓	option	✓	✓	✓	✓	✓



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NAME AND URL	PACKAGE	PHONE NUMBER	COST PER YEAR	WEB SPACE	MONTHLY BANDWIDTH	POP3 ACCOUNTS	DATABASE SUPPORT	SHOPPING CART	VIRUS FILTER	FIREWALL	PHONE SUPPORT	EMAIL SUPPORT	WEB CONTROL PANEL	SERVICE LEVEL AGREEMENT
ICUK www.icukhosting.co.uk	Enterprise Plus	0845 009 9175	£300	2GB	20GB	Unlimited	✓	✓	option	✓	✓	✓	✓	✓
ICUK www.icukhosting.co.uk	Reseller Windows	0845 009 9175	£200	Unlimited	Unlimited	Unlimited	✓	✓	option	✓	✓	✓	✓	✓
ICUK www.icukhosting.co.uk	Reseller Linux	0845 009 9175	£200	Unlimited	Unlimited	Unlimited	✓	✓	option	✓	✓	✓	✓	✓
ICUK www.icukhosting.co.uk	Reseller Enterprise	0845 009 9175	£500	Unlimited	Unlimited	Unlimited	✓	✓	option	✓	✓	✓	✓	✓
JAB Web Hosting (www.jabwebhosting.com)	Mail - M105	0800 043 0153	£15.17	256MB	3GB	50	✓	✓	✓	✓	✓	✓	✓	✓
JAB Web Hosting (www.jabwebhosting.com)	Home - H25	0800 043 0153	£24.47	1GB	8GB	50	✓	✓	✓	✓	✓	✓	✓	✓
JAB Web Hosting (www.jabwebhosting.com)	Professional - P55	0800 043 0153	£45	2GB	15GB	75	✓	✓	✓	✓	✓	✓	✓	✓
JAB Web Hosting (www.jabwebhosting.com)	Reseller - R25	0800 043 0153	£97.88	2GB	30GB	250	✓	✓	✓	✓	✓	✓	✓	✓
JAB Web Hosting (www.jabwebhosting.com)	Reseller - R105	0800 043 0153	£271.60	4GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Blog	01438 342 490	£20	100MB	1GB	5	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Starter	01438 342 490	£30	1GB	1GB	10	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Starter	01438 342 490	£30	1GB	1GB	10	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Dynamic	01438 342 490	£50	2GB	2GB	20	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Premium	01438 342 490	£80	5GB	5GB	50	✓	✓	✓	✓	✓	✓	✓	✓
LCN (www.lcn.com)	Unlimited	01438 342 490	£120	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	LD Budget (Linux)	07891 235858	£11.88	1GB	1GB	500	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	LD Home (Linux)	07891 235858	£23.88	10GB	10GB	5,000	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	LD Pro (Linux)	07891 235858	£41.88	50GB	50GB	20,000	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	LD Unlimited (Linux)	07891 235858	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	Windows Home	07891 235858	£17.88	2GB	2GB	1,000	✓	✓	✓	✓	✓	✓	✓	✓
LD Hosts (http://ldhosts.co.uk)	Windows Unlimited	07891 235858	£60	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Netcetera www.netcetera.co.uk	DEVELOPER	0800 061 2801	£32.89	1GB	Unlimited	500	✓	✓	✓	✓	✓	✓	✓	✓
	ONE	0800 061 2801	£109.99	5GB	Unlimited	1000	✓	✓	✓	✓	✓	✓	✓	✓
	RESELLER	0800 061 2801	£274.89	Unlimited	Unlimited	1000	✓	✓	✓	✓	✓	✓	✓	✓
	VM500 Server	0800 061 2801	£300	20GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
	2200DC Server	0800 061 2801	£720	160GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
	3000DC Server	0800 061 2801	£1,200	2x500GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
	2600QC Server	0800 061 2801	£1,800	2x500GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Tsohost www.tsohost.com	Lite Hosting (Linux)	0800 024 2931	£14.99	500MB	5GB	10	✓	✓	✓	✓	✓	✓	✓	✓
	Standard Hosting (Linux & MS)	0800 024 2931	£34.99	2.5GB	20GB	25	✓	✓	✓	✓	✓	✓	✓	✓
	Pro Hosting (Linux & MS)	0800 024 2931	£49.99	10GB	150GB	100	✓	✓	✓	✓	✓	✓	✓	✓
	Ultimate Hosting (Linux & MS)	0800 024 2931	£199.99	100GB	1000GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
	Ultimate Reseller (Linux & MS)	0800 024 2931	£299.98	100GB	1000GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Media Temple (http://mediatemple.net)	Shared-Server Pro	+1 310 841 5500	£64	2GB	1TB	1,000	✓	✓	✓	✓	✓	✓	✓	✓
Media Temple (http://mediatemple.net)	Shared-Server Advanced	+1 310 841 5500	£109	5GB	1.5TB	5,000	✓	✓	✓	✓	✓	✓	✓	✓
Namesco (www.names.co.uk)	StartUp Plus	0845 363 3632	£89.99	500MB	5GB	10	✓	✓	✓	✓	✓	✓	✓	✓
Namesco (www.names.co.uk)	Business	0845 363 3632	£149.99	2,000MB	20GB	100	✓	✓	✓	✓	✓	✓	✓	✓
Namesco (www.names.co.uk)	Business Plus	0845 363 3632	£89.99	3,000MB	30GB	200	✓	✓	✓	✓	✓	✓	✓	✓
Namesco (www.names.co.uk)	Designer	0845 363 3632	£239.88	1GB	20GB	200	✓	✓	✓	✓	✓	✓	✓	✓
Namesco (www.names.co.uk)	Designer Plus	0845 363 3632	£479.88	Unlimited	30GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Netplan (www.netplan.co.uk)	Shared 100	0207 1000 424	£60	100MB	1GB	5	✓	✓	✓	✓	✓	✓	✓	✓
Netplan (www.netplan.co.uk)	VS100	0207 1000 424	£600	5GB	5GB	5	✓	✓	✓	✓	✓	✓	✓	✓
Netplan (www.netplan.co.uk)	VS200	0207 1000 424	£1,000	10GB	10GB	10	✓	✓	✓	✓	✓	✓	✓	✓
Netplan (www.netplan.co.uk)	VS300	0207 1000 424	£2,000	15GB	50GB	20	✓	✓	✓	✓	✓	✓	✓	✓
Netplan (www.netplan.co.uk)	Dedicated Servers	0207 1000 424	£3,000+	73GB+	1,500GB	100+	✓	✓	✓	✓	✓	✓	✓	✓
PurplePaw (www.purplepaw.co.uk)	Email	N/A	£25	100MB	1GB	10	✓	✓	✓	✓	✓	✓	✓	✓
PurplePaw (www.purplepaw.co.uk)	Play	N/A	£40	100MB	1GB	10	✓	✓	✓	✓	✓	✓	✓	✓
PurplePaw (www.purplepaw.co.uk)	Plus	N/A	£65	750MB	5GB	25	✓	✓	✓	✓	✓	✓	✓	✓
PurplePaw (www.purplepaw.co.uk)	Power	N/A	£95	2GB	10GB	100	✓	✓	✓	✓	✓	✓	✓	✓
PurplePaw (www.purplepaw.co.uk)	R3 Reseller	N/A	£660	10GB	50GB	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓
Reddex UK (www.reddexuk.com)	Reddex Design Starter	0843 289 4625	£18	1GB	Unlimited	10	✓	✓	✓	✓	✓	✓	✓	✓
Reddex UK (www.reddexuk.com)	Reddex Design Business	0843 289 4625	£59.88	10GB	Unlimited	100	✓	✓	✓	✓	✓	✓	✓	✓
Reddex UK (www.reddexuk.com)	Reddex Design Premium	0843 289 4625	£107.88	100GB	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓	✓	✓

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NAME AND URL

PACKAGE	PHONE NUMBER	COST PER YEAR	WEB SPACE	MONTHLY BANDWIDTH	POP3 ACCOUNTS	SHOPPING CART	VIRUS FILTER	FIREWALL	PHONE SUPPORT	EMAIL SUPPORT	WEB CONTROL PANEL	SERVICE LEVEL AGREEMENT
Skymarket (www.skymarket.co.uk)	Standard 1	0800 321 7788	£49	10MB	2GB	1	✓	✓	✓	✓	✓	✓
Skymarket (www.skymarket.co.uk)	Standard 2	0800 321 7788	£69	20MB	2GB	1	✓	✓	✓	✓	✓	✓
Skymarket (www.skymarket.co.uk)	Premium 1	0800 321 7788	£99	25MB	2GB	1	✓	✓	✓	✓	✓	✓
Skymarket (www.skymarket.co.uk)	Premium 2	0800 321 7788	£149	50MB	2GB	1	✓	✓	✓	✓	✓	✓
STRATO Hosting (www.strato-hosting.co.uk)	STRATO BasicWeb	00800 8007 0070	£48	2GB	Unlimited	1,000	✓	✓	✓	✓	✓	✓
STRATO Hosting (www.strato-hosting.co.uk)	STRATO PowerWeb	00800 8007 0070	£72	6GB	Unlimited	2,000	✓	✓	✓	✓	✓	✓
STRATO Hosting (www.strato-hosting.co.uk)	STRATO AdvancedWeb	00800 8007 0070	£120	20GB	Unlimited	4,000	✓	✓	✓	✓	✓	✓
STRATO Hosting (www.strato-hosting.co.uk)	STRATO EnterpriseWeb	00800 8007 0070	£180	50GB	Unlimited	6,000	✓	✓	✓	✓	✓	✓
Streamline.net (www.streamline.net)	Trial (3 month)	0844 941 1000	N/A	10GB	Unlimited	1,000	✓	Option	✓	✓	✓	✓
Streamline.net (www.streamline.net)	Starter	0844 941 1000	£23.88	500MB	Unlimited	20	✓	Option	✓	✓	✓	✓
Streamline.net (www.streamline.net)	Personal	0844 941 1000	£41.88	3GB	Unlimited	500	✓	Option	✓	✓	✓	✓
Streamline.net (www.streamline.net)	Plus	0844 941 1000	£71.88	10GB	Unlimited	1,000	✓	Option	✓	✓	✓	✓
Streamline.net (www.streamline.net)	Multisite	0844 941 1000	£137.88	20GB	Unlimited	Unlimited	✓	Option	✓	✓	✓	✓
Swish Hosting (www.swishhosting.co.uk)	Email	08445 67 69 71	£18	-	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Swish Hosting (www.swishhosting.co.uk)	Windows Hosting	08445 67 69 71	£66	-	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Swish Hosting (www.swishhosting.co.uk)	Linux Hosting	08445 67 69 71	£66	-	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Swish Hosting (www.swishhosting.co.uk)	eCommerce	08445 67 69 71	£90	-	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Swish Hosting (www.swishhosting.co.uk)	SiteBuilder	08445 67 69 71	£12	-	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Switch Media (www.switchmedia.com)	Switch Standard	0151 236 9111	£159	1GB	50GB	500	✓	✓	✓	✓	✓	✓
Switch Media (www.switchmedia.com)	Switch Business	0151 236 9111	£249	10GB	150GB	1500	✓	✓	✓	✓	✓	✓
Switch Media (www.switchmedia.com)	Business Pro	0151 236 9111	£348.96	20GB	300GB	5000	✓	✓	✓	✓	✓	✓
thename.co.uk (www.thename.co.uk)	Parking	0870 765 6364	£52.88	25MB	500MB	15	✓	✓	✓	✓	✓	✓
thename.co.uk (www.thename.co.uk)	Forwarding	0870 765 6364	From £15	N/A	500MB	N/A	✓	✓	✓	✓	✓	✓
thename.co.uk (www.thename.co.uk)	Hosting	0870 765 6364	From £7.50	N/A	N/A	N/A	✓	✓	✓	✓	✓	✓
Tidy Web Hosting (www.tidywebhosting.co.uk)	Entry	0844 884 9100	£25	100MB	1GB	Unlimited	✓	✓	✓	✓	✓	✓
Tidy Web Hosting (www.tidywebhosting.co.uk)	Home	0844 884 9100	£50	500MB	5GB	Unlimited	✓	✓	✓	✓	✓	✓
Tidy Web Hosting (www.tidywebhosting.co.uk)	HomePro	0844 884 9100	£100	1GB	10GB	Unlimited	✓	✓	✓	✓	✓	✓
Tidy Web Hosting (www.tidywebhosting.co.uk)	Business	0844 884 9100	£150	2GB	20GB	Unlimited	✓	✓	✓	✓	✓	✓
Tidy Web Hosting (www.tidywebhosting.co.uk)	BusinessPro	0844 884 9100	£250	5GB	50GB	Unlimited	✓	✓	✓	✓	✓	✓
TwentyHost (www.twentyhost.co.uk)	Basic55	0845 641 0776	£24	100MB	1,500MB	25	✓	✓	✓	✓	✓	✓
TwentyHost (www.twentyhost.co.uk)	Standard55	0845 641 0776	£45	200MB	3,000MB	50	✓	✓	✓	✓	✓	✓
TwentyHost (www.twentyhost.co.uk)	Business55	0845 641 0776	£70	500MB	7,500MB	100	✓	✓	✓	✓	✓	✓
TwentyHost (www.twentyhost.co.uk)	Advanced55	0845 641 0776	£110	1,000MB	15,000MB	200	✓	✓	✓	✓	✓	✓
VARIHOST (www.varihost.net)	WordPress Basic	0208 144 7057	£47.88	2GB	10GB	10	✓	✓	✓	✓	✓	✓
VARIHOST (www.varihost.net)	WordPress Plus	0208 144 7057	£71.88	4GB	100GB	100	✓	✓	✓	✓	✓	✓
VARIHOST (www.varihost.net)	WordPress Extra	0208 144 7057	£119.88	unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
WebFusion (www.webfusion.co.uk)	Fusion Professional	0845 130 1602	£107.40	5GB	50GB	1,000	✓	✓	✓	✓	✓	✓
WebFusion (www.webfusion.co.uk)	Fusion Business	0845 130 1602	£179.40	10GB	150GB	1,500	✓	✓	✓	✓	✓	✓
WebFusion (www.webfusion.co.uk)	Fusion Developer	0845 130 1602	£227.40	20GB	300GB	5,000	✓	✓	✓	✓	✓	✓
WebFusion (www.webfusion.co.uk)	Fusion Reseller	0845 130 1602	£329.99	Unlimited	Unlimited	Unlimited	✓	✓	✓	✓	✓	✓
Web Wiz (www.webwiz.co.uk)	Windows Starter	0844 358 1450	£69.95	1GB	25GB	100	✓	✓	✓	✓	✓	✓
Web Wiz (www.webwiz.co.uk)	Windows Professional	0844 358 1450	£149.95	4GB	100GB	500	✓	✓	✓	✓	✓	✓
Web Wiz (www.webwiz.co.uk)	Windows Starter Reseller	0844 358 1450	£199.95	5GB	25GB	500	✓	✓	✓	✓	✓	✓
Web Wiz (www.webwiz.co.uk)	Windows Business Reseller	0844 358 1450	£499.95	20GB	200GB	5,000	✓	✓	✓	✓	✓	✓
Zen Internet (www.zen.co.uk)	Bronze (Linux)	0845 058 9000	£47.88	2GB	10GB	10	✓	✓	✓	✓	✓	✓
Zen Internet (www.zen.co.uk)	Silver (Linux)	0845 058 9000	£95.88	5GB	50GB	25	✓	✓	✓	✓	✓	✓
Zen Internet (www.zen.co.uk)	Gold (Linux)	0845 058 9000	£143.88	10GB	100GB	50	✓	✓	✓	✓	✓	✓
Zen Internet (www.zen.co.uk)	Platinum (Linux)	0845 058 9000	£239.88	50GB	250GB	100	✓	✓	✓	✓	✓	✓

Golden rules to top hosting

We identify and explain the key criteria for success...

1

The best resources for you

Selecting your ideal package is largely determined by the kinds of resources and quantity of features you require from your hosting solution. Key criteria like web space and monthly bandwidth are important for those services likely to be subjected to heavy amounts of traffic, which is why package solutions for enterprise applications are typically much more expensive. The general rule of thumb is not to buy more than you need or underestimate potential requirements...

2

Competitive and reliable

The hosting market is big business and hosting providers do try to drive prices down in a bid to entice your custom. Use our chart to compare costs, but be sure to visit the vendor websites to keep track of the latest deals, as they change. Remember that low price should not always be a deciding factor and that paying a premium for a more reliable, trusted and experienced vendor can offer you much better value for money in the long term.

3

Putting you in control

Modern hosting is all about giving customers the power to set up, monitor and maintain their web space with minimal fuss. Most commercial vendors offer access to award-winning and intuitive control panels that enable you to log in remotely and intuitively tweak your account, without the need to relay complicated instructions down the phone. Be sure to find out from your potential host as much as you can about the control panel and request a demo.

4

Fantastic customer support

If all else fails and you need some extra help to get your hosting back online, then a commitment to future customer support is key. Many vendors offer a service-level agreement which outlines what you can expect here, however most will be more explicit about whether phone support is included or email contact is preferred. Think about what you need for peace of mind and factor good, comprehensive technical support against the price.

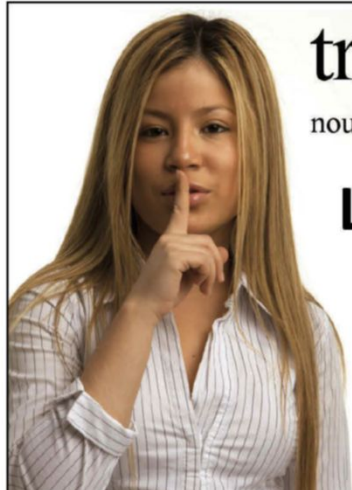
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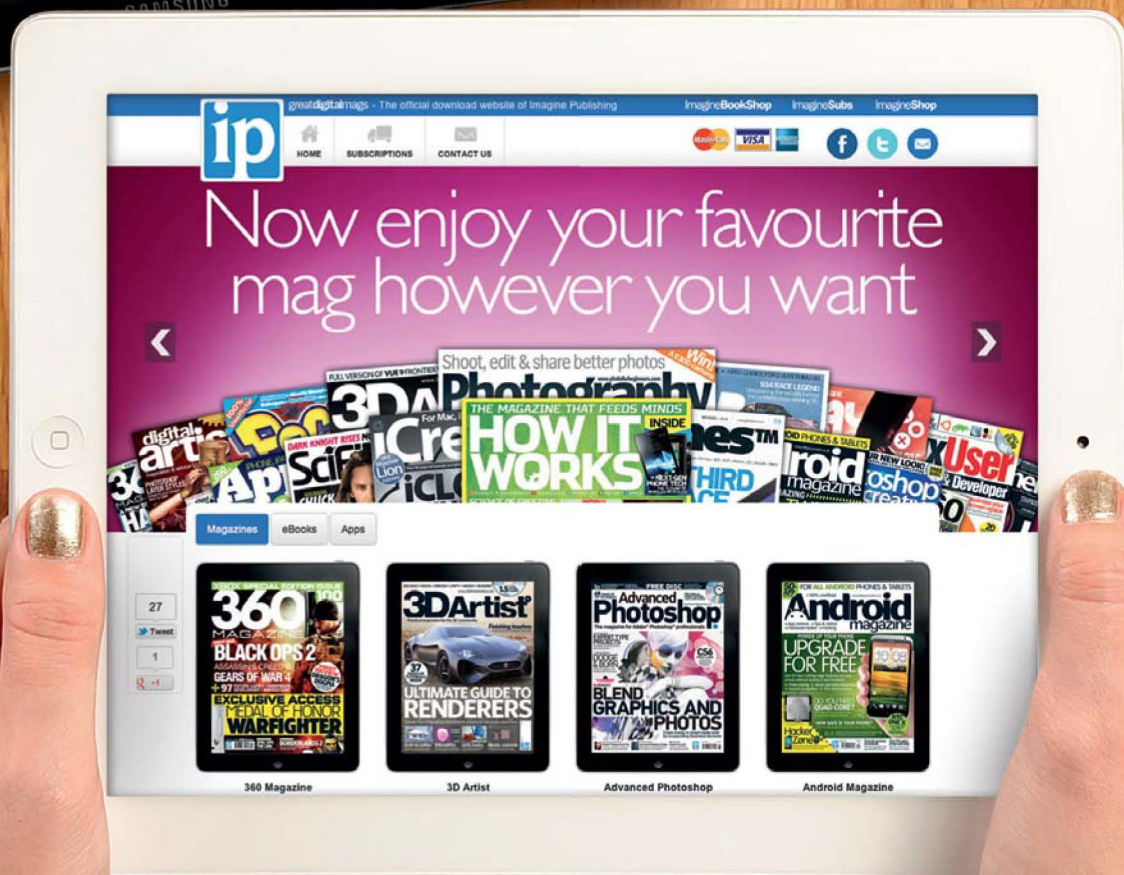
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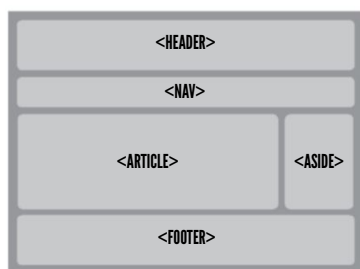
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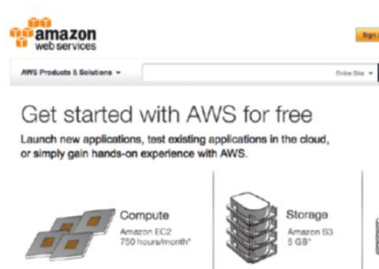
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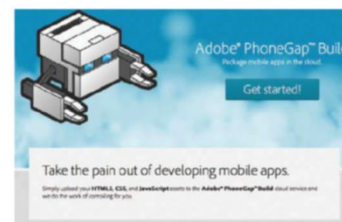
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