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<!DOCTYPE html>
<html xml:lang="ru" lang="ru">
<title >Анимация с использованием jQuery</title>
<style>
.frame {
  margin:    3em auto 3em auto;
  border:    thick solid silver;
}
.anim-ctl {
  opacity:   0;
  width:     100%;
  height:    100%;
}
.anim-ctl:hover {
  opacity:   .7;
  overflow:  hidden;
}
.anim-ctl .dir-ctl {
  width:     100%;
  height:    100%;
  margin:    0;
  border:    none;
  padding:   0;
}
.anim-ctl input.dir-ctl,
.anim-ctl .dir-ctl input {
  display:   block;
  margin:    0 auto 0 auto;
  width:     33%;
  height:    33%;
  border:    none;
  background: white;
}
.anim-ctl input.dir-ctl:hover,
.anim-ctl .dir-ctl input:hover {
  background: silver;
}
.anim-ctl [value="↑"] { }
.anim-ctl [value="←"] { margin-left: 0 !important; }
.anim-ctl [value="→"] { margin-right: 0 !important; }
.anim-ctl [value="→"],
.anim-ctl [value="↓"] {
  position: relative;
  top: -33%;
}
.archer-woa {
  width:     100px;
  height:    100px;
  background: url(http://opengameart.org/sites/default/files/graphics-sprites-WOAsprite.png) no-repeat;
}
.betty,
.george {
  width:     48px;
  height:    48px;
}
.betty {
  background: url(http://opengameart.org/sites/default/files/betty_0.png)
no-repeat;
}

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.george {
  background: url(http://opengameart.org/sites/default/files/george_0.png)
  no-repeat;
}
.rpg-sprite {
  width: 24px;
  height: 32px;
  background: url(http://opengameart.org/sites/default/files/rpg_sprite_wa
lk.png) no-repeat;
}
/* Классы направления
*
*   ↖   ↑   ↗
*   fnw  fn  fne
*
*   ←  fw   fe  →
*
*   fsw fs  fse
*   ↙   ↓   ↘
*/
.archer-woa.fs      { background-position: 0 0; }
.archer-woa.fs.p0  { background-position: -100px 0; }
.archer-woa.fs.p1  { background-position: -200px 0; }
.archer-woa.fs.p2  { background-position: -300px 0; }
.archer-woa.fs.p3  { background-position: -400px 0; }
.archer-woa.fs.p4  { background-position: -500px 0; }
.archer-woa.fs.p5  { background-position: -600px 0; }
.archer-woa.fn     { background-position: 0 -100px; }
.archer-woa.fn.p0  { background-position: -100px -100px; }
.archer-woa.fn.p1  { background-position: -200px -100px; }
.archer-woa.fn.p2  { background-position: -300px -100px; }
.archer-woa.fn.p3  { background-position: -400px -100px; }
.archer-woa.fn.p4  { background-position: -500px -100px; }
.archer-woa.fn.p5  { background-position: -600px -100px; }
.archer-woa.fe     { background-position: 0 -200px; }
.archer-woa.fe.p0  { background-position: -100px -200px; }
.archer-woa.fe.p1  { background-position: -200px -200px; }
.archer-woa.fe.p2  { background-position: -300px -200px; }
.archer-woa.fe.p3  { background-position: -400px -200px; }
.archer-woa.fe.p4  { background-position: -500px -200px; }
.archer-woa.fe.p5  { background-position: -600px -200px; }
.archer-woa.fw     { background-position: 0 -300px; }
.archer-woa.fw.p0  { background-position: -100px -300px; }
.archer-woa.fw.p1  { background-position: -200px -300px; }
.archer-woa.fw.p2  { background-position: -300px -300px; }
.archer-woa.fw.p3  { background-position: -400px -300px; }
.archer-woa.fw.p4  { background-position: -500px -300px; }
.archer-woa.fw.p5  { background-position: -600px -300px; }
.rpg-sprite.fs     { background-position: 0px 0px; }
.rpg-sprite.fs.p1  { background-position: -24px 0px; }
.rpg-sprite.fs.p2  { background-position: -48px 0px; }
.rpg-sprite.fs.p3  { background-position: -72px 0px; }
.rpg-sprite.fs.p4  { background-position: -96px 0px; }
.rpg-sprite.fs.p5  { background-position: -120px 0px; }
.rpg-sprite.fs.p6  { background-position: -144px 0px; }
.rpg-sprite.fs.p7  { background-position: -168px 0px; }
.rpg-sprite.fn     { background-position: 0px -32px; }
.rpg-sprite.fn.p1  { background-position: -24px -32px; }
.rpg-sprite.fn.p2  { background-position: -48px -32px; }
.rpg-sprite.fn.p3  { background-position: -72px -32px; }

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.rpg-sprite.fn.p4 { background-position: -96px -32px; }
.rpg-sprite.fn.p5 { background-position: -120px -32px; }
.rpg-sprite.fn.p6 { background-position: -144px -32px; }
.rpg-sprite.fn.p7 { background-position: -168px -32px; }
.rpg-sprite.fw { background-position: 0px -64px; }
.rpg-sprite.fw.p1 { background-position: -24px -64px; }
.rpg-sprite.fw.p2 { background-position: -48px -64px; }
.rpg-sprite.fw.p3 { background-position: -72px -64px; }
.rpg-sprite.fw.p4 { background-position: -96px -64px; }
.rpg-sprite.fw.p5 { background-position: -120px -64px; }
.rpg-sprite.fw.p6 { background-position: -144px -64px; }
.rpg-sprite.fw.p7 { background-position: -168px -64px; }
.rpg-sprite.fe { background-position: 0px -96px; }
.rpg-sprite.fe.p1 { background-position: -24px -96px; }
.rpg-sprite.fe.p2 { background-position: -48px -96px; }
.rpg-sprite.fe.p3 { background-position: -72px -96px; }
.rpg-sprite.fe.p4 { background-position: -96px -96px; }
.rpg-sprite.fe.p5 { background-position: -120px -96px; }
.rpg-sprite.fe.p6 { background-position: -144px -96px; }
.rpg-sprite.fe.p7 { background-position: -168px -96px; }
.betty.fs, .george.fs { background-position: 0px 0px; }
.betty.fs.p1, .george.fs.p1 { background-position: 0px -48px; }
.betty.fs.p2, .george.fs.p2 { background-position: 0px -96px; }
.betty.fs.p3, .george.fs.p3 { background-position: 0px -144px; }
.betty.fw, .george.fw { background-position: -48px 0px; }
.betty.fw.p1, .george.fw.p1 { background-position: -48px -48px; }
.betty.fw.p2, .george.fw.p2 { background-position: -48px -96px; }
.betty.fw.p3, .george.fw.p3 { background-position: -48px -144px; }
.betty.fn, .george.fn { background-position: -96px 0px; }
.betty.fn.p1, .george.fn.p1 { background-position: -96px -48px; }
.betty.fn.p2, .george.fn.p2 { background-position: -96px -96px; }
.betty.fn.p3, .george.fn.p3 { background-position: -96px -144px; }
.betty.fe, .george.fe { background-position: -144px 0px; }
.betty.fe.p1, .george.fe.p1 { background-position: -144px -48px; }
.betty.fe.p2, .george.fe.p2 { background-position: -144px -96px; }
.betty.fe.p3, .george.fe.p3 { background-position: -144px -144px; }
</style>
<script src="https://code.jquery.com/jquery-1.10.2.js" ></script>
<script>

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function generic_anim_init (cls, jq)
{
    return (jq
        ? jq.addClass ("animate").addClass (cls)
        : $ ("animate." + cls));
}

function generic_anim (jq, phases, stop)
{
    if (jq.length <= 0) {
        return;
    }

    /* Находим элементы в последней фазе */
    var last
        = jq.filter ("p" + (-1 + phases));

    var i;
    for (i = -2 + phases; i >= 0; i--) {
        jq.filter ("p" + i).addClass ("p" + (1 + i)).removeClass ("p" + i);
    }
}

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}

/* Заменяем последнюю фазу на 0 (.repeat) или pstop (иначе) */
last.not (".repeat").addClass ("pstop");
last.filter (".repeat").addClass ("p0");
last.removeClass ("p" + (-1 + phases));
}

var archer_woa_anim_delay = 333;
var archer_woa_jq;

function archer_woa_init (jq)
{
    archer_woa_jq
        = generic_anim_init ("archer-woa", jq);
}

function archer_woa_anim ()
{
    var jq = archer_woa_jq.not (".pstop");
    generic_anim (jq, 6);
    setTimeout (archer_woa_anim, archer_woa_anim_delay);
}

var betty_anim_delay = 275;
var betty_jq;

function betty_init (jq)
{
    betty_jq
        = generic_anim_init ("betty", jq);
}

function betty_anim ()
{
    var jq = betty_jq.not (".pstop");
    generic_anim (jq, 4);
    setTimeout (betty_anim, betty_anim_delay);
}

var george_anim_delay = 275;
var george_jq;

function george_init (jq)
{
    george_jq
        = generic_anim_init ("george", jq);
}

function george_anim ()
{
    var jq = george_jq.not (".pstop");
    generic_anim (jq, 4);
    setTimeout (george_anim, george_anim_delay);
}

var rpg_sprite_anim_delay = 125;
var rpg_sprite_jq;

function rpg_sprite_init (jq)

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{
  rpg_sprite_jq
    = generic_anim_init ("rpg-sprite", jq);
}

function rpg_sprite_anim ()
{
  var jq = rpg_sprite_jq.not (".pstop");
  generic_anim (jq, 8);
  setTimeout (rpg_sprite_anim, rpg_sprite_anim_delay);
}

$(document).ready (function () {
  $(".animate").hover (function () {
    var here = $(this);
    here.not (".fn, .fne, .fe, .fse, .fs, fsw, .fw, .fnw").addClass ("fs");
    here.not (".p0, .p1, .p2, .p3, .p4, .p5, .p6, .p7").addClass ("p0");
    here.addClass ("repeat").removeClass ("pstop");
  }, function () {
    $(this).removeClass ("repeat");
  });
  $(".anim-ctl .dir-ctl, .anim-ctl .dir-ctl input").on ("click", function (
) {
  var here = $(this);
  var anim = here.parentsUntil (".animate").parent ();
  var cls;
  switch (here.val ()) {
  case "↑":   cls = "fn"; break;
  case "↗":   cls = "fne"; break;
  case "→":   cls = "fe"; break;
  case "↘":   cls = "fse"; break;
  case "↓":   cls = "fs"; break;
  case "↙":   cls = "fsw"; break;
  case "←":   cls = "fw"; break;
  case "↖":   cls = "fnw"; break;
  }
  if (cls) {
    var dc
      = [ "fn", "fne", "fe", "fse", "fs", "fsw", "fw", "fnw" ];
    for (i = 0; i < 8; i++) {
      if (cls != dc[i]) { anim.removeClass (dc[i]); }
    }
    anim.addClass (cls);
  }
});
  archer_woa_init ();
  betty_init ();
  george_init ();
  rpg_sprite_init ();
  archer_woa_anim ();
  betty_anim ();
  george_anim ();
  rpg_sprite_anim ();
});
</script>

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<section>
<header>
<h1 >Анимация с использованием jQuery</h1>
</header>

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```
<div class="frame archer-woa fs pstop animate">
<form class="anim-ctl" >
<fieldset class="dir-ctl">
<input type="button" value="↑" />
<input type="button" value="←" />
<input type="button" value="→" />
<input type="button" value="↓" />
</fieldset>
</form>
</div>
<div class="frame betty fw pstop animate">
<form class="anim-ctl" >
<fieldset class="dir-ctl">
<input type="button" value="↑" />
<input type="button" value="←" />
<input type="button" value="→" />
<input type="button" value="↓" />
</fieldset>
</form>
</div>
<div class="frame george fs pstop animate">
<form class="anim-ctl" >
<fieldset class="dir-ctl">
<input type="button" value="↑" />
<input type="button" value="←" />
<input type="button" value="→" />
<input type="button" value="↓" />
</fieldset>
</form>
</div>
<div class="frame rpg-sprite fe pstop animate">
<form class="anim-ctl" >
<fieldset class="dir-ctl">
<input type="button" value="↑" />
<input type="button" value="←" />
<input type="button" value="→" />
<input type="button" value="↓" />
</fieldset>
</form>
</div>
</section>
```