

```
// set the number of snowflakes (more than 30 - 40 not recommended)    var snowmax
= 35;    // set the colors for the snow. Add as many colors as you like    var snowcolor =
["#aaaacc", "#ddddff", "#ccccdd", "#f3f3f3", "#0ffff"];    // set the fonts, that create the
snowflakes. Add as many fonts as you like    var snowtype = ["Times", "Arial", "Times",
"Verdana"];    // set the letter that creates your snowflake (recommended: *)    var
snowletter = "*";    // set the speed of sinking (recommended values range from 0.3 to 2)
var sinkspeed = 0.6;    // set the maximum-size of your snowflakes    var snowmaxsize = 30;
    // set the minimal-size of your snowflakes    var snowminsize = 8;    // set the
snowing-zone    // Set 1 for all-over-snowing, set 2 for left-side-snowing    // Set 3 for
center-snowing, set 4 for right-side-snowing    var snowingzone = 1;
//////////////////////////////////////    // CONFIGURATION ENDS HERE
//////////////////////////////////////    // Do not edit below this line    var snow =
[];    var marginbottom;    var marginright;    var timer;    var i_snow = 0;    var x_mv = [];
    var crds = [];    var lfrght = [];    var browserinfos = navigator.userAgent;    var ie5 =
document.all && document.getElementById && !browserinfos.match(/Opera/);    var ns6 =
document.getElementById && !document.all;    var opera = browserinfos.match(/Opera/);
var browserok = ie5 || ns6 || opera;    function randommaker(range) {        rand =
Math.floor(range * Math.random());        return rand;    }    function initsnow() {        if (ie5 ||
opera) {            marginbottom = document.body.clientHeight;            marginright =
document.body.clientWidth;        } else if (ns6) {            marginbottom = window.innerHeight;
            marginright = window.innerWidth;        }        var snowsizerange = snowmaxsize -
snowminsize;        for (i = 0; i (            marginright - 3 * lfrght[            i]
)        ) {            if (snowingzone == 1) {                snow[i].posx =
randommaker(marginright -snow[i].size);            }            if (snowingzone == 2) {
                snow[i].posx =                randommaker(marginright / 2 -snow[i].size);            }
            if (snowingzone == 3) {                snow[i].posx =
randommaker(marginright / 2 -snow[i].size) +                marginright / 4;            }
            if (snowingzone == 4) {                snow[i].posx =
randommaker(marginright / 2 -snow[i].size) +                marginright / 2;            }
            snow[i].posy = 0;        }        }        var timer = setTimeout("movesnow()", 50);    }
for (i = 0; i Il tuo browser non supporta la riproduzione audio.
```

Creare widget in html grazie a Chat GPT

Scritto da Administrator
Sabato 17 Giugno 2023 15:11

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{jcomments on}

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