without addresses - Simulation 2024

Project code notes by Marija Stupar

General concept

The project simulation and reconstruction consist of a meta "wrapper" concept and the revised codebase of the original project. The meta content loads first and embeds the reconstructed project via an iframe.

Meta content:
index.html
main-meta.js
style-meta.css

without addresses content:
index-wa.html
main-wa.js
search-items.js
text-strings.js
style-wa.css

barthes.html
concept.html
context.html
credits.html (not used)

Functionality breakdown

Meta content:

1. Detects if the user is accessing the site from a mobile device. Hides the Enter button and shows a mobile-specific alert message if the user is on a mobile device.
2. Removes the splash screen when the user clicks Enter. On click, fades out the splash screen, and zooms in the reconstructed content through the monitor frame.
3. Displays the meta project description in a side panel upon clicking the "About" button. Toggles the meta area sidebar panel to open or close. Updates the button content between "About" and "×" depending on whether the side panel is active.
4. Fetches events inside the iframe and displays relevant meta alerts on the main/meta page area. Adds event listeners to elements within the iframe and triggers appropriate info alerts when clicked (click logo to start, credits, context, old email links). Closes any info alert when its "x" button is clicked.
5. Has responsive breakpoint to better align the info meta alerts and iframe container for larger desktop screens.

Without addresses reconstruction:

1. Contains the reconstructed navigation of the original project
2. Opens the "Tell me who you are" popup on logo click
3. Once the "Tell me who you are" input is clicked, shows an info tooltip containing linkable search items selected randomly from a data list. The tooltip is displayed with a fade-in animation and a list of up to 50 terms at a time. Each term is clickable and can be inserted into an input field.
4. Upon clicking the "Tell me who you are" button, searches for a matching item based on the user's input. It updates the result link, and randomly positions clickable dots representing different items. If an item is found, its associated link is displayed, and additional links are assigned randomly to visual elements. If no match is found, an alert is shown.
5. Displays the output window, which shows a map with dots.
6. Makes an element draggable by allowing users to drag its parent container (movable window), and by positioning windows in front of others on handle click.
7. Attaches event listeners to dots displayed on the map, opening a popup window with an embedded iframe on click. The iframe displays content linked to the dot, and each popup can be dragged and closed independently.
8. Closes any result window when its "x" button is clicked.

Editing content:

- Meta content is available in index.html file, for intro text on the splash screen and project description under "About" section.

- Project meta descriptions are all available inside text-strings.js file which is used in different javascript functions to display content.

Reconstruction notes

- The popup windows inside the reconstruction iframe are all part of the same document, so standalone html pages for search input and map are not needed.
- The search-items.js has been updated to include the logic for displaying the search info meta alert. The number of random items displayed in it has changed from 100 to 50, and it refreshes on input click.
- The html and css for navigation items (barthes, concept, context) has been reconstructed and augmented to include the back link and the "browser header".