

```
// JavaScript Document
```

```
kisserCount = 15 //maximum number of images on screen at one time
```

```
curKisser = 0 //the last image DIV to be displayed (used for timer)
```

```
kissDelay = 1000 //duration images stay on screen (in milliseconds)
```

```
kissSpacer = 50 //distance to move mouse b4 next heart appears
```

```
theimage = "heart.gif" //the 1st image to be displayed
```

```
theimage2 = "Smile.gif" //the 2nd image to be displayed
```

```
//Browser checking and syntax variables
```

```
var docLayers = (document.layers) ? true:false;
```

```
var docId = (document.getElementById) ? true:false;
```

```
var docAll = (document.all) ? true:false;
```

```
var docbitK = (docLayers) ? "document.layers["+(docId) ?  
"document.getElementById("+(docAll) ? "document.all["+"document."
```

```
var docbitendK = (docLayers) ? "]":(docId) ? "]":(docAll) ? "]":""
```

```
var stylebitK = (docLayers) ? "": ".style"
```

```
var showbitK = (docLayers) ? "show": "visible"
```

```
var hidebitK = (docLayers) ? "hide": "hidden"
```

```
var ns6=document.getElementById&&!document.all
```

```
//Variables used in script
```

```
var posX, posY, lastX, lastY, kisserCount, curKisser, kissDelay, kissSpacer,  
theimage
```

```
lastX = 0
```

```
lastY = 0
```

```
//Collection of functions to get mouse position and place the images
```

```
function doKisser(e) {
```

```
posX = getMouseXPos(e)
```

```
posY = getMouseYPos(e)
```

```
if (posX > (lastX + kissSpacer) || posX < (lastX -  
kissSpacer) || posY > (lastY + kissSpacer) || posY < (lastY - kissSpacer)) {
```

```
    showKisser(posX, posY)
```

```
    lastX = posX
```

```
    lastY = posY
```

```
}
```

```
}
```

```
// Get the horizontal position of the mouse
```

```
function getMouseXPos(e) {
```

```
    if (document.layers||ns6) {
```

```
        return parseInt(e.pageX+10)
```

```
    } else {
```

```
        return (parseInt(event.clientX+10) + parseInt(document.body.scrollLeft))
```

```
}
```

```
}
```

```
// Get the vartical position of the mouse
```

```
function getMouseYPos(e) {
```

```
if (document.layers||ns6) {
```

```
return parseInt(e.pageY)
```

```
} else {
```

```
return (parseInt(event.clientY) + parseInt(document.body.scrollTop))
```

```
}
```

```
}
```

```
//Place the image and start timer so that it disappears after a period of time
```

```
function showKisser(x,y) {
```

```
    var processedx=ns6? Math.min(x>window.innerWidth-75) : docAll?  
    Math.min(x,document.body.clientWidth-55) : x
```



```
if (curKisser >= kisserCount) {curKisser = 0}
```

```
eval(docbitK + "kisser" + curKisser + docbitendK + stylebitK).left = processedx  
+ 'px'
```

```
eval(docbitK + "kisser" + curKisser + docbitendK + stylebitK).top = y + 'px'
```

```
eval(docbitK + "kisser" + curKisser + docbitendK + stylebitK + ".visibility = "" +  
showbitK + """)
```

```
if (eval("typeof(kissDelay" + curKisser + ")")=="number") {
```

```
eval("clearTimeout(kissDelay" + curKisser + ")")
```

```
}
```

```
eval("kissDelay" + curKisser + " = setTimeout('hideKisser(" + curKisser +  
"',kissDelay)"))
```

```
curKisser += 1
```

```
}
```

```
//Make the image disappear
```

```
function hideKisser(knum) {
```

```
eval(docbitK + "kisser" + knum + docbitendK + stylebitK + ".visibility = "" +  
hidebitK + """)
```

```
}
```

```
function kissbegin(){
```

```
//Let the browser know when the mouse moves
```

```
if (docLayers) {
```

```
document.captureEvents(Event.MOUSEMOVE)
```

```
document.onMouseMove = doKisser
```

```
} else {
```

```
document.onmousemove = doKisser
```

```
}
```

```
}
```

```
window.onload=kissbegin
```

```
if (document.all||document.getElementById||document.layers){
```

```
for (k=0;k<kisserCount;k=k+2) {
```

```
document.write('<div id="kisser' + k + '" class="kisser"></div>\n')
```

```
document.write('<div id="kisser' + (k+1) + '" class="kisser"></div>\n')
```

```
}
```

```
}
```