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// 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", "#dddddff", "#ccccdd", "#f3f3f3", "#f0fff"];   // 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.
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Creare widget in html grazie a Chat GPT

Scritto da Administrator  
Sabato 17 Giugno 2023 15:11

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{jcomments on}

{loadposition user6}