GNG2101

Introduction to Product Development and Management for Engineers and Computer Scientists

Project Deliverable J: User Manual

Submitted by

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Abstract

Manual begins by introducing the software which is a magnification software that works in google chrome. The goal is to help the people who have visual impairments. Then logic of the software is briefly explained in order to understand the code and give knowledge to use the software. Code explanation part comes to have a deep understanding of the software. Software can be improved by understanding the old version. This program uses 2 different libraries which are under MIT license and authors names are given at the library section. There is also a part to install the software to the users chrome, and a troubleshooting section.

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Introduction

This is a magnification software which works on google chrome to help the people who have visual impairments. Because they can not see properly, they can not use computers without assistance. By making this software we are hoping to improve their quality of life and minimise their dependent on others. Everyone who has difficulty seeing their screen can use this software. The current problem with magnification software is that they are way too complicated to use, and the user has to remember a bunch of settings. The main feature about our software is easy to use. All of the details and files can be found on the makerepo link which is located in the bibliography section.

Logic of the software

- The logic of the software is very easy. To initiate the software user has to click on the "magnifier" icon. This is very easy because it's a big icon and it's located on the bottom left corner. So even if the user can't see the icon he/she just can go to that location and press it, it is almost impossible to miss it.
- Ones the software start to work, user can zoom in or zoom out by using the mouse scroll
- When he/she is done with the magnifier or when they just want to turn it off, they
 have to press on the escape button for 1 second and then the software goes off.

Code explanation

Icon Code

First step is making a magnification icon in the screen

```
body {
        margin:0;
        padding: 0;
     .zoomWidget {
        position: fixed;
        left: 0;
        bottom: 0;
        margin-left: 20px;
        margin-bottom: 20px;
        background-image: url(https://otemiz.com/zoomwidget.png);
        width: 300px;
14
        height: 300px;
        background-size: cover;
        opacity: 0.5;
     .zoomWidget_hover {
20
        opacity: 1;
     .zoom_information {
        text-align: center;
        margin-top: -91px;
        background-color: #eee;
        padding: 10px;
        border-radius: 10px;
        font-family: verdana;
30
        font-size: 13px;
        border: 1.5px solid ■#ddd;
```

This is pretty straight forward, all it is doing is positioning the icon and deciding its width and height. Originally it was 100px to 100px. But to make it more visual we changed it to 300px to 300 px

Main Code

```
trying(); // calling this fonction trying in the bottom
     function trying() {
         // in order to add a constant div at the left bottom side, html data transfered to variable
         var TEMPLATE_INFO = '<div class="zoomWidget" onclick="bora();"></div>';
         $("body").after(TEMPLATE_INFO); // We select the body tag and add right after the html data that we created
10
     //this is a javascript code that wrote in the variable, when the function bora triggered
     // Software will take the screenshot of the website with the help of the html2canvas plugin
     // and paste it over the website
     var myvar = 'function bora() {' +
         ' html2canvas(document.querySelector(\'body\')).then(canvas => {' +
              var sss = canvas.toDataURL("image/png");' +
              document.body.style.display = "none";' +
              document.write(\'<img src="\'+sss+\'" />\');' +
         1}1;
       //this script is adding to pages body tags as a plugin
       let myScript = document.createElement("script");
       myScript.setAttribute("src", "https://html2canvas.hertzen.com/dist/html2canvas.min.js");
       document.body.appendChild(myScript);
       var inlineScript = document.createElement('script');
       inlineScript.innerHTML = myvar;
30
       document.head.append(inlineScript);
     var i = 0;
       var timer = setInterval(function(){
         var title = document.title; //title of the website transporting to a variable
         if (i != 1 && title === "") { // if i is not equal to 1 or title is empty
           //this script is adding to pages body tags as a plugin
40
           //this is a imageviewer plugin that taken from a shopping website
           //it's under MIT licence (will mention the autor name in the report)
           let myScript2 = document.createElement("script");
           myScript2.setAttribute("src", "https://tozmoda.com/catalog/view/javascript/jquery/jquery-2.1.1.min.js");
           document.body.appendChild(myScript2);
```

```
46
           let myScript3 = document.createElement("script");
           myScript3.setAttribute("src", "https://tozmoda.com/catalog/view/javascript/imageviewer.js");
           document.body.appendChild(myScript3);
           $("img").elevateZoom({
             zoomType
                             : "lens", //makes the magnifier round
             lensShape : "round", //makes the magnifier round
                        : 650, // size of the magnifier
             lensSize
             easing : false, // animation
             scrollZoom : true, // zoom in and zoom out via mousescroll
             gallery : "gallery_09",
             galleryActiveClass: "active"
           });
           // to see the keys the user pressing
           document.onkeydown = function(evt) {
               evt = evt || window.event;
               var isEscape = false; // understand if the user pressing the esc botton with this variable
66
               if ("key" in evt) {
                   isEscape = (evt.key === "Escape" || evt.key === "Esc");
               } else {
                   isEscape = (evt.keyCode === 27);
               if (isEscape && i != 0) {
                  location.reload(); //refresh the page
               }
           };
           if (title.length === 0) {
            //originaly this line was showing a "how to use message"
            //but because it is hard to see it we decided to delete the message
             setTimeout(function(){ $(".zoomLens").append('aa'); }, 3000);
           i = 1; // make i equal to 1
           clearInterval(timer); //reset the timer
       }, 1000);
```

Library

1) Imageviewer library

```
/*
    jQuery elevateZoom 3.0.8
    Demo's and documentation:
    www.elevateweb.co.uk/image-zoom

*
    Copyright (c) 2012 Andrew Eades
    www.elevateweb.co.uk

*
    Dual licensed under the GPL and MIT licenses.
    http://en.wikipedia.org/wiki/MIT_License
    http://en.wikipedia.org/wiki/GNU_General_Public_License

*

/*
    jQuery elevateZoom 3.0.3
    Demo's and documentation:
    www.elevateweb.co.uk/image-zoom

*
    Copyright (c) 2012 Andrew Eades
    www.elevateweb.co.uk

    Dual licensed under the GPL and MIT licenses.
    http://en.wikipedia.org/wiki/MIT_License
    http://en.wikipedia.org/wiki/MIT_License
    http://en.wikipedia.org/wiki/MIT_License
    http://en.wikipedia.org/wiki/GNU_General_Public_License
    http://en.wikipedia.org/wiki/GNU_General_Public_License
*/
```

2) Html2canvas library

```
/*!

* html2canvas 1.0.0-rc.7 < https://html2canvas.hertzen.com>

* Copyright (c) 2020 Niklas von Hertzen < https://hertzen.com>

* Released under MIT License

*/
```

Installation of the Software

- 1) Install the zip file from https://makerepo.com/Btavman/gng2101e22google-chrome-magnifier-
- 2) Unzip the file
- 3) Turn on the google chrome
- 4) Press on the puzzle icon which is located on the top right corner. Then press on the "manage extensions"
- 5) Turn on the developer mode and press on the load unpacked button (is it shown in figure.1). Load the unzipped file and press on the refresh button.

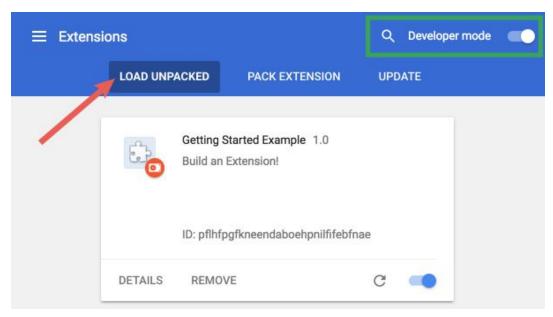
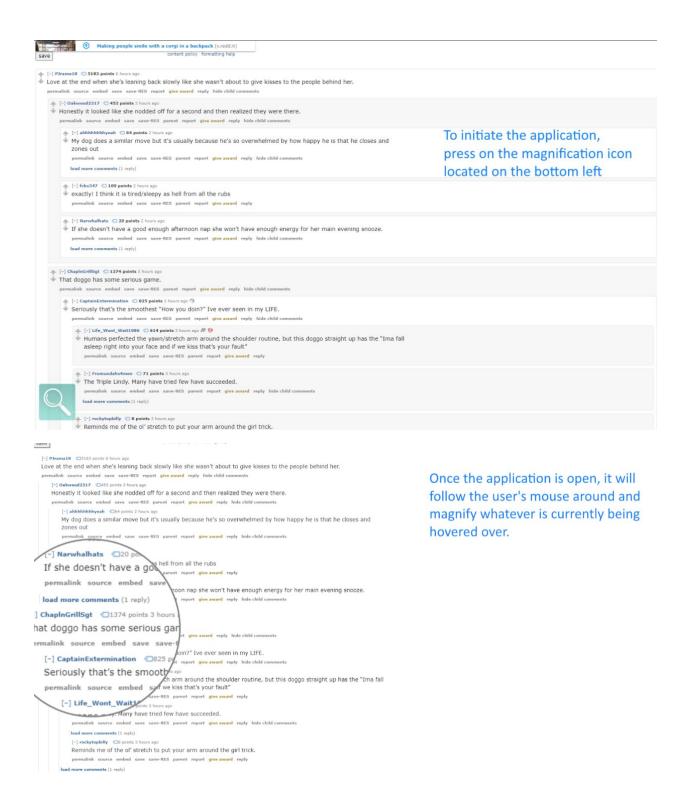


Figure.1

6) Done!

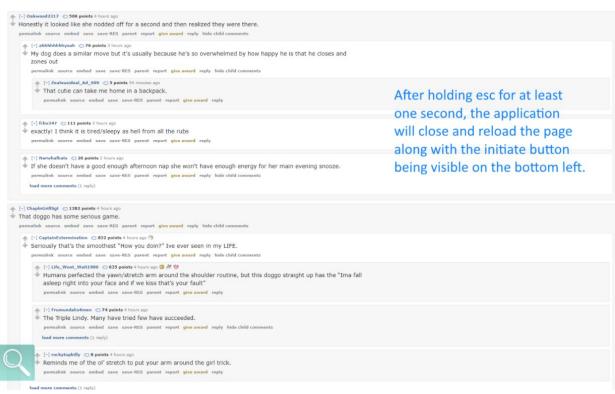
Software Screenshots





Maximum zoom in is currently at about 1000x strength.

The size of the magnification lens can be altered within the code only currently.



Capabilities

As it stated in the code explanation part, when the user clicks on the magnifier icon software takes a screenshot and paste it on the website. That means actually the user is not zooming in to the website but he/she zooming in to an image. Because of all of that this software can't be used

- 1. to watch a video
- 2. to follow what the users typing
- 3. to click on a link

Because the program using mouse scroll to zoom in and zoom out, when the magnifier is turned on, the user can't use the mouse scroll to scroll down on the website.

Because of this change in Github

(https://github.blog/2013-04-24-heads-up-nosniff-header-support-coming-to-chrome-and-firefox/) it is not possible to include a JavaScript file from GitHub into a local HTML. That means this software does not work on GitHub. Or any other website that has this problem.

Troubleshooting

Problem	Possible Cause	Solution	
Couldn't manage to turn on the magnification	Forget to press on the refresh button after installation	Go to chrome extensions page and press on the refresh button	
Can initiate the software but can't zoom in	Mouse detached from computer	Check your mouse connection	

Conclusion

We saw that making a magnification software is actually very difficult. In order to do it you have to constantly take information from the website and from your mouse pointer. Because we couldn't figure out how to do that we are basically taking a screenshot and zooming in to that. The possible feature work is to make this magnification software work on the videos and in every website. But in order to do that you have to entirely change the software. An easy improvement would be changing the color of the magnification icon when the pointer moves on to the icon. And another one is adding a "how to use" feature by a button or another way.

Bibliography

https://makerepo.com/Btavman/gng2101e22google-chrome-magnifier-

https://html2canvas.hertzen.com/dist/html2canvas.min.js

https://www.elevateweb.co.uk/image-zoom/

https://github.blog/2013-04-24-heads-up-nosniff-header-support-coming-to-chrome-and-firefox/

Appendices

Our final prototype's bill of materials and parts is equal to 0.