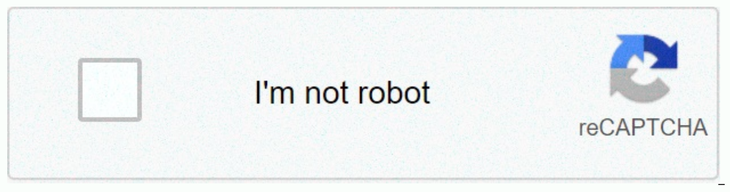

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Koala to the max hack

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File names are indexed.php using the upload GET parameter to mount the image. A sample URL would look like this: www.example.com?upload=example.jpg The image is not downloaded on the server - the image is loaded only from JavaScript when the page is loaded. The coded URL is indexed.php using the GET URL parameter. A sample URL would look like this: www.example.com?url=http%3A%2F%2Fimage-host.com%2Fimg.jpg.php There are 4 different ways to create an image, Selected by creating a random number. A random image of an animal is created from the URL of a random Unsplash image by requesting a random image of cityscapes and landmarks is generated from the URL of a random Unsplash image by requesting A random image of a car is generated from the URL of a random Unsplash image by requesting a random image selected from a /img/folder how it works bubbles all the main logic for creating the bubbles taken from the Koalas project to Max. All of this JavaScript uses the D3 directory .js D3. All these files for this are located in a /bubble/folder, which includes bubble.css, bubble.js d3.min.js. Loading the image The URL for the image is generated by PHP in the index.php stored $img image. The logic for creating the URL is described above. This variable $img to JavaScript code at the bottom of the page. var file = '<?php $img; ?>'; The URL can be a relative path on the same server or be an absolute path on an external server. To support the use of a URL from an external server, the following line is used to enable a crosssource image: img.crossOrigin = Anonymous; Desalination of random image API The syntax for a random image is as follows: width}x{height}/? {search_query1},{search_query2} URL is redirected to the random image URL, so it must be returned to the program. Unsplash also provides a more advanced API that returns a detailed JSON response. For more information about both methods visit Unsplash. The API can sometimes create an image without a clear subject, leading to a poor result when the bubbles are complete, making it difficult to ingulation. This is why the program produces some of its images from a set of pre-selected images from the /img/folder and also why it receives specific category images: animals, cityscapes/landmarks and cars. Future Development has found a better solution for loading only clear images (see above) Improve user interface design for the navigation menu and upload pages View full image with Koalas To The Max-based credits message by Vadim Ogybetsky on Page 2 Modern version of Koalas To The Max with simple JavaScript, PHP back-end image creation, modern user interface and integration with random image API image selection image upload images can be uploaded in /upload-img and stored on a server in the img folder loaded. File names are indexed.php using the upload GET parameter to mount the image. Sample URL will look: www.example.com?upload=example.jpg Image can be loaded using URLs from an external image with their URL Sends the URL, with the protocol, at /add-url. The image is not downloaded on the server - the image is loaded only from JavaScript when the page is loaded. The coded URL is indexed.php using the GET URL parameter. A sample URL would look like this: www.example.com?url=http%3A%2F%2Fimage-host.com%2Fimg.jpg.php There are 4 different ways to create an image, selected by creating a random number. A random image of an animal is created from the URL of a random Unsplash image by requesting a random image of cityscapes and landmarks is generated from the URL of a random Unsplash image by requesting A random image of a car is generated from the URL of a random Unsplash image by requesting a random image selected from a /img/folder how it works bubbles all the main logic for creating the bubbles taken from the Koalas project to Max. All of this JavaScript uses the D3 directory .js D3. All these files for this are located in a /bubble/folder, which includes bubble.css, bubble.js d3.min.js. Loading the image The URL for the image is generated by PHP in the index.php stored $img image. The logic for creating the URL is described above. This variable $img to JavaScript code at the bottom of the page. var file = '<?php $img; ?>'; The URL can be a relative path on the same server or be an absolute path on an external server. To support the use of a URL from an external server, the following line is used to enable a crosssource image: img.crossOrigin = Anonymous; Desalination of random image API The syntax for a random image is as follows: width}x{height}/? {search_query1},{search_query2} URL is redirected to the random image URL, so it must be returned to the program. Unsplash also provides a more advanced API that returns a detailed JSON response. For more information about both methods visit Unsplash. 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Most importantly, it lacked a golden opportunity to split into points that form an image instead of just making random colors. Creating this project seems like a fun project, and I reimmented it (with changes to my design) using D3 to process with SVG. The main idea was to split the dots into picture folds, with each larger point with the average color of the four dots contained within it recursively, allowing the code to work on any web-based image. The code sat in my Projects folder for some time; Valentine's Day was around the corner and I thought it might be a cute gift. I bought the domain name, found a cute picture, and so koalastothemax.com (KttM) was born. Application While the user-facing part of KttM has changed little since its inception, the application has been retested several times to integrate bug fixes, improve performance and bring support to a wider range of devices. Notable excerpts are shown below and the full code can be found on GitHub. Load the image if the image is hosted in koalastothemax.com (same) and then loading it is as simple as calling the img of a new image () var img = new image(); img.onload = function() { // Amazing processing code omitted }; img.src = the_image_source; One of KttM's main design goals was to allow people to use their photos as a exposed image. Therefore, when the image is in an arbitrary realm, it should be considered specifically. Given the same source restrictions, there should be an image proxy that can channel the image from the arbitrary realm or send the image data as a JSONP call. I originally used a library called $.getImageData but had to switch to a self-hosted solution after KttM went viral and brought the $.getImageData App Engine account to its limits. Extract the pixel data After the image is loaded, resize it to the dimensions of the best circle layer (128 x 128) and its pixel data cannot be extracted with an off-screen HTML5 fabric element. koala.loadImage = function (imageData) { // Create canvas for image data Resize and extract var fabric = document.createElement('canvas').getContext('2d'); // Draw the picture into a corner, Resize it to dim x dim canvas.drawImage (imageData, 0, 0, dimmed, dim); // Extract the pixel data from the same canvas area // Note: This conversation will throw a security exception if imageData // loaded from a different domain than the script. 128 seems to produce nice results but really any power of 2 can be used. Each circle at the best level corresponds to one pixel of the image that is resize wide. Build the split tree Resizing The image returns the data needed to render the best layer of pixelation. Each consecutive layer is formed by grouping neighboring clusters of four dots together and on their color average. The entire structure is stored as a quaternary, so that when a circle splits, it will have easy access to the points from which it was formed. During construction, each consecutive layer of wood is stored in an efficient 2D array. I have the data now to build the finestLayer = array2d tree (dull, dull); var size = minute size; Start by populating the base (spades) layer var xi, yi, t = 0, color; for (yi = 0; yi < dim; yi++) { for (xi = 0; xi < dim; xi++) { color = [colorData[t], colorData[t++) { for (xi = 0; xi, yi, new circle (vis, xi, yi, size, color)); t += 4; } } Start by going through the extracted color data from the image and creating the best circles. VAR C1, c2, c3, c4, current slayer = 0; While (size < maxSize) { dim /= 2; size = size * 2; layer = array2d (dull, dull); for (yi = 0; yi < dim; yi++) { for (xi = 0; xi < dim; xi++) { c1 = prevLayer(2 * xi, 2 * yi); c2 = prevLayer(2* xi + 1, 2 * yi); c3 = prevLayer(2* xi, 2 * yi + 1); c4 = prevLayer(2) * xi + 1, 2 * yi + 1); color = avgColor(c1.color, c2.color, c3.color, c3.color, c4.color; c1.parent = c2.parent = c3.parent = c4.parent = layer (xi, yi, New Circle (vis, xi, yi, size, color, [c1, c2, c3, c4], current slayer, onSplit)); } splitableByLayer.push (dull* dull); splitableTotal += dull* dull; current slayer++; prevLayer = Layer; } After creating the best circles, the following circles are each constructed by merging four points and multiplying the radius of the resulting point. , [Layer(0, 0)], true); This option activates the Circle.addToVis function that is used each time the circuit is split. The second argument is the array of circles to add to the page. Circle.addToVis = function(vis, circles, init) { var circle = vis.selectAll('.nope').data(circles) .enter().append('circle'); if (init) { // Setting the initial state of the initial circle = .attr('cx', function (d) { return d.x; }) .attr('cy', function(d) { return d.y; }) .attr('r', 4) .attr(Fill', '#ffffff') .transition() .duration(1000); } otherwise { // Setting the initial state of the open circle = .attr('cx', function(d) { return d.parent.x; }) .attr('cy', cy Functions(d) { return d.parent.y; }) .attr('r', function(d) { return d.parent.size / 2; }) .attr('fill', function(d) { return string (d.parent.rgb); }) 0.68) .transition() .duration(300); } // Switching to the final status cycle .attr('cx', function(d) { return d.x; }) .attr('cy', function(d) { return d.y; }) .attr('r', function(d) { return d.size / 2; }) .attr('fill', function(d) { string return(d.rgb); }) .attr (opacity fill, 1) .each ('end', function(d) { d.node = this; }); } This is where the D3 magic happens. The circles in circles are added (.append('circle') to the SVG container and animated to their location. The .attr calls are applied to all

elements in the selection. D3 handles animation. Place your mouse (and touch) over the circles you must split when the user moves the mouse (or finger) over them; To effectively do the normal layout structure can be exploited. The algorithm described significantly exceeds onmouseover original event handlers. Handle var prevMousePosition=null mouse events; Function in MouseMove() { var mousePosition = d3.mouse(vis.node()); // Do nothing if the mouse point is invalid if (isNaN(mousePosition[0])) { prevMousePosition = null; Repeat; } if (prevMousePosition) { findAndSplit(prevMousePosition, mousePosition); } prevMousePosition = mousePosition; d3.event.preventDefault(); } // Initialize interaction d3.select(document.body) .on('mousemove.koala', onMouseMove) first registered handles wide-body mouse events. The event handler tracks the previous mouse location and calls the findAndSplit function that passes through the line segments in which the user's mouse traveled. Search for FunctionAndSplit (startPoint, Endpoint) { BREAKINTERVAL(startPoint, Endpoint, 4); var circleToSplit = [] For (var i = 0; i < breaks.length - 1; i++) { var sp = breaks[i], ep = breaks[i+1]; var circle = splitableCircleAt(ep); if (circle and circle.issplitable() & circle.checkIntersection(sp, ep)) { circle.split(} } the findAndSplit function splits a large segment that the mouse might switch to for a series of segments Smaller (not greater than 4px) then checks each small segment for a potential circle node. splitableCircleAt(pos) function { var xi = Math.floor(pos[0] / minSize), yi = Math.floor(pos[1] / minSize), circle = best birth (xi, yi); if (!circle) return null; while (circle) circle :circle.is hall()) circle = circle.parent; Return Circle || zero; } SplitableCircleAt takes advantage of the normal layout structure to find the single circle that the section ends at the given point may intersect. This is done by finding the leaf junction of the nearest sea circle and crossing the split tree to find its visible father. Finally, the intersecting circle is split (circle.split().). Circle.prototype.split = function() { if (!this.isSplitable()) returns; d3.select(this.node).remove(); delete this node; Circle.addToVis (this.vis, this.children); it.onSplit(it); } Goes viral sometime after Valentine's Day I met with Mike Bostock (creator of D3) regarding D3 syntax and I showed him KttM, which he thought was worthy of a tweet - it was, after all, an early example of unnecessary artistic imaging done with D3. Mike has Twitter followers and his tweet, retweeted by some members of Google Chrome's development team, started to get some momentum. Since the coel was out of the bag, I decided it might as well be posted on Reddit. I posted this on a programming subreddit with the cute D3/SVG activated photo puzzle tile. And it got a respectable 23 points that made me happy. Later that day it was republished to the hilarious Subradit with the headline click on all the points :D And painted to the front page. The movement was exponential. Reddit had a spike that went down quickly, but people picked it up and spread it to Facebook, StumbleUpon, and other social networks. Traffic from these sources decays over time, but every few months KttM rediscellas and spikes movement. Such irregular movement patterns underscore the need to write scalable code. Conveniently KttM does most of the work within the user's browser; The server only needs to serve the page assets and one (small) image per page, allowing KttM to be hosted on a dirt-cheap shared storage service. Measuring engagement after KttM became popular I was interested in exploring how people actually interact with the app. Did they even realize that the initial single circuit could split up? Is someone really finishing the whole picture? Do people expose the circuitry uniformly? Initially the only trace on KttM was a vanilla GA code that follows a page view. It quickly became overwhelming. I decided to add custom event tracking when an entire layer was cleared and when a percentage of circles were split (with a fixed match of 5%). The event value is set to an hour in the seconds since the page loads. as you can see tracking such events offers both insights and room for improvement. The clear 0% event is shot when the first circuit is split and the average time for this event to shoot seems to be 308 seconds (5 minutes) which doesn't sound likely. in reality this happens when someone opens KttM and It is open for days afterwards and, if circle split, the event value will be enormous and it will skew the average. I wish GA had a histogram view. Even basic engagement tracking sheds huge amounts of light as far as how much people go through the game. These metrics proved very beneficial when the mouse-over algorithm was upgraded. I can, after a few days of running the new algorithm, see that people finish more of the puzzle before giving up. Lessons learned while doing, maintaining and running KttM I learned a number of lessons about using modern internet standards to build web applications that run on a wide range of devices. Some native browser utilities give you 90% of what you need, but to get your app acting just the way you want, you need to reapply them in JavaScript. For example, SVG mouse events could not handle the number of circuits well and were much more efficient to implement in JavaScript by utilizing the standard circuit layout. Similarly, the original base64 functions (atob, btoa) are not universally supported and do not work with unicode. It is surprisingly easy to support modern Internet Explorers (9 and 10) for old frame Google Chrome IEs and provides a great setback. Despite the huge improvements in standard compatibility it is still necessary to test the code in a wide variety of browsers and devices, as there are still differences in how some features are implemented. For example, in IE10 running in Microsoft Surface html {-ms-touch-action: None; } must be added to allow KttM to work correctly. Adding tracking and taking time to set up and collect key engagement metrics allows you to assess the impact of changes that have been deployed to users in a similar way. Having well-defined metrics allows you to run controlled tests to figure out how to optimize your application. Finally, listen to your users! They pick up on things you miss, even if they don't know it. The greetings message that appears upon completion was added after I received complaints that it was unclear when a full picture was revealed. All projects evolve forever and if you listen to your users and run controlled trials then there is no limit to how much you can improve. Improve.

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