

Owl Carousel 2

Overview

BPD websites use a jQuery plugin called *Owl Carousel* to render responsive sliding carousels in widgets such as:

- [Banner Slider Widget](#)
- [Campaign Slider Widget](#)
- [Product Gallery Widget](#)
- [Article Slider Widget](#)

Owl Carousel 2 comes additional functionality, especially around transition animations and navigation.

This article will detail the options available within the CMS, as well as show some working examples where practical.

Step-by-step guide

1. When you edit one of the widgets listed above, you'll now see Carousel Options on the main tab.



2. Click **Edit** and a pop-up will open, showing any existing options that have been applied to that widget.

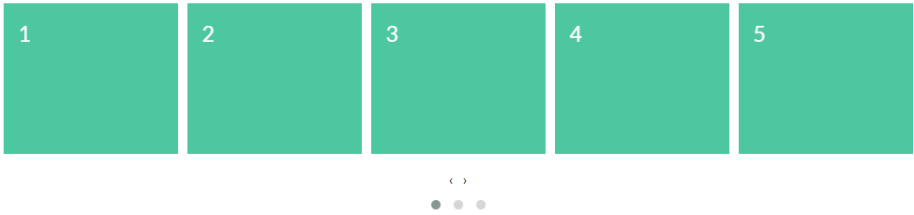
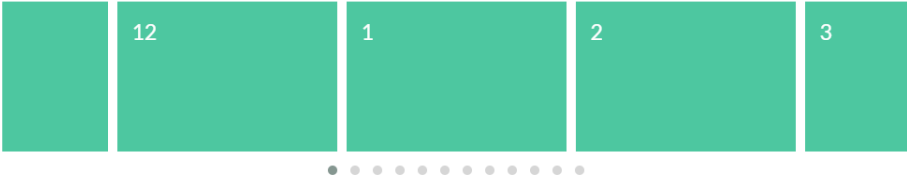

A screenshot of a 'Carousel Options' pop-up window. The window has a blue header with a gear icon and the text 'Carousel Options'. Below the header is a form with two columns: 'Name' and 'Value'. Each column has a text input field with the placeholder 'Please enter or select a Name ...'. Below the form is a green 'Add' button. Underneath is a section titled 'Existing Carousel Options' which contains a table. The table has three columns: 'Name', 'Value', and 'Options'. It lists four options: 'nav' with value 'true', 'autoplay' with value 'true', 'rewind' with value 'true', and 'autoplayTimeout' with value '3000'. Each row has 'Edit' and 'Remove' buttons. At the bottom of the pop-up are 'Cancel' and 'Apply' buttons.

3. From here, you can:
 - a. **update** the value of existing options: click **Edit** on an option to change its current value, then click **Update**.
 - b. **add** a new option: select an option from the dropdown, set the value, and click **Add**.
 - c. **remove** unwanted options: click **Remove** on an existing option to remove it from the widget.
4. Click **Apply** once you've finished, then **Save** your changes on the widget.

Here's an example

Your browser does not support the HTML5 video element

Carousel options

Option name	Definition	Example
items	The number of items (product tiles, banners, articles) visible on the carousel stage at any one time	<p>The default number of items is 3. The example below shows a carousel with "items" set to 5.</p> 
margin	The right margin (in pixels) for each item	
loop	Plays the carousel on infinite loop (instead of stopping at the end or rewinding back to the beginning).	Your browser does not support the HTML5 video element
center	Centers the starting /current item and shows partial previous /next items	<p>Center with loop</p>  <p>Center without loop</p> 
mouseDrag	Allows dragging via mouse	
touchDrag	Allows dragging on touchscreens	

stagePadding	Adds padding (in pixels) to the stage, making part of the neighbouring, off-stage L/R items visible	Your browser does not support the HTML5 video element
autoWidth	Allows variable width for items in the carousel	Your browser does not support the HTML5 video element
startPosition	The slide number to start on when the page loads	
nav	Shows next /prev buttons	
rewind	Slides backward to the beginning of the carousel when the last item is reached (rather than looping forward to the first item)	Your browser does not support the HTML5 video element
navText	The text for prev/next buttons when 'nav' is enabled (can use HTML)	
navElement	When 'nav' is enabled, this is the HTML container type for prev /next buttons (defaults to div)	
slideBy	Slides by whole page ('page') or by the specified number ('X') of slide items	
dots	Shows dot indicators which can be used for navigation	Your browser does not support the HTML5 video element

dotsEach	Specify 'true' to display a dot for each slide, or 'X' to show a dot for every 'X' slides	
autoplay	Slides items automatically, without user intervention	Your browser does not support the HTML5 video element
autoplayTimeout	The interval time (milliseconds) before autoplay begins, as well as between each slide animation	
autoplayHoverPause	Pauses the animation on mouse hover	
smartSpeed	The time (milliseconds) for all slide animations to complete.	
autoplaySpeed	The time (milliseconds) for the autoplay slide animation to complete when autoplay is on.	Your browser does not support the HTML5 video element
navSpeed	The time (milliseconds) for the next/prev navigation slide animation to complete (doesn't apply to dots or autoplay)	
dotsSpeed	The time (milliseconds) for the dot navigation slide animation to complete (doesn't apply to next/prev or autoplay)	

dragEndSpeed	The time (milliseconds) for the animation to complete once you stop dragging the slider left or right	
callbacks	Listens for specific events and allows advanced .js manipulation of the carousel (contact CV for assistance)	
responsive	Allows advanced owl carousel option manipulation at different breakpoints	
responsiveRefreshRate	The time (milliseconds) before the carousel refreshes after changing breakpoints	
video	Allows video in tiles (requires specific HTML - contact CV for assistance)	
videoHeight	Specifies video height	
videoWidth	Specifies video width	
animateOut	The animation effect when an item is exiting the user's view	<p>Here's an example of the "FadeOut" AnimateOut effect:</p> <p>Your browser does not support the HTML5 video element</p>
animateIn	The animation effect when an item is entering the user's view	<p>Here's an example of the "Tada" AnimateIn effect:</p> <p>Your browser does not support the HTML5 video element</p>

itemElement	The HTML container type for individual items (defaults to div)	
stageElement	The HTML container type for the entire stage (defaults to div)	
navContainer	Allows you to have the nav located in your own custom HTML container	
dotsContainer	Allows you to have the dots located in your own custom HTML container	

Animations

With the animateIn and animateOut options you'll notice **lots** of choices for effects. Due to the sheer number available, it's impractical to display demo videos for each one here, but we've included a few of the more popular effects.

However, you can see for yourself how each animation behaves on the Animate.css website: <https://daneden.github.io/animate.css/>

bounce
Your browser does not support the HTML5 video element
flash
Your browser does not support the HTML5 video element
flipInX
Your browser does not support the HTML5 video element
flipInY
Your browser does not support the HTML5 video element
slideInLeft
Your browser does not support the HTML5 video element

Other animate effects available:

- pulse
- rubber band
- shake
- swing
- tada
- wobble

- jello
- bounceIn
- bounceInDown
- bounceInLeft
- bounceInRight
- bounceInUp
- bounceOut
- bounceOutDown
- bounceOutLeft
- bounceOutRight
- bounceOutUp
- fadeIn
- fadeInDown
- fadeInDownBig
- fadeInLeft
- fadeInLeftBig
- fadeInRight
- fadeInRightBig
- fadeInUp
- fadeInUpBig
- fadeOut
- fadeOutDown
- fadeOutDownBig
- fadeOutLeft
- fadeOutLeftBig
- fadeOutRight
- fadeOutRightBig
- fadeOutUp
- fadeOutUpBig
- flip
- flipOutX
- flipOutY
- lightSpeedIn
- lightSpeedOut
- rotateIn
- rotateInDownLeft
- rotateInDownRight
- rotateInUpLeft
- rotateInUpRight
- rotateOut
- rotateOutDownLeft
- rotateOutDownRight
- rotateOutUpLeft
- rotateOutUpRight
- slideInUp
- slideInDown
- slideInRight
- slideOutUp
- slideOutDown
- slideOutLeft
- slideOutRight
- zoomIn
- zoomInUp
- zoomInDown
- zoomInLeft
- zoomInRight
- zoomOut
- zoomOutUp
- zoomOutDown
- zoomOutLeft
- zoomOutRight
- hinge
- jackInTheBox
- rollIn
- rollOut

Related Articles

- [Campaign Slider Widget](#)
- [Split Campaigns](#)
- [Import Campaign Products](#)
- [Slider Banners](#)
- [Device indicators for Banners](#)
- [Product Campaigns](#)
- [Banners by Device - new interface](#)
- [Targeting Banners by Device](#)
- [Campaigns](#)

- [Promotions & Marketing](#)

Additional Information

4.05+ will automatically use version 2 of the Owl Carousel.

Minimum Version Requirements	04.05.00
Prerequisites	None
Self Configurable	Yes
Business Function	Marketing
BPD Only?	Yes
B2B/B2C/Both	Both
Third Party Costs	n/a

Related help

- [Carousel Options](#)
- [Campaigns](#)
- [Promotions & Marketing](#)
- [Banners](#)
- [Use a Linked PDF for an Article](#)