## Legacy Controls NOTICE

This article references our legacy Web Forms Web Viewing controls (WebImageViewer, WebAnnotationViewer, WebThumbnailViewer). It is preserved for archival purposes, but support strongly recommends using our modern HTML5 web controls: WebDocumentViewer, WebDocumentThumbnailer instead.

INFO: WebDocumentViewer Whitepaper - Getting Started With Web Viewing

## Main Article Content

# ClientTools Objects

The objects shown below are used to represent the System.Drawing structs that are used within the server side portion of the DotImage WebControls.

## Usage:

**JavaScript**

```
/* You will need a reference to ClientTools.js before this snippet. * This reference is automatically added to the page, inline with the DotImage WebControls, * so placing this snippet below one of these controls will be sufficient. / function ClientToolsObjectsExample(){ // Create a new atalaPoint var myPoint = new atalaPoint(20, 100); // Change the point's values myPoint.X = 40; myPoint.Y = 80; // Create a new atalaSize var mySize = new atalaSize(320, 200); // Change the size's values mySize.Width = 40; mySize.Height = 80; // Create a new atalaRectangle var myRect = new atalaRectangle(50, 50, 320, 200); // Change the rectangle's values myRect.X = 100; myRect.Y = 100; myRect.Width = 800; myRect.Height = 600; }
```

## atalaPoint

This object mimics the System.Drawing.Point in syntax, for use on the client side.

### Constructor

| Server Name | JavaScript Syntax | Description |
|---|---|---|

| | | |
|---|---|---|
| N/A | **atalaPoint**(x : **int**, y : **int**) | Creates a new **atalaPoint** given the coordinates. |

### Properties

| Server Name | JavaScript Syntax | Description |
|---|---|---|
| N/A | **X** = **int** | Gets or sets the X coordinate for this **atalaPoint**. |
| N/A | **Y** = **int** | Gets or sets the Y coordinate for this **atalaPoint**. |

## atalaSize

This object mimics the System.Drawing.Size in syntax, for use on the client side.

### Constructor

| Server Name | JavaScript Syntax | Description |
|---|---|---|
| N/A | **atalaSize**(width: **int**, height : **int**) | Creates a new **atalaSize** given the height and width. |

### Properties

| Server Name | JavaScript Syntax | Description |
|---|---|---|
| N/A | **Height** = **int** | Gets or sets the height of this **atalaSize**. |
| N/A | **Width** = **int** | Gets or sets the width of this **atalaSize**. |

## atalaRectangle

This object mimics System.Drawing.Rectangle in syntax, for use on the client side.

### Constructor

| Server Name | JavaScript Syntax | Description |
|---|---|---|
| N/A | **atalaRectangle**(x : **int**, y : | Creates a new **atalaRectangle** |

| | | |
|---|---|---|
| | **int**, width : **int**, height : **int**) | given the height, width, and coordinates. |

### Properties

| Server Name | JavaScript Syntax | Description |
|---|---|---|
| N/A | **X** = **int** | Gets or sets the X coordinate for this **atalaRectangle.** |
| N/A | **Y** = **int** | Gets or sets the Y coordinate for this **atalaRectangle**. |
| N/A | **Height** = **int** | Gets or sets the height of this **atalaRectangle.** |
| N/A | **Width** = **int** | Gets or sets the width of this **atalaRectangle.** |

# ClientTools Methods

## Usage:

**JavaScript**

```
/* You will need a reference to ClientTools.js before this snippet. * This reference is automatically added to the page inline with the WebControls, * so placing this snippet below one of these controls will be sufficient. * This example also requires a WebImageViewer to demonstrate the usage of atalaEventAdd. *// execute this function on page load
atalaInitClientScript(ClientToolsMethodsExample); function ClientToolsMethodsExample(){ // Add some event handlers to ZoomChanged, although it's possible to call myOtherZoomEvent // from myZoomEvent to achieve the same outcome, this demonstrates how multiple functions // can be added to any event on WebControls. // Current context is usually the keyword 'this'
Atalasoft.Event.Attach(this, WebImageViewer1, 'ZoomChanged', myZoomEvent);
Atalasoft.Event.Attach(this, WebImageViewer1, 'ZoomChanged', myOtherZoomEvent); // Run offsets example ClientToolsOffsetExample(); // Bind document's mouse click event to get mouse position on click document.onclick = myClickEvent; } function myZoomEvent(){ // do something zoom related alert('myZoomEvent: Zoom changed to ' + WebImageViewer1.getZoom()); } function myOtherZoomEvent(){ // do another thing zoom related alert('myOtherZoomEvent: Zoom changed to ' + WebImageViewer1.getZoom()); } function myClickEvent(e){ // Most browsers pass in an event object (in this case 'e') // If the given object is null, then it's probably using 'event' if (!e){ e = event; } // Gets the page based mouse position, taking scroll position into account var mp = Atalasoft.Utils.getMousePosition(e); alert('Mouse click detected at x:' + mp.X + ' y:' + mp.Y); } function ClientToolsOffsetExample(){ // Even though an object of the name WebImageViewer1 already exists, it is not a DOM // element, it is an object of type atalaWebImageViewer. To get the actual container // DOM object, we use getElementById. var viewerDomObject = document.getElementById('WebImageViewer1'); // Get the offset from the left
```

```
side of the page. var x = Atalasoft.DOM.getOffsetLeft(viewerDomObject); // Get the offset
from the top of the page. var y = Atalasoft.DOM.getOffsetTop(viewerDomObject); // Alert the
current position of the WebImageViewer1 DOM element alert('The WebImageViewer1 DOM element is
' + x + ' pixels from the left, and ' + y + ' pixels from the top.'); }
```

| Server Name | JavaScript Syntax : Return value | Description |
|---|---|---|
| N/A | **Atalasoft.Event.Attach**(context : **object**, target : **object**, name : **string**, event : **function**)<br><br>**atalaEventAdd**(context : **object**, target : **object**, name : **string**, event : **function**) | Appends a given *function* to be executed on the *target* object when the event *name* fires within the current *context*.<br><br>Please see above example for syntax. |
| N/A | **Atalasoft.Utils.getMousePosition**(event : **object**) : **atalaPoint**<br><br>**atalaGetMousePosition**(event : **object**) : **atalaPoint** | Attempts to get the mouse position from the event object passed in. Actual mouse position is added to the current scroll position (if any), to get true page based position. CSS1 compatability mode is also supported.<br><br>Expected input: browser created mouse event **object**.<br><br>**Note**: This method does not sanity check the input object for performance reasons. |
| N/A | **Atalasoft.DOM.getOffsetLeft**(domElement : **object**) : **int**<br><br>**atalaGetOffsetLeft**(domElement : **object**) : **int** | Gets the number of pixels on the X-axis from the given object to the top of the DOM tree recursively. |
| N/A | **Atalasoft.DOM.getOffsetTop**(domElement : **object**) : **int**<br><br>**atalaGetOffsetTop**(domElement : **object**) : **int** | Gets the number of pixels on the Y-axis from the given object to the top of the DOM tree recursively. |

| | | |
|---|---|---|
| | : **object**) : **int** | |
| N/A | **Atalasoft.Utils.InitClientScript**(function : **string**)<br><br>**atalaInitClientScript**(function : **string**) | Adds a function or script to be executed when the page has finished loading.<br>Expected input: **function** or **string** of JavaScript. |
| N/A | **Atalasoft.Utils.UrlDecode**(value : **string**) : **string**<br><br>**atalaUrlDecode**(value : **string**) : **string** | Returns a decoded **string** that was url encoded with atalaUrlEncode. |
| N/A | **Atalasoft.Utils.UrlEncode**(value : **string**) : **string**<br><br>**atalaUrlEncode**(value : **string**) : **string** | Returns an encoded **string**, so that it can be used in a url. |

## Original Article

Q10358 - INFO: ClientTools - JavaScript API Reference (Legacy Web Controls)

## Last Update

2026-11-06 - TD - (Minor Fix on Intro)

Atalasoft Knowledge Base
https://www.atalasoft.com/kb2/KB/50129/INFO-ClientTools-JavaScript-API-Refe...