

How to Edit GSAP Animations

HOMEPAGE SCRIPTS - SNAXX TEMPLATE

This guide explains how to safely customize the GSAP scripts used on the homepage without breaking functionality or Webflow interactions. It is written for template buyers (no coding experience required).

Quick Start (Read This First)

- **Where these scripts live:** Webflow Project Settings -> Custom Code -> Footer (Before `</body>`).
- **Do not paste duplicates:** These scripts create global instances to prevent re-inits. Duplicates can cause jitter, broken drag, or invisible elements.
- **Required libraries:** GSAP core is required. Some scripts also require **ScrollTrigger** and/or **Draggable** (and optionally **InertiaPlugin**).
- **Mobile behavior:** The wheel slider is intentionally disabled at widths $\leq 568\text{px}$.
- **Reduced motion:** Users with "Reduce Motion" enabled will see simplified (non-animated) behavior.

If anything looks broken: remove your recent edits, publish again, then re-apply changes one section at a time.

What's Inside

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Before You Edit Anything

All scripts are wrapped in **window.Webflow.push**, which means they run after Webflow finishes initializing the page. Keep that wrapper intact.

Dependencies

- **GSAP core** is required for all animations.
- **ScrollTrigger** is required only for the “Hand-With-Bag Parallax” script.
- **Draggable** is required only for “Product Slider 02”.
- **InertiaPlugin** is optional for “Product Slider 02” (adds momentum). The slider still works without it.

Safe Editing Rules

- Change **numbers** (durations, eases, distances) freely.
- Do not rename **class selectors** unless you also rename them in Webflow.
- Do not remove any **global instance guards** like **window.__SIPLY_WHEEL__** (these prevent duplicate behavior).
- If you change a breakpoint, change it everywhere it appears (example: 568px).

1) Product Wheel Slider (Arc Carousel)

What it does: Positions product cards along a curved arc and lets users navigate with arrows or drag. It also reveals the active slide's UI (info box + splash) and hides UI for non-active slides.

Main selectors used: .product-slider, .product-wheel-viewport, .product-wheel, .product-slide, .product-prev, .product-next

Key Settings You Can Customize (CFG object)

Setting	What it controls	Typical safe range
arcStepDeg	Spacing between cards along the arc	16 - 30
radiusXFactor	How wide the arc is	0.45 - 0.80
radiusYFromWidthFactor	How tall the arc is (based on viewport width)	0.12 - 0.30
rotateFactor	Card tilt while moving along arc	0.4 - 1.2
scaleMin	How small far cards get	0.65 - 0.90
duration	Slide move duration (seconds)	0.45 - 1.2
ease	Slide move ease	power2.out / power3.out / expo.out
visibleRange	How many slides show on each side	1 - 3
dragPixelsPerStep	How far to drag to trigger next/prev	80 - 160

Mobile Disable (Important)

This wheel slider is intentionally disabled on screens $\leq 568\text{px}$. If you want it to run on mobile, you must remove the mobile return blocks and redesign the layout for touch + small screens. Most templates keep it disabled for performance and layout stability.

Active Slide UI (Info Box + Splash)

The wheel script manages two UI elements per slide: **.product-bottom-info-box** and **.splash-can-container .splash-01**. Non-active slides are forced hidden (opacity 0, scale 0). Active slide is shown and animated.

To adjust the pop animation, edit: **uiInDuration1**, **uiInDuration2**, **uiOvershoot**, **uiEaseIn**, and **uiEaseSettle**.

2) Wheel “Reveal on Change” (Change-Only Animation)

What it does: Plays a separate reveal animation **ONLY** when the active slide changes. It watches for **data-active** attribute changes and then animates the active slide's image + text.

Main selectors used inside each slide: `.product-image-wrapper-main`, `.h3-heading-main`, `product-name`, `.product-slide-button-wrapper`, `.product-bottom-info-box`

How it avoids bugs

- **Skips initial load:** the first active slide is recorded, not animated.
- **Cooldown:** prevents spam animations during fast drags.
- **MutationObserver:** listens only for data-active flips, then waits two animation frames.

Safe edits

- Change the reveal feel by adjusting **duration**, **ease**, **stagger**, and the text Y offset.
- If the image pops too hard, reduce **elastic.out(1, 0.55)** to something softer like **back.out(1.1)**.
- If it feels delayed, reduce the double `requestAnimationFrame` to a single one.

Common conflict: this script animates parts that the wheel script may also set. That's why it sets initial states only at the moment of animation (never on page load).

3) Hand-With-Bag Parallax (ScrollTrigger)

What it does: Creates a smooth parallax entrance for two elements inside `.content-wrapper.hand-with-bag`, animating them into place as you scroll.

Selectors: `.content-wrapper.hand-with-bag`, `.content-block.hand-with-bag_01`, `.content-block.hand-with-bag_02`

What you can change

- **Start/end points:** change **start** and **end** in `ScrollTrigger` to control when it begins and how long it lasts.
- **Scrub:** higher values = smoother and slower interpolation (example: 1.2 - 2.2).
- **Initial offsets:** edit x/y/rotate/z values in the initial `gsap.set` calls.

4) Hero Reveal + Floating Chips

What it does: Reveals hero text (stars, headings, CTA) with a 3D motion blur feel, then reveals four chip images and starts a noticeable floating loop.

Selectors: section.section.red-text, .review-5-stars, .h1-heading.home-hero, .button-container-03, .image-wrapper.chip-01..chip-04

Safe edits (most common)

- **Make it calmer:** reduce y offsets (e.g., -140 to -60) and reduce blur (8px to 4px).
- **Make it snappier:** reduce durations (0.95 to 0.7) and stagger (0.18 to 0.12).
- **Change float speed:** edit the floating durations (d) and y distance (y) in the floats array.
- **Change float intensity:** reduce y values (e.g., 44 to 20).

If chips look blurry after animation, keep **force3D** but ensure **clearProps** runs (it removes willChange).

5) Product Slider 02 (Draggable + Progress Bar)

What it does: A horizontal slider that you can drag. It snaps to each slide and includes a draggable progress handle + click-to-jump progress bar.

Selectors: .product-slider-02, .product-slider-mask, .product-slide-02, .slider-progress-container, .slider-progress-switch

Important behaviors

- **Snap logic:** snaps to each slide's `offsetLeft` (ignores the end spacer).
- **End space:** `END_SPACE_PX` adds breathing room after the last slide.
- **Progress sync:** progress handle position is derived from track x position.

Most common edits

- Change `END_SPACE_PX` to increase/decrease space after the last slide.
- Change the slide animation feel by adjusting `tweenTo()` duration/ease.
- If dragging feels too loose/tight, adjust `edgeResistance` and (if using inertia) the `InertiaPlugin` settings.

6) Pointer / Image Drag Fix

What it does: Prevents images inside `.product-wheel` from being draggable/selectable. This stops the "ghost image" drag behavior in browsers and keeps pointer interactions smooth.

If you add new images inside the wheel later, this script automatically covers them.

7) Troubleshooting Checklist

If something breaks after edits, use this checklist in order:

- **Publish + hard refresh:** Publish the site, then hard refresh (Cmd/Ctrl+Shift+R).
- **Check library loading:** Make sure GSAP / ScrollTrigger / Draggable are loaded on the page where the script runs.
- **Check selectors:** If you renamed any classes in Webflow, update them in the script.
- **Watch for duplicates:** The same script pasted twice can cause stutter, hidden elements, or double drag.
- **Mobile rules:** Remember the wheel disables itself on $\leq 568\text{px}$.
- **Inspect console errors:** If you see "Cannot read properties of null", a selector is missing on that page.
- **Temporarily disable one script:** Comment out one block at a time to isolate the issue.

Support tip: When reporting an issue, include: page URL, device width, and a screenshot of the Webflow Navigator showing the element class names.