

How to Edit GSAP Animations

REVIEWS PAGE SCRIPTS - SNAXX TEMPLATE

This guide covers the GSAP scripts used on the Reviews page: (1) product wheel “reveal on slide change”, (2) hand-with-bag parallax, (3) hero chip reveal + floating loop, (4) drag slider with progress switch, and (5) pointer/drag safety fixes.

Quick Start (Read This First)

- **Where scripts live:** Page Settings (Reviews page) or Project Settings -> Custom Code (Footer).
- **Required libraries:** GSAP core. **Draggable** required for the drag slider. **InertiaPlugin** optional. **ScrollTrigger** required only for the parallax section.
- **Reduced motion:** Several scripts respect **prefers-reduced-motion** and will disable themselves when enabled.
- **No duplicates:** Some scripts use global singletons to prevent double init. Duplicating the code can still cause unexpected results.

Best practice: Keep each script in its own `<script>` block exactly as provided. Avoid merging scripts unless you know what you're doing.

What's Inside

1	Script A — Product Wheel: Reveal Active Slide on Change (MutationObserver)
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1) Script A — Product Wheel Reveal on Slide Change

What it does: Plays a “reveal” animation only when the active wheel slide changes. It watches for **data-active** attribute changes and animates the new active slide's image + text.

How it avoids spam: Uses a cooldown and skips the initial active slide on load so it doesn't animate immediately.

Key selectors (inside each .product-slide)

Slider root	.product-slider
Slide	.product-slide (active uses data-active="true")
Image wrapper	.product-image-wrapper-main
Product name	.h3-heading-main.product-name
Button wrapper	.product-slide-button-wrapper
Info box	.product-bottom-info-box

Safe edits you can make

- **Reveal timing:** change **duration** values (0.65 / 0.85) for slower or faster reveals.
- **Ease:** swap **elastic.out(1, 0.55)** to **back.out(1.4)** for a less bouncy feel.
- **Text offset:** change **y: 26** to a smaller number for less movement.
- **Cooldown:** change **setCooldown(220)** if you want more/less protection during drag bursts.

2) Script B — Hand With Bag Parallax (ScrollTrigger)

What it does: Creates a smooth parallax entrance for two hand elements as the user scrolls.

Requirements: GSAP + **ScrollTrigger**. If ScrollTrigger is not loaded, this script will not run.

Key selectors

Trigger wrapper	.content-wrapper.hand-with-bag
Left hand	.content-block.hand-with-bag._01
Right hand	.content-block.hand-with-bag._02

Safe edits for parallax feel

- **Start / end:** adjust **start: "top 80%"** and **end: "top 25%"** to control when it plays.
- **Scrub:** change **scrub: 1.6** (higher = smoother/slower, lower = snappier).
- **Off-screen distance:** tweak **x: "±22vw"** and **y: "10vh"** to change the entrance distance.

3) Script C — Hero Reveal + Floating Chips

What it does: On page load, reveals hero content + 4 chip images with a 3D-style motion. After the reveal, it starts an infinite floating loop on the chips.

Key selectors

Hero section	section.section.red-text
Stars	.review-5-stars
Hero H1 (part A)	.h1-heading.home-hero:not(._02)
Hero H1 (part B)	.h1-heading.home-hero._02
CTA	.button-container-03
Chip images	.image-wrapper.chip-01chip-04

Safe edits you can make

- **Reveal speed:** adjust durations (0.95, 1.05) and the timeline delay (0.08).
- **Float intensity:** change float **y** values (34–44) for more/less movement.
- **Float speed:** change float **d** values (1.6–2.2) for faster/slower loops.
- **Ease:** swap **back.out(1.35)** if you want less “pop”.

4) Script D — Product Slider 02: Draggable + Progress Switch

What it does: Creates a horizontal drag slider that snaps to each slide. A progress switch can also be dragged to scrub the slider. Clicking the progress track jumps to a position.

Requirements: GSAP + **Draggable**. InertiaPlugin is optional (adds momentum).

Key selectors

Slider root	.product-slider-02
Mask / viewport	.product-slider-mask
Slides	.product-slide-02
Auto-built track	.gsap-track-02 (created if missing)
End spacer	.gsap-end-spacer (created)
Progress track	.slider-progress-container
Progress switch	.slider-progress-switch

Safe settings to edit

- **END_SPACE_PX:** change 48 to increase/decrease space after the last slide.
- **Snap feel:** change tween duration in **tweenTo()** (0.7) for faster/slower snap.
- **Edge resistance:** adjust **edgeResistance: 0.9** (lower = looser edges).

5) Script E — Pointer/Drag Safety (Disable Image Drag)

What it does: Prevents images inside `.product-wheel` from being draggable/selectable. This reduces accidental browser drag behavior and improves the feel of pointer swipes.

Wheel element	<code>.product-wheel</code>
Images inside wheel	img (inside <code>.product-wheel</code>)

Troubleshooting Checklist

If something breaks after edits, check these first:

- **Libraries loaded:** GSAP core always. ScrollTrigger only if using parallax. Draggable only if using the drag slider.
- **Selectors match:** Make sure class names match Webflow exactly (including underscores like `._02`).
- **Duplicate scripts:** If animations feel doubled, you likely pasted code twice or in both Project + Page settings.
- **Reduced motion:** If your OS/browser has reduced motion enabled, these animations may be disabled.
- **CMS / dynamic slides:** If slides are loaded late, refresh behavior may be needed (rare).

Support tip: When asking for help, include the page URL + a screenshot of the Webflow Navigator showing the class names.