

Products CMS Template GSAP Guide

This guide explains what each script does on the **Products CMS Template (PDP)** page, what you can safely edit, and what must stay exactly the same for Webflow + GSAP to keep working.

Dependencies (must be loaded on the page)

- GSAP core (required).
- Draggable plugin (required for the horizontal slider).
- InertiaPlugin (optional but recommended for momentum).
- ScrollTrigger is NOT used in these scripts.

Golden rules

- Do not rename Webflow class selectors unless you also update the script selectors.
- Keep only one copy of each script per page (avoid duplicates in embeds).
- If you edit durations/eases, test on desktop + mobile breakpoints.

SCRIPT 1

Horizontal slider (Draggable + progress switch)

This script powers **.product-slider-02**: a horizontal drag slider that snaps to each slide and syncs a draggable progress switch.

Key elements it expects

Required structure (selectors)

- **.product-slider-02** (root wrapper)
- **.product-slider-mask** (viewport/mask)
- **.product-slide-02** (each slide card)
- **.slider-progress-container** (progress track)
- **.slider-progress-switch** (thumb you can drag)

What you can safely change

Editable settings

- **END_SPACE_PX** — space after the last slide (default 48px).
- Progress selectors if you change class names: **progressTrackSel**, **progressSwitchSel**.
- Tween feel: **duration** and **ease** inside *tweenTo()* (default: 0.7, power3.out).

Mobile stretch fix (why it's here)

On some mobile layouts, flex children can stretch along the cross-axis. This script forces the track to align items to the top and prevents slide wrappers from stretching:

The two lines that prevent stretching

- track: **alignItems**: "flex-start"
- slides: **alignSelf**: "flex-start"

Copy-safe reference snippet

Script 1 — Slider core (trimmed reference)

Monospace — copy/paste safe

```
<script>
window.Webflow = window.Webflow || [];
window.Webflow.push(function () {
  if (!window.gsap || !window.Draggable) return;

  gsap.registerPlugin(Draggable);
  if (window.InertiaPlugin) gsap.registerPlugin(InertiaPlugin);

  var END_SPACE_PX = 48;
  var progressTrackSel = ".slider-progress-container";
  var progressSwitchSel = ".slider-progress-switch";

  var root = document.querySelector(".product-slider-02");
  if (!root) return;

  var mask = root.querySelector(".product-slider-mask");
  if (!mask) return;

  var initialSlides = gsap.utils.toArray(mask.querySelectorAll(".product-slide-02"));
  if (!initialSlides.length) return;

  var progressTrack = document.querySelector(progressTrackSel);
  var progressSwitch = document.querySelector(progressSwitchSel);

  var track = mask.querySelector(".gsap-track-02");
  if (!track) {
    track = document.createElement("div");
    track.className = "gsap-track-02";
    mask.appendChild(track);
    initialSlides.forEach(function (s) { track.appendChild(s); });
  }

  var slides = gsap.utils.toArray(track.querySelectorAll(".product-slide-02"));
  if (!slides.length) return;

  var endSpacer = track.querySelector(".gsap-end-spacer");
  if (!endSpacer) {
    endSpacer = document.createElement("div");
    endSpacer.className = "gsap-end-spacer";
    track.appendChild(endSpacer);
  }

  gsap.set(mask, { overflow: "hidden", position: "relative", touchAction: "pan-y" });
  gsap.set(track, {
    display: "flex",
    flexWrap: "nowrap",
    alignItems: "flex-start",
    willChange: "transform",
    transform: "translate3d(0,0,0)",
    touchAction: "pan-y"
  });

  gsap.set(slides, { flex: "0 0 auto", alignSelf: "flex-start" });
  gsap.set(endSpacer, { flex: "0 0 auto", width: END_SPACE_PX });

  // ... measure(), snap, Draggable track + progress switch ...
});
</script>
```

SCRIPT 2

Wheel reveal on active slide change (MutationObserver)

This script does **one job**: animate the active slide's image + text **only when the active slide changes**. It watches for **data-active** flips (set by your wheel script) and then runs the reveal animation.

How it avoids FOUC / unwanted load animations

Built-in safety behavior

- Skips the first detected active slide on load (**didSkipInitial**) so the page doesn't animate immediately.
- Stores a stable ID for the last active slide (**lastActiveId**) so it won't replay on the same slide.
- Uses a short cooldown (**cooldownUntil**) to prevent spam during quick drag updates.

What you can safely change

Editable animation knobs

- Image scale-in start: **scale: 0** (set inside revealActive).
- Image timing/ease: **duration: 0.85, ease: elastic.out(1, 0.55)**.
- Text reveal: **y: 26, blur(8px)**, duration 0.65, stagger 0.14.

If it stops working

Quick checks

- Confirm your wheel script sets **data-active="true"** on the active **.product-slide**.
- Make sure the page only has ONE MutationObserver instance (the global object prevents duplicates).
- If you duplicated the slider section, you must scope selectors to the correct parent wrapper.

Script 2 — Reveal on change (trimmed reference)

Monospace — copy/paste safe

```
<script>
window.Webflow = window.Webflow || [];
window.Webflow.push(function () {
  if (!window.gsap) return;

  var gsap = window.gsap;
  var reduceMotion =
    window.matchMedia &&
    window.matchMedia("(prefers-reduced-motion: reduce)").matches;
  if (reduceMotion) return;

  var slider = document.querySelector(".product-slider");
  if (!slider) return;

  window.__SNAXX_WHEEL_REVEAL_CHANGE_ONLY_V1__ =
  window.__SNAXX_WHEEL_REVEAL_CHANGE_ONLY_V1__ || {
    mo: null,
    lastActiveId: "",
    cooldownUntil: 0,
    didSkipInitial: false
  };

  var S = window.__SNAXX_WHEEL_REVEAL_CHANGE_ONLY_V1__;

  function getActiveSlide() {
    return (
      slider.querySelector('.product-slide[data-active="true"]') ||
      slider.querySelector(".product-slide")
    );
  }

  function revealActive() {
    // runs ONLY when data-active changes
    // sets initial states only at animation time (no load FOUC)
    // scales image in + reveals text with blur -> clear
  }

  if (!S.mo) {
    S.mo = new MutationObserver(function (mutations) {
      // watch for data-active flips, then RAF twice before animating
      requestAnimationFrame(function () {
        requestAnimationFrame(function () {
          revealActive();
        });
      });
    });
  }

  S.mo.observe(slider, {
    subtree: true,
    attributes: true,
    attributeFilter: ["data-active"]
  });
});
</script>
```

TROUBLESHOOTING

Common symptoms + fixes

Slides won't drag / snap

- GSAP or Draggable not loaded on this page.
- Mask/root selector mismatch (root must be **.product-slider-02**).
- Another script is setting **transform** on the track or mask.

Progress switch not moving

- Missing **.slider-progress-container** or **.slider-progress-switch** in the DOM.
- Progress switch has CSS that overrides GSAP positioning (avoid position:static).

Wheel reveal never plays

- No **data-active** changes are happening (observer has nothing to react to).
- Your active slide text/image selectors changed inside each slide (e.g. renamed **.product-image-wrapper-main**).