

Categories CMS Page

Hover Animation Guide (Product Cards)

What this script does

When a user hovers a **.product-box-container** card, it smoothly scales:

- the product image wrapper, and
 - the title + button + price text,
- then reverses back on mouse leave.

Quick Setup Checklist

- 1) Confirm GSAP is loaded on the page.
- 2) Confirm each card uses **.product-box-container** as the hover target.
- 3) Inside each card, confirm these elements exist (or adjust selectors):
 - **.image-wrapper.product-box**
 - **.h3-heading.product-title**
 - **.product-box-bottom-button-empty**
 - **.price-text-block**
- 4) Paste the script at the bottom of the page (before **</body>**).
- 5) Publish and test hover on desktop (hover doesn't apply on most touch devices).

What's Inside

Section	What you'll learn
1. Script	The exact code used on Categories CMS.
2. Editable settings	Scale amounts, durations, easing.
3. Safe selector edits	How to change targets without breaking anything.
4. Troubleshooting	Most common hover/selector issues in Webflow CMS lists.

1) The Script

Copy/paste exactly as-is (then adjust only the values in the next section).

```
<script>
/*
  GSAP Hover Interaction – Product Cards
  Scales image + text elements on hover
*/

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

  var cards = document.querySelectorAll(".product-box-container");

  cards.forEach(function (card) {
    var image   = card.querySelector(".image-wrapper.product-box");
    var title   = card.querySelector(".h3-heading.product-title");
    var button  = card.querySelector(".product-box-bottom-button-empty");
    var price   = card.querySelector(".price-text-block");

    if (!image) return;

    // Create a paused timeline for each card
    var hoverTl = gsap.timeline({ paused: true });

    hoverTl
      .to(image, {
        scale: 1.1,
        duration: 0.45,
        ease: "power3.out"
      }, 0)
      .to([title, button, price], {
        scale: 1.1,
        duration: 0.35,
        ease: "power3.out",
        stagger: 0
      }, 0);

    // Hover in
    card.addEventListener("mouseenter", function () {
      hoverTl.play();
    });

    // Hover out
    card.addEventListener("mouseleave", function () {
      hoverTl.reverse();
    });
  });
});
</script>
```

2) Editable Settings (Safe to Change)

These are the only values you should tweak for styling/timing.

Setting	Where	What it does	Typical range
Image scale	scale: 1.1	Zooms the product image on hover.	1.02 – 1.20
Image duration	duration: 0.45	How fast the image zooms.	0.25 – 0.60
Text scale	scale: 1.1	Zooms title/button/price together.	1.02 – 1.15
Text duration	duration: 0.35	How fast the text scales.	0.20 – 0.50
Ease	ease: "power3.out"	Smoothness / acceleration curve.	power2.out / power3.out / power4.out

3) Safe Selector Changes

If your Categories CMS card structure differs, change only the selectors inside each card.

Rule: Keep the outer hover target as **.product-box-container**, then update the inner queries.

Common swaps

- If your image wrapper class is different, replace: **.image-wrapper.product-box**
- If you have multiple images per card, choose the one you want to scale (or `querySelectorAll` and scale them together).
- If you don't have a price or button in some cards, the script already handles missing elements safely.

Do NOT change

- **window.Webflow.push(...)** wrapper (keeps Webflow-safe initialization)
- The **mouseenter / mouseleave** events (required for hover play/reverse)
- The **paused: true** timeline (prevents animation from running on load)

4) Troubleshooting

Nothing happens on hover

- Confirm the page is published (custom code won't run in Designer preview).
- Confirm GSAP is loaded on that page/site.
- Inspect a card and verify it has **.product-box-container**.

Only the image scales (text doesn't)

- One or more inner selectors don't match your card. Verify the classes on title/button/price.

Cards feel "jumpy"

- Add **will-change: transform** to the scaled elements in Webflow (optional).
- Reduce the scale amount (e.g., 1.06–1.10).

Hover doesn't work on mobile

- Expected on most touch devices. If you want tap-to-animate, convert hover to click.