

Backend Custom Code (Site Settings)

This guide explains the scripts living in **Project Settings** → **Custom Code** (site-wide), what each block controls, and the safest knobs to edit without breaking Webflow or GSAP validation.

Quick setup checklist

1) GSAP core is loaded before these scripts. **2)** If you use scroll animations, load **ScrollTrigger**. **3)** If you use text splitting, load **SplitText**. **4)** Hamburger menu uses **Flip** and **jQuery**. **5)** If a dependency is missing, that module safely no-ops (it won't crash the page).

Where this code lives

Webflow → **Project Settings** → **Custom Code** (usually in the **Footer**). These scripts run on every page unless you add page guards.

Tip: keep each module in its own `<script>` block and label it. If you paste new versions, replace the whole block instead of mixing lines.

What’s in the Site Settings scripts

Module	What it controls	Main dependencies
A) Master GSAP (ScrollTrigger)	Attribute-based reveals (fade-up, scale-up-out, words/letters) (required), ScrollTrigger (optional), S	GSAP (required), ScrollTrigger (optional), S
B) Flavors Nav Dropdown	Top nav products dropdown open/close + background grow + stagger + queue + border fade-out on close	GSAP + jQuery + border
C) Hamburger / Mobile Menu (Flip)	Menu (Flip) morph using Flip + staggered menu links + optional Close Flip + Queueing.	GSAP + Close Flip + Queueing.
D) Blob Button Hover (2 Codes)	blob hover fill + text/arrow color swaps. You currently have two scripts targeting .blob	GSAP two scripts targeting .blob

Recommended order: keep Master GSAP first, then nav/menu/button scripts. That way the site-wide reveal system is ready before page-level modules run.

Important: the two Blob Button scripts both bind hover listeners to the same .blob-button elements. If both match the same button, you can get double timelines and weird states. Use one script per button style, or add a class guard (example provided on Page 7).

A) Master GSAP — safe knobs to edit

This block is your site-wide animation engine. It uses **data/attribute triggers** (ex: [fade-up]) and runs once per element, with guards to prevent double init.

Setting	Where	What it does	Safe range / note
PAGE_LOAD_EXTRA_DELAY	Top of script	Extra delay added to any element that has <code>page-load</code> trigger.	0-250ms / typical.
GSAP_MAX_WAIT_MS	Top of script	How long to wait for GSAP to load before showing 4000-8000.	Keep under 10s.
LATE_REFRESH_DELAY_MS	Top of script	Extra ScrollTrigger.refresh() passes after load.	If triggers fire early/late, adjust these.
ScrollTrigger start defaults	Inside each init()	Mobile starts later (top 92%) vs desktop (top 85%).	Change carefully—this affects all r

FOUC prevention: the script injects a temporary style that sets visibility:hidden on any element using your animation attributes. Once GSAP is ready, it removes that style and plays animations (or reveals everything if GSAP never loads).

Reduced motion: if the user has “Reduce Motion” enabled, the script exits early and force-reveals content. Keep that behavior.

Master GSAP — attributes you can use in Webflow

Add these as **Custom Attributes** on any element. Optional tuning values can be added as attributes too (ex: `duration="0.8"` or `data-duration="0.8"`).

Animation attribute	What it does	Common tuning attributes
fade-up	Fade in + move up.	duration, delay, distance, ease, stagger, start
scale-up / scale-up-small	Scale in from 0 / smaller value.	duration, delay, from-scale, ease, stagger
slide-up / slide-up-fast	Slide up into place (fast is shorter).	duration, delay, from-y, ease, stagger
slide-up-scale	Slide up + scale from scale-from.	duration, delay, from-y, scale-from, ease
blur-in	Fade in + blur → sharp.	duration, delay, blur
slide-in-left / slide-in-right	Slide in horizontally.	duration, delay, x-distance
scale-bounce	Bouncy scale-in.	duration, delay, bounce-from
scale-up-out	Pop in from 0 → overshoot scale-to → settle.	duration, delay, scale-to, settle-duration, settle-to, hold
words-slide-up + text-split	Split into words and slide up.	duration, delay, word-stagger/stagger, ease
letters-slide-up + text-split	Split into chars and slide up.	duration, delay, char-stagger/stagger, ease
chars-pop + text-split	Split into chars, pop in without breaking words.	duration, delay, from-y, from-scale, char-stagger
lines-drop + text-split	Split into lines and drop in from top.	duration, delay, from-y, line-stagger

Child selection: if you put stagger on a parent, the script targets `:scope > *`. Otherwise it targets `.stag`, `[stag]`, or `.child` within the element. You can override with `child-selector=".your-class"`.

B) Flavors Nav Dropdown — edit points

This script builds instances per `.nav-wrapper` and animates the dropdown open/close. Your custom tweak fades the `.list-wrapper` border to transparent before the list hides, preventing an abrupt border pop.

Variable	Default	What it affects
BG_DUR	0.32	Background panel grow speed
ITEMS_IN_DUR	0.22	Grid item reveal duration
ITEMS_OUT_DUR	0.18	(Reserved) item hide speed if you add it
STAGGER_EACH	0.06	Delay between each item reveal
Y_OFFSET	16	How far items start below
BORDER_FADE_DUR	0.18	Border fade-out duration on close
HOVER_OUT_MS	120	Delay before auto-closing after mouse leave

If the border fades to the wrong color: the script captures the original border color at runtime and restores it on reverse complete. The close fade uses `rgba(0,0,0,0)`. If your border is not black, you can fade to transparent (CSS keyword) instead.

C) Hamburger / Mobile Menu (Flip) — edit points

This script runs per `.nav-wrapper`. It uses **Flip** to move `.nav-hamburger-base` between the hamburger and menu container, and reveals menu links with a stagger.

Variable	Default	What it affects
<code>flipDuration</code>	0.42	Open/close speed (Flip + base fade)
<code>linksDuration</code>	0.12	Each menu link reveal speed
<code>linksEach</code>	0.055	Stagger between links
<code>linksStart</code>	0.14	When links start (seconds into timeline)
<code>hoverScale</code>	1.05	Scale on menu link hover
<code>hoverSpeed</code>	0.22	Hover tween duration

Close behavior: right now the menu closes on mouseenter and click of `.menu-base`. If you want “click outside to close” instead, remove the mouseenter handler and add an outside-click guard.

D) Blob Buttons — avoid double-binding

You currently have **two** almost-identical blob button scripts. Both attach hover listeners to every `.blob-button`. If a button contains both `.button-text` and `.button-text-01.red` (or if selectors overlap), you'll get two timelines fighting each other.

Safe knobs

Variable	Default	What it affects
HIDE_Y	170	How far blobs sit below the button when hidden. Increase if you see a sliver.
scale	1.7	Blob size
durations	0.45 / 0.18 / 0.16	How fast blobs rise + settle motions
text/arrow colors	#000 / #fff	Hover color swap targets

Recommended fix: add a class guard so each button style only runs one script. Example:

```
// Example guard:  
// Use .blob-button.is-dark for the black text version,  
// and .blob-button.is-red for the white-on-red version.  
document.querySelectorAll(".blob-button.is-dark").forEach(function(btn){ ... });  
document.querySelectorAll(".blob-button.is-red").forEach(function(btn){ ... });
```

Troubleshooting

- Blobs visible on load → increase HIDE_Y (170→180) and confirm button has overflow hidden.
- Goo filter not working → ensure your SVG `#goo` filter exists on the page (often in site-wide SVG defs).
- Hover feels laggy → reduce blob scale or durations; keep total under ~0.5s.