

<HTML>

<HEAD>

<SCRIPT LANGUAGE="JavaScript">

<!-- Begin

```
var ival, imgname, total, steps, maxx, maxy, currentx, currenty, dx, dy;
function zoomImg(imgname, total, steps, maxx, maxy)    {
// convert the total from seconds to milliseconds
  total = total * 1000;
  objref = eval("document.getElementById '"+imgname+"'");
  currentx = objref.width;
  currenty = objref.height;
  // work out how much we need to increase the image by each step
  // devide image sizes by number of steps to get the amount we need to change each step
  stepx = maxx / steps;
  stepy = maxy / steps;
  // devide the total time (in ms) by the number of steps to get the interval time
  inttime = total / steps;
  // set the interval to increase the size of the image by the required pixels
  functionRef = "resizeImg '"+imgname+"', "+stepx+", "+stepy+", "+maxx+", "+maxy+"";
  ival = setInterval(functionRef, inttime);
}
```

```
function resizeImg(imgname, dx, dy, maxx, maxy) {
  objref = eval("document.getElementById '"+imgname+"'");
  currentx = objref.width;
  currenty = objref.height;
  if ((currentx<maxx-dx) && (currenty<maxy-dy))
    { objref.height = currenty + dy;
      objref.width = currentx + dx;    }
  else
    { clearInterval(ival);
      objref.height = maxy;
      objref.width = maxx;}
}
```

// End -->

</script>

</HEAD>

<BODY onLoad="zoomImg('image', 10, 150, 200, 200)">

<div align="center">

</div>

</BODY>

</HTML>