

# In a web application, how can I flash an image after a user presses a button?

We needed the ability to display an image for only a quarter of a second. This can be done using javascript. After the

tag, add these functions

```
function displayImage()  
{  
document.images[0].src = 'flashedImage.jpg'  
var t = setTimeout("hideImage()", 250)  
}
```

```
function hideImage()  
{  
document.images[0].src = 'blank.gif'  
}
```

When the displayImage function is called, it will change the first image on the page to “flashedImage.jpg”. After 250 milliseconds, it will replace this image with a blank image.

A button like this can be used in the body for the user to click on.

```
<form>  
<input type="button" value="Click to view image" onClick="displayImage()" id="displayButton">  
</form>
```

`images[0]` refers to the first image on the page. If you want a different image to flash, replace 0 with the appropriate number (the first image is 0, the second is 1, ...).

[Here is a sample page that implements this code.](#)

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Revision #7

Created Thu, Jan 11, 2007 6:40 PM by Rifkin, Devon

Updated Tue, Jan 16, 2007 2:46 PM by Rifkin, Devon