



Likno Web Tooltips Builder

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Website Integration Guide

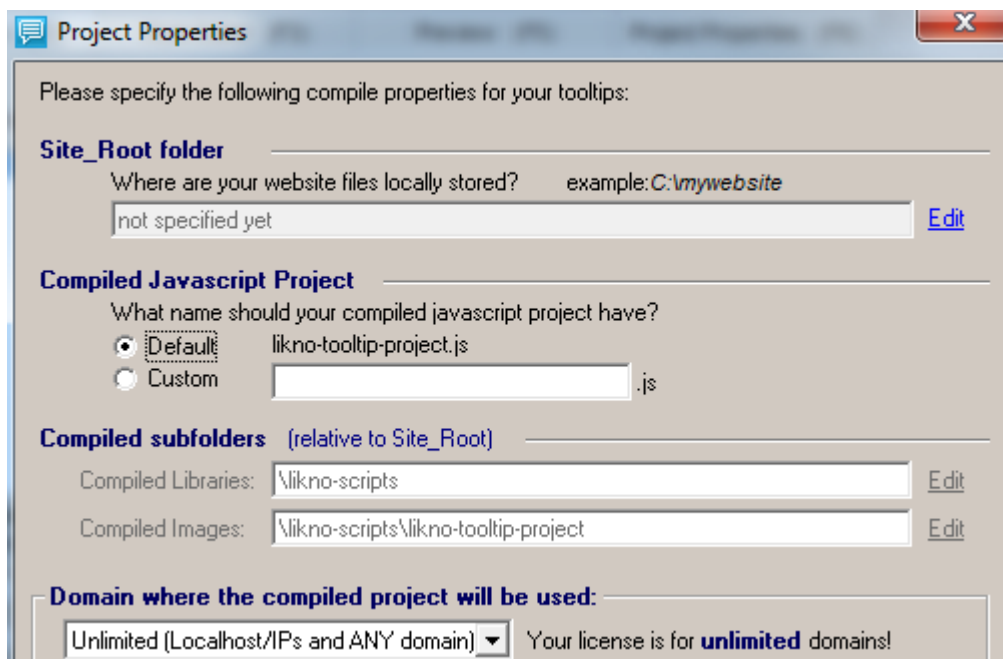
What do I need for the Web Tooltips to work in my website?

In order to successfully add a tooltip in your website the following conditions must be met:

1. You should be able to edit the source HTML of any page(s) where the tooltip is added or at least have the ability to add or change existing attributes of the target element. The target element is the page element that triggers the tooltip (for example a DIV, SPAN, A, BUTTON, IMG etc).
2. You should be able to upload your own files in the host server. In some cases online editors do not allow the files to be uploaded in folders that you create but they require all files to be stored in a specific folder. In this case, make sure that the settings in the "Project Properties" are set in a way for all Web Tooltips script files and images are stored in the same folder.

How to add the Web Tooltips script in my website pages?

1. Assuming that you created the desired tooltip, you have to save the project in a local folder. When you save the project, a *.wtt file will be created along with its corresponding assets folder. For example, when the project name is "tooltip.wtt" the assets folder generated will be "tooltip-assets". The assets folder will contain all files (mostly images) the project needs. The images (or other external files) referenced in the "Text/HTML" of the tooltip or in any other page that you use as "External" or "AJAX" source, will NOT be save in the assets folder. That means, the tooltips script will call them from their original location in the web server after the site is published.
2. Then you need to define the folders where the files will be stored (locally). Click the "Project" icon in the toolbar and set the appropriate folder in the Project Properties window:

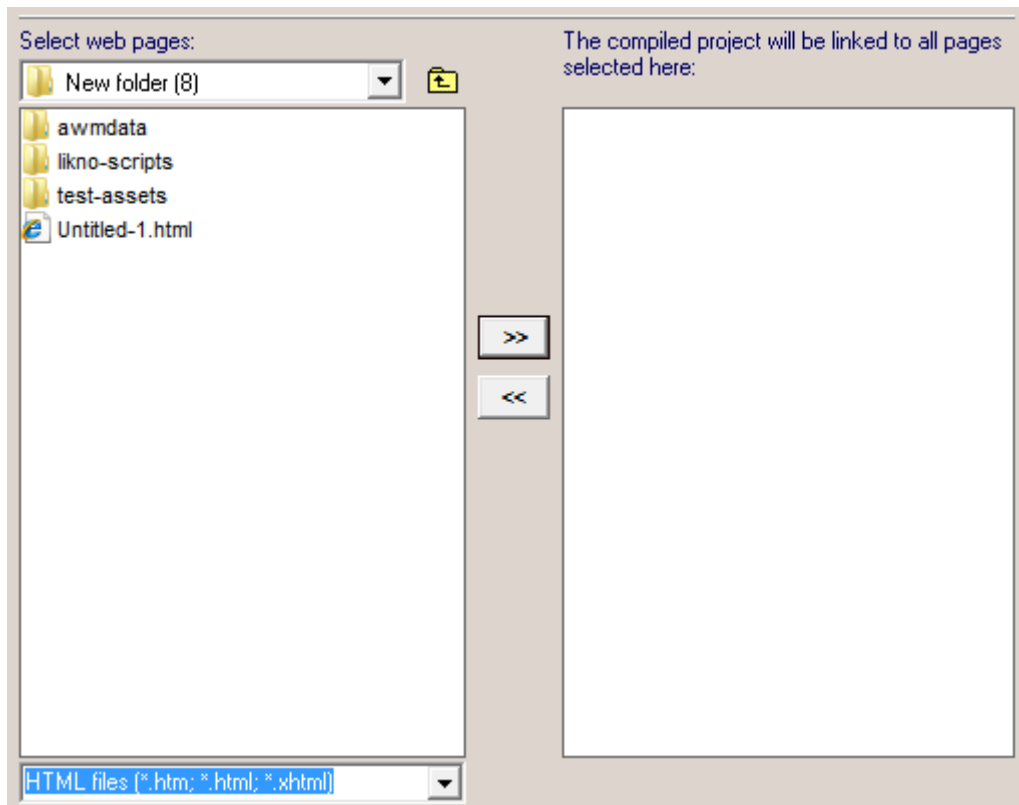


You also need to define the domain where the tooltip(s) will be used. The combo box contains all domains that you allocate via your User Area account and each time you make a change in your domains, you need to update your activation code so that the installed application is updated.

3. Finally, you need to "Compile" the project. Click on the "Compile" icon in the toolbar and all the files needed will be generated and stored in the Site_Root/likno-scripts folder.
4. When the compilation is completed you will be asked to "Link compiled project to web pages". Click on the following button in the "Project compiled successfully!" window:



Then you can select the local files of your website where Web Tooltips linking code will be inserted:

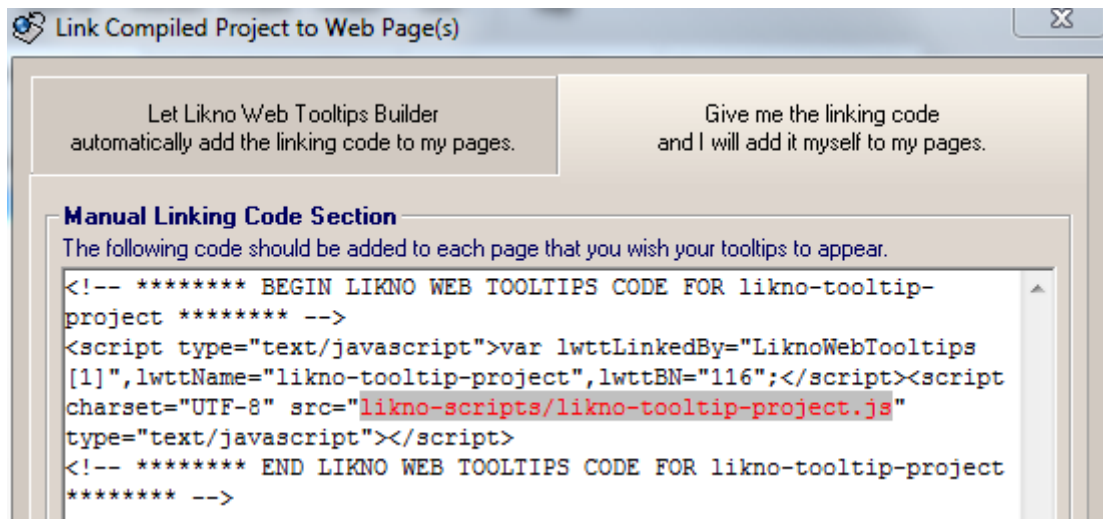


You can use any type of page here (check the file format combo at the bottom).

I don't have direct access to the html source code or I use templates. What to do?

In case your website is based on dynamic web templates (dwt files) or master pages, you should use these files as the target where the script will be linked to. Usually a dwt or master page has editable and non-editable areas. If your template has the BODY tag inside a non-editable area, the Web Tooltips linking code will be inserted just below the BODY tag and that means you will not have to insert it on all pages separately.

If you do NOT want the tooltip to be used in all pages handled by the template, you should manually add the linking code in a non-editable area on each of these pages. To do this you have to select the tab "Give me the linking code and I will add it myself to my pages".



Then you have to copy the code in the text area, and add it manually in a non-editable area of your pages.

The same process should be used if you do NOT have access to the source html code of the pages or your web editor doesn't allow any external application to make changes in the html files. Many of these web editors do have built-in functionality to create "includes" or "HTML snippets". In this case, the tooltips linking code that you copied should be pasted manually in an "include" or "HTML snippet" for the web editor to handle the code its own way.

I want the tooltip to appear when the visitor moves the mouse over a “link” (A tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your A tag:

According to the settings above, the following A tags would trigger the tooltip to appear:

```
<a href="myweblink.html" id="Tooltip_1">Suspensisse mauris</a>
<a href="myweblink.html" onClick="Tooltip_1();">Suspensisse mauris</a>
```

In case your A tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips (Opens When). For example if the A tag has an existing ID="value", then you must use this ID in “Opens When”:

In addition, you can also use the **Class** attribute:

In this case, the html code of the A tag should look like this:

```
<a href="myweblink.html" class="myClass">Suspensisse mauris</a>
```

When the A tag already has an existing class defined, you can append the new class in the class value:

```
<a href="myweblink.html" class="existingClass myClass">Suspendisse mauris</a>
```

Note that while the A tag (and any other tag) can have more than one "classes" they should have only one and unique **ID**. Since **ID** and **A's Name** attribute share the same name space, authors cannot use the same value for an **ID** attribute and an **A** element's **Name** attribute for different elements in the same document.

I want the tooltip to appear when the visitor moves the mouse over a “button” (BUTTON tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your **BUTTON** tag:

According to the settings above, the following **BUTTON** tags would trigger the tooltip to appear:

```
<button type="button" id="Tooltip_1">Click Me!</button>
<button type="button" onClick="Tooltip_1();">Click Me!</button>
```

In case your **BUTTON** tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the **BUTTON** tag has an existing ID="value", then you must use this ID in "Opens When":

In addition, you can also use the **Class** attribute:

In this case, the html code of the A tag should look like this:

```
<button type="button" class="myClass">Click Me!</button>
```

When the A tag already has an existing class defined, you can append the new class in the class value:

```
<button type="button" class="existingClass myClass">Click Me!</button>
```

Note that while the BUTTON tag (and any other tag) can have more than one "classes" they should have only one and unique ID. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the tooltip to appear when the visitor moves the mouse over a “layer” (DIV tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your DIV tag:

According to the settings above, the following DIV tags would trigger the tooltip to appear:

```
<div id="Tooltip_1">Click Me!</div>
<div onClick="Tooltip_1();">Click Me!</div>
```

In case your DIV tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the DIV tag has an existing ID="value", then you must use this ID in “Opens When”:

In addition, you can also use the **Class** attribute:

In this case, the html code of the DIV tag should look like this:

```
<div class="myClass">Click Me!</div>
```

When the DIV tag already has an existing class defined, you can append the new class in the class value:

```
<div class="existingClass myClass">Click Me!</div>
```

Note that while the DIV tag (and any other tag) can have more than one "classes" they should have only one ID. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the tooltip to appear when the visitor moves the mouse over a “table” (TABLE tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your TABLE tag:

According to the settings above, the following TABLE tags would trigger the tooltip to appear:

```
<table width="100%" id="Tooltip_1"><tr><td>Click Me!</td></tr></table>
<table width="100%" onClick="Tooltip_1();"><tr><td>Click Me!</td></tr></table>
```

In case your TABLE tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the TABLE tag has an existing ID="value", then you must use this ID in "Opens When":

In addition, you can also use the **Class** attribute:

In this case, the html code of the TABLE tag should look like this:

```
<table width="100%" class="myClass"><tr><td>Click Me!</td></tr></table>
```

When the TABLE tag already has an existing class defined, you can append the new class in the class value:

```
<table width="100%" class="existingClass myClass"><tr><td>Click Me!</td></tr></table>
```

Note that while the TABLE tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the tooltip to appear when the visitor moves the mouse over a “table cell” (TD tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your TD tag:

According to the settings above, the following TD tags would trigger the tooltip to appear:

```
<table width="100%"><tr><td id="Tooltip_1">Click Me!</td></tr></table>
<table width="100%"><tr><td onClick="Tooltip_1();">Click Me!</td></tr></table>
```

In case your TD tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the TD tag has an existing ID="value", then you must use this ID in "Opens When":

In addition, you can also use the **Class** attribute:

In this case, the html code of the TD tag should look like this:

```
<table width="100%"><tr><td class="myClass">Click Me!</td></tr></table>
```

When the TD tag already has an existing class defined, you can append the new class in the class value:

```
<table width="100%"><tr><td class="existingClass myClass">Click Me!</td></tr></table>
```

Note that while the TD tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the tooltip to appear when the visitor moves the mouse over a “list element” (LI tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your LI tag:

According to the settings above, the following LI tags would trigger the tooltip to appear:

```
<ol><li id="Tooltip_1">Click Me!</li>
<ol><li onClick="Tooltip_1();">Click Me!</li></ol>
```

In case your LI tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the LI tag has an existing ID="value", then you must use this ID in “Opens When”:

In addition, you can also use the **Class** attribute:

In this case, the html code of the LI tag should look like this:

```
<ol><li class="myClass">Click Me!</li></ol>
```

When the LI tag already has an existing class defined, you can append the new class in the class value:

```
<ol><li class="existingClass myClass">Click Me!</li></ol>
```

Note that while the LI tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the tooltip to appear when the visitor moves the mouse over an “image” (IMG tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your IMG tag:

According to the settings above, the following IMG tags would trigger the tooltip to appear:

```


```

In case your IMG tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the IMG tag has an existing ID="value", then you must use this ID in “Opens When”:

In addition, you can also use the **Class** attribute:

In this case, the html code of the IMG tag should look like this:

```

```

When the IMG tag already has an existing class defined, you can append the new class in the class value:

```

```

Note that while the IMG tag (and any other tag) can have more than one "classes" they should have only one and unique **ID**. Since **ID** and **IMG**'s **Name** attribute share the same name space, authors cannot use the same value for an **ID** attribute and an **IMG** element's **Name** attribute for different elements in the same document.

I want the tooltip to appear when the visitor moves the mouse over an “image hotspot” (AREA tag).

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Opens When**, you can find the methods you can use to “attach” the tooltip in your AREA tag:

The AREA tag defines an area inside an image-map (an image-map is an image with clickable areas). The area element is always nested inside a <map> tag.

According to the settings above, the following AREA tags would trigger the tooltip to appear:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" id="Tooltip_1" />
<area shape="circle" coords="90,58,3" href="mercur.htm" onClick="Tooltip_1();" />
```

In case your AREA tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Tooltips Builder (Opens When). For example if the AREA tag has an existing ID="value", then you must use this ID in "Opens When":

In addition, you can also use the **Class** attribute:

In this case, the html code of the AREA tag should look like this:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" class="myClass" />
```

When the AREA tag already has an existing class defined, you can append the new class in the class value:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" class="existingClass myClass" />
```

Note that while the AREA tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

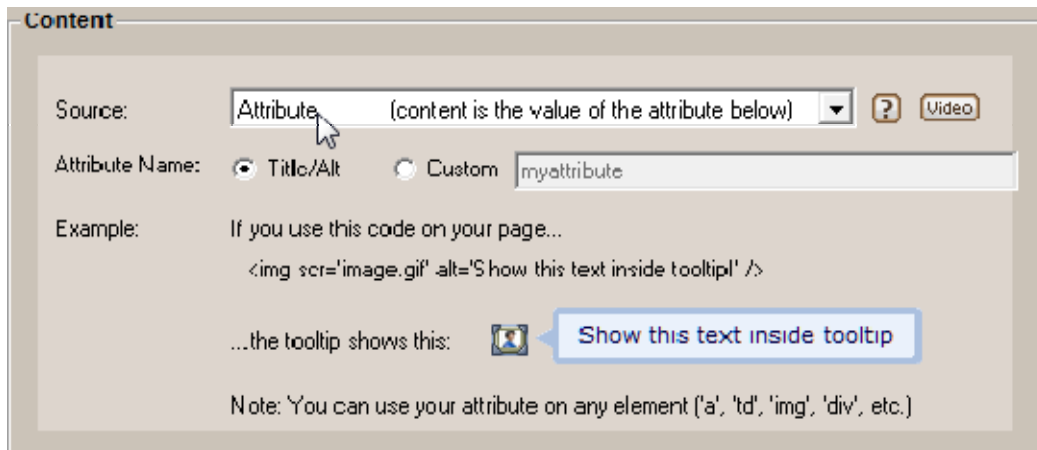
I want to replace the browser's default tooltip with my own custom tooltip.

The browser's default tooltip is displayed when a **"title"** or **"alt"** attribute is found.

According to W3C, the **"title"** attribute offers advisory information about the element for which it is set and is displayed as a tooltip by most modern browsers.

The **"alt"** attribute is defined in a set of tags (namely, **img**, **area** and optionally for **input** and **applet**) to allow you to provide a text equivalent for the object.

In **Web Tooltips Builder** → **Project Tooltips** (tab) → **Source** you can define the type of the tooltip content:



A typical image code would look like this:

```

1  <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
2  "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
3  <html xmlns="http://www.w3.org/1999/xhtml">
4  <head>
5  <meta http-equiv="Content-Type" content="text/html; charset=utf-8"
6  />
7  <title>Untitled Document</title>
8  </head>
9  <body>
10 <p align="center"></p>
12 </body>
13 </html>

```

As you can see we use the **title** attribute (title="Personal Photo") and the browser displays it as a tooltip:



If you create your own tooltip and set the Source to “Attribute”, the Web Tooltips script will check the whole page code and if it finds any tag with an “alt” attribute, it will replace the browser’s default tooltip and will use your own tooltip instead!

The code will look like this:

```
6 </head>
7
8 <body>
9 <!-- ***** BEGIN LIKNO WEB TOOLTIPS CODE FOR
likno-tooltip-project ***** -->
10 <script type="text/javascript">var lwttLinkedBy="LiknoWebTooltips
[1]",lwttName="likno-tooltip-project",lwttBN="116";</script>
11 <script charset="UTF-8" src=
"likno-scripts/likno-tooltip-project.js" type="text/javascript">
</script>
12 <!-- ***** END LIKNO WEB TOOLTIPS CODE FOR
likno-tooltip-project ***** -->
13
14 <p align="center"></p>
15 </body>
16 </html>
17
```

The browser will display the title value like this:



If your html tag has **title** and **alt** attributes defined at the same time, the **title** value will be used as the tooltip content.