



CoolTips 5.0

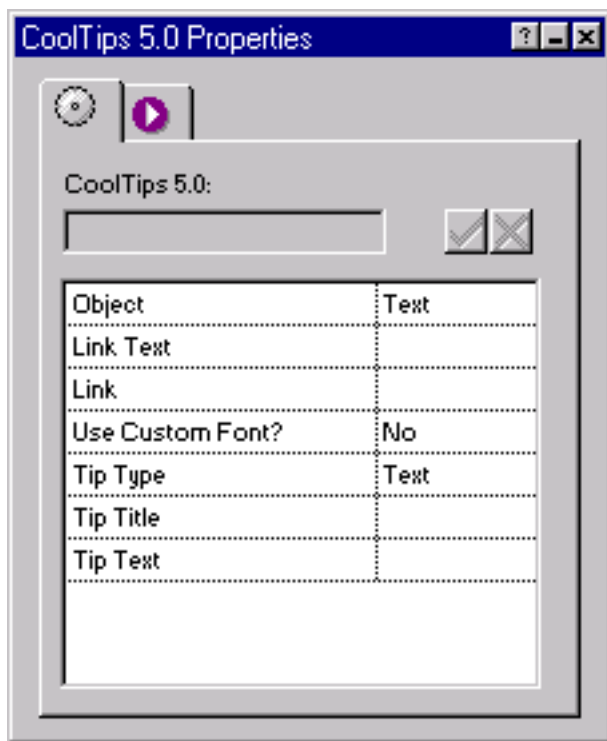
Getting Started with CoolTips

CoolTips uses dynamic HTML to produce a tooltip like effect that can be applied to both text and image objects within your web page.

Getting started with CoolTips 5.0 is easy!

- Run the Installation programs, specifying the location of Fusion v4.0/5.0/MX's component directory.
- Launch Fusion v4.0/5.0/MX.
- If the coolmaps.com component toolbar is not visible choose View > Toolbars > Component Tools > coolmaps advanced
- Select the CoolTips component and drag it out to an area on the page.

The CoolTips Properties now appears in Fusion's properties palette.



CoolTips Options

To understand how to use CoolTips, it is essential to understand the two elements of the component.

The first element is the CoolTips script. It is the brains behind the component and

provides the CoolTip functionality. It is necessary to have one (and only one) instance of the script on each page that utilizes CoolTips.

The second element is the page object, that when rolled over, displays the CoolTip. The object can be one of two things: Text or Image.

These elements are selected from the Object field of the CoolTips properties palette.

To start, drop an instance of CoolTips on the page. Select "Script" from the Object property field. The properties displayed below the Object field are those that will be common to all CoolTips text and image objects on the current page. Below are explanations of each option.

After configuring the script element of the component, drop another instance of CoolTips on the page. Select either "Text" or "Image" from the Object property field. The properties displayed below the Object field are those that are exclusive to the current object's CoolTip. Below are explanations of each option.

Notes:

- The size and position of the script element is inconsequential as it will be non-visible when published.
- There are no limits to how many CoolTips text and image elements that can be placed on a page.
- Remember, only one script element per page!

Object - Text

- Link Text
Enter the text that you wish to appear as the link.
- Link
Link destination of the text. Use Fusion's link selector to choose a link.
- Use Custom Font?
If a font different from that of the current context of the component is desired, select "Yes" and configure the below font options. If the font specified in the current context of the component should be used, select "No". Note: Font context can be defined separately from the component by placing the component within a text region.
 - Font
Font that will be applied to the link text. If you wish to use a custom font, select that option and enter the custom font into the Custom Font field.
 - Font Color
Font color of the Link Text.
 - Font Size
Font size of the Link Text.
- Tip Type
Select whether the tip will be text or an image.

Text options:

- Tip Title
Text that will appear in the title area of the CoolTip. This field is optional. If left blank, no tip title will be displayed.
- Tip Text
Body text of the CoolTip.

Image options:

- **Tip Image**
The image that will be used as the tip.
- **Preload Tip Image?**
Select whether the image should be downloaded from the server when the page loads or when the tip is activated.

Object - Image

- **Image**
Use this field to browse to the image that will be used.
- **Link**
Link destination of the image. Use Fusion's link selector to choose a link.
- **Tip Type**
Select whether the tip will be text or an image.

Text options:

- **Tip Title**
Text that will appear in the title area of the CoolTip. This field is optional. If left blank, no tip title will be displayed.
- **Tip Text**
Body text of the CoolTip.

Image options:

- **Tip Image**
The image that will be used as the tip.
- **Preload Tip Image?**
Select whether the image should be downloaded from the server when the page loads or when the tip is activated.

Object - Script

As mentioned above, all options below are global and affect every text and image CoolTip element on the current page.

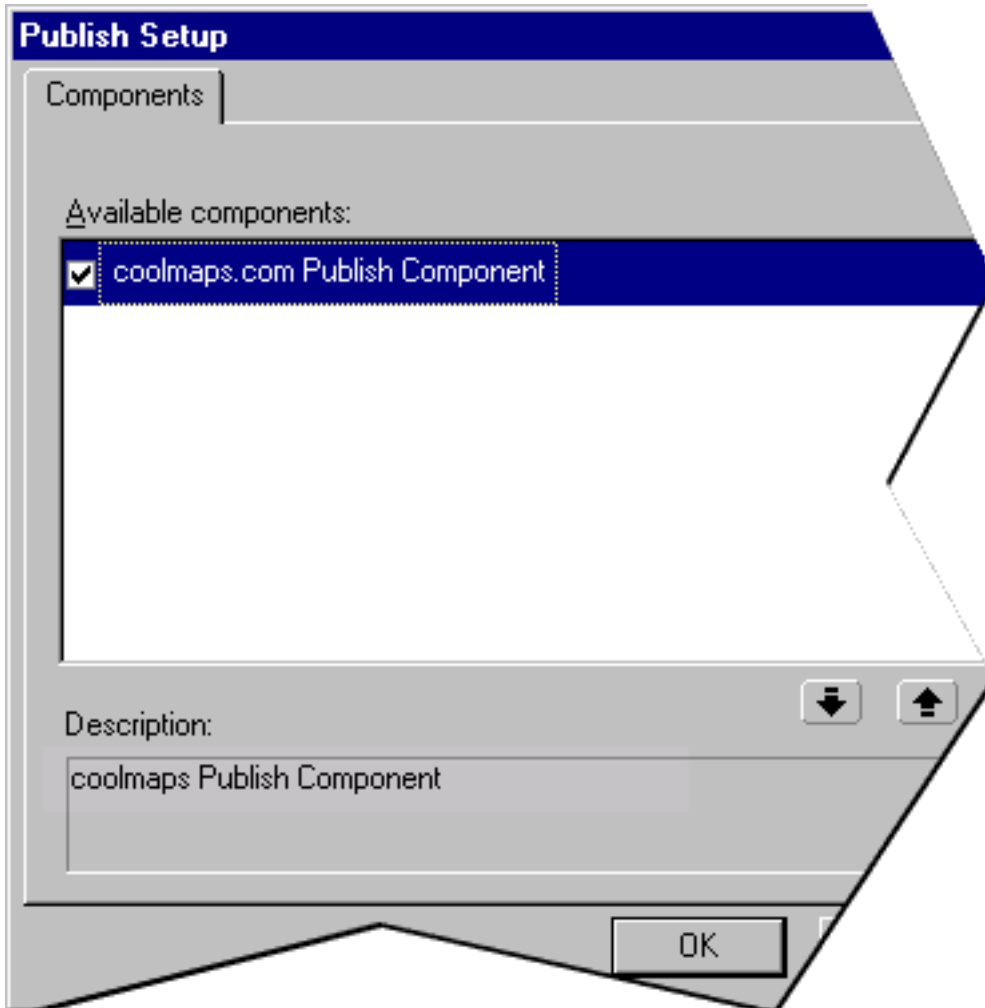
- **Tip Width**
Width of the CoolTip window.
- **Border Width**
Border width of the CoolTip window.
- **Border Color**
Border color of the CoolTip window. Use Fusion's color picker to select a color.
- **Tip Title BG Color**
Background color of the CoolTip title area. Use Fusion's color picker to select a color.
- **Tip BG Color**
Background color of the body of the CoolTip. Use Fusion's color picker to select a color.
- **Font**
Font that will be applied to all text within the CoolTip window. If you wish to use a custom font, select the "Custom Font" option and enter the desired font into the Custom Font field.
- **Tip Title Font Size**

Font size of the CoolTip title.

- Tip Title Font Color
Font color of the CoolTip title. Use Fusion's color picker to select a color.
- Tip Font Size
Font size of the CoolTip body text.
- Tip Font Color
Font color of the CoolTip body text. Use Fusion's color picker to select a color.

Once the palette options are configured, the coolmaps.com Publish Component must be enabled.

- Choose Publish View > Publish > Publish Components
- Check 'coolmaps.com Publish Component'



Don't see the coolmaps.com Publish Component listed? Get it [here!](#)