

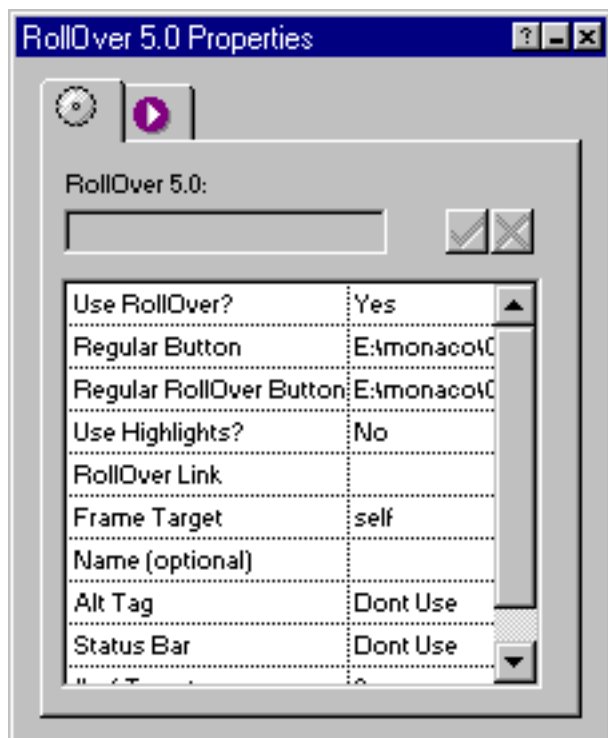


Getting Started

Configured from the Properties palette in page view, Rollover 5.0 lets you create reliable rollovers quickly and easily.

- Run the Installation program, specifying the location of Fusion 4.0/5.0's component directory
- Launch Fusion
- If the coolmaps.com component toolbar is not visible choose View > Toolbars > Component Tools > coolmaps.com components
- Select the Rollover component and drag out an area on the page

The Rollover properties now appears in Fusion's properties palette.

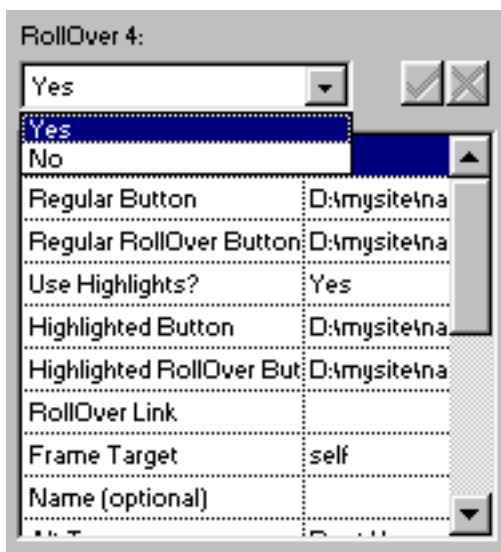


There are two options for 'Use Rollover?' - yes or no. These options can be found in the drop down that appears at the top of the palette.

Option Summary:

- Yes - Image will swap on mouse over.
- No - Image will not swap on mouseover but if named may be targeted by other rollovers on the page.

Palette:



Use Highlights?

coolmaps.com has integrated its JSNavBar component with the Rollover to give you a complete 'smart' rollover solution.

Highlights can be used with all other Rollover options, making Rollover much more powerful than Fusion's own Highlighted Buttons.

With Highlights set to yes*, buttons 'know' what page they are on and display the appropriate state.

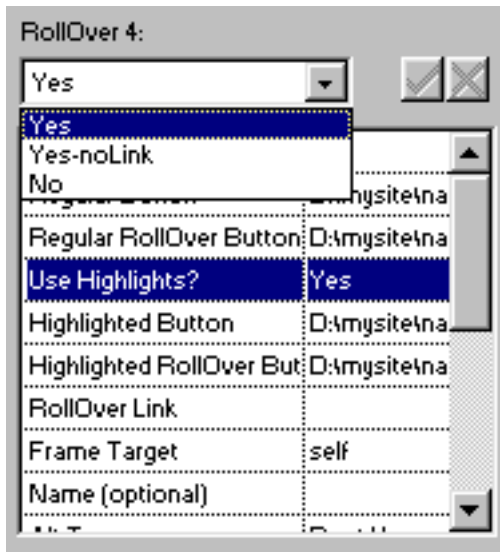
Option summary: (*when placed in a Masterborder region)

- Yes - Highlighted image will be displayed automatically for current page, and button will be linked.
- Yes-noLink - As above, but not linked.
- No - Highlighted Buttons will not be used.
- Highlighted Button - the 'smart' button that will be displayed.
- Highlighted Rollover Button - the image that will be displayed onMouseover.

Example:

[Click to view an example of highlighted buttons in action](#)

Palette:



Link, Target & Name

The Link option in Rollover 4.0 calls on Fusion's linking dialogue box, and the Frame Target option allows you to specify the location of files that will be loaded when using Autoframes.

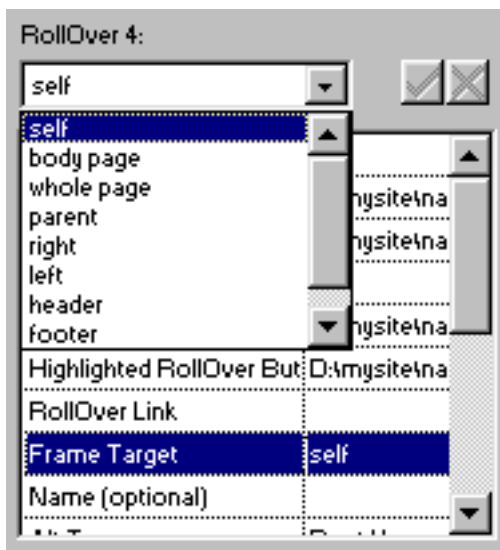
Naming can be done via Fusion's object html however the process is awkward.

With Rollover 4.0 it is as easy as one click - very useful when targeting external images.

Options Summary:

- Link - Link to a page, file, location etc using Fusion's link dialogue.
- Frame Target - Determine the location that a file will be loaded in a frameset when using Autoframes. If "Specify in Link Selector" is selected, the frame target may be specified in the Link property's link dialogue using the "Select frame target" option.
- Name - if left blank and the rollover is linked it assumes the link's name. Often used with Targets.

Palette:



Alt Tag & Status Bar

Rollover 4.0 has a range of powerful options shared by both the Status Bar and Alt Tag.

You can define your own custom tags or select from Fusion's Custom Names.

You can also choose not to display anything.

The choice is yours!

Option Summary:

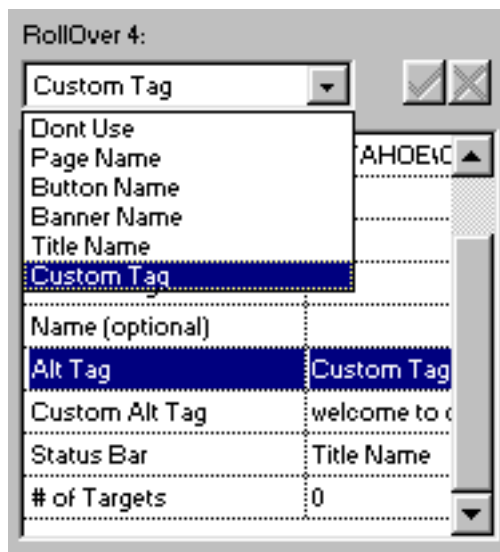
- Dont Use - nothing will appear
- Page Name - will draw name from fusion's site view
- Button, Banner & TitleName - see note below on Fusion's Custom Names.
- Custom Tag - Enter your own tag in the field provided.

*By default Fusion's Custom names are blank. You can access them in several ways:

- In site view on the properties palette choose Custom Names
- In Page view choose Edit > Custom Names
- In Page View hit F12 and on the Properties palette choose Page > Custom Names

You can enter different values for Custom Titles, Buttons and Banners, all of which Rollover 4.0 can draw on for Alt tags and Status Bar messages.

Palette:



Link Type

Choose between Standard and PopUp style links.

PopUp Options Summary:

- PopUp Window Name - Reference name for the PopUp window.
- Height - Height of PopUp window
- Width - Width of PopUp window.

- Navigation Toolbar - Use navigation toolbar in PopUp window.
- Location Toolbar - Use location toolbar in PopUp window
- PopUp Status Bar - Use status bar in PopUp window.
- Menu Bar - Use menu bar in PopUp window.
- Scroll Bar - Use scroll bars in PopUp window
- Resize Handles - Allow PopUp window to be resized.
- Screen X Location - X coordinate of upper left corner of PopUp window.
- Screen Y Location - Y coordinate of upper left corner of PopUp window.

External Targets & Delay

Rollover 4.0 external target options are incredible! A great example of targets in action is the [Rollover Challenge](#) which was made completely with Rollover 4.0.

Need help with targeting images? Click on the camera icon above to download the RollOver Targeting Movie!

(1.8meg, .exe file - no player required)

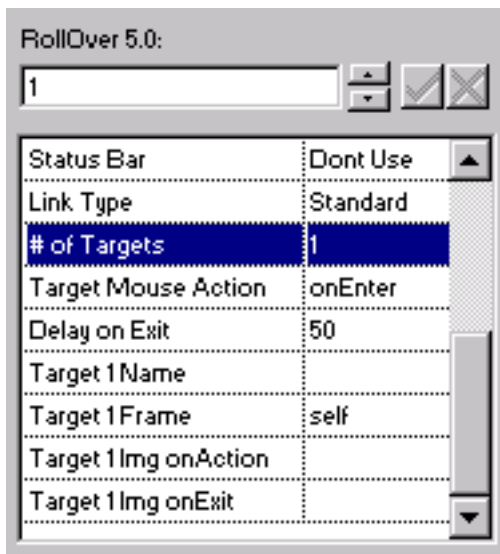
Some of the things you can do include:

- Create MouseDown states for buttons.
- Target up to 40 external locations, on MouseOver or MouseDown.
- These external locations can then target other locations too!
- Define custom delays to stop flickering of external images.

Option Summary:

- # of Targets - how many external locations do you wish to target.
- Target Action - OnDown, or OnEnter (what event will trigger the image at the external location to change)
- Delay - define in 1/100's of a second the delayed applied on mouse out when targeting external locations.
- Target Name - what is name you have given to the location you are targeting.
- Target Frame - If the image being targeted is located in a different frame, select the frame here. If the image being targeted is in the same frame or the site does not implement frames, leave this option set to "self."
- Target Img onAction - Which image will be displayed at the external location on the selected action.
- Target Img onExit - Which image will be displayed at the external location when the action is over.

Palette:



You want to learn more about this topic? Then view our [RollOver Targeting Tutorial](#).

Also be sure to see our [RollOver Component Spotlight](#).