

# Graphic Rollovers

## Overview

Allows you to add graphic rollovers to your web page. A graphic rollover is when the user's mouse (cursor) passes over top of an image and it changes to another image upon entry and then returns to original image when cursor exits image. This effect adds sophistication to your pages as well giving them more of a CD-ROM feel.

## Browser Compatibility

- Works in Netscape Navigator 3.0 but some bugs are present
- Works fully in Netscape Navigator 4.0 and higher
- Does not work in Microsoft Internet Explorer 3.xx
- Works fully in Microsoft Internet Explorer 4.0 and higher
- No errors should occur in browsers that do not understand the Graphic Rollovers' code

## Troubleshooting

- Adding images to your HTML document after applying Graphic Rollovers may cause the rollovers to get mixed up. This will occur if the added images come before the rollover images do in your HTML document. Therefore, keep a backup copy of the HTML document so that if you add new images you can just bring the backup document into Java Script It! and reapply the Graphic Rollovers and save over top of the original document that had the graphic rollovers.
- Make sure the URL's for each image (cell) are correct. Type them in just like you would in a regular HTML editor. The URL's may be relative ("ani/cell2.gif") or absolute ("http://www.test.com/ani/cell4.jpg").
- If the image that you apply a graphic rollover to does not have a hyperlink surrounding it then the graphic rollover will not work. Java Script It! needs the hyperlink to insert a "onMouseOver" and "onMouseOut" call.
- Make sure your document has a head tag (<head>....</head>) or else Java Script It! will not be able to insert the java script code.
- In Netscape Navigator 3.xx browsers, the changing of images can sometimes go haywire if they are placed in tables. Your images might end up in the top left corner of the screen.
- Do not add Graphic Rollovers more than once to a given page. If you later decide you want to add rollovers to other graphics in that page then follow the same guidelines mentioned in the first point of troubleshooting (Adding images...).
- Graphic Rollovers may have trouble applying the onMouseOver/onMouseOut code to the various images if some of your images have the same name. It may cause some inconvenience, but if you name all your images differently then this will solve the problem.