Engaging Networks Overlay

This project makes it easy to add an Overlay with a custom Engaging Networks Form to your website.

How to use

1. Add the script below to the page:

```
<script
  defer="defer"
  src="https://{MY_EN_ASSETS_URL}/foursite-en-overlay.js"
  data-title="This is my title!"
  data-subtitle="This is my subtitle"
  data-paragraph="This is my paragraph"
  data-image="https://source.unsplash.com/random/1920x1080"
  data-donation_form="https://{MY_EN_URL}"
></script>
```

2. You can add any options as a data attribute on the `script` tag.

Options

Every option should be set as a data attribute on the `script` tag. All options are optional, except for the `data-title`, `data-subtitle`, `data-paragraph`, and `data-image` options, which are empty by default.

- **data-cookie_name** - The name of the cookie that will be used to store the closed state. Defaults to `hideOverlay`.
- **data-cookie_expiry** - The number of days until the cookie expires. Defaults to `1`. Set to `0` to not set the cookie, and to always allow the overlay to show.
- **data-logo** - The src URL for the logo image in the top-left of the overlay.
- **data-title** - Title of the overlay.
- **data-subtitle** - Subtitle of the overlay.
- **data-paragraph** - Text of the overlay.
- **data-image** - Background Image of the overlay.
- **data-button_label** - Label of the donate button. Defaults to `Donate Now`.
- **data-amounts** - CSV of numeric amount preset options. Defaults to `35, 75, 100, 250, 500`.
- **data-other_label** - Label of Other Amount field. Defaults to `$ other`. If empty, the field will be hidden.
- **data-donation_form** - URL of the donation page.
- **data-trigger** - How the user will trigger the overlay. Defaults to `0`, which means the overlay will automatically trigger when the page loads. Check the **Trigger Options** section for more information.
- **data-start_unix** - Unix seconds timestamp of when to start showing the overlay. Defaults to `0` for no start time.
- **data-end_unix** - Unix seconds timestamp of when to stop showing the overlay. Defaults to `Infinity` for no end time.
- **data-max_width** - CSS dimension to set the overlay modal's max-width. Defaults to full screen.

- **data-max_height** - CSS dimension to set the overlay modal's max-height. Defaults to full screen.

Trigger Options

- **ANY_NUMBER** (example: 2) - The overlay will open after NUMBER seconds.
- **ANY_PIXEL** (example 400px) - The overlay will open when the user scrolls the page for PIXEL pixels.
- **ANY_PERCENT** (example 50%) - The overlay will open when the user scrolls the page for PERCENT of the page.
- **exit** (example exit) - The overlay will open when the user moves their mouse out of the page (exit intent).

Style Variables

Some CSS variables are used throughout the overlay's styles. They are as follows:

```css
// Backgrounds.

--bg-img-overlay-start-color
--bg-img-overlay-end-color

--bg-overlay-color // the shadow outside of the overlay modal.

// Typography.

--title-color
--title-font // font shorthand rule.

--subtitle-color
--subtitle-font

--paragraph-color
--paragraph-font

// Elements.

--divider-border

// Amount Buttons.

--amount-button-bg-color
--amount-button-color
--amount-button-border // full border shorthand declaration.
--amount-button-border-radius // full length unit, such as 50% or 3em.

--amount-button-hover-bg-color
--amount-button-hover-color
--amount-button-hover-border
--amount-button-hover-border-radius

--amount-button-selected-bg-color
--amount-button-selected-color
--amount-button-selected-border
```

```
  --amount-button-selected-border-radius

  // Submit Button.

  --submit-button-bg-color
  --submit-button-color
  --submit-button-border
  --submit-button-border-radius

  --submit-button-hover-bg-color
  --submit-button-hover-color
  --submit-button-hover-border
  --submit-button-hover-border-radius
```

Development

Project's code is on the `src/app.ts` file. Styling changes must be on `src/sass` folder.

Install Dependencies

1. `npm install`

Deploy

1. `npm run build` - Builds the project
2. `npm run start` - Watch for changes and rebuilds the project

It's going to create a `dist` folder, where you can get the `foursite-en-overlay.js` file and publish it.