

Some very simple JavaScript is used to hide (or reveal) the fields (or annotations) **2**. You get a field instance with the `getField()` JavaScript method for interactive fields, or with `getAnnot()` for ordinary annotations. Then you change the properties of these objects as explained in the JavaScript reference. In this example, clicking the upper button (named `click`) hides both buttons. Clicking the lower button (named `advertisement`) opens the web page dedicated to this book at Manning.com.

Pushbuttons aren't always meant to be pushed (or clicked). In the next example, we'll use pushbuttons as "hot areas" that trigger an action when the mouse moves over them.

A popup annotation has no appearance stream or associated actions of its own. It's always associated with a parent annotation. Figure 7.14 shows a text annotation as a popup. If you take a close look at the image, you'll also see a widget annotation on top of the *Donnie Darko* poster. If you move the mouse inside the borders of this widget annotation, the popup with the text annotation will appear; if you move the mouse pointer outside the widget annotation, the popup will disappear.



Figure 7.15 Text annotation in a popup using a button and its events