

Adding a tool tip

To wrap up this introduction, we'd like to add a few finishing touches to the program. The first addition is to add a tool tip to the button, such that when the mouse cursor hovers over the button for a short while, it will pop up a little message describing what the button does:

```
require 'fox16'

include Fox

theApp = FXApp.new

theMainWindow = FXMainWindow.new(theApp, "Hello")

theButton = FXButton.new(theMainWindow, "Hello, World!")
theButton.tipText = "Push Me!"
theButton.connect(SEL_COMMAND) { exit }

FXToolTip.new(theApp)

theApp.create

theMainWindow.show

theApp.run
```

There are two changes involved here. The first is to set the tool tip text for the button using the `tipText` accessor, and for this example we're setting the button's tip text to "Push Me!". The second change is to create the (single) `FXToolTip` instance for the application. Although this program shows the `FXToolTip` instance being created after the `FXButton`, it doesn't really matter when you do it. You just want to have instantiated the `FXToolTip` before you drop into the main event loop by calling `FXApp#run`. If you run this version and hover over the button for a second or so, you should see the tooltip pop up:

