* [Chart.js](http://docs.google.com/)
* [Getting Started](http://docs.google.com/getting-started/)
  + [Installation](http://docs.google.com/getting-started/installation.html)
  + [Integration](http://docs.google.com/getting-started/integration.html)
  + [Usage](http://docs.google.com/getting-started/usage.html)
* [General](http://docs.google.com/)
  + [Responsive](http://docs.google.com/responsive.html)
  + [Pixel Ratio](http://docs.google.com/device-pixel-ratio.html)
  + [Interactions](http://docs.google.com/)
    - [Events](http://docs.google.com/events.html)
    - [Modes](http://docs.google.com/modes.html)
  + [Options](http://docs.google.com/options.html)
  + [Colors](http://docs.google.com/colors.html)
  + [Fonts](http://docs.google.com/fonts.html)
* [Configuration](http://docs.google.com/configuration/)
  + [Animations](http://docs.google.com/configuration/animations.html)
  + [Layout](http://docs.google.com/configuration/layout.html)
  + [Legend](http://docs.google.com/configuration/legend.html)
  + [Title](http://docs.google.com/configuration/title.html)
  + [Tooltip](http://docs.google.com/configuration/tooltip.html)
  + [Elements](http://docs.google.com/configuration/elements.html)
* [Charts](http://docs.google.com/charts/)
  + [Line](http://docs.google.com/charts/line.html)
  + [Bar](http://docs.google.com/charts/bar.html)
  + [Radar](http://docs.google.com/charts/radar.html)
  + [Doughnut & Pie](http://docs.google.com/charts/doughnut.html)
  + [Polar Area](http://docs.google.com/charts/polar.html)
  + [Bubble](http://docs.google.com/charts/bubble.html)
  + [Scatter](http://docs.google.com/charts/scatter.html)
  + [Area](http://docs.google.com/charts/area.html)
  + [Mixed](http://docs.google.com/charts/mixed.html)
* [Axes](http://docs.google.com/axes/)
  + [Cartesian](http://docs.google.com/axes/cartesian/)
    - [Category](http://docs.google.com/axes/cartesian/category.html)
    - [Linear](http://docs.google.com/axes/cartesian/linear.html)
    - [Logarithmic](http://docs.google.com/axes/cartesian/logarithmic.html)
    - [Time](http://docs.google.com/axes/cartesian/time.html)
  + [Radial](http://docs.google.com/axes/radial/)
    - [Linear](http://docs.google.com/axes/radial/linear.html)
  + [Labelling](http://docs.google.com/axes/labelling.html)
  + [Styling](http://docs.google.com/axes/styling.html)
* [Developers](http://docs.google.com/developers/)
  + [Chart.js API](http://docs.google.com/developers/api.html)
  + [Updating Charts](http://docs.google.com/developers/updates.html)
  + [Plugins](http://docs.google.com/developers/plugins.html)
  + [New Charts](http://docs.google.com/developers/charts.html)
  + [New Axes](http://docs.google.com/developers/axes.html)
  + [Contributing](http://docs.google.com/developers/contributing.html)
* [Additional Notes](http://docs.google.com/notes/)
  + [Comparison Table](http://docs.google.com/notes/comparison.html)
  + [Popular Extensions](http://docs.google.com/notes/extensions.html)
  + [License](http://docs.google.com/notes/license.html)
* [Published with GitBook](https://www.gitbook.com)

[**Modes**](http://docs.google.com/)

Interaction Modes

When configuring interaction with the graph via hover or tooltips, a number of different modes are available.

The modes are detailed below and how they behave in conjunction with the intersect setting.

## point

Finds all of the items that intersect the point.

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'point'  
 }  
 }  
})

## nearest

Gets the item that is nearest to the point. The nearest item is determined based on the distance to the center of the chart item (point, bar). If 2 or more items are at the same distance, the one with the smallest area is used. If intersect is true, this is only triggered when the mouse position intersects an item in the graph. This is very useful for combo charts where points are hidden behind bars.

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'nearest'  
 }  
 }  
})

## single (deprecated)

Finds the first item that intersects the point and returns it. Behaves like 'nearest' mode with intersect = true.

## label (deprecated)

See 'index' mode

## index

Finds item at the same index. If the intersect setting is true, the first intersecting item is used to determine the index in the data. If intersect false the nearest item, in the x direction, is used to determine the index.

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'index'  
 }  
 }  
})

To use index mode in a chart like the horizontal bar chart, where we search along the y direction, you can use the axis setting introduced in v2.7.0. By setting this value to 'y' on the y direction is used.

var chart = new Chart(ctx, {  
 type: 'horizontalBar',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'index',  
 axis: 'y'  
 }  
 }  
})

## x-axis (deprecated)

Behaves like 'index' mode with intersect = false.

## dataset

Finds items in the same dataset. If the intersect setting is true, the first intersecting item is used to determine the index in the data. If intersect false the nearest item is used to determine the index.

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'dataset'  
 }  
 }  
})

## x

Returns all items that would intersect based on the X coordinate of the position only. Would be useful for a vertical cursor implementation. Note that this only applies to cartesian charts

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'x'  
 }  
 }  
})

## y

Returns all items that would intersect based on the Y coordinate of the position. This would be useful for a horizontal cursor implementation. Note that this only applies to cartesian charts.

var chart = new Chart(ctx, {  
 type: 'line',  
 data: data,  
 options: {  
 tooltips: {  
 mode: 'y'  
 }  
 }  
})

results matching ""

No results matching ""