

# Feeqt-rq : Support for HTML in tooltip #5440

**Closed**

AhsanAyaz opened this issue on Jun 30, 2017 · 11 comments



AhsanAyaz commented on Jun 30, 2017

feature request:

**What is the expected behavior?**

Tooltip should be able to render HTML for advance/custom tooltips. See attached image as an example.

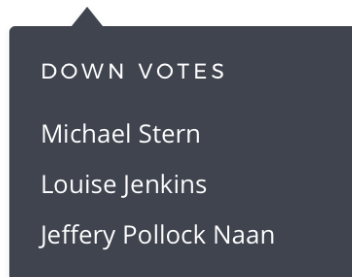
**What is the current behavior?**

HTML is not supported inside tooltip

**What is the use-case or motivation for changing an existing behavior?**

To have dynamic templates under tooltip which is required in some complex applications.

**EXAMPLE**

**Assignees**

andrewseguin

**Labels**

None yet

**Projects**

None yet

**Milestone**

No milestone

**8 participants**



julianobrasil commented on Jul 1, 2017 • edited ▼

Contributor

I think this would be contrary to [material design specs](#) which states that:

*Tooltips don't display rich information including images and formatted text.*

*Tooltips are different than ALT-attributes, which are intended primarily for static images.*

*Tooltips don't have directional arrows; instead, they rely on motion emanating from the source to convey direction.*

I didn't see anything in the specs like [bootstrap's popover](#), so I'm not sure there will be such a component someday in the official set. But, as soon as CDK is out, probably will be done in community projects.

Anyway, take a look at this discussion: [#2691](#)



3



AhsanAyaz commented on Jul 1, 2017

Author

@julianobrasil

I've already implemented a demo (in the demo app) and the implementation support on my fork.

I didn't want to include another library for the HTML support for my project so i'll probably use my fork in the project. And yes there isn't anything like popover in material.

I might be creating a pull request anyway. You can at least run it and see how that looks :)



2



1



AhsanAyaz added a commit to AhsanAyaz/material2 that referenced this issue on Jul 1, 2017



feat(tooltip): add support for custom HTML inside tooltip ...

37d7e9e

## feat(tooltip): add support for custom HTML inside tooltip #5451

 Closed

julianobrasil commented on Jul 1, 2017

Contributor

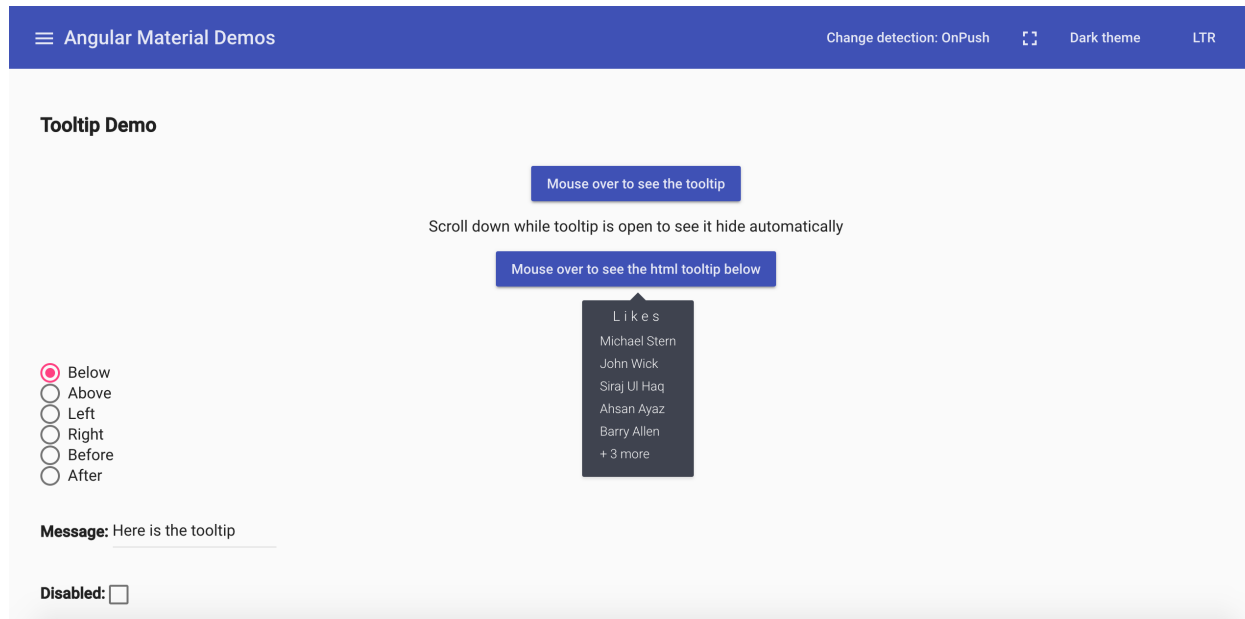
I cloned your `feat-tooltip-cust-html` , but couldn't see anything different in the tooltip. Have I cloned the wrong branch?



AhsanAyaz commented on Jul 1, 2017 • edited ▼

Author

@julianobrasil I have changed the `src/lib/tooltip/tooltip.ts` which can be seen in the changes in the [PR](#). I've also modified the demo of tooltip inside the `src/demo-app/tooltip` . After you've cloned the branch, you should be able to do `gulp serve:devapp` and see two buttons as can be seen in the attachment. One working with our regular old message string and other with html.





julianobrasil commented on Jul 1, 2017

Contributor

My mistake. I was building the master instead of the feat-tooltip-cust-html branch. Now I see it. Well, I think the change is nice (although, in the demo page it raises expectations that the html tooltip will change color if you click on the "Toogle tooltipClass" button as it happens with the master branch demo).

The pros:

- There's no need for a whole new component
- All you need is a class to make things up and running

The cons:

- It doesn't follow the material specs (maybe it should be a whole new component for this reason - the official set should stick to the specs as much as possible)

Sugestion:

- There's no need for the little arrow, as the animation source works as the origin of the popup. As stated in material guide lines for the original tooltip: "(...) *rely on motion emanating from the source to convey direction.*"



mmalerba assigned andrewseguin on Jul 6, 2017



mmalerba commented on Jul 6, 2017

Contributor

@andrewseguin is this something we want to support in tooltip?

When designing the tooltip we deliberately decided not to support that the material design spec is rather prescriptive about only text appearing in tooltips. Rich content also presents a challenge for a11y.

 12

 **jelbourn** closed this on Jul 8, 2017

★  **willshowell** referenced this issue on Jul 11, 2017

**Tooltip : render HTML #5672**

 Closed

★  **donroyco** referenced this issue on Aug 17, 2017

**Tooltip - support HTML #6515**

 Closed

★  **donroyco** referenced this issue on Aug 30, 2017

**provide possibility such that we can provide links in tooltip and have clicking ability. #6723**

 Closed

★  **willshowell** referenced this issue on Nov 10, 2017

**Allow passing TemplateRef/component type to tooltip #8357**

 Closed



**AT-Rocha** commented on Jan 9, 2018 • edited ▼

Sorry, I know it is a closed issue, but what about how to implement i18n to mat Tooltip ?  
One possible use would be:

Today it returns [object Object] in the Tooltip.

Or there is another way ? Thanks.



**willshowell** referenced this issue on Mar 16, 2018

**Tooltip with complex content wanted #10440**

 Closed



**malikfaizanhaider** commented on Aug 8, 2018

@AhsanAyaz how you add arrow on tooltip?



**tatsujb** commented on Nov 13, 2018

using unicode, on the other hand works.

so there's a lot you can do there including controlling where your text line-breaks with `\u00A0` instead of a space.



**angular-automati...** bot commented 13 days ago

This issue has been automatically locked due to inactivity.  
Please file a new issue if you are encountering a similar or related problem.

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 **angular-automatic-lock-bot** bot locked and limited conversation to collaborators 13 days ago