

Class: Callout

This is an implementation of tooltip. The tooltip can render any HTML content within and the arrow's direction can be configured. This module is capable of rearranging the position to a best suited place based on preferred and allowed locations.

Usage

```
var callout = new Callout({
  content: "I'm callout",
  size: {
    width: 150,
    height: 20
  },
  autohide: true
});

$(".targetNode").on("click", function () {
  callout.show(this, ["top"]); // show on top if possible
});

$("body").on("contextmenu", function(event) {
  callout.show(event);
  event.preventDefault();
});
```

Resources

```
<link rel="stylesheet" href="css/callout.css">
<script src="js/src/Callout.js"></script>
```

Dependency

```
<script src="js/lib/jquery-2.1.1.js"></script>
```

API

Constructor: new Callout(options)

Options

content: String, Specify content for the callout within this member.

theme: String, Theme. Valid values are 'dark', 'light', 'default'. Default value is 'default'

size: Object, Expect an object with 'width' and 'height'. Eg: {width: 25, height: 25}

autohide: Boolean, If set to true callout will be made hidden when focus is lost; default value is true.

container: String | Node, If specified, callout will try to position itself within the specified dom node; default value is body

preferredLocations: Array, The preferred locations of callout. This must be a subset of allowed location. Any other value will be ignored.

allowedLocations: Array, Locations that are allowed for the callout. Valid values are "top", "top-left", "top-right", "right", "right-top", "right-bottom", "bottom", "bottom-right", "bottom-left", "left", "left-top", "left-bottom"

show(target, preferredLocations)

Show callout and position it around a view port or a node. All the valid positions from the preferred locations and the reset of the positions from the allowed positions will be iterated until a position is found that places callout's viewport within the container's viewport without overflowing. If no suitable position the callout is placed within the target node.

Parameters

target: Node | jQuery.Event, (Mandatory) Dom node or an instance of jQuery.Event

preferredLocations: Array, (optional) Array of preferred locations;

Returns: Callout, Returns 'this' to enable method chaining

hide()

Hide callout.

Returns: Callout, Returns 'this' to enable method chaining.

remove()

Remove callout from DOM

Returns: Callout, Returns 'this' to enable method chaining

getDomNode()

Return the root node of callout. To avoid unexpected behaviour do NOT manipulate this node

Returns: Object, The node object

getContentNode()

Get content node. Attach your content into this node.

Returns: Object, Content node

Example:

```
callout.getContentNode().html("This is a tooltip"); // setting text
callout.getContentNode().append(bannerNode); // setting inner node
```

setContent(content)

Set content of the callout.

Parameters

content: String, The content as string

Returns: Callout, Returns 'this' to enable method chaining

getArrow()

Get current direction of arrow

Returns: String, Returns direction of arrow

setArrow(direction)

Set direction of arrow

Parameters

direction: String, All possible values for 'allowedLocations' are valid here


Returns: Callout, Returns 'this' to enable method chaining

getContainer()

Get container

Returns: Node | String, Returns 'container'

setContainer(container)

Container node for the callout. The view port of the callout will be always calculated to be with in  tainer's view port.

Parameters

container: Object, The container node

Returns: Callout, Returns 'this' to enable method chaining

getAutoHide()

Check if auto hide is on or off

Returns: Boolean, Returns 'true' if auto hide is on

setAutoHide(autohideOn)

Turn on/off auto hide. Auto hide feature will hide the callout when focus is removed

Parameters

autohideOn: Boolean, True to turn on auto hide.

Returns: Callout, Returns 'this' to enable method chaining

getPreferredLocations()

Get preferred locations.

Returns: Array, Array of locations that are preferred

setPreferredLocations(preferredLocations)

Set preferred locations for the callout. Eg. ["right"] will place callout on the right side of the attached node with left arrow. However this location will be ignored if the calculated view port is outside containerNode's view port.

Parameters

preferredLocations: Array, Array of preferred locations

Returns: Callout, Returns 'this' to enable method chaining

getAllowedLocations()

Get allowed locations.

Returns: Array, Array of locations that are allowed

setAllowedLocations(allowedLocations)

Set the allowed locations for the callout. This is the final list of locations allowed for callout. Any value outside this list, if used in preferred locations, will be ignored.

Parameters

allowedLocations: Array, Array of allowed locations

Returns: Callout, Returns 'this' to enable method chaining

getTheme()

Get theme.

Returns: String, Theme.

setTheme(theme)

Set theme. Valid values are 'dark', 'light', 'normal'

Parameters

theme: String, Valid values are 'dark', 'light', 'normal'

Returns: Callout, Returns 'this' to enable method chaining

getSize()

Get size of the callout.

Returns: Object, An object in the format {width: Number, height: Number}.

setSize(width, height)

Set size of the callout

Parameters

width: Number, Width in pixels

height: Number, height in pixels

Returns: Callout, Returns 'this' to enable method chaining