

**Website Integration Guide** 

# What do I need for the Web Modal Windows to work in my website?

In order to successfully add a modal window to your website the following conditions must be met:

- 1. You should be able to edit the source HTML of any page(s) where the modal window is added or at least have the ability to add or change existing attributes of the target element. The target element is the page element that triggers the modal (for example a DIV, SPAN, A, BUTTON, IMG etc).
- 2. You should be able to upload your own files to the host server. In some cases online editors do not allow the files to be uploaded in folders that you create but they require all files to be stored in a specific folder. In this case, make sure that the settings in "Project Properties" are set in a way for all Web Modal Windows script files and images to be stored in the same folder.

## How to add the Web Modal Windows script in my website pages?

- Assuming that you created the desired modal window, you have to save the project in a local folder. When you save the project, a \*.wmw file will be created along with its corresponding assets folder. For example, when the project name is "modal.wmw" the name of the generated assets folder will be "modal-assets". The assets folder will contain all files (mostly images) the project needs. The images (or other external files) referenced in the "Embedded HTML" of the modal or in any other page that you use as "External" or "AJAX" source, will NOT be save in the assets folder. That means, the modal script will call them from their original location in the web server after the site is published.
- 2. Then you need to define the folders where the files will be stored (locally). Click on the "Project" icon in the toolbar and set the appropriate folder in the Project Properties window:

Please specify the following compile properties for your modal windows:	
Where are your website files locally stored? example:C:\mywebsite	
not specified yet	Edit
Compiled Javascript Project What name should your compiled javascript project have?	
C Custom	
Compiled subfolders (relative to Site_Hoot)	
Compiled Libraries: Nikno-scripts	Edit
Compiled Images: \likno-scripts\likno-modal-project	Edit
Domain where the compiled project will be used:	ins.

You also need to define the domain where the modal window(s) will be used. The combo box contains all domains that you allocate via your User Area account and each time you make a change in your domains, you need to get a new activation code for the installed application to be updated.

- 3. Finally, you need to "Compile" the project. Click on the "Compile" icon in the toolbar and all the files needed will be generated and stored in the Site\_Root/likno-scripts folder.
- 4. When the compilation is completed you will be asked to "Link compiled project to web pages". Click on the following button in the "Project compiled successfully!" window:



Then you can select the local files of your website where the web modal windows linking code will be inserted:

Select web pages:		The compiled project will be linked to all pages
New folder (8)	£	selected here.
鷆 awmdata		
likno-scripts		
lest-assets		
Contitled-1.html		
		1
	>>	]
	~~	1
HTML files (*.htm; *.html; *.xhtml)	•	

You can use any type of page here (check the file format combo at the end).

#### I don't have direct access to the html source code or I use templates. What to do?

In case your website is based on dynamic web templates (dwt files) or master pages, you should use these files as the target where the script will be linked. Usually a dwt or master page has editable and non-editable areas. If your template has the BODY tag inside a non-editable area, the modal linking code will be inserted just below the BODY tag and that means you will not have to insert it in all pages separately.

If you do NOT want the modal to be used in all pages handled by the template, you should manually add the linking code in a non-editable area in each of these pages. To do this you have to select the tab "Give me the linking code and I will add it myself to my pages".

Let Likno Web Modal Windows Builder automatically add the linking code to my pages.	Give me the linking code and I will add it myself to my pages.
Manual Linking Code Section	
The following code should be added to each page the	hat you wish your modal windows to appear.
The following code should be added to each page to the should be added to each page to the state of the state	hat you wish your modal windows to appear. WINDOWS CODE FOR likno-modal-
The following code should be added to each page to ******** BEGIN LIKNO WEB MODAL<br project ********> <script type="text/javascript">var</td><td>hat you wish your modal windows to appear. , WINDOWS CODE FOR likno-modal-</td></tr><tr><td>The following code should be added to each page t <! ******** BEGIN LIKNO WEB MODAL project ********> <script type="text/javascript">var lwmwLinkedBy="LiknoWebModalWindows</td><td>hat you wish your modal windows to appear. . WINDOWS CODE FOR likno-modal- [1]", lwmwName="likno-modal-</td></tr><tr><td>The following code should be added to each page t <! ******** BEGIN LIKNO WEB MODAL project *******> <script type="text/javascript">var lwmwLinkedBy="LiknoWebModalWindows project",lwmwBN="134";</script> <scr< td=""><td>hat you wish your modal windows to appear. . WINDOWS CODE FOR likno-modal- [1]", lwmwName="likno-modal- ript charset="UTF-8" src="likno-</td></scr<>	hat you wish your modal windows to appear. . WINDOWS CODE FOR likno-modal- [1]", lwmwName="likno-modal- ript charset="UTF-8" src="likno-
The following code should be added to each page the second state of the second state o	hat you wish your modal windows to appear. . WINDOWS CODE FOR likno-modal- [1]", lwmwName="likno-modal- tipt charset="UTF-8" src="likno- we="text/javascript">

Then you have to copy the code in the text area, and add it manually in a non-editable area of your pages.

The same process should be used if you do NOT have access to the source html code of the pages or your web editor doesn't allow any external application to make changes in the html files. Many of these web editors do have built-in functionality to create "includes" or "HTML snippets". In this case, the modal linking code that you copied should be pasted manually in an "include" or "HTML snippet" for the web editor to handle the code on its own way.

I want the modal to appear when the visitor clicks on a "link" (A tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your A tag:

-Onens \	When			
Any combination of the following options can be used:				
	Opens when the user clicks on a page element that ID="Modal_Window_1" ('ID' attribute OR ID = (chosen attribute			
OR	OR Opens when the user clicks on a page element to onclick="Modal_Window_10;"			
OR	Opens when the user clicks on a me Use the following value in the AlfWe Modal_Window_1()	enu created with bMenus <0pen		
OR	Copens on Page Load			

According to the settings above, the following A tags would trigger the modal to appear:

```
<a href="myweblink.html" id="Modal_Window_1">Suspendisse mauris</a>
<a href="myweblink.html" onClick="Modal_Window_1();">Suspendisse mauris</a>
```

In case your A tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the A tag has an existing ID="value", then you must use this ID in "Opens When":

<b>0</b>	Opens When Any combination of the following options can be used:				
	Opens	when the user clicks on a pa	age element that uses the following attribute:		
		ID="Modal_Window_1"	('ID' attribute equals the name of window)  [Sample]		
	OR	ID 💌 = value	(chosen attribute equals a custom value) ? Sample		

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:			
Opens when the user clicks on a page element that uses the following attribute: ID="Modal_Window_1" ('ID' attribute equals the name of window) () [Sample]			
OR C	lass 💌 = myClass	(chosen attribute equals a custom value) ? Sample	

In this case, the html code of the A tag should look like this:

<a href="myweblink.html" class="myClass">Suspendisse mauris</a>

When the A tag already has an existing class defined, you can append the new class in the class value:

```
<a href="myweblink.html" class="existingClass myClass">Suspendisse mauris</a>
```

Note that while the A tag (and any other tag) can have more than one "classes" they should have only one and unique **ID**. Since **ID** and **A**'s **Name** attribute share the same name space, authors cannot use the same value for an **ID** attribute and an **A** element's **Name** attribute for different elements in the same document.

I want the modal to appear when the visitor clicks on a "button" (BUTTON tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your BUTTON tag:

-Opens I	When				
Any co	mbination of the following options car	) be used:			
	Opens when the user clicks on a page element the ID="Modal_Window_1" ('ID' attribut OR ID = = (chosen att				
OR	OR Opens when the user clicks on a page element to onclick="Modal_Window_10;"				
OR	Opens when the user clicks on a me Use the following value in the AlfWe	enu created with bMenus <0pen			
	Modal_Window_1()				
OR	Dpens on Page Load				

According to the settings above, the following BUTTON tags would trigger the modal to appear:

```
<button type="button" id="Modal_Window_1">Click Me!</button>
<button type="button" onClick="Modal_Window_1();">Click Me!</button>
```

In case your BUTTON tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the BUTTON tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When Any combination of the following options can be used:				
	Opens	when the user clicks on a pa ID="Modal_Window_1"	age element that uses the following attribute: ('ID' attribute equals the name of window) ? Sample	
	OR	ID 💌 = value	(chosen attribute equals a custom value) ? Sample	

In addition, you can also use the **Class** attribute:

Opens When Any combination of the follow	owing options can be used:	
Opens when the us	ser clicks on a page element that uses the followin _Window_1" ("ID" attribute equals the name	ng attribute: e of window) <b>?</b> Sample
OR Class -	= myClass (chosen attribute equals a cu	stom value) ? Sample

In this case, the html code of the A tag should look like this:

<button type="button" class="myClass">Click Me!</button>

When the A tag already has an existing class defined, you can append the new class in the class value:

```
<button type="button" class="existingClass myClass">Click Me!</button>
```

Note that while the BUTTON tag (and any other tag) can have more than one "classes" they should have only one and unique ID. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the modal to appear when the visitor clicks on a "layer" (DIV tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your DIV tag:

-Onens I	When			
Any combination of the following options can be used:				
	Opens when the user clicks on a page element the ID="Modal_Window_1" ('ID' attribute OR ID = (chosen attri OR Opens when the user clicks on a page element the onclick="Modal_Window_10;"			
OR				
OR	Opens when the user clicks on a me Use the following value in the AlfWe Modal_Window_10	enu created with bMenus <0pen		
OR	Opens on Page Load			

According to the settings above, the following DIV tags would trigger the modal to appear:

```
<div id="Modal_Window_1">Click Me!</div>
<div onClick="Modal_Window_1();">Click Me!</div>
```

In case your DIV tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the DIV tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When Any combination of the following options can be used:				
Open	s when the user clicks on a pa ID="Model_Window_1"	age element that uses the following attribute:		
OR	ID = value	(chosen attribute equals a custom value) ? (Sample)		

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:				
Opens when the user clicks on a page element that uses the following attribute:				
OR		(chosen attribute equals a custom value) ? Sample		

In this case, the html code of the DIV tag should look like this:

<div< th=""><th>class="myClass"</th><th>&gt;Click</th><th>Me!</th></div<>	class="myClass"	>Click	Me!
---	-----------------	--------	-----

When the DIV tag already has an existing class defined, you can append the new class in the class value:

#### <div class="existingClass myClass">Click Me!</div>

Note that while the DIV tag (and any other tag) can have more than one "classes" they should have only one ID. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the modal to appear when the visitor clicks on a "table" (TABLE tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your DIV tag:

-Onens V	When	
Any cor	mbination of the following options can	be used:
	Opens when the user clicks on a page element that ID="Modal_Window_1" ('ID' attribute OR ID = (chosen attribute OR Opens when the user clicks on a page element that onclick="Modal_Window_10;"	
OR		
OR Opens when the user clicks on a menu cr Use the following value in the AlfWebMen Modal_Window_1()		enu created with bMenus <0pen
OR	C Opens on Page Load	

According to the settings above, the following TABLE tags would trigger the modal to appear:

```
Click Me! Click Me!
```

In case your TABLE tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the TABLE tag has an existing ID="value", then you must use this ID in "Opens When":

Γ	Opens When Any combination	on of the following options car	n be used:	
	Opens	when the user clicks on a pa ID="Modal_Window_1"	age element that uses the following attribute: ('ID' attribute equals the name of window) ? Sample	
	OR	ID 💌 = value	(chosen attribute equals a custom value) ? Sample	

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:			
Opens	when the user clicks on a pa ID="Modal_Window_1"	age element that uses the following attribute: ('ID' attribute equals the name of window) ? Sample	
OR	Class 💌 = myClass	(chosen attribute equals a custom value) ? Sample	

In this case, the html code of the TABLE tag should look like this:

Click Me!

When the TABLE tag already has an existing class defined, you can append the new class in the class value:

Click Me!

Note that while the TABLE tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the modal to appear when the visitor clicks on a "table cell" (TD tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your TD tag:

-Onens I	When	
Any co	mbination of the following options car	) be used:
	Opens when the user clicks on a page element that ID="Modal_Window_1" ('ID' attribute OR ID = (chosen attribute OR Opens when the user clicks on a page element that onclick="Modal_Window_10;"	
OR		
OR Opens when the user clicks on a menu create Use the following value in the AlfWebMenus < Modal_Window_1()		enu created with bMenus <0pen
OR	C Opens on Page Load	

According to the settings above, the following TD tags would trigger the modal to appear:

```
Click Me! Click Me!
```

In case your TD tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the TD tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When – Any combinatio	n of the following options car	n be used:
Opens	when the user clicks on a pa	age element that uses the following attribute:
	ID="Modal_Window_1"	('ID' attribute equals the name of window) 😢 Sample
OR	ID 💌 = value	(chosen attribute equals a custom value) ? Sample

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:			
Opens v	when the user clicks on a pa D="Modal_Window_1"	ge element that uses the following attribute: ('ID' attribute equals the name of window) ? [Sample]	
OR 0	Class 💌 = myClass	(chosen attribute equals a custom value) ? Sample	

In this case, the html code of the TD tag should look like this:

Click Me!

When the TD tag already has an existing class defined, you can append the new class in the class value:

Click Me!

Note that while the TD tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the modal to appear when the visitor clicks on a "list element" (LI tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your LI tag:

-Onens \	When	
Any cor	mbination of the following options can	i be used:
	Opens when the user clicks on a page element that ID="Modal_Window_1" ('ID' attribute of OR ID = (chosen attribute) OR Opens when the user clicks on a page element that onclick="Modal_Window_10;"	
OR		
OR Opens when the user clicks on a menu create Use the following value in the AllWebMenus ( Modal_Window_10)		enu created with bMenus <0pen
OR	Copens on Page Load	

According to the settings above, the following LI tags would trigger the modal to appear:

```
Click Me!
Click Me!
```

In case your LI tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the LI tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When Any combination of the following options can be used:			
Opens	when the user clicks on a pa	age element that uses the following attribute:	
OR	ID = value	(chosen attribute equals a custom value) ? Sample	

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:			
Opens	when the user clicks on a pa ID="Modal_Window_1"	age element that uses the following attribute:	
OR	Class V = myClass	(chosen attribute equals a custom value) ? (Sample)	

In this case, the html code of the LI tag should look like this:

Click Me!

When the LI tag already has an existing class defined, you can append the new class in the class value:

```
Click Me!
```

Note that while the LI tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

I want the modal to appear when the visitor clicks on an "image" (IMG tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your IMG tag:

-Onens I	When	
Any co	mbination of the following options can	be used:
	Opens when the user clicks on a page element that ID="Modal_Window_1" ('ID' attribute OR ID = (chosen attribute)	
OR         Opens when the user clicks on a page element           onclick="Modal_Window_10;"           OR         Opens when the user clicks on a menu creater           Use the following value in the AllWebMenus            Modal_Window_10		ge element that
		enu created with bMenus <0pen
OR	Opens on Page Load	

According to the settings above, the following IMG tags would trigger the modal to appear:

```
<img src="myimage.jpg" id="Modal_Window_1" />
<img src="myimage.jpg" onClick="Modal_Window_1();" />
```

In case your IMG tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the IMG tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When-				
Any combination of the following options can be used:				
Opens	when the user clicks on a pa	age element that uses the following attribute:		
	ID="Modal_Window_1"	('ID' attribute equals the name of window) 🕐 Sample		
OR	ID 💌 = Value	(chosen attribute equals a custom value) ? Sample		

In addition, you can also use the **Class** attribute:

Opens When Any combination of the following options can be used:			
Opens	when the user clicks on a pa	ge element that uses the following attribute:	
OR	Class v = myClass	(chosen attribute equals a custom value) ? Sample	

In this case, the html code of the IMG tag should look like this:

<img s<="" th=""/> <th><pre>src="myimage</pre></th> <th>.jpg"</th> <th>class="myClass"</th> <th>/&gt;</th>	<pre>src="myimage</pre>	.jpg"	class="myClass"	/>
--	-------------------------	-------	-----------------	----

When the IMG tag already has an existing class defined, you can append the new class in the class value:

```
<img src="myimage.jpg" class="existingClass myClass" />
```

Note that while the IMG tag (and any other tag) can have more than one "classes" they should have only one and unique **ID**. Since **ID** and **IMG**'s **Name** attribute share the same name space, authors cannot use the same value for an **ID** attribute and an **IMG** element's **Name** attribute for different elements in the same document. I want the modal to appear when the visitor clicks an "image hotspot" (AREA tag).

In **Web Modal Windows**  $\rightarrow$  **Project Windows** (tab)  $\rightarrow$  **Opens When**, you can find the methods you can use to "attach" the modal in your AREA tag:

-Opens V	When	
Any cor	mbination of the following options car	) be used:
	Opens when the user clicks on a pa ID="Modal_Window_1" OR ID • =	ige element that ('ID' attribute e (chosen attrib
OR	Opens when the user clicks on a pa onclick="Modal_Window_1();"	ige element that
OR	Opens when the user clicks on a ma Use the following value in the AlfWe	enu created with bMenus <0pen
	Modal_Window_1()	
OR	Dpens on Page Load	

The AREA tag defines an area inside an image-map (an image-map is an image with clickable areas). The area element is always nested inside a <map> tag.

According to the settings above, the following AREA tags would trigger the modal to appear:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" id="Modal_Window_1" />
<area shape="circle" coords="90,58,3" href="mercur.htm" onClick="Modal_Window_1();" />
```

In case your AREA tag already has an existing **ID** attribute, you can keep it but you should change ID in the Web Modal Windows (Opens When). For example if the AREA tag has an existing ID="value", then you must use this ID in "Opens When":

Opens When Any combination of the following options can be used:			
Opens w	when the user clicks on a pa	ge element that uses the following attribute:	
l lu	D="Modal_Window_1"	('ID' attribute equals the name of window) 😢 Sample	
OR	D 💌 = value	(chosen attribute equals a custom value) ? Sample	

In addition, you can also use the **Class** attribute:

Opens When Any combination of I	the following options car	n be used:	
Opens when the user clicks on a page element that uses the following attribute:			
ID="	"Modal_Window_1"	('ID' attribute equals the name of window) 🔅 Sample	)
OR Clas	s 💌 = myClass	(chosen attribute equals a custom value) ? Sample	)

In this case, the html code of the AREA tag should look like this:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" class="myClass" />
```

When the AREA tag already has an existing class defined, you can append the new class in the class value:

```
<area shape="circle" coords="90,58,3" href="mercur.htm" class="existingClass myClass" />
```

Note that while the AREA tag (and any other tag) can have more than one "classes" they should have only one ID and only one Name. Make sure that this rule is respected at all times; otherwise the page will produce errors when viewed in the browser.

*I want the modal to appear when the visitor clicks on an element inside another modal window.* 

Basically we have two modal windows:



What we want is a piece of code that closes Modal\_Window\_1 and loads Modal\_Window\_2.

In Modal\_Window\_1 Text/HTML property we can use an A tag (a "link") like this:

```
<a onClick="likno_modal_project.close(function() {Modal_Window_2(0);});"
href="javascript:void(0);">Click here</a>
```

This code closes the existing modal window while Modal\_Window\_2 is triggered.

Only one modal window can be open at any given time.

*I want the modal to appear when the visitor clicks on an element inside a page which is loaded in an IFRAME.* 

In this scenario the Web Modal Windows script is loaded in the parent document while the page that contains the "trigger" element, is loaded inside an IFRAME.

Inside a page we have an IFRAME element and also the Web Modal Window linking code:

```
<body>
<!-- ******* BEGIN LIKNO WEB MODAL WINDOWS CODE FOR likno-modal-project ******* -->
<script type="text/javascript">var lwmwLinkedBy="LiknoWebModalWindows [1]",lwmwName=
"likno-modal-project",lwmwBN="134";</script><script charset="UTF-8" src=
"likno-scripts/likno-modal-project.js" type="text/javascript"></script>"src="likno-scripts/likno-modal-project.js" type="text/javascript"></script>
<!-- ******* END LIKNO WEB MODAL WINDOWS CODE FOR likno-modal-project ******* -->
<div align="center">
<div align="center">
</div>
</div>
</div>
</div>
<//div>
<//div>
<//div>
<//div>
<//div>
```

The IFRAME calls the Untitled-2.html where the following A tag will call the modal in the PARENT document and the modal overlay will cover the entire browser window:

```
<a onClick="parent.Modal_Window_1();" href="javascript:void(0);">Click here</a>
```

The key to properly call the modal window (no matter where we want to load it) is that the modal linking code should be present in the page where the modal appear and NOT necessarily in the page where the trigger element exists.

### Web Modal Windows and cross-frame support

In this scenario the Web Modal Windows script is linked in one of the frames of our frameset while the modal window should be triggered by an element inside the other frame.

leftFrame	mainFrame
has the element	contains the
to trigger the modal	Web Modal Windows
in mainFrame	linking code

Our frameset has the following code:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-frameset.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
</meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
</title>Untitled Document</title>
</head>
</frameset cols="80,*" frameborder="no" border="0" framespacing="0">
<frameset cols="80,*" frameborder="no" border="0" framespacing="0">
</frameset cols="80,*" frameborder="no" border="0" framespacing="0">
</frameset="no" border="0" framespacing="0">
</frameset="no" border="0" framespacing="0">
</frameset="no" border="no" border="0" framespacing="0">
</frameset="no" border="no" border="no" framespacing="0">
</framespacing="no" border="no" border="no" border="no" framespacing="no" border="no" border="no" framespacing="no" border="no" border
```

The page loaded in the "mainFrame" has the Web Modal Windows linking code inserted:

```
<body>
<!-- ******** BEGIN LIKNO WEB MODAL WINDOWS CODE FOR likno-modal-project ******* -->
<script type="text/javascript">var lwmwLinkedBy="LiknoWebModalWindows [1]",lwmwName=
"likno-modal-project",lwmwBN="134";</script><script charset="UTF-8" src=
"likno-scripts/likno-modal-project.js" type="text/javascript"></script>
<!-- ******** END LIKNO WEB MODAL WINDOWS CODE FOR likno-modal-project ******* -->
```

The page loaded in the "leftFrame" should have an element (in our case an A tag) with the proper code for it to trigger the modal of the other frame:

```
<a onClick="top.mainFrame.Modal_Window_1();" href="javascript:void(0)">Click here</a>
```

The onClick javascript event goes to the "top" (which is a reference for the whole frameset) then goes one level below to find its child (the "mainFrame" frame) and finally calls the function Modal\_Window\_1(). This function is available because the Web Modal Windows linking code exists in the "mainFrame".



In our browser the code above would make the modal to open in the mainFrame only:

Make sure that all pages loaded in the frames are stored in the same domain; otherwise the Web Modal Windows script might not work properly and/or script errors will occur mostly because an attempt to load JavaScript in a cross-domain setup is considered by most browsers as a security breach. For this reason you cannot load a Web Modal Window over the whole frameset.