

In this example, you're creating button fields with a label and an icon. You can use an Image object for the icon ❶, or a PdfTemplate ❸ (in this case, you're using an imported page). I've used this functionality in a real-world project to create online examinations. Every question had a button that allowed the student to get a hint. If that button was clicked, an annotation was made visible and a hidden field was set. The value of this hidden field was posted together with the answers, so that the tutor could see for which questions a hint was used.

Some very simple JavaScript is used to hide (or reveal) the fields (or annotations) ❷. You get a field instance with the `getField()` JavaScript method for interactive fields, or with `getAnnot()` for ordinary annotations. Then you change the properties of these objects as explained in the JavaScript reference. In this example, clicking the upper button (named `click`) hides both buttons. Clicking the lower button (named `advertisement`) opens the web page dedicated to this book at Manning.com.

Pushbuttons aren't always meant to be pushed (or clicked). In the next example, we'll use pushbuttons as "hot areas" that trigger an action when the mouse moves over them.

7.4.3 A popup triggered by a button that doesn't need to be pushed

A popup annotation has no appearance stream or associated actions of its own. It's always associated with a parent annotation. Figure 7.14 shows a text annotation as a popup. If you take a close look at the image, you'll also see a widget annotation on top of the *Donnie Darko* poster. If you move the mouse annotation, the popup with the text annotation will appear; if you move pointer outside the widget annotation, the popup will disappear.

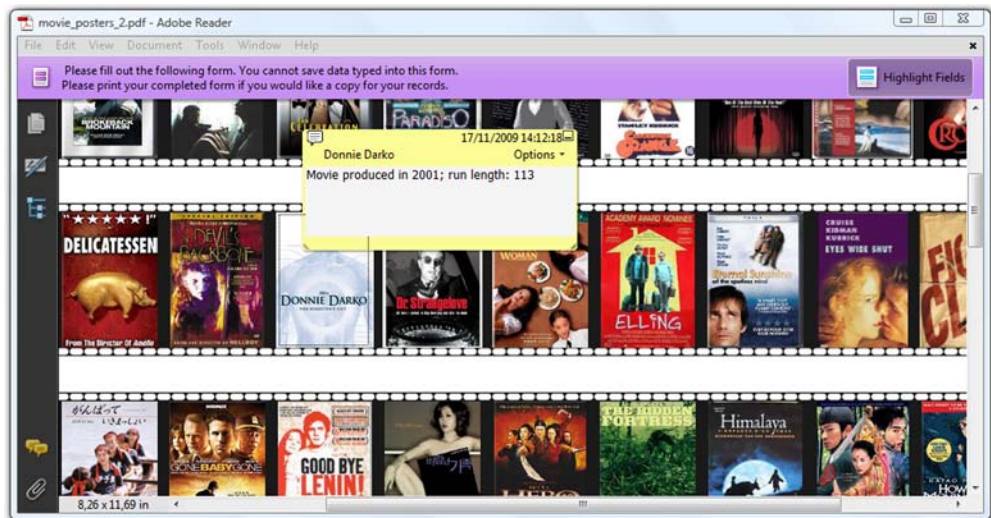


Figure 7.15 Text annotation in a popup using a button and its events