

PluginJS

Use the JS [wiki plugin](#), introduced in [Tiki3](#), to include JavaScript files or JavaScript code in a wiki page.

Alternatives: [PluginHTML](#) or [PluginJQ](#)

Parameters

Add JavaScript code or files

Introduced in Tiki 3.

[Go to the source code](#)

Preferences required: wikiplugin_js

Parameters	Accepted Values	Description	Default	Since
(body of plugin)		JavaScript code		
<code>file</code>	url	JavaScript filename		3.0
<code>lateload</code>	(blank) y n	Late load, use headerlib		9.1

Examples

Basic syntax

Insert a javascript file or/and some javascript code. `{JS(file='file.js')}javascript code{JS}`

The file.js file is in this case in the Tikiroot.

This will produce the following code for your Tiki site:

```
<script type="text/javascript" src="file.js"></script>
```

Note that it has to be surrounded by quotes.

```
{JS(file="http://example.org/tiki.js")} {JS}
```

`{REMARKSBOX(title="Tip" type="tip")}`Literal strings will have `<` , `>` , and `&` converted into HTML entities (and possibly other characters as well), so if your javascript is dealing with HTML (e.g. via `document.write()`), you probably need to convert them back.

Example 1

To include JavaScript code, use:

```
{JS()} var.... function ... ... {JS}
```

This will produce the following code for your Tiki:

```
<script type="text/javascript">
var....
function ...
...
</script>
```

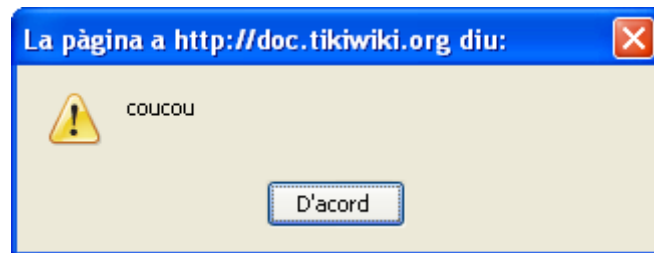
```
</script>
```

Example 2

This code:

```
{JS()}alert('coucou'){JS}
```

Would produce a pop up window that the user would have to click on "Accept" button ("D'accord" in this localized example) to make it disappear:



Aliases

- [Mod js](#)