## JavaScript

JavaScript is a popular scripting language used to add rich content to websites. It is platform-independent and works on most web browsers (unless the security settings are too high). For more information, see the Wikipedia article.

Tiki makes heavy use of JavaScript, mainly jQuery.

## For content editors

Tiki has a policy against JavaScript in user-editable material. This is a security feature because JavaScript can make it easy to spread malicious code. This is especially an issue in an open collaborative environment like a wiki, where anyone is free to edit. In fact, if a user attempts to add JavaScript in Tiki (whether it's a wiki page, article, blog post, etc.), Tiki will prevent the JavaScript from running.

To permit use of JavaScript by users, there is PluginJS and PluginHTML. It allows you to insert JavaScript into Tiki pages without having it be wiped, but the content must be approved by an admin.

## For site admins

You can also add JavaScript via the admin panel using Admin -> Look & Feel -> Customization -> Custom JavaScript You should also be able to add JavaScript to a custom Module.

See also Custom Code HowTo - jQuery

## For developers

t is possible to add JavaScript to Templates, but it must be done manually, by downloading the .tpl file, editing it using your own text editor, and then re-uploading it to the server. If you edit it using Tiki's built-in template editor, it may strip all the JavaScript from the file. In fact, with certain Templates (like header.tpl), it is recommended that you neve edit the template with the Tiki editor. However, this option will not work for some items, like banners (with the "use HTML" option).

Another option is use a custom .tpl file for your banner. See here and here for more information. Either way, you may discover that Smarty, the template language used by Tiki, doesn't like certain scripts. You may need to use the {literal} tag to avoid Smarty parsing. For more info, see the Smarty Template FAQ.

See also: Including JavaScript