Engage: Tell A Friend is a simple module that allows users to share your web site with their friends through email.

**Features and characteristics**

* Fast and easy to use
* Displays as a modal pop up or an “in-line form”
* Can be used as a skin object in DotNetNuke 5 and above
* Allows for customization of all text through Localization
* Can send an email to the page on which the module resides, or to a specified URL.
* Gives the sender the ability to include an optional message for their friend
* Uses the portal administrator’s email address as the “sent from” email address
* Provides a responsive and intuitive end-user interface
* Uses a standards-based HTML/CSS approach

**Configuring the URL contained in the email**

The purpose of this module is to allow your visitors to tell others about your site, as such they will receive a link (URL) to your website in an email. By default, the module will use the URL of the page on which the module resides.

*Note: If configured to use the current URL, the module will use the DotNetNuke Friendly URL provider configured for your DotNetNuke instance to create the current URL.*

Because displaying this module on many pages is a common, you can also configure it to share a specific URL. This is based on a module setting called “Url”. If the URL is supplied, it will be used instead of the current URL.

To configure this option navigate to the module settings page and enter a URL (e.g. <http://www.yoursite.com>) in the URL text box. If you wish to make the URL dynamic once more, simply remove the value from this text box and update the module settings.

**Module Display Options**

 The module has two display options

1. In-line (default configuration)
2. Modal Popup

To toggle the display navigate to the module settings, click the "Display in modal popup" check box and then click update.

Advanced modal popup display tips:

* You can change the hyperlink text that is displayed by updating the module’s resource file.
* You can use an image instead of text by using HTML when updating the resource file and adding custom CSS to the TellAFriend.css file (or via your skin or portal style sheet).

**Optional Message**

By default, users can include an optional message to their friends. If you would like to hide this message there is a module setting to do just that. Simply log in as a user with edit rights to the module and update the “Show Message” setting in the Module settings.

This can be useful if you would like to control the exact body of the email.

*Note: Remember to update the subject text in the resource file and remove the [Engage:Message] token if you are not using this option.*

**Updating the module’s text**

You can update any text that appears in the module by using DotNetNuke localization.

*Note: When updating the resource file through DotNetNuke, a new portal-specific version of the resource file is created with the values that you updated. The values in this file override those in the original resource file and will only change for that portal.*  
  
The resource file is located here:  
/DesktopModules/EngageTellAFriend/App\_LocalResources/ViewTellAFriend.ascx.resx

**Updating the email subject and body**

One element that you will probably want to update is the email’s subject and body.

* The email subject key is: EmailAFriendSubject.Text
* The email body key is: EmailAFriend.Text

*Note: The email is sent as an HTML email, so you can use basic HTML to format your email body.*

The module also uses tokens to substitute values from the form and common elements from your portal into your template.

The following tokens are available:

* [Engage:Recipient] - The recipient's name.
* [Engage:Url] - The shared URL.
* [Engage:From] - The sender's name.
* [Engage:Message] - The (optional) message from the sender.
* [Engage:Portal] - The current site’s name.
* [Engage:SenderEmail] - The email address of the sender.

**Using the module as a skin object in DotNetNuke 5 and above**

When you install the module a skin object is automatically created. (Note: It is also uninstalled when you uninstall the module). Here is the example for embedding the tell-a-friend module in a skin.

<object id="EngageTellAFriend" codetype="dotnetnuke/server" codebase="EngageTellAFriend">  
 <param name="ShowInModal" value="True" />  
 <param name="ShowMessage" value="False" />  
 <param name="Url" value="http://www.google.com" />  
 <param name="UseInvisibleCaptcha" value="True" />  
 <param name="UseTimedCaptcha" value="True" />  
 <param name="UseStandardCaptcha" value="False" />  
</object>