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Adobe RoboHelp: Add Google +1 Button

By Willam van Weelden on 3rd November 2012

In this post I list the steps for adding a Google +1 button to both Multiscreen HTML5 and WebHelp outputs. This will allow users to share links to your help via Google Plus. The instructions for WebHelp will work on FlashHelp and Browser Based AIR Help as well.

Note: The Google +1 button will only work on help that is placed on a web server.

- [View Multiscreen HTML5 example.](#)
- [View WebHelp example.](#)

Get the Google +1 button code

The first step in adding a Google +1 button is to get the required code. Follow these steps to get the code:

1. Go to <https://developers.google.com/+/plugins/+1button/>

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2. Scroll down until you see the section +1 tag.
3. Copy the code of the HTML5-valid tag.

+1 tag

To render a simple +1 tag:

```
<g:plusone size="tall"></g:plusone>
```

You can also use a HTML5-valid +1 tag by setting the class attribute to `g-plusone`, and prefixing any button attributes with `data-`.

```
<div class="g-plusone" data-size="tall" ... ></div>
```

By default, the included script will traverse the DOM and render +1 tags as buttons. You can improve rendering time on large pages by using the [JavaScript API](#) to traverse only a single element within the page, or to render a specific element as a +1 button.

Asynchronous JavaScript loading

Asynchronous inclusion allows your web page to continue loading while your browser fetches the +1 JavaScript file. By loading these elements in parallel, you ensure that loading +1 button JavaScript file does not increase your page load time.

To include the +1 button JavaScript asynchronously, use the following code:

```
<script type="text/javascript">
(function() {
  var po = document.createElement('script'); po.type = 'text/javascript'; po.async = true;
  po.src = 'https://apis.google.com/js/plusone.js';
  var s = document.getElementsByTagName('script')[0]; s.parentNode.insertBefore(po, s);
})();
</script>
```

Add Google +1 Button to Multiscreen HTML5 Layout

1. Go to the layout in the **Project Set-up** pod.
2. Open the page of the layout that you want to add the Google +1 button to.
3. Switch to HTML mode.
4. Select the location where you want to add the Google +1 button. (The most logical location is directly above your topic contents.)
5. Paste the code into the Multiscreen layout. (Make sure you remove the dots from the div.)
6. Change the value *tall* into *medium* to make the button the same size as Tweet/LinkedIn/Facebook buttons.
7. Go back to the Google plus developer page and copy the JavaScript from the section *Asynchronous JavaScript loading*.
8. Paste this code below the code of the Google +1 button:

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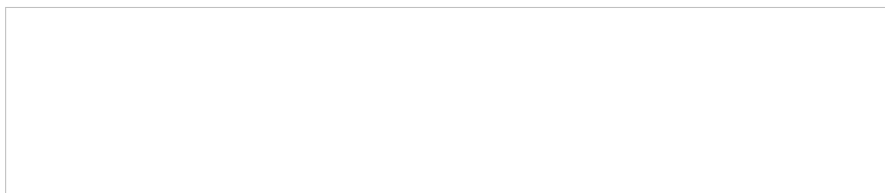
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```
<div class="contentholder">
  <div class="g-plusone" data-size="medium"></div>
  <script type="text/javascript">
    (function() {
      var po = document.createElement('script'); po.type =
      po.src = 'https://apis.google.com/js/plusone.js';
      var s = document.getElementsByTagName('script')[0]; s
    }) ();
  </script>
  <?rh-msp-topic class="wTopic" widgettype="topic" ?>
</div>
```

9. Save the Layout.
10. Repeat step 5 to 15 for every page that you want to use the Google Plus button.
11. Generate your help.

Add Google +1 button to WebHelp

1. Go to the Master Page you use for your output.
2. Select the header and switch to HTML mode.
3. Paste the code into the Master Page. (Make sure you remove the dots from the div.)
4. Change the value *tall* into *medium* to make the button the same size as Tweet/LinkedIn/Facebook buttons.
5. Go back to the Google plus developer page and copy the JavaScript from the section **Asynchronous JavaScript loading**.
6. Paste this code below the code of the Google +1 button:



7. Save the Master Page and generate your help.

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