

## Template with Timer

To create a pop-up with a timer please visit *Template Editor* section and select the fourth template.

YOUR LOGO

# SPECIAL OFFER

This Offer is Limited! Grab your Discount!

15 : 00

USE MY COUPON!

[No, thanks. I would like to pay full price](#)

Need help? [Click here](#)

ng/logo-line.gif

our Discount!

Choose Template

1:04

1:04

2 STEPS

2 STEPS

MOBILE

### 1. Using your own logo

To use your own logo please click on *Text Edit* option and insert the link to your logo into *Logo* field.

Text edit

Edit html/css

Logo

<https://system.picreel.com/img/your-logo-here.png>

### 2. Modifying the text

To change the default text on the template, please, replace phrases in *Header* fields.

Header 1

Special offer

Header 2

This Offer is Limited! Grab your Discount!

### 3. Changing Buttons Text

To change the submit/close buttons text,

**USE MY COUPON!**

No, thanks. I would like to pay full price

please, change the text inside *Button text* and *Close link* fields.

Button text	<input type="text" value="use my coupon!"/>
Close link	<input type="text" value="No, thanks. I would like to pay full price"/>

#### 4. Design

To modify pop-up design, including color, size, etc. press on *Edit HTML/CSS* and visit *CSS* editor.

Text edit

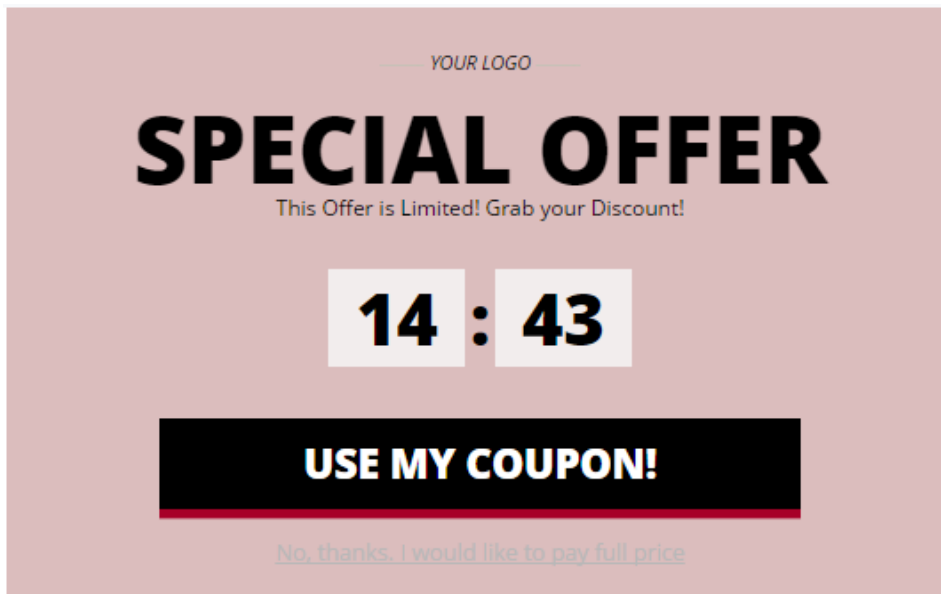
Edit html/css

HTML

CSS

```
1 {
2   font-family: "Open Sans";
3 }
4
5 html,
6 body
7 {
8
9   width: 100%;
10  height: 100%;
11  margin: 0;
12  padding: 0;
13 }
14
15 #template-container
16 {
17   box-sizing: border-box;
18   height: 100%;
19
20   text-align: center;
21   overflow: auto;
22 }
23
```

Background and button color can be easily changed on the right side of the screen.



Need help? Click [here](#)

Choose Template



Background Color:

[reset](#)

Button Color:



[RESOURCES](#) [INFO](#)

[DATA](#)

Time can be changed in *Timer* field.

Timer   :

## 5. AfterSubmit function

To set pop-up redirect option, please, insert redirect link in *Text Edit* option in the field *Redirect link*.

Redirect link

Click *Save Template* when modifications are done.