KNOWLEDGE BASE ARTICLE

Configuring the Hover Effect for Tiles

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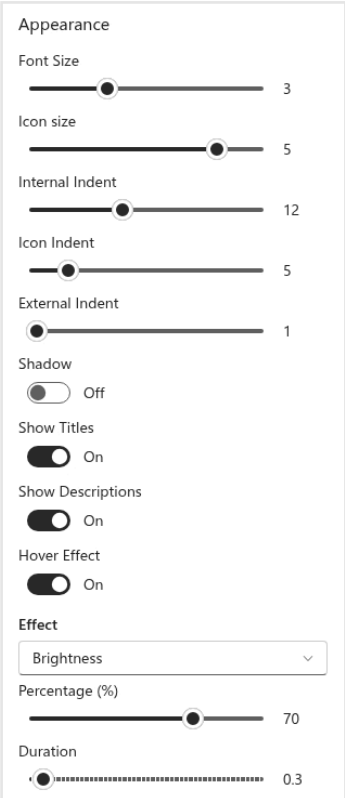
Introduction

A tile that reacts when the pointer reaches it tells the visitor "this is a button" before they click. Smart Tiles offers nine such reactions, from a gentle dimming to a full color inversion, each with an adjustable strength and a transition time. This article describes the settings, what each effect does and which combinations work well.

Enabling the effect

1 Open the page in edit mode and click **Edit web part** to open the property pane.
2 In the **Appearance** group, switch on **Hover Effect**. Three more controls appear below the toggle.
3 Choose the effect in the **Effect** list.
4 Set the strength with the slider under the list. Its label — **Percentage (%)**, **degrees** or **pixels** — depends on the effect.
5 Set the **Duration** of the transition, from 0 to 5 seconds in steps of 0.1.

Move the pointer over a tile on the page to see the result; the settings are applied immediately.



The hover effect settings

The nine effects

The effects are the image filters of the browser applied to the whole tile —

background, icon and texts together. They fall into two groups by what their strength means.

Effects where 100 % is the original. Lower values reduce the property; the tile returns to normal when the pointer leaves.

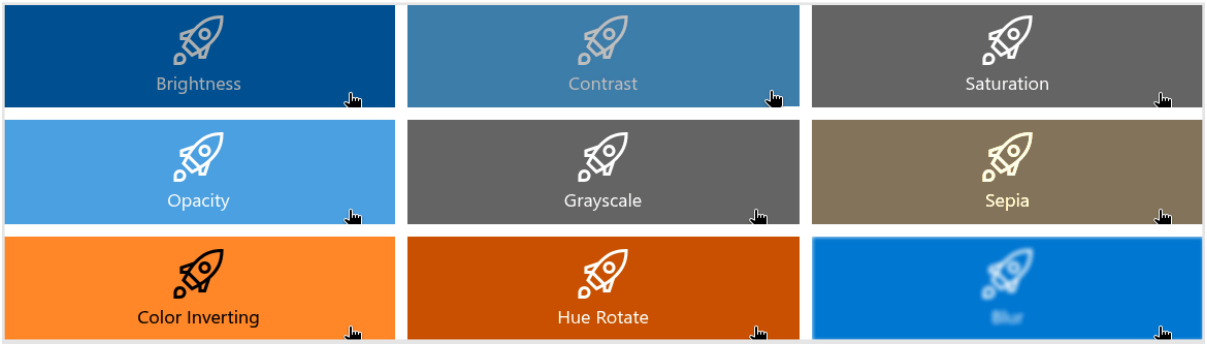
Effect	At lower values
Brightness	The tile darkens. 70–85 % is a classic "pressed" look; 0 % is black.
Contrast	Colors flatten toward gray. 50 % gives a soft, washed-out tile.
Saturation	Colors fade toward gray while brightness is kept. 0 % is a monochrome tile.
Opacity	The tile becomes translucent and the page shows through. 70–80 % is subtle; 0 % makes the tile vanish.

Effects where 0 % is the original. Higher values apply more of the effect.

Effect	At higher values
Grayscale	Colors are removed; 100 % is a black-and-white tile.
Sepia	The tile takes a warm brownish tint; 100 % is a fully sepia-toned tile.
Color Inverting	Colors are inverted; 100 % turns a white tile black and blue into orange. 20–30 % gives a noticeable but not jarring change.

Effects with other units.

Effect	Unit and behavior
Hue Rotate	Degrees, 0–360. Shifts every color of the tile around the color wheel: at 180° blue becomes orange and green becomes magenta; 360° is the original again. Small values (15–30°) give a lively shift that stays in the family of the original color.
Blur	Pixels, 0–20. Softens the tile; 1–2 px is a gentle focus change, 5 px and more makes the title unreadable.



The nine effects at typical strengths

The strength of each unit is remembered separately: switching from **Brightness** at 70 % to **Hue Rotate** and back restores the 70 %.

Duration

Duration is the time the tile takes to change from its normal look to the effect — and back again when the pointer leaves. At 0 the change is instant; 0.2–0.4 s feels responsive; anything above 1 s feels slow for navigation. The transition runs in both directions, so a tile never "snaps" back.

Keyboard and accessibility

The effect is applied not only under the pointer but also when a tile receives **keyboard focus**, so visitors who navigate with the Tab key get the same feedback as those with a mouse.

When the operating system is set to reduce motion — *Reduce motion* on macOS and iOS, *Animation effects* off in Windows — the transition is skipped: the effect still appears, but instantly, without animation.

Note

Effects are set per web part. Two Smart Tiles web parts on the same page can use different effects, or one of them none at all.

Recommended settings

- **Default choice:** Brightness 80 %, Duration 0.2 s. Works on colored tiles, on photographs and in dark themes.
- **Subtle, for monochrome panels:** Contrast 60 % or Saturation 40 %, Duration 0.3 s. The hovered tile softens without changing its color.

- **Playful:** Hue Rotate 20°, Duration 0.4 s. The tile shifts to a neighboring hue and back.
- **Photo tiles:** Opacity 85 % or Brightness 75 %; Blur 1 px gives a lens-like focus change.
- **Avoid** Color Inverting and Hue Rotate at high values on tiles with brand colors — the hovered tile shows colors that are not yours.

Warning

The effect changes the whole tile, including the text. Check that the title stays readable at the chosen strength — Brightness below 50 % or Opacity below 60 % makes white text on a dark tile hard to read at the very moment the visitor is about to click.

Tip

The other settings of the **Appearance** group are described in KB10042. How to Add and Configure the Smart Tiles Web Part.

Learn more about the product: *https://vitextra.com/en/products/smart-tiles*