

Dreamweaver MX

The assignment

- ▶ build a series of nested tables for efficient interface structure
- ▶ Open Assets panel and drag image slices into table data cells
- ▶ Set up the interface to have a stretching banner

STEP ONE: Using windows (NOT dreamweaver) copy the folder that was due today and paste it back in to it's parent folder (your name). Name it due_next_class_day (due12-25, etc.)

STEP TWO: If dreamweaver is already open, close it completely and then open dreamweaver and choose site>manage sites. Choose the due_next_class_day-folder as the local site

STEP THREE: Open Dreamweaver, then open the Site window (F8)

STEP FOUR: Right click the top folder, then left click on **new file**, naming the file “index.html”

STEP FIVE: Double click “index.html”

STEP SIX: Click with your cursor in the **design window** (not the code window) of Dreamweaver. You should have a blinking cursor.

STEP SEVEN: Choose: “insert>table”

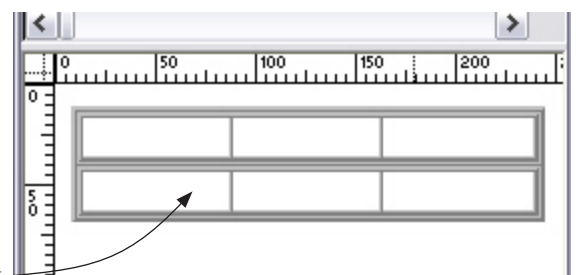
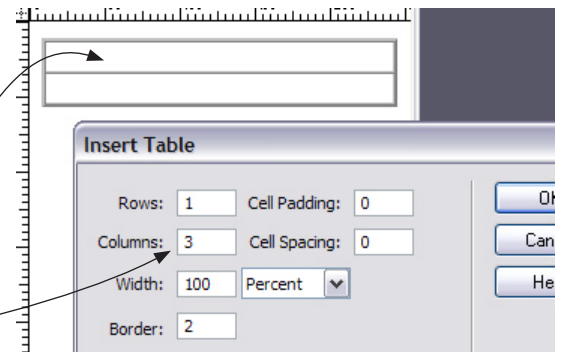
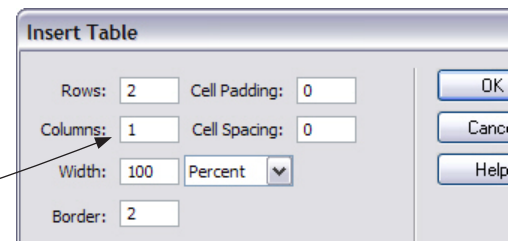
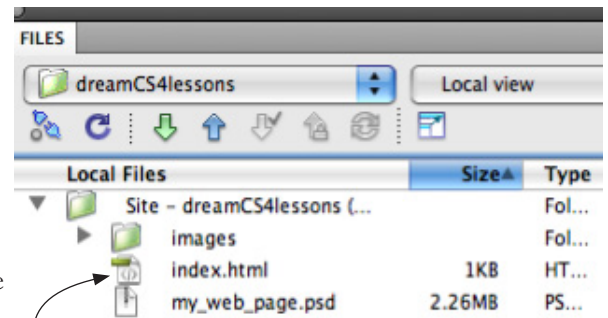
- ▶ rows: 2
- ▶ columns: 1
- ▶ cellpadding: 0
- ▶ cellspacing: 0
- ▶ width: 100%
- ▶ border: 2
- ▶ click OK

STEP EIGHT: Click with your cursor in the first row of this “master table” and insert a **nested table**:

- ▶ rows: 1
- ▶ columns: 3
- ▶ cellpadding: 0
- ▶ cellspacing: 0
- ▶ width: 100%
- ▶ border: 2
- ▶ **NOTE:** I call it the master table because it is the outer most table on the page located just inside the <body></body> tags.

STEP NINE: Insert a similar one row, three column table into the **second row** of the master table.

STEP TEN: Your master table should now have 2 rows. Inside each row should be a nested one row, three column table.



Drag & drop from the Assets panel

Dreamweaver has a very cool feature that allows you to examine a folder of thumbnail images, then drag and drop them into your web page. Before we can get that function to work smoothly, you must be certain your site is defined correctly. See previous page. **DO NOT** use the assets panel if you did not define your site.

STEP ONE: Click Window>Assets.

STEP TWO: Click the top left button on the Assets panel to display all the images Dreamweaver has found in your site.

STEP THREE: Click on the image that was the top left slice in your interface when we sliced it up in Photoshop. It's probably your logo.

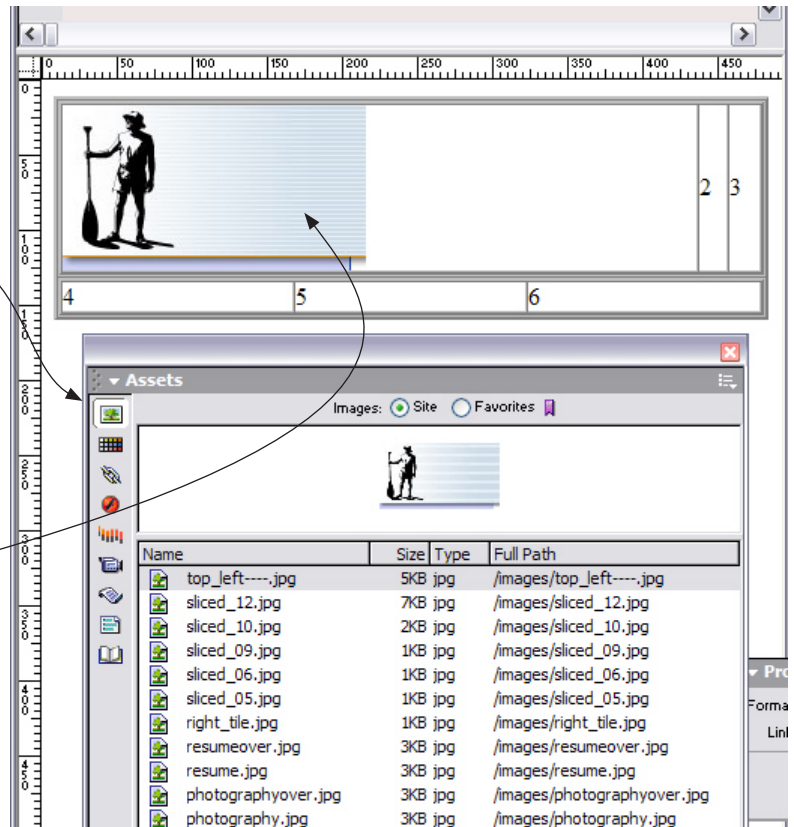
STEP FOUR: Drag and drop this top left image into the top left table data cell on the page. You can drag the image from up in the preview window, or from the list.

Note: you may want to type **numbers** in your table data cells as I've done to prevent Dreamweaver from collapsing the walls of the table. For those of you who examined the code that Dreamweaver wrote when it built the table, you may have noticed that Dreamweaver put an ` ` inside all the empty table data cells like this:

```
<td>&nbsp;</td>
```

Dreamweaver knows that some browsers will not display a table correctly if a table data cell is empty. So it put in a blank horizontal space equal to the width of one character...think of it as one em. As in, the letter m, but it's invisible. It's written like this: ` `;

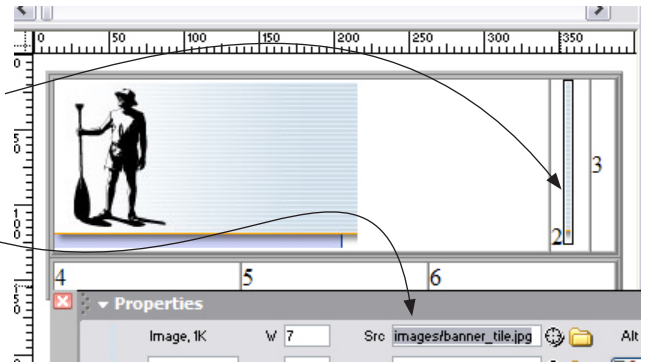
It stands for Non Breaking SPace. It is rarely used in that context anymore. More frequently, it is used to fill empty data cells, or to create extra horizontal space between words, when just one space isn't enough.



Tiling your banner slice

STEP ONE: Drag the **banner_tile.jpg** image from the assets panel into the middle column of your top row (cell 2 if you numbered them in Dreamweaver). This should be a tall, narrow image that you sliced out of the banner just to the right of the logo.

STEP TWO: Click on the **banner_tile.jpg** image in the table data cell to select it, then click the spit view button in the top left corner of dreamweaver so that you can see the code. When you click an image, dreamweaver jumps to that line of code in the code view and highlights whatever it was that you click in the design view.



STEP THREE: You should see this line of code, or something similar. Your numbers may be different, and your file names may be different.

```
<td>2</td>
```

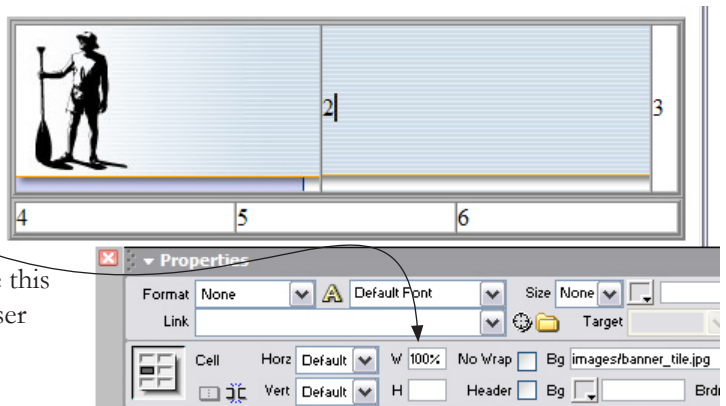
STEP FOUR: Change that line of code until it looks like this:

```
<td background="images/banner_tile.jpg">2</td>
```

NOTE: What you have done is switched the image from displaying in the data cell to displaying as a background image that tiles across the background of the data cell. The image is still there in the table data cell, but not as an image source tag, it's there as a background property of the <td>, which means that it will tile endlessly like a brick in a brick wall. The same brick, over and over across the wall.

STEP FIVE: Your data cell should now show the tile as a continuous pattern.

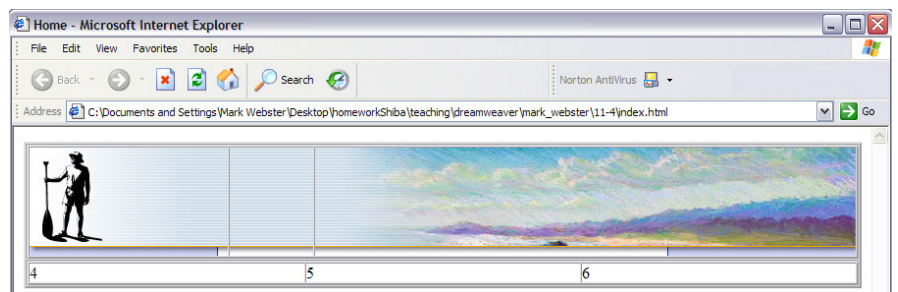
STEP SIX: With your cursor still blinking in the “2” cell, enter 100% in the width box of your properties panel. This will force this data cell to be 100% of whatever width is available in the browser window after the other data cells fill up with images.



STEP SEVEN: Drag and drop the **banner.jpg** image into the next cell to the right, cell 3. Save your work.

STEP EIGHT: delete the numbers from those top three cells, we don't need them anymore.

STEP NINE: if you preview your page in the browser now (f12) you should see the banner area of the interface looking just like it did in Photoshop except now it will stretch to accommodate any screen resolution and browser width.



Inserting Rollover Images

Rollover images are a very popular effect on the web today. Traditionally one had to spend weeks studying Javascript to be able to write them from scratch. Now, we let Dreamweaver do it for us.

STEP ONE: Click with your cursor in the **second** row, first column. If you numbered your cells, this would be cell 4.

STEP TWO: Choose **Insert>image objects>rollover image**

STEP THREE: For “Image Name”, type whatever is on the button, no spaces or caps, not even an underscore.

STEP FOUR: For “Original Image” click the Browse button and find the “home.jpg” image and click OK

NOTE: You also have to browse for the “Rollover Image”. It is probably named “homeover.jpg” or something similar.

STEP FIVE: When you get the address of both images in the two boxes, click OK

STEP SIX: Save your file and preview it in the browser. You should see the image rolling over as your mouse moves over it.

STEP SEVEN: Click with your cursor to the right of the home button.

STEP EIGHT: Press **Shift+enter**, this inserts a break tag `
` after the button in the code, forcing anything that follows to display below. You may not be able to see the blinking cursor, but it is there.

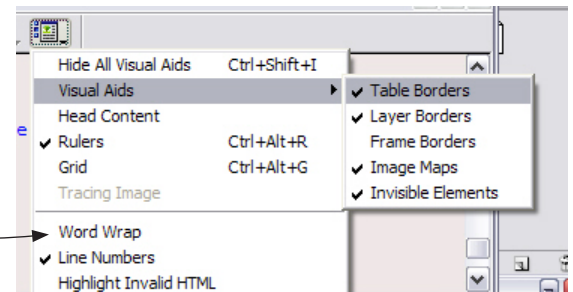
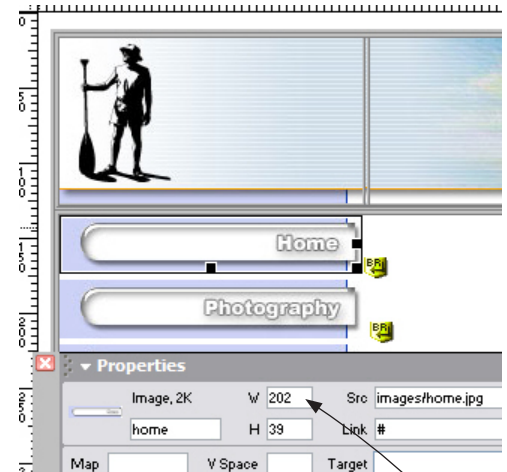
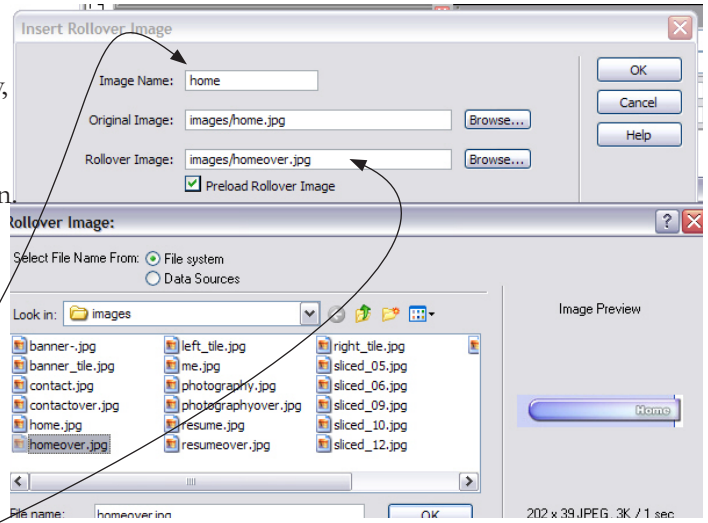
STEP NINE: Choose **Insert>image objects>rollover image** and insert your next rollover button.

STEP TEN: Insert all your buttons in the same manner, don't forget to put break tags `
` between them to force the buttons to stack up in a column.

STEP ELEVEN: Select the top button. Your **Properties** panel gives you options for whatever you have clicked inside (as in a table data cell) If you have clicked an image (or rollover button), it tells you the images size and other properties. .

STEP TWELVE: Copy the button's width by highlighting the number inside the **W** box and pressing: (Ctrl+C)

NOTE: Make sure Word Wrap is turned **off** (un-checked) in Dreamweaver (and Notepad). You have JavaScript on your page now and it can break when WordWrap is turned on.



Tiling the column slices

STEP ONE: Click the button again, then press the right arrow on your keyboard. This should give you a blinking cursor, although it may be hard to see.

STEP TWO: Your properties panel, is now reflecting information about the table data cell in which the cursor is blinking. Click in the **W** box and paste in the width you copied from the button image. Press the tab key to apply the change. You should see the table column snap over to the edge of the row of buttons.

STEP THREE: . We need to add a background image to this left hand column. Click the home button and go to the code view. You should see some code that looks like this:

```
<tr>
  <td><table width="100%" border="2"
cellspacing="0" cellpadding="0">
  <tr>
    <td width="205"><a href="#" onmouseout="MM_swapImgRestore()" onmouseover="MM_swapImage
```

To the left of the first `<a href="#" onmouseout="MM_swapImgRestore..."` you will see a table data cell with a `width=""` property.

Edit that `<td>` tag until it reads like this: `<td width="205" background="images/left_tile.jpg">` This will make the `left_tile.jpg` tile downward if the table gets taller than the stack of 4 buttons, and that in turn will give us a left column.

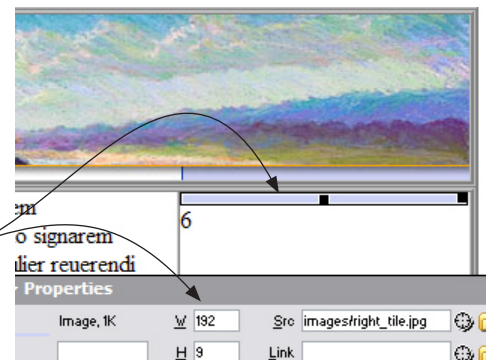
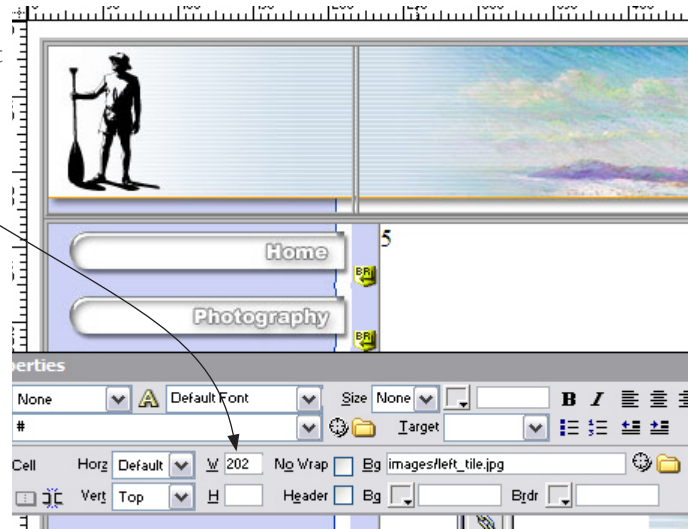
NOTE: Ignore the blue overflow. If you turn off the `
` icons in preferences, it will disappear.

STEP FOUR: Back in design view, click the home button, then click the right arrow on your keyboard to move dreamweaver's focus off the button and into the table data cell. In your properties box, choose "top" in the Vert box. This stands for vertical alignment and will add an `align="top"` property to the data cell, forcing the buttons to the top of the cell.

STEP FIVE: Click in the next cell over to the right. This is your content area cell. If you have some latin, paste it in here, or simply type a few lines of text, then copy them until the page fills up with text. Preview the page in your browser (f12) and you should see the left hand column stretch out. We are getting close but we still need to get the right hand column working.

STEP SIX: From your assets window, drag and drop the "**right_tile.jpg**" into the far right cell in the second row (cell 6)

STEP SEVEN: select the image, then highlight and make a note of the "`right_tile.jpg`" images **width**.



Filling out the right column

STEP ONE: Go to the code view, and tell the image to be a background property in the td tag that holds it:

```
<td background="images/right_tile.jpg">
```

you should see the right column fill out.

STEP TWO: back in the design view, copy the images width, and paste the image's **width** into the table data cells width box.

STEP THREE: For Vertical alignment, choose top.

STEP THREE: Touch the image and delete it.

STEP EIGHT: All 3 of our tables are showing a border of 2 pixels thick. I did this intentionally so the tables were easier to work with. Now we need to turn the borders off on all the tables. Find each starting table tag in the code view. Inside each starting table tag is a border="2" property. Change the value from "2" to "0" to make the borders disappear:

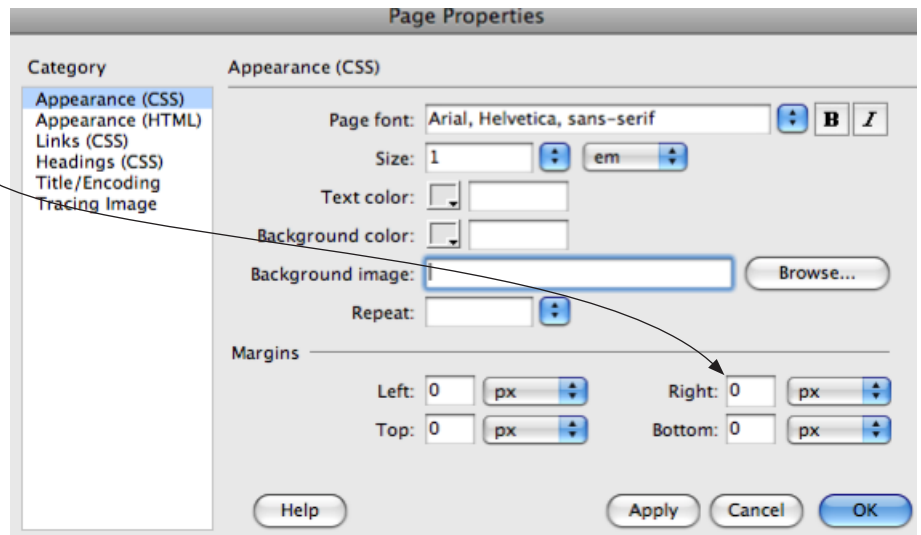
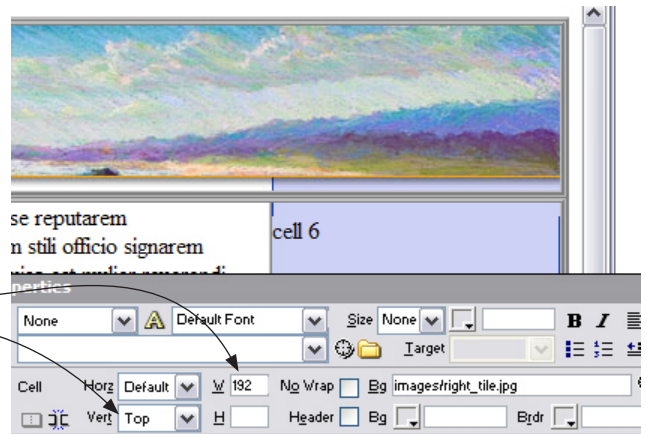
```
<table width="100%" border="0" cellspacing=...>
```

STEP NINE: Click **Modify>page properties**.

Click Category>appearance (CSS) and put zero's in all 4 Margin boxes. Click Apply and OK, then press f12 to view your page in the browser.

Your interface should now be fitting snugly to the sides of the browser window

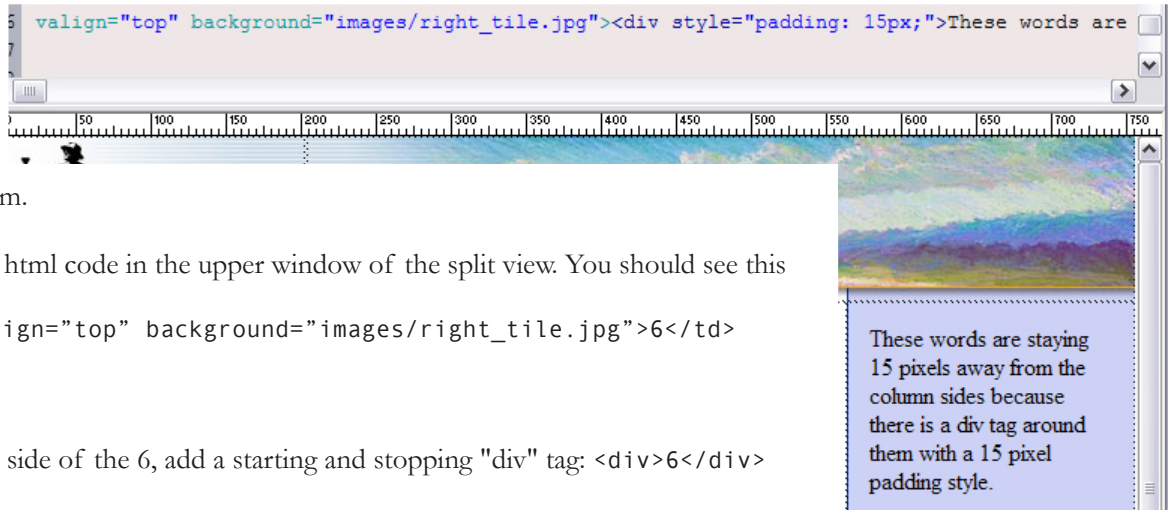
NOTE: I also chose Arial as my page font, and set the size to 1 em. You may remember from our last class that 1 em is the width and height of a generic M character, equal to about 12 px.



Controlling text in style

STEP ONE: Highlight the number 6 in the right hand column.

If you don't have a 6 there, type a couple words and highlight them.



STEP TWO: Look at the html code in the upper window of the split view. You should see this code:

```
<td width="192" valign="top" background="images/right_tile.jpg">6</td>
```

STEP THREE: On either side of the 6, add a starting and stopping "div" tag: `<div>6</div>`

STEP FOUR: Inside the starting `<div>` tag, add this code: `style="padding: 15px;"` so it reads like this

```
<td width="192" valign="top" background="images/right_tile.jpg"><div style="padding: 15px;">6</div></td>
```

STEP FIVE: Type some words in the right column and you will see that the words stay 15 pixels away from the edges of the table data cell wall. (the right column)

NOTE: The property of "**style**" is a unique property. Unlike the common properties of width, height, border, bgcolor, ect.; the "style" property allows you to apply more than one value within the double quotes. Another beauty of the `style="padding: 15px;"` property is that it is portable. We placed it inside the "div" tag in the previous example, but it can also be placed inside a "td" tag.

STEP SIX: Highlight some of the latin text in your main content area. Look in the html code view and find the starting `<td>` tag. Add the "style" tag as follows:

```
<td style="padding: 15px;" ><p> Haec dum me cum tacitus ipse
```

STEP SEVEN: This should add a nice margin around your text in the main content area.

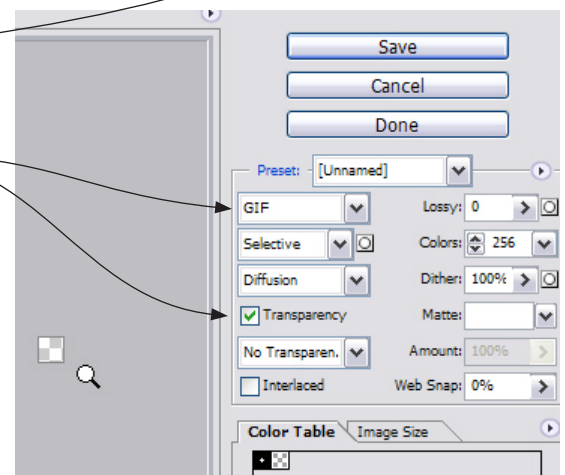
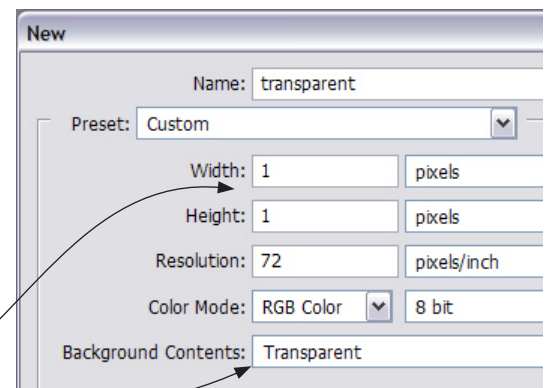
STEP ONE: To get good control of the right hand column, we need to make use of what is called a **pixel gif** or **spacer**.

STEP TWO: Open a new file in Photoshop that measures 1x1 pixel and has a transparent background, name it **transparent**

STEP THREE: Click: file save for web

STEP FOUR: Choose **GIF** and make sure **Transparency** is checked.

STEP FIVE: Save the transparent.gif into the "images" folder where we are building this page.



Getting control with a Pixel GIF

STEP ONE: After you have saved the little 1x1 pixel transparent gif from Photoshop, look for it in your Assets panel in Dreamweaver. If it isn't there, you will need to click the "refresh" button at the bottom of the Assets panel.

STEP TWO: Drag and drop the gif into the top of the right hand column.

STEP THREE: When you drop a gif that small into a column it tends to get lost. Go into code view and make sure that the gif landed at the top of the data cell, just to the right of the starting `<td>` tag.

STEP FOUR: Manually type in a width for the gif that is the same as the width you've told the column (`<td>`) to be. Also give the gif a height of about 30. You code should look something like this, depending on how wide you made your column:

```
<td width="192" valign="top" background="images/right_tile.jpg">

```

NOTE: If you leave the code view and go to the design view, you will see that dreamweaver has the new transparent gif selected at the top of the column. We had to put that gif there to force the column to remain at the proper width so the pattern tile could flow properly. Browsers have an unfortunate tendency to ignore our commands for data cell widths.

STEP FIVE: Dreamweaver allows you to change an image to the wrong measurements, but it alerts you to the fact that you have them wrong by highlighting the incorrect measurements in **bold** numbers. If you need more space on top of your text, simply grab the bottom bounding box handle on the selected gif and drag down.

STEP SIX: If you have time, other refinements that could be added to this interface would be to go back to the "sliced.psd" file and bring in some little 150 pixel wide thumbnails and place them into the right hand column of the interface. Add a drop shadow or stroke style, maybe even a rounded rectangle layer mask, then slice them out as a thumbnail with a dropshadow. Export as a Jpeg and drag into the right column in Dreamweaver.

This is the technique I used at:

<http://www.websterart.com/fishertest/html/cosmet.html>
for my dropshadow thumbnails in the right column.

