

DREAMWEAVER 5

Rollovers

About rollovers

Link rollovers are written in CSS. Image rollovers are written in javascript. DW automatically writes the javascript for you.

Rollover Rules

1. you must have an “on” or “off” state. They have to have two states, two separate images.
2. Images must be identical dimensions. Javascript demands height and width dimensions. If you don't have them the same dimensions, one of the images will be distorted.

Define a new site for this chapter: Copy Exercise file 11_Rollovers on your desktop, Site/New site, define the site.

Creating a simple rollover

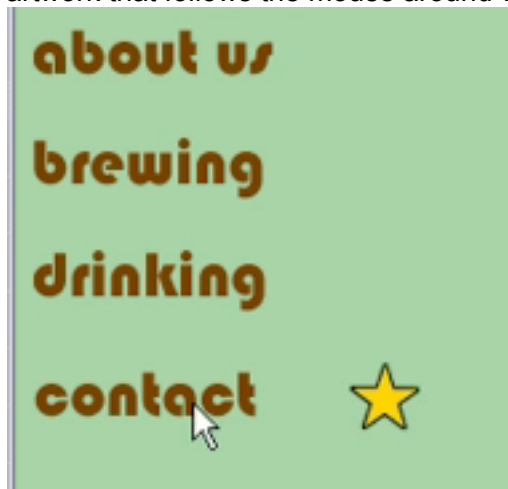
Involves 2 pieces of artwork: the image that appears initially on the screen is often referred to as the “off” image. The second is often referred to as the “rollover” image. In Javascript terms, it's known as the “swap” image.



Switch insert bar to the “common” category. Go to Image (/ and select Rollover Image. Fill out the properties in the dialogue box.

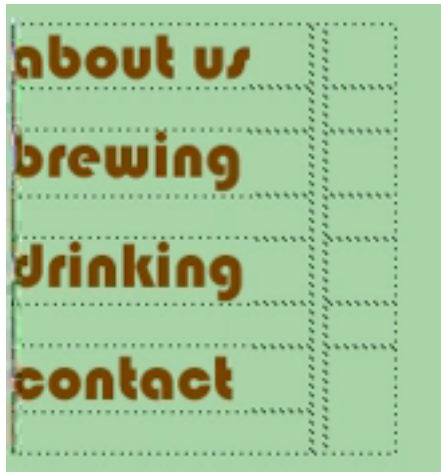
Creating pointer rollovers

Open up “Pointer” folder and select “Pointer_done” and check it out in the browser. A pointer rollover is a piece of artwork that follows the mouse around whenever you roll



over any of these words

It's another way to indicate to a user that there's more stuff going on. You may want to have information pop up, not just a piece of artwork.



Build a table:

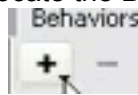
You want the start to appear in the cell. So you need to add a blank placeholder in this thing.

It's a transparent .gif file. Drag blank_sm.gif from your asset folder. Make sure you give it a good name (blank1). Copy it and paste the blank .gif in all the other cells.

Name them all something different. So, blank2, blank 3, blank 4

Make sure that your images are named: about us, brewing, drinking, contact (should already be named)

You have to add the javascript behavior to the image that you want to trigger. So select About us, locate the Behaviors Panel, which is located inside the Tag Inspector set.



From here, click on little plus sign. Add a behavior...Choose "Swap Image"

What image do you want to swap, and what image do you want to swap it to?

YOU want to swap out Blank 1 and browse for the Star in the Images folder/Pointer

folder/Star.gif. An asterisk appears, so you know there's rollover image attached.

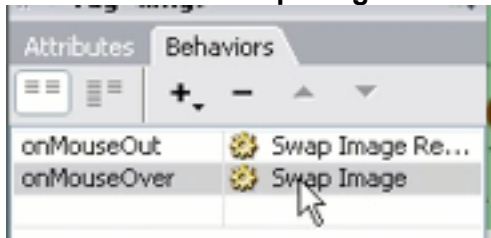
Do the same for the other 3 images.

Creating multiple-event rollovers

Open up Multi_done and show it: when you rollover, the star appears but the words also "change" colors—or are being swapped out for a white version of the words.

Start by selecting "About Us" in the table.

Double click on "Swap Image" in the Behaviors folder



The **Swap Image** dialogue box will pop up.

Now you want to add a rollover effect to the "About Us" image itself.

All you have to do and select the image you want to have rollover, "about us", browse for the white version of the "about us" image in the Pointer_Images folder

"about_us_wht.gif"

So an asterisk now appears next to "about us"

Click on OK, select for browser.

Creating Flash buttons

All the other rollovers were accomplished w/ javascript.

You can also create buttons in Flash.

Go back and open up the index page and scroll to bottom.

If you need to put a button really fast, go to the Insert bar and select “Flash Button”



We've looked at Flash text so far; it allowed you to put text in the page in the form of a flash file.

The Flash Button allows you to choose from several different button styles.

Choose text for your button.

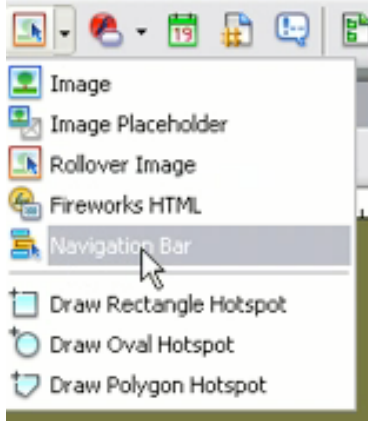
Choose any font on your system. You can also choose to name and save the button.

Inserting a navigation bar

If you want a more complex nav bar, you want to take advantage of the nav bar option.

In your exercise files select “navbar.html” (olive colored page).

Go to **Common** insert menu, **Image**, and then **Navigation bar**:



Opens up big dialogue box. Up, Over, Down, Over while down image, Alternate text, a link, etc.

Name your first element.

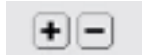
About_Us

In Images Folder, look for folder called "Nav"

Select "about_us.gif", and "about_us_over.gif," and "about_us_down.gif."

There's nothing saying you have to use ALL of the images...you don't HAVE to add an Over while down image.

To add another element, hit the plus sign.



Keep on adding other elements and fill out the forms. Brewing: "brewing.gif," "brewing_over.gif", "brewing_down.gif", etc.

Catalogue, up over down.

Contact Us up over down.

You can choose to put your insert bar vertically or horizontally.

Essential Behaviors

Opening a new browser window

Behaviors refer to built in javascript, and extend html to do things that it can't do on its own.

Some very useful behaviors:

Define a Site: Site/New Site.

Copy site from desktop: 14_behaviors. Browse for it.

Open contact.html

The text that reads "Frequently Asked Questions"

You want to create a pop up window there instead of just another page.

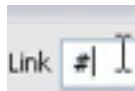
There is a page called "frequently Asked Questions" (faq.html)

Select text you want to turn into the link



Since you want to open up a new browser window, you'll have to use javascript behaviors.

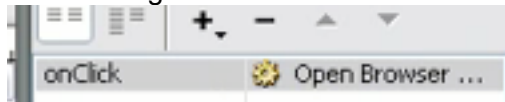
Set a # sign in the Link field:



Your text has to have a link in order to attach a behavior to it.

Go to Behaviors panel, select the Plus sign  and look for the behavior "Open Browser Window." You can add an external link, or browse for a local file. Specify size of the window (it might take some experimentation, e.g., 500X450)

To make changes, have your cursor in DW on the Frequently Asked Questions link and go to the Open Browser Window behavior icon and double click to access the dialogue box once again.



Maybe 500X300 is better.

Check it out in all the browsers.

Validating text fields

Good for working on forms. If people don't write their email in correctly, then this is a way to make sure all the text fields are adequately filled out. A behavior is "Validate Form"

You can specify that some fields are required, select numbers if you needed people to only put in numbers or range of numbers (say if people are bidding on something).

Creating a pop-up message

If you click on text or image, a pop up window will appear.

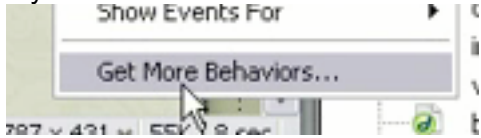
Add behavior, Pop Up message: a field where you can enter whatever the message you want to say. If you put in a nowhere link (indicated by a solo "#"), then you can just have a message and you remain on the page. Quickly provide a message to the user

EXERCISE: SPEND REST OF CLASS EXPERIMENTING WITH Rollovers and Essential Behaviors

HOMEWORK

Extending Dreamweaver

There's a fairly limited list in DW compared to what you can find on the Internet. If you click on the Get More Behaviors link on the very bottom of the Behaviors menu:



Then you can go to a website that has a whole lot of behaviors, some free, some for purchase.

All written by 3rd party developers for DW

Search Exchange. Type in (for example) "close window" and specify DW products.

If you want to learn about the options, you can click on them, read more.

Specify the operating system you're on.

Sign in, create an account. Download extension, save to hard drive.

On Desktop you can see the extension (.mxd) that you downloaded.

When you install DW8, you also install an "Extension manager"

Using the History panel

History panel keeps track of everything you've done to your document.

You can grab the slider and move back and forward to undo or redo

By default, history panel gives you 50 steps of undo or redo.

Control/command Y = move forward in History panel.

Control/Command Z, go backward.

Edit/Preferences/General: Maximum no. of history steps: You can up that number, but the more you add, the more ram you will eat up on your computer.

You can use the Redo command to repeat whatever you just did when something else was highlighted. If you want to bold a whole bunch of things, just bold one thing, then select the next and select "redo" (you could also select **Control B!**)

Saving History Steps as Commands

File/Revert file means take it back to the last saved version.

If you do that, notice that it doesn't wipe out your history panel.

If you saved your file and have change of heart, you can still go back to what you had *before you saved it*.

Accessibility

W3C accessibility guides

Accessibility= hot buzzwords in webdesign. Passing and reinforcement of Section 8 of the

Gov. Agencies, Schools, Gov. vendors. There still might be people in your audience that you might want to consider. IT's become a much bigger issue with each subsequent version of DW.

[Http://www.w3.org/TR/WAI-WEBCONTENT](http://www.w3.org/TR/WAI-WEBCONTENT)

Techniques for Web Content Accessibility:

<http://www.w3.org/TR/WCAG10-TECHS>

CSS Techniques for Wweb Content Accessibility

<http://www.w3.org/TR/WCAG10-CSS-TECHS>

HTML Technique for Web Content Accessibility

<http://www.w3.org/TR/WCAG10-HTML-TECHS>

They have good and bad examples of what you should and shouldn't do.

A lot of people with disabilities have devices called Screen Readers.

HAND IN:

**DOWNLOAD 2 FREE BEHAVIORS AND LOAD THEM INTO ONE OF YOUR
WEBPAGES. PREPARE TO SHOW YOUR BEHAVIORS IN CLASS.**