

# Dreamweaver

## Technical notes

### Introduction to Dreamweaver

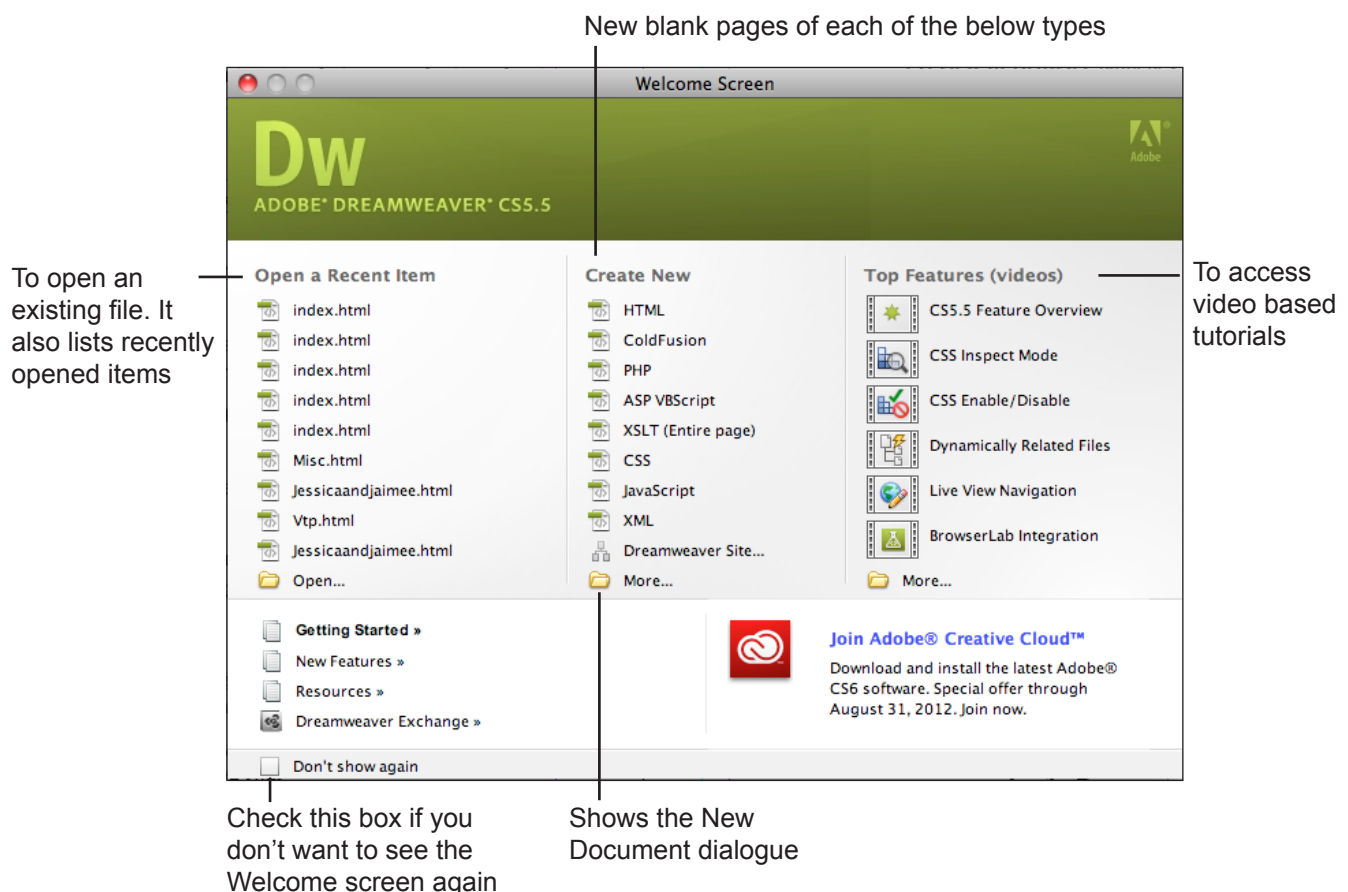
These technical notes will introduce you to the Dreamweaver environment and outline some of the tools and uses. Use this to refer back to as you work through the tutorials and start to create your own website. These technical notes will cover:

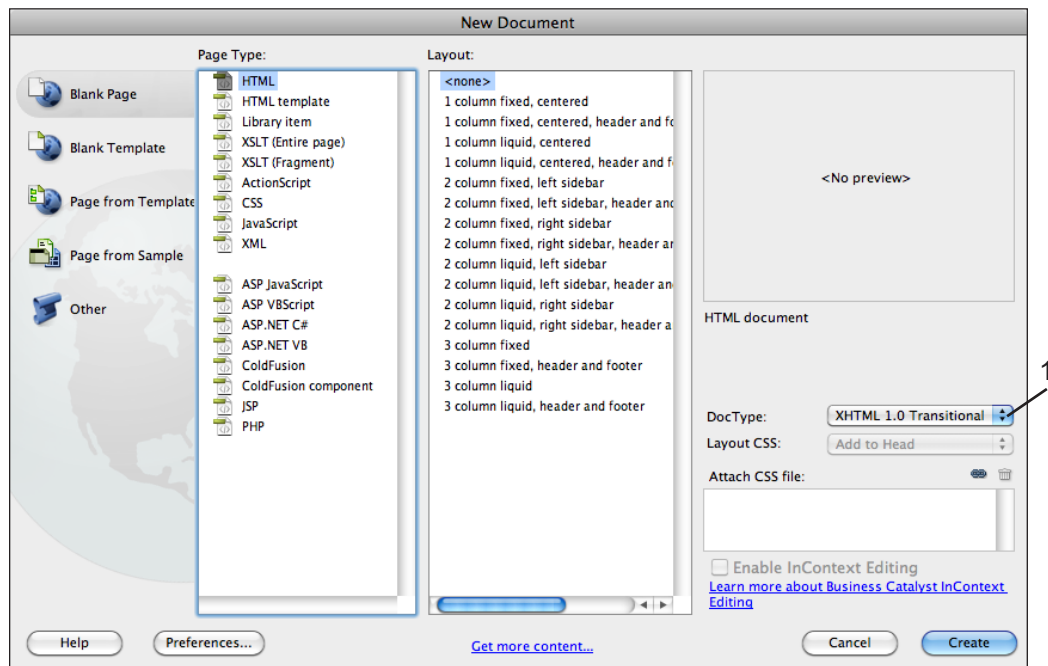
- The Dreamweaver environment
- different Dreamweaver toolbars

**Note** that these screen shots are taken from **Dreamweaver CS5.5**, so some items may be slightly different depending on what version of Dreamweaver you are using.

### The Welcome screen

The first time you launch Dreamweaver you'll see the Welcome screen. If you close all your open Dreamweaver windows, the Welcome screen reappears.

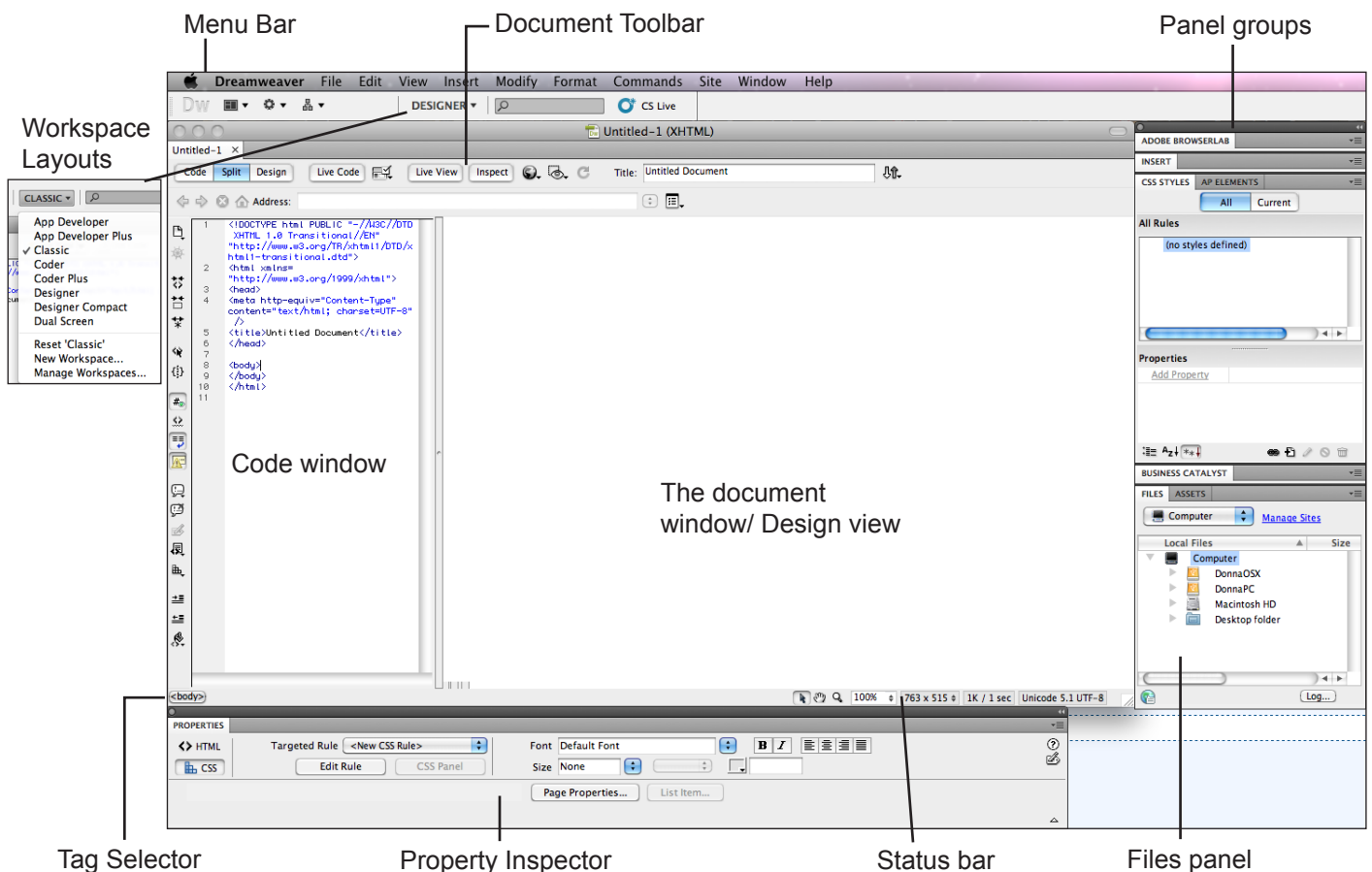




If we open a new document via the New Document dialogue box we are offered a multitude of choices. This is where we can also choose the DocType for our pages (1).

## Dreamweaver workspace elements

Once you open a new or existing file, the Document window opens with all it's surrounding panels, inspectors etc.



This section briefly describes some elements of the Dreamweaver workspace.

**Note:** Dreamweaver provides many other panels, inspectors, and windows. To open Dreamweaver panels, inspectors, and windows, use the Window menu.

The **Menu bar** contains buttons for common operations from the File and Edit menus: New, Open, Save, Save All, Cut, Copy, Paste, Undo, and Redo.

The **Insert bar or menu** contains buttons for inserting various types of “objects,” such as images, media objects, and layers, into a document. Each object is a piece of (X)HTML code that enables you to set various attributes as you insert it. For example, you can insert an image by clicking the image button in the Insert bar. If you prefer, you can insert objects using the Insert menu instead of the Insert bar.

The **Document Toolbar** contains buttons that provide options for different views of the Document window (such as Design view and Code view), various viewing options, and some common operations such as previewing in a browser.

The **Document window** displays the current document as you create and edit it.

The **Property Inspector** lets you view and change a variety of properties for the selected object or text. Each kind of object has different properties. The Property inspector is not expanded by default in the Coder workspace layout.

The **Tag selector** in the status bar at the bottom of the Document window shows the hierarchy of tags surrounding the current selection. Click any tag in the hierarchy to select that tag and all its contents.

**Panel groups** are sets of related panels grouped together under one heading. To expand a panel group, click the expander arrow at the left of the group’s name; to undock a panel group, drag the gripper at the left edge of the group’s title bar.

The **Files panel** enables you to manage your files and folders, whether they are part of a Dreamweaver site or on a remote server. The Files panel also enables you to access all the files on your local disk, much like Windows Explorer (Windows) or the Finder (Macintosh).

Workspace layouts can also be selected, created and managed directly from the **Workspace Layout** submenu. The layout chosen for these tutorials is **Classic** mode.

## The Document window

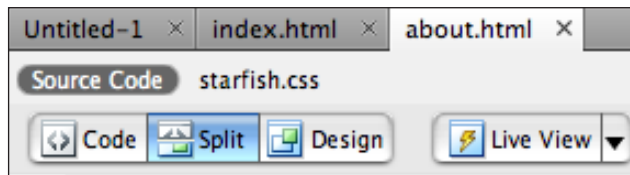
The Document window shows the current document. You can select any of the following views:

**Design view** is a design environment for visual page layout, visual editing, and rapid application development. In this view, Dreamweaver displays a fully editable, visual representation of the document, similar to what you would see viewing the page in a browser. You can configure the Design view to display dynamic content while you’re working on the document.

**Code view** is a hand-coding environment for writing and editing HTML, JavaScript, server-language code--such PHP or ColdFusion Markup Language (CFML)--and any other kind of code.

**Code and Design** view enables you to see both Code view and Design view for the same document in a single window.

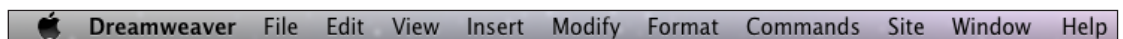
When the Document window has a title bar, the title bar displays the page title and, in parentheses, the file’s path and filename. After the filename, Dreamweaver displays an asterisk if you’ve made changes that you haven’t saved yet.



Dreamweaver allows you to open and work with multiple files simultaneously. To go from one file to another, just click the name of the file you want to edit. Also, the Related files bar displays filenames that your open file depends on to function correctly.

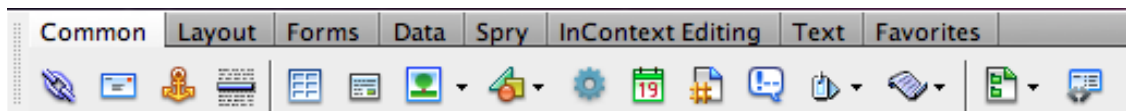
## The Menu Bar

The Menu Bar contains buttons for common operations from the File and Edit menus: New, Open, Save, Save All, Cut, Copy, Paste, Undo, and Redo. Use these buttons just as you would use the equivalent menu commands. You can also access the Preferences from here under Dreamweaver.



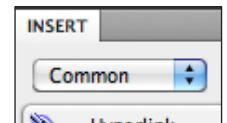
## The Insert bar

The Insert bar (in Classic mode) has seven different tabs, and you get different tools on each tab.



These are accessed from the Insert panel if you are in Designer mode.

The **Common** category enables you to create and insert the most commonly used objects, such as images, links and tables.



The **Layout** category enables you to insert tables, div tags, layers, and frames. You can also choose among three views of tables: Standard (default), Expanded Tables, and Layout. When Layout mode is selected, you can use the Dreamweaver layout tools: Draw Layout Cell and Draw Layout Table.

The **Forms** category contains buttons for creating forms and inserting form elements.

The **Data** category allows you to work with external databases.

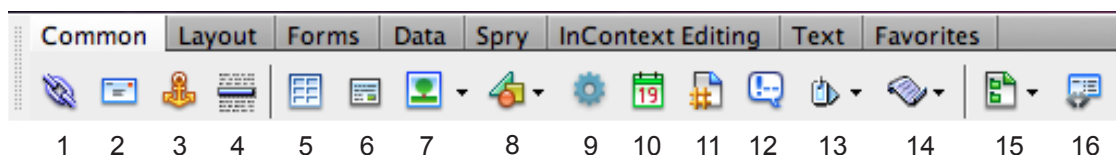
The **Spry** category is new to Dreamweaver CS3. Spry is a JavaScript library for designers that allows them to add rich page functionality using Ajax widgets such as menus and tabbed panels.

The **InContext Editing** category is new to Dreamweaver CS4 and allows you to control which portions of a page your contributors can edit (like a content management system). You can set editor and publisher permissions for content contributors giving contributors an easy way to update web pages with little or no training.

The **Text** category enables you to insert a variety of text- and list-formatting tags, such as b, em, p, h1, and ul.

The **Favorites** category enables you to group and organize the Insert bar buttons you use the most in one common place. To do this, choose the Favourites set, control-click and choose customise favourites.

## Common Objects



You will probably use the Common Objects of the Insert bar the most.

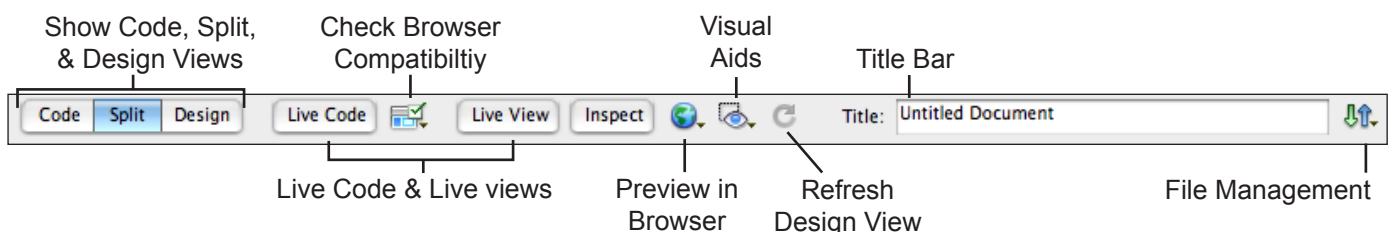
1. **Hyperlink** provides a dialog box that contains options for creating hyperlinks within your HTML documents.
2. **Email Link** launches a dialog box providing two text fields: one to type text that will be hyperlinked, and the other to type the hyperlink itself.
3. **Named Anchor** enables you to create HTML anchors that act as reference points for hyperlinks to link to an exact location on your page.
4. **Horizontal Rule** inserts a simple horizontal line represented by the `<hr />` tag in HTML.
5. **Table** opens the Table dialog box, which allows you to customise properties such as rows, columns, and widths before inserting a table.
6. **Insert DIV tag** inserts the Layout Block `<div>` element within the page.
7. **Image Menu** – use this menu to choose from various types of image options, including the following:
  - **Image** opens a dialog box that allows you to choose an image from your computer to insert into your document.
  - **Image Placeholder** allows you to quickly insert an image placeholder. This comes in handy when you when you want to start laying out a page but haven't finished the graphics.
  - **Rollover Image** opens the Rollover Image dialog box allowing you to quickly and easily create JavaScript-based rollovers without manually having to code anything.
  - **Fireworks HTML** – Adobe's Fireworks enables you to quickly create buttons, image maps and so on that can be inserted into Dreamweaver. Selecting this option allows you to quickly insert that code.
  - **Navigation Bar** picks up where the Rollover Image option leaves off. Choose this option to create a full-featured navigation bar with up to four states per button, including the Up, Over, Down, and Over While Down states.
  - **Hotspot Drawing Tools** – When working with image maps, use these options to create linkable rectangular, oval, or polygonal hotspots within an image.
8. **Media Menu** for inserting Flash (SWF), Flash video (FLV), or Shockwave Director (SWD) movies, ActiveX components, Java applets, or generic plugins within your page.
9. **Widget** for inserting widgets into your pages. You can select widgets from the Adobe Widget Browser.
10. **Date** opens the Insert Date dialog box, which enables you to choose from a list of preconfigured date and/or time stamp options.

11. **Server-Side Include** opens the Select File dialog box. Use this file to browse for and select a server-side include to use within your page. *Server-side includes* are web pages that can be inserted into other web pages, making global changes easier and much more efficient.
12. **Comment** allows you to insert comments directly into your HTML code (good for keeping track of certain tags etc). Comments are only seen via the Code view and not in the browser.
13. **Head Tags** allows you to pick from various head objects, including the following:
  - **Meta Tags** are typically used to describe the contents of the web page. This can be especially useful with HTML validators.
  - **Keywords** – Similar to the way meta tags describe the page, keywords describe the page and its content for search engines. If you create a site and never register or submit it to any search engine or web directory, you might still get a listing. The reason is that search engines run programs called spiders, which gather meta information, including keywords from different websites.
  - **Description** – use the description meta tag in conjunction with the Keyword meta tag to provide a brief description to potential clients as to what your website is about. The description you type will show up directly underneath your hyperlink in the results page of the search engine.
  - **Refresh** – there are different uses for the Refresh meta tag. Simply put, Refresh causes the page to refresh itself. This is useful if you were displaying live sports scores on your page, for example.
  - **Base** – you can use the Base tag as a way to point all link references on your page to a single relative address.
  - **Link** – most commonly used with external style sheet and JavaScript files, you can use the Link tag as a way to directly link an external file into your document.
14. **Script** opens the Script dialog box where you can either type the script code or point the script dialog box to an external script to use instead.
15. **Templates** opens the Templates menu to choose objects for working with Dreamweaver templates.
16. **Tag Chooser** allows you to select and insert any element from the library of HTML, CFML, ASP, ASP.NET, JSP, Jrun, PHP and WML tags.

## The Document Toolbar

The Document Toolbar contains buttons that let you toggle between different views of your document quickly: Code, Design, and a split view that shows both Code and Design view.

The toolbar also contains some common commands and options related to viewing the document and transferring it between the local and remote sites.





**Show Code View** displays only the Code view in the Document window.

**Show Code and Design Views** displays Code view in part of the Document window and Design view in another part. When you select this combined view, the option Design View on Top becomes available in the View Options menu. Use this option to specify which view appears at the top of your Document window.

**Show Design View** displays only the Design view in the Document window.

**Live View and Live Code View**, new to Dreamweaver CS4. Live View allows you to view your pages as they would be rendered in the browser. You can interact with your pages and view javascript effects such as rollovers, dropdown menus etc without having to switch to a dedicated web browser. Live Code View shows the HTML in the web page, and can also be used to work directly with server-side pages that rely on databases to dynamically display data within the page.

**Title** allows you to enter a unique title for your document, to be displayed in the browser's title bar. If your document already has a title, it appears in this field.

**File Management** allows you to quickly retrieve from and upload to a remote server.

**Preview in Browser** launches you design in up to 16 predefined browsers, allowing you to preview your document in a browser. Select a browser from the pop-up menu.

**Refresh Design View** refreshes the document's Design view after you make changes in Code view when in Split view. Changes you make in Code view don't automatically appear in Design view until you perform certain actions, such as saving the file or clicking this button.

**Visual Aids** enable you to control visibility of things like table borders, table widths, image maps, as well as various CSS layout options.

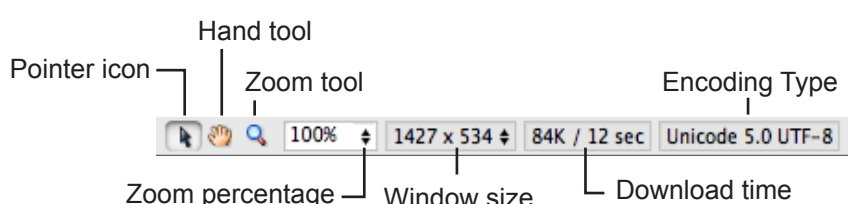
**Check Browser Compatibility** displays a warning icon when Dreamweaver detects that the page structure will conflict with preconfigured target browsers (whether it will display correctly in a browser).

## The Status Bar

The status bar at the bottom of the Document window provides additional information about the document you are creating, such as the Tag Selector, zoom tools, the Hand tool, the Window Sizer menu, and a window size and download time indicator.

The **tag selector** (on the left hand side of the status bar)) shows the hierarchy of tags surrounding the current selection. Click any tag in the hierarchy to select that tag and all its contents. Click <body> to select the entire body of the document. To set the class or id attributes for a tag in the tag selector, right-click (Windows) or Control-click (Macintosh) the tag and select a class or ID from the context menu.

To the far right of the tag selector are the tools that allow you to zoom in and out of the Document window. The zoom toolset includes a pointer icon, a hand tool for moving the page around in the Document window when zoomed in, a magnifying glass for zooming into and out of the page and a zoom percentage menu.



You can use the Window size option to set the Document window's width and height in development mode according to what you think your target audience's screen resolution will be.

The Download Time indicator calculates the total size (in kilobytes) of text and images on the page, divides it by a specific bandwidth target, and presents the estimated download time.

The Encoding Type indicates the encoding type used for the page and can be changed by choosing Modify, Page Properties and selecting another encoding type from the drop-down menu.

## Resizing the Document window

The status bar displays the Document window's current dimensions (in pixels). To design a page that looks its best at a specific size, you can adjust the Document window to any of the predetermined sizes, edit those predetermined sizes, or create new sizes. For example, latest browser studies have shown that as long as you develop for 800x600 screen resolutions, a large majority of your viewers will be able to see your page without scrolling horizontally.

To resize the Document window to a predetermined size:

- Select 760x420 (800x600) option from the Window Size pop-up menu at the bottom of the Document window.

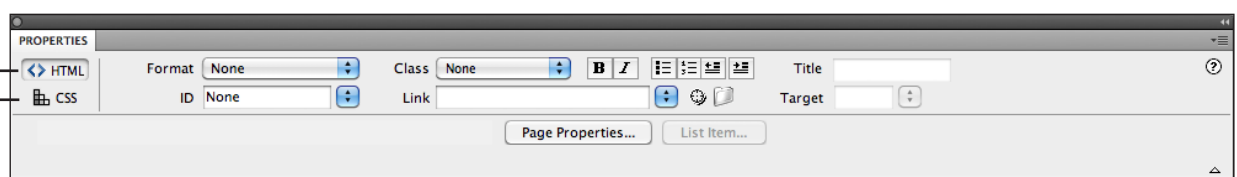
592w		
536 x 196	(640 x 480, Default)	
600 x 300	(640 x 480, Maximized)	
760 x 420	(800 x 600, Maximized)	
795 x 470	(832 x 624, Maximized)	
955 x 600	(1024 x 768, Maximized)	
Edit Sizes...		

The window size shown reflects the inside dimensions of the browser window, without borders; the monitor size is listed in parentheses.

## Using the Property Inspector

The Property Inspector lets you examine and edit the most common properties for the currently selected page element, such as text or an inserted object. The contents of the Property Inspector vary depending on the element selected. You might need to expand the Property Inspector to view all the properties for the selected element.

HTML - specific options



CSS - specific options

To show or hide the Property inspector:

- Select Window > Properties.

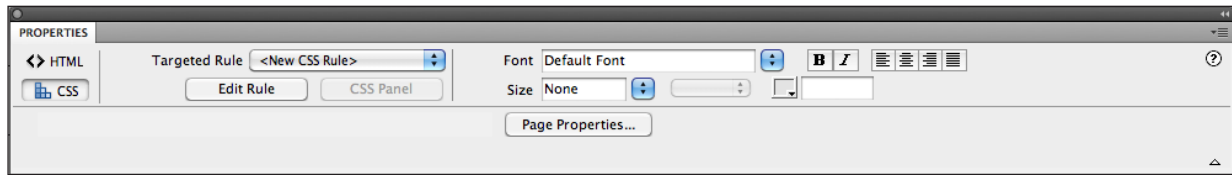
To expand or collapse the Property inspector:

- Click the expander arrow in the lower right corner of the Property inspector.



You can select to view the properties for either HTML or CSS.

Note that this is not available for versions before CS4.



To view properties for a page element:

- Select the page element in the Document window.

**Tip:** The Property Inspector is at the bottom of the workspace by default, but you can dock it at the top of the workspace if you want. Or, you can make it a floating panel in the workspace.

For more information on Dreamweaver visit the Adobe website:

[http://help.adobe.com/en\\_US/dreamweaver/cs/using/index.html](http://help.adobe.com/en_US/dreamweaver/cs/using/index.html)