

## **Dreamweaver 1: Interface, Tables, and Images**

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Once you've named, sliced, and exported your images in Photoshop, the next step is to place these images in an HTML file in Dreamweaver.

Step 1: Download your images from your UWeb account. Make sure that the images go on the desktop and that they're in a folder that's called "images" (without the quotation marks).

### **What is Dreamweaver?**

Dreamweaver is a Web-authoring program that allows you to create HTML (**H**yper**T**ext **M**arkup **L**anguage) files without knowing HTML. All Web pages are composed of HTML code that tells the browser what to do in displaying the page. It's pretty easy to learn HTML, but it's even easier to let Dreamweaver write the code for you. Like FrontPage and Composer, Dreamweaver is a "WYSIWYG" editor; "WYSIWYG" is an acronym for "what you see is what you get," meaning that you design your HTML document visually rather than writing the code yourself.

So you don't need to know any HTML code at all and you can make a perfectly nice Web page. However, it is useful to know at least some of the basics of HTML in order to fix any problems that arise and to add HTML features that your WYSIWYG program doesn't support. If you're interested in doing more Web pages, you might check out some of the HTML tutorials available on the Web.

When you open Dreamweaver, you should have a new, blank file with lots of toolbars around it. For our purposes, you can close all of the toolbars except for the Properties Inspector and the Insert Toolbar.

### **The Properties Inspector**

When you select an object in your Dreamweaver document, the Properties Inspector displays the properties of that object and allows you to make changes to the object. An object is any HTML element on your page, such as text, graphics, tables, lists, and forms. You select an object by highlighting it (text) or clicking on it (images, tables, lists, forms).

### **The Insert Toolbar**

This toolbar allows you to insert different types of HTML objects, such as images, image maps, tables, horizontal lines, line breaks, rollovers, Flash plugins, and Shockwave plugins. Use the tabs to see different categories of objects. You can also access these commands via the Insert menu at the top of the screen.

To open or close additional toolbars in Dreamweaver, go to Window (on the Menu across the top of the document) and select the toolbars you want opened or closed.

Under the View menu you can change the view of your document so that you see just the code, just the design, or the code and the design together.

### **Saving and Naming HTML Files**

It's important—crucial, even—to save your HTML file in same location as your images. If the "images" folder you created is on the desktop, save your HTML file on the desktop.

It's also important to give your file a name that does not have any spaces or odd characters in it (e.g., slashes, asterisks, quotation marks). Most homepages are named "index.html" or "index.htm". Dreamweaver will give you ".htm" as the default extension; if you want to use ".html" you need to type this in yourself.

Step 2: Save the file in the same location as your "images" folder—that is, on the desktop—naming the file "index.html" or "index.htm".

### **Setting Page Properties and Head Tags**

When you create a file in Dreamweaver, it's a good idea to begin by giving the file a title, setting its background color, and providing meta tags for the file.

The title is different from the name of your file. The title is what appears in the blue bar across the top of the browser window; it will not appear in the body of the page. You can have spaces and odd characters in your title.

Step 3: Give your page a title by going to Modify > Page Properties and typing a title in the Title dialog box. An appropriate title for my homepage, for instance, would be "Madeleine Sorapure's Homepage".

Under Modify > Page Properties, you can also set the background color for your page, along with the color of text, links, visited links, and active links. For this project, you'll want your background color to be black. For your own homepage, choose the same background color as you used in the image you created in Photoshop.

**Note:** in Dreamweaver, you're only allowed to choose from 216 "web safe" colors. These are colors that will appear the same on Macs and PCs. If you want to use another color for your background, you'll need to create a background image (we'll get to that in a subsequent lesson).

Step 4: Go to Modify > Page Properties and set the background color of your page.

**Note:** Another way to select colors for background and text is to use one of Dreamweaver's preset color schemes, located under Commands > Set Color Scheme.

The next step is to set the Head tags for your page. Head tags contain information about a page that won't appear on the page itself but will be read by Web search engines such as Google. You can specify keywords and a description of your Web page, along with other information, using the second and third icons under the Head tab of the Insert Toolbar.

Keywords are used by search engines to identify the content of your web page; when a search engine displays a link to your page, the description is what appears under this link.

Step 5: Using the Head tab on the Insert Toolbar, set the Keyword and Description tags for your page. Save your file (File > Save).

### **Creating a Table**

Because spaces and tabs don't work well in HTML, tables are used very often to align text and image on the page. In each cell of the table, you can type text, insert graphics, and even insert another table.

You insert the table by going to Insert > Table (or by using the Table tab in the Insert toolbar). In the resulting dialog box, you can set the following attributes of your table: the number of rows and columns, the width of the table (in pixels or in percentages), the border of the table, cell padding (the number of pixels between the cell content and the cell boundary), cell spacing (the number of pixels between each cell in the table). You can change these attributes after you've created the table by selecting the table (clicking on one of its edges) and using the Properties Inspector to make changes.

Step 6: Insert a table (Insert > Table) with 3 rows, 1 column. Set the width to 600 pixels, the border to 0, and cell padding and cell spacing to 0.

Save the file.

In Dreamweaver, tables have dotted outlines that don't ultimately appear on your web page. To view the table without the outlines, go to View > Visual Aids, and unselect Table Borders. As you work, it's helpful to have the outlines viewable so that you can see what you're doing.

### **Inserting Images**

You insert an image in your Dreamweaver document by clicking where in the table you want the image to be, and going to Insert > Image. Find the image in the resulting dialog box and click Open.

Step 7: Click in the first row of the table and insert "name.jpg".

### **Inserting Rollover Images**

You insert a rollover image in your Dreamweaver document by clicking where in the table you want the image(s) to be, and going to Insert > Interactive Images > Rollover Image (in Dreamweaver MX—in earlier versions the command is Insert > Rollover Image).

The resulting dialog box prompts you to give the image a name and then to select the original image and the rollover image. To select these images, click on browse, find the image, and click Open. There is also a box for "When clicked, go to URL"; here you type in the name of the web page that you would like this image to link to. In other words, when users click on the rollover image, it can take them to another web page, the name of which you specify in this dialog box.

Step 8: Click in the second row of the table and go to Insert > Interactive Images > Rollover Image. For Name, type "resume". For Original Image, click on Browse and find "resume\_up.jpg". For Rollover Image, click on Browse and find "resume\_over.jpg". For URL, type "resume.html".

Follow these steps for the other three sets of images, and save the file when you're done. Test the page (F12) to be sure the rollovers work.

### **Inserting Disjoint Rollover Images**

A disjoint rollover image is one where the effect of rolling over an image causes an image swap somewhere else on the screen. For this exercise, we're going to add a disjoint rollover

to each button, so that the button itself will change and, in another location on the screen, text will appear that describes the link.

For this exercise, you'll need the following images (created and sliced in Photoshop):

- a blank image ("text\_blank.jpg")
- an image with text describing your resume ("text\_resume.jpg")
- an image with text describing your writing ("text\_writing.jpg")
- and an image with text describing your links ("text\_links.jpg").

All of these images need to be exactly the same size (height and width). And all of the images should be in your "images" folder.

Step 9: Click in the third row of the table and go to **Insert > Image**. Select the image "text\_blank.jpg" and insert it in the row. You may want to center the image.

With the image selected, type a name for it ("text") in the Name box (the top left box) of the Properties Inspector.

The next series of steps involve working with code, so make sure that you've got the Code window open (go to **View > Code and Design**). Essentially, what we're going to do is add another image swap to the preexisting code. Looking in the Code window, find that section of the code that has your rollovers in it; it should look something like this (though with different spacing):

```
<tr>
  <td>
    <a href="resume.html" onMouseOut="MM_swapImgRestore()"
onMouseOver="MM_swapImage('resume','images/resume_over.jpg',1)"></a>

    <a href="wrotomg.html" onMouseOut="MM_swapImgRestore()"
onMouseOver="MM_swapImage('writing','images/writing_over.jpg', 1)"></a>

    <a href="links.html" onMouseOut="MM_swapImgRestore()"
onMouseOver="MM_swapImage('mylinks','images/links_over.jpg',1)"></a>

    <a href="contact.html" onMouseOut="MM_swapImgRestore()"
onMouseOver="MM_swapImage('contact','images/contact_over.jpg',1)"></a>
  </td>
</tr>
```

You'll need to insert a small bit of code into the first three <a href> tags. Here goes!

Step 10: Find the part of the code that says

```
onMouseOver="MM_swap_Image('resume','images/resume_over.jpg',1)"
```

After the last comma and before the "1", insert the following code:

```
'text','', 'images/text_resume.jpg',
```

Next, find the part of the code that says

```
onMouseOver="MM_swap_Image('writing','', 'images/writing_over.jpg',1)"
```

After the last comma and before the "1", insert the following code:

```
'text','', 'images/text_writing.jpg'
```

Finally, find the part of the code that says

```
onMouseOver="MM_swap_Image('mylinks','', 'images/links_over.jpg',1)"
```

After the last comma and before the "1", insert the following code:

```
'text','', 'images/text_links.jpg'
```

Go to File > Save, and test the page to be sure the rollovers work (F12).

### **Adjusting and Positioning the Table**

You can adjust the width of the table so that it fits the size of the images exactly. Do this by positioning your mouse over the left edge of the table; the cursor should turn into two bars with arrows pointing in both directions. Click and pull on the table to adjust the width.

You position the table by selecting it and specifying its position (align left, center, align right) in the Properties Inspector. To select the table, position your mouse over the bottom edge of the table; the cursor should turn into four arrows. Click on the table. In the Properties Inspector, use the Align option to position the table.

Step 9: Adjust the width of the table so that it fits the size of the images exactly. Center the table on the page. Move the table down on the page by clicking in front of the table and hitting return several times.

Save the file.

### **Posting your Page on the Web**

After you've saved the file, upload it to your uweb folder in your UMail account. You must also send the "images" folder that you created on the Desktop to your uweb folder. Upload the entire "images" folder—in other words, don't send each individual image.

To view the page you just created, go to the following URL:

<http://www.uweb.ucsb.edu/~yourlogin/>

where "yourlogin" is your login for your umail account (whatever comes before the @ sign in your umail address).