

Dreamweaver Advanced Day 2

Layers

Layers allow flexibility and provide a way to control where objects are placed on the page. You can place items where you want without having to create elaborate tables.



Layers are containers that enable you to position items on the screen wherever you want.

Layer Preferences:

Edit | Preferences | Layers category

Select the option for Netscape 4 Compatibility. This fix resolves problems that happen when the user resizes a page that contains layers in Netscape.

While in the Layer Preferences it's a good idea to choose a background color for layers so you can see them on a page. The default color is white.

- To add a layer choose the **Layer Icon** from the **Objects Palette**. 
- When the **Layer icon** is selected the cursor changes to a crosshair. 
- Left click with the mouse and draw a layer. When finished drawing the layer release the mouse.
- To select a layer, click on a layer border with the mouse. Placeholders will outline the layer. Left click with the mouse on a placeholder and drag in or drag out to resize the layer.
- Nesting Layers. You can draw a layer within a layer by holding down the **Ctrl key** while drawing inside of the layers with the Layer tool.
- From the Layers palette select the Prevent Overlaps option if you intend to convert a layer design to a table so that it is viewable on all browsers.

Note: Dreamweaver has an option where you can convert layers to tables so that older web browsers can view your page.

To convert layers to tables choose:

Modify | Layout Mode | Convert Layers to Tables

Navigation Bar

A navigation bar allows each button in the bar to display four states: up, over, down and over while down. This type of roll-over requires that you work with four images, a separate state for each. Note, Dreamweaver only allows one Navigation Bar per web page.

To insert a Navigation Bar choose the Navigation Bar icon from the Objects Palette or choose Insert , Interactive Image, Navigation Bar from the Menu.

To modify a Navigation Bar choose Navigation Bar from the Modify Menu.

Roll-Over States

Up: This is the graphic that appears on the web page when it is loaded. The “off” state or “static” state.

Over This is the graphic that displays when the user moves the mouse over the image. The “on” state.

Down This is the graphic that will appear after the user has clicked on the Over state image. This state will remain until the user moves the mouse over the image or clicks on another button.

Over While Down This is the graphic that appears when the user’s mouse moves over the “down state”. This works similar to the “over state”. This state is not used very often.

Creating the Navigation Bar

- Select the Navigation Bar icon from the Objects Palette or choose Insert, Interactive Images, Navigation Bar.
- Type an Element Name.
This assigns a name to the image in the Navigation Bar. Each image in the Navigation Bar must have a unique name.
- Browse and select the images that will be used for the up, over, down and over while down state.
- When Clicked, Go to URL can be completed at this time. This will create a hyperlink from the image you are working with to a web page, file or email.
- At the bottom of the Navigation Bar dialog box select an option on how to display the Navigation Bar, Horizontal or Vertical.

When the Navigation Bar is complete, Dreamweaver automatically create a table to hold the Navigation Bar and will create the necessary JavaScript for the rollover images.

Open the Browser (press F12) to view and test the Navigation Bar.

Using Simple Behaviors

Behaviors provide interactivity in a web page. A behavior is applied to an object and has two events: an action and the event that triggers that action.

Common Triggers:

OnMouseOver	Triggers when the user rolls the mouse over the object.
OnMouseOut	Triggers when the user rolls the mouse away from the object.
OnClick	Triggers when the user clicks on the object.
OnLoad	Triggers when the page is loaded into the browser.

When a behavior has been applied to an object, the action calls JavaScript that has been automatically added to your page, which is located in the <HEAD> of your page.

Adding Simple Behaviors

Action: Play Sound

- Insert an image into the document and select it.
- From the Behaviors (Located in the Windows Menu) Palette click on the + (plus).
- From the fly-out menu, select Play Sound.
- Select the Browse button and point to the sound file.
- Choose OK.
- Select the event MouseOver or OnClick from the Event area of the Behavior Palette.

Result: When the page is loaded in the browser, the sound will play when the user rolls the mouse over the image.

Other Behaviors are:

Go to URL → similar to a hyperlink
Open Browser Window → opens a new window
Pop Up Message → Displays a small box with a message
Swap Image → same as a rollover
Set Text → add a message that will display in the Status Bar

Note: Behaviors cannot be applied to plain text.