

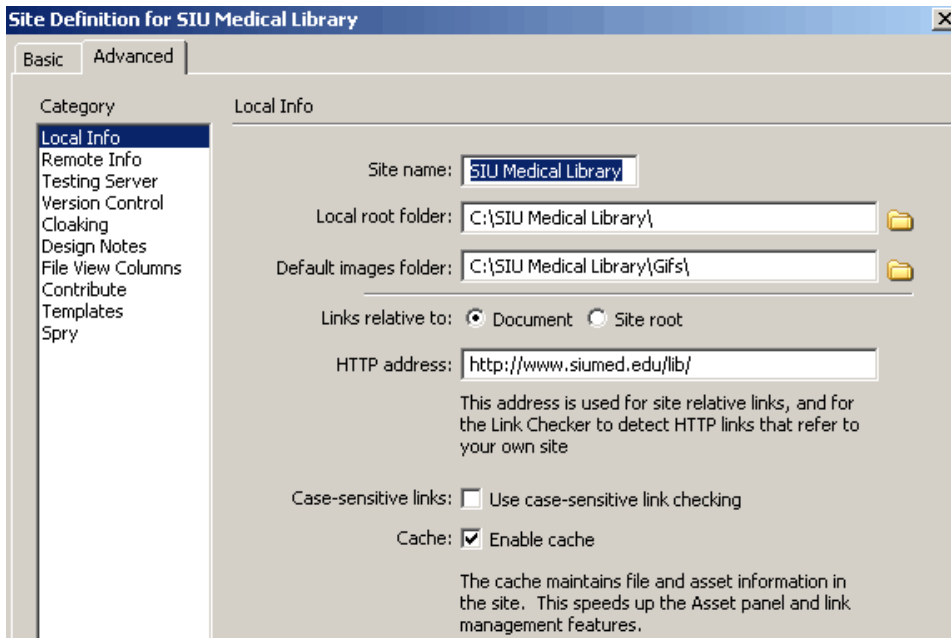
# ADVANCED DREAMWEAVER CS4

## SETTING UP A SITE IN DREAMWEAVER

### INPUTTING YOUR SITE INFORMATION

#### LOCAL INFO

#### EXAMPLE - SIU DEPARTMENTAL SITE



Choose Site -> Manage Sites ->New ->Site

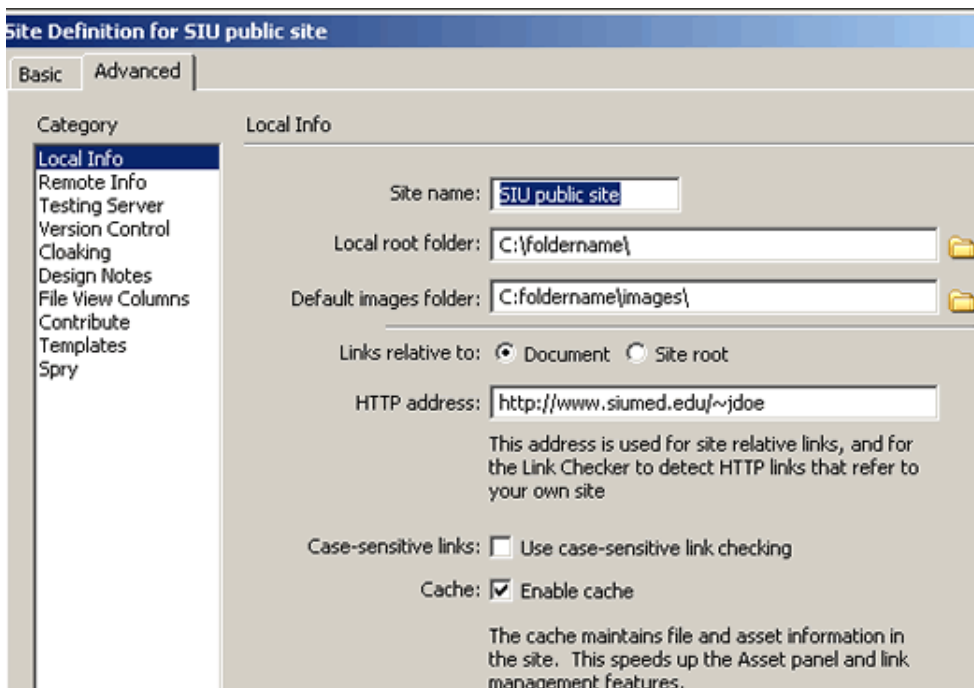
Follow the Basic instructions or click the Advanced tab near the top of the page. Pictured at left are the Advanced screens.

**Site Name:** Enter in a name for your site.

**Local root folder:** where your web pages, pictures, and other data are stored on your computer. Click the folder icon to pick the directory where you would like to store your files.

**HTTP address:** enter the web address of your home page.

#### EXAMPLE: SIU PUBLIC SITE



## EXAMPLE: SIU PRIVATE SITE

The screenshot shows the 'Local Info' tab of a site definition window. The 'Category' list on the left includes: Local Info, Remote Info, Testing Server, Version Control, Cloaking, Design Notes, File View Columns, Contribute, Templates, and Spry. The 'Local Info' section contains the following fields and options:

- Site name:
- Local root folder:  (with a folder icon)
- Default images folder:  (with a folder icon)
- Links relative to:  Document  Site root
- HTTP address:   
This address is used for site relative links, and for the Link Checker to detect HTTP links that refer to your own site
- Case-sensitive links:  Use case-sensitive link checking
- Cache:  Enable cache  
The cache maintains file and asset information in the site. This speeds up the Asset panel and link management features.

## REMOTE INFO

The screenshot shows the 'Remote Info' tab of a site definition window titled 'Site Definition for SIU Medical Library'. The 'Category' list on the left includes: Local Info, Remote Info, Testing Server, Cloaking, Design Notes, Site Map Layout, File View Columns, and Contribute. The 'Remote Info' section contains the following fields and options:

- Access:  (dropdown menu)
- FTP host:
- Host directory:
- Login:
- Password:   Save
- Use passive FTP
- Use firewall
- Use Secure FTP (SFTP)
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- Automatically upload files to server on save
- Enable file check in and check out

This is where you will put your page so it can be viewed by the outside world.

**Server Access** – select FTP (File Transfer Protocol)

**FTP Host** – enter the address of your web server

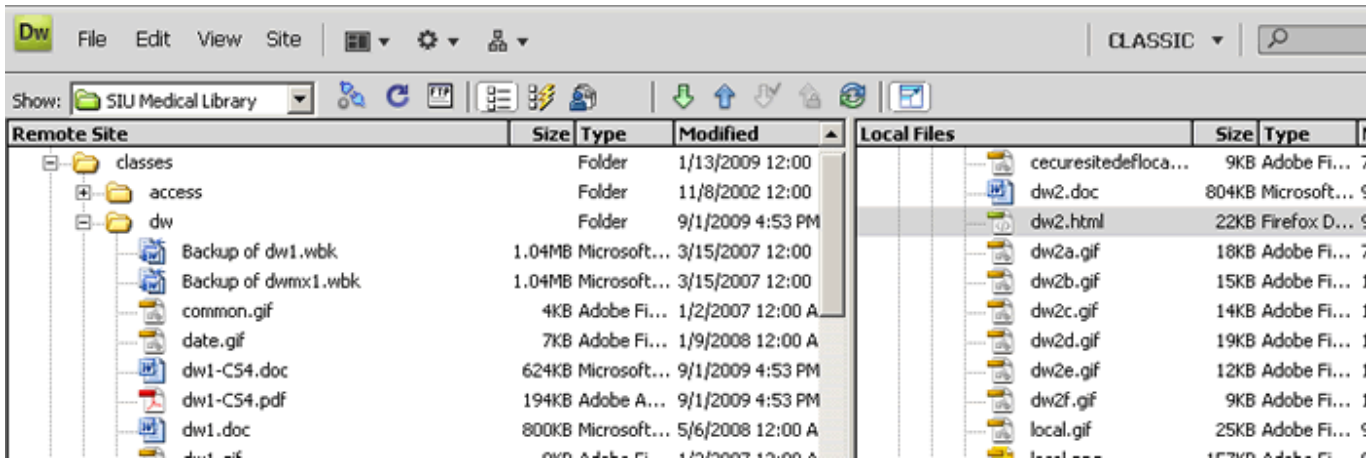
(e.g. web.siumed.edu)


**Host Directory** – the directory on the server where your information is to be stored.

**Login** – first initial, lastname

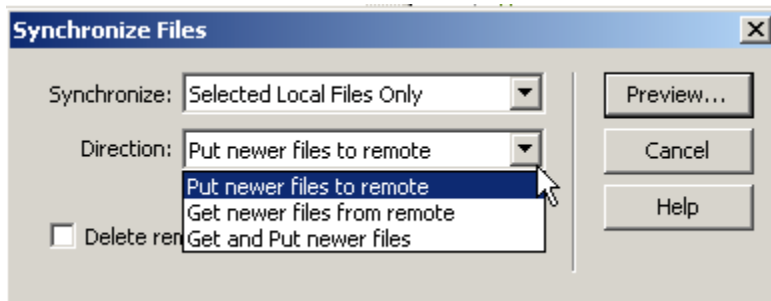
**Password** – click the save box if you want save your password in this window.

## THE SITE WINDOW



You can control the files for your site in this window. The connect button  will connect and log you into your web server to transfer your files. You can move your files to or from the server by using the get and put buttons, or by clicking a dragging the files from one window to another.

## SYNCHRONIZE YOUR SITE



Once you've created files in your local and remote sites, you can synchronize the files between the two sites.

While in the Site window use the Site > Synchronize command to transfer the latest versions of your files to and from your remote site. You may choose to synchronize the entire site or selected files only.

## LIBRARY ITEMS

1. Items you want to reuse or update often should be saved as library items. When you place a library item into a document, Dreamweaver inserts a copy and creates a reference to the original.
2. Update content on the entire web site by changing a library item using the Update command in the **<Modify->Library** submenu.
3. A library item can be any BODY element including forms, text tables, images, plugins, etc.
4. Library items are stored in a Library folder within the local site root folder.

### TO CREATE A LIBRARY ITEM:

1. Select a portion of a document to save as a library item.
2. Choose Modify->Library->Add Object to Library
3. Enter a name for the new item.

### TO ADD A LIBRARY ITEM TO A DOCUMENT:

1. Choose Window->Assets to open the Assets panel.

2. Drag an item from the library (Assets) panel to the document window, OR select an item and click the Insert button.

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#### TO EDIT A LIBRARY ITEM:

1. Choose Window->Library
2. Double-click an item to open the edit window.
3. Edit the item and save your changes.
4. In the dialog box that appears, choose whether to update the documents on the local site which contain the library item.

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#### TO UPDATE PAGES WHICH USE AN EDITED LIBRARY ITEM:

1. Choose Modify->Library->Update pages.
2. In the dialog box that appears, choose the files that you want to update.
3. Click Start.

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#### TO MAKE A LIBRARY ITEM EDITABLE:

If you want to edit the item specifically for that page, you must break the link between the item in the document and the library. Once you've made an instance of a library item editable, that instance cannot be updated from the library.

1. Select a library item in the current document.
2. Do one of the following:  
Click **Detach from Original** in the Property Inspector.  
OR choose **Detach from Original** in the context menu.

## TEMPLATES

A template is a document you can use to create multiple pages that share the same layout. When you create a template, you can indicate which elements of a page should remain constant (noneditable, or locked) in documents based on that template, and which elements can be changed.

Templates are best for situations in which you want a set of pages to have an identical layout—where you want to design the complete final layout for a set of pages first, and then add content later. If you simply want your pages to have the same headers and footers, with different layouts in between, use library items to store the headers and footers.

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#### TO SAVE AN EXISTING DOCUMENT AS A TEMPLATE:

1. With the document open, choose File > Save as Template.
2. In the dialog box that appears, select a site from the pop-up menu, then enter a name for the template in the Save As box.
3. Click Save. The template file is saved in the site's Templates folder, with a .dwt file extension.

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#### DEFINING A TEMPLATE'S EDITABLE REGIONS

In a template, editable regions are the parts of the page that can be changed in files based on the template. Locked (noneditable) regions are the parts of the page layout that remain constant from one page to another. All regions in a new template are locked when you create the template, so to make the template useful, you must make some regions editable (unlock them).

## TO DEFINE EXISTING TEMPLATE CONTENT AS AN EDITABLE REGION:

1. In the template file, select the text or content you want to change to an editable region.
2. Choose Insert > Template Objects > Editable Region.
3. In the New Editable Region dialog box, enter a unique name for the region.

## TO INSERT AN EMPTY EDITABLE REGION IN A TEMPLATE:

1. In the template, place the insertion point where you want to insert an editable region.
2. Choose Insert > Templates Objects > Editable Region.
3. In the New Editable Region dialog box, enter a name for the region.

In template files, only editable regions are marked with highlighted outlines. You can make changes to both editable and locked content. In a file based on a template, changes can only be made to the editable regions.

## ROLLOVER IMAGES

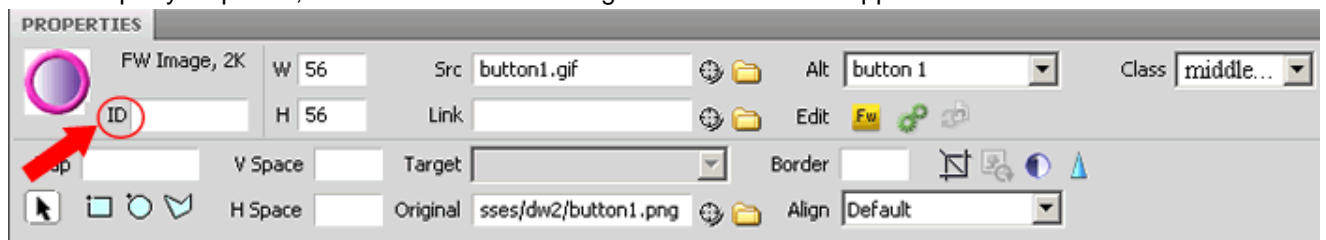
A rollover is an image that changes when the pointer moves across it. A rollover consists of two images: the primary image and the rollover image that appears when the mouse moves over the primary image. Both images must be the same size. If they are not, Dreamweaver will resize the second image to match the first resulting in a distorted image.

## TO CREATE A ROLLOVER:

1. Place the insertion point where you want the rollover to appear in your document.
2. Choose **Insert -> Interactive Images -> Rollover Image** OR click the Rollover button on the Object Panel.
3. In the dialog box that appears:  
Browse and select the original image.  
Browse and select the rollover image  
To add a link, type in the URL or browse and select a file.
4. Make sure the Preload Images box is checked.
5. Click OK. And test the rollover by reviewing in your browser.

## TO USE THE SWAP IMAGE ACTION TO CREATE MULTIPLE ROLLOVER EFFECTS

1. Choose Insert->Image or click the Rollover Image button on the Object panel to insert an image.
2. In the Property Inspector, enter a name for the image in the text field at upper left:



3. Repeat steps 1 and 2 to insert additional images
4. Select an object (generally the one you want to swap) and choose Window -> Behaviors to open the Behaviors panel on the left.
5. Check the plus (+) button in the Behaviors panel and choose **Swap Image** from the Actions pop-up menu.
6. From the Images list, select the image whose source you want to swap.

7. Click Browse to select the new image file.
8. Repeat steps 6 and 7 for any additional images you want to swap
9. Select the Preload Images option to load the new images into the browser's cache when the page is loaded. This prevents delays caused by downloading when it is time for the images to appear.
10. Click OK.

CG 9/3/2009