

Sample Hands-On-Training™ Chapter – Review Copy Only

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II.

Rollovers

| Creating a Simple Rollover | Creating Pointer Rollovers |
| Creating Multiple-Event Rollovers | Creating Flash Buttons |
| Inserting a Navigation Bar Rollover |

chap_II

Dreamweaver MX 2004
H•O•T CD-ROM

One of the key challenges in Web development is to invent artwork that clearly communicates how to navigate through your site. **Rollover** graphics, which change when the end user's mouse moves over them, are great for adding visual cues that ensure your audience knows an image has special meaning or that it is a link. Rollovers are also great if you have limited space because you can put extra information within the changing graphic. For example, you could make a button that says "Services," and when visitors place their mouse over the word, it could change to list the services you offer.

What you might not realize is that rollovers are not written in standard HTML. Instead, rollovers are written in a widely used scripting language invented by Netscape, called JavaScript.

Dreamweaver MX 2004 automatically writes JavaScript rollovers for you without you ever having to write the scripts or even understand how they are constructed. This is great news, because a lot of people, myself included, don't know how to write JavaScript from scratch.

Alternately, I have trained many programmers who do know how to write JavaScript by hand, but enjoy Dreamweaver MX 2004's rollover capabilities because they can literally save days of programming work. For this reason, the Dreamweaver MX 2004 rollover feature is helpful to both the designer and the programmer.

Rollover Rules

Although this book provides many exercises that teach you how to implement rollovers, it is my hope that you'll move beyond the exercises to create your own custom rollover graphics once you get the hang of this feature. If you plan to make your own rollovers from scratch, you should be aware of a few important concepts.

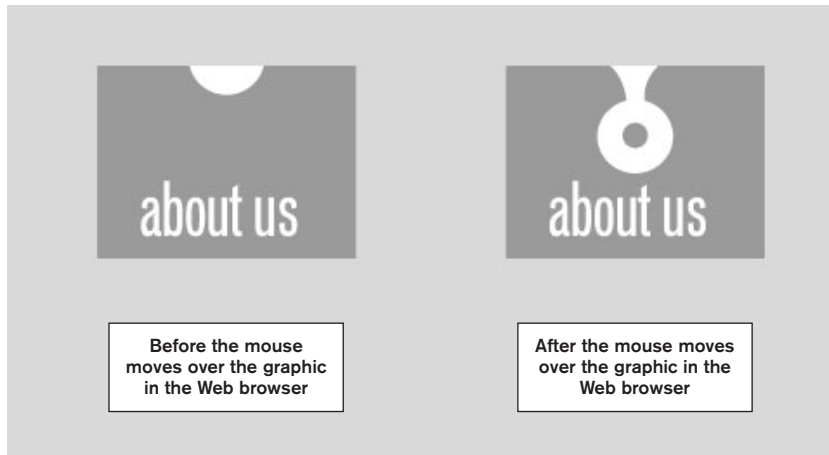
Rollovers require a minimum of two graphics—an “off” state and an “on” state. Because this is a book on Dreamweaver MX 2004, it doesn't cover how to make the graphic component of rollovers. You need an imaging program, such as Fireworks or Photoshop, to make the images. You'll learn more about creating graphics in Fireworks in Chapter 15, “*Fireworks Integration*.”

If you are going to make your own rollover graphics in an image editor, one important rule to understand is that the graphics for the “off” state and “on” state for each of your rollover images must have the same dimensions, or you risk that they will look distorted. JavaScript requires **WIDTH** and **HEIGHT** information, which Dreamweaver MX 2004 will add for you automatically. If you have two different-sized pieces of artwork, the JavaScript will scale both to the same width and height, causing distortion. For this reason, all the images that are provided in this chapter's exercises share the same dimensions, as they should. ;-)

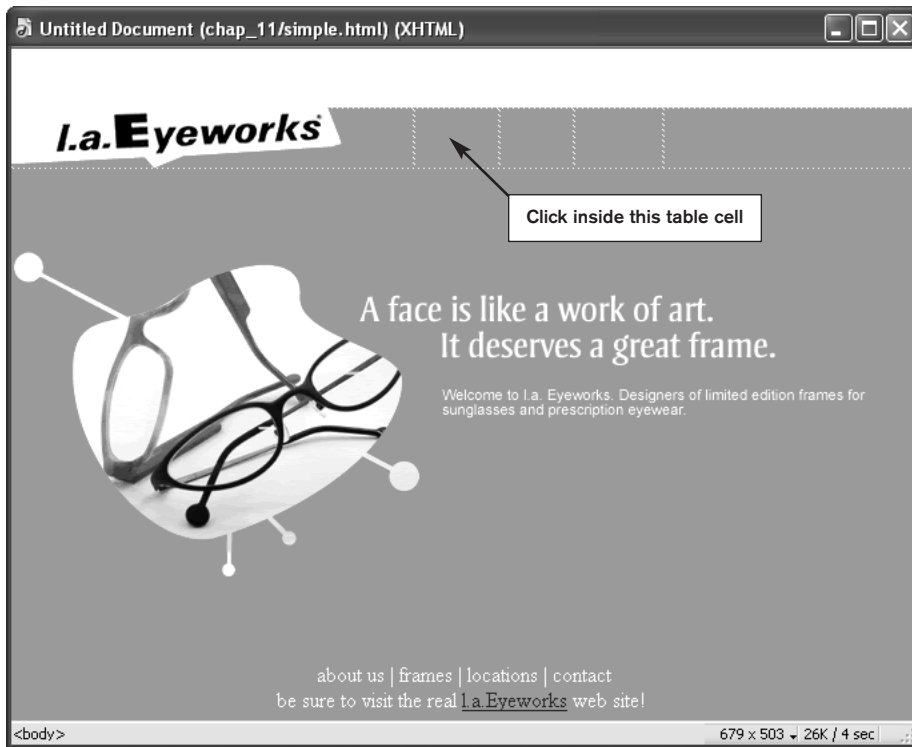
I. Creating a Simple Rollover

This first exercise shows you how to create a simple rollover. These types of rollovers involve two pieces of artwork. The first graphic appears on the screen initially, and the second appears when the mouse “rolls over” it. In JavaScript terminology, this is called a **swap image**. But you will not be writing any JavaScript from scratch, because Dreamweaver MX 2004 makes creating a simple rollover easier than many other operations you’ve already learned.

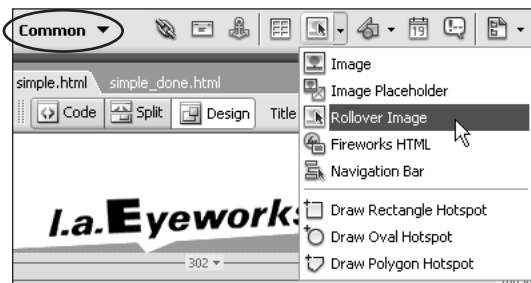
1. Define your site for Chapter 11. If you need a refresher on this process, revisit Exercise 1 in Chapter 3, “*Site Control*.”
-



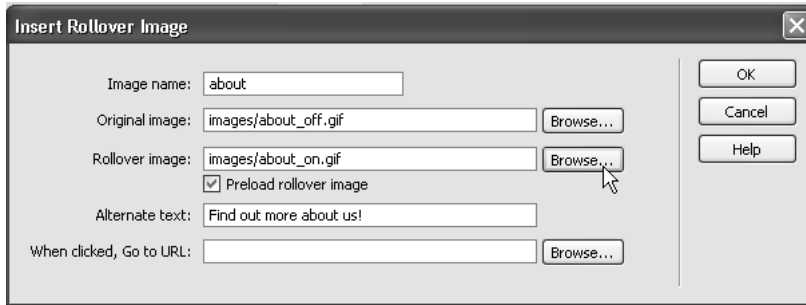
2. Open **simple_done.html** in the **chap_11** folder. Move your mouse over the symbol. Nothing happens, right? Press **F12** to preview the page. When you move your mouse over it in your Web browser, it changes to an alternate version of the symbol. You can only view a rollover inside a browser because Dreamweaver MX 2004 cannot preview rollovers within its authoring environment. Return to Dreamweaver MX 2004 and close the file. You’ll learn how to add the rollovers from scratch to an existing page in the following steps.
-



3. From the **Site** panel, open **simple.html** in the **html** folder. Click inside the table cell shown above. This places your cursor inside this specific table cell, which is where you want the rollover to be inserted.

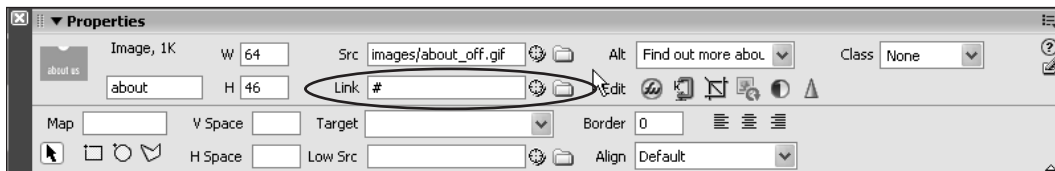


4. Making sure the **Common** group of the **Insert** panel is selected, click and hold down your mouse over the **image** icon. This will display a list of image objects that you can insert. From the drop-down menu, choose **Rollover Image** to insert a rollover image in the table cell.



5. The **Insert Rollover Image** dialog box will appear. In **Image Name**, type **about**. For the **Original Image**, click **Browse** to select **about_off.gif** located inside the **images** folder. For the **Rollover Image**, click **Browse** to select **about_on.gif** located inside the same folder. In the **Alternate text** box, type **Find out more about us!** Make sure your dialog box looks just like the one above and click **OK**.

6. Repeat the process for the other rollovers using the **frames**, **locations**, and **contact** images found in the **images** directory. Remember to give each image a unique name and an alt tag when inserting the rollover.



With the image still selected, notice the hash mark (#) inside the Link area of the Property inspector. Dreamweaver MX 2004 inserted this symbol in order to create a link, even though you didn't specify one. Why? Because a link is necessary for the JavaScript rollover to work. Putting a hash mark in the Link area inserts a stand-in link that doesn't link to anything. It simply acts as a placeholder so that you can still click it and see the rollover.

7. Press **F12** to preview the rollover. Notice that as you roll over the images, the corresponding “on” image appears. Since you haven't set any links yet, clicking on the rollovers won't open up another page. Return to Dreamweaver, save, and close the document.

**MOVIE | rollover_list.mov**

To see this exercise in action, check out **rollover_list.mov**, located in the **movies** folder on the Dreamweaver MX 2004 **H•O•T CD-ROM**.

NOTE | Inserting Rollovers

As you'll see later in this chapter, there are other ways to insert rollovers than the technique just shown. Using the **Insert Rollover** feature, in my opinion, is certainly the most efficient. In addition to inserting both image states, you also get to name the image (more on that later), give it an alt tag, and set your link, all in one dialog box! Talk about saving time. :-)

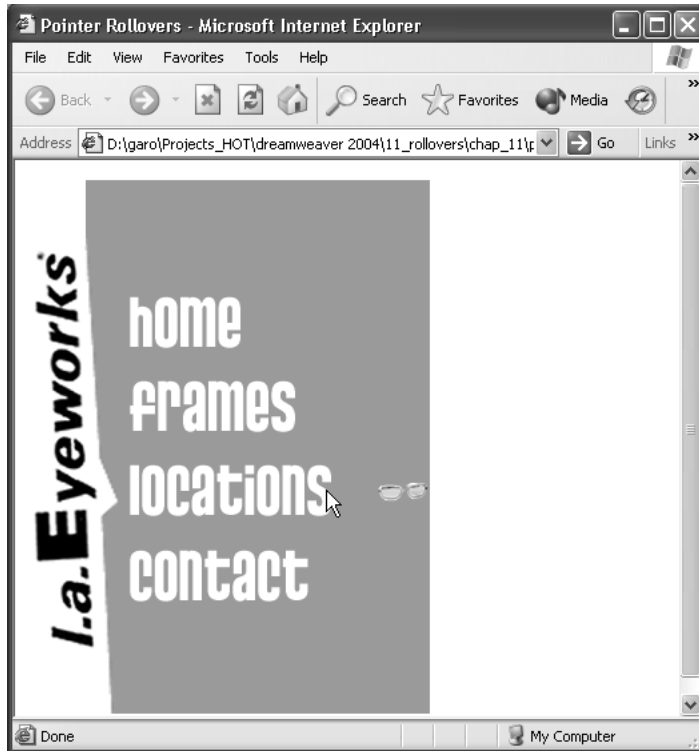
TIP | Creating Animated Rollovers

Throughout this exercise, you'll learn different methods to insert and work with rollovers. In addition to what you're learning here, you should experiment with rollovers to examine new ways your user can interact with your pages. One such technique is an **animated rollover**. An animated rollover is exactly the same as a static-image rollover, but it uses an animated GIF in one, or both, of the rollover states. While this can add a nice touch to any page, you want to be careful to not overdo it. In the case of animated GIFs, a little goes a long way. If your animated GIF is set to loop, that is, play continuously, preloading the image is fine. If it is only supposed to play once, make sure the **Preload Rollover Image** check box is unchecked when importing the image. If the animated GIF preloads, the animation will play when preloaded, and by the time your user ends up rolling over the image, it will no longer animate!

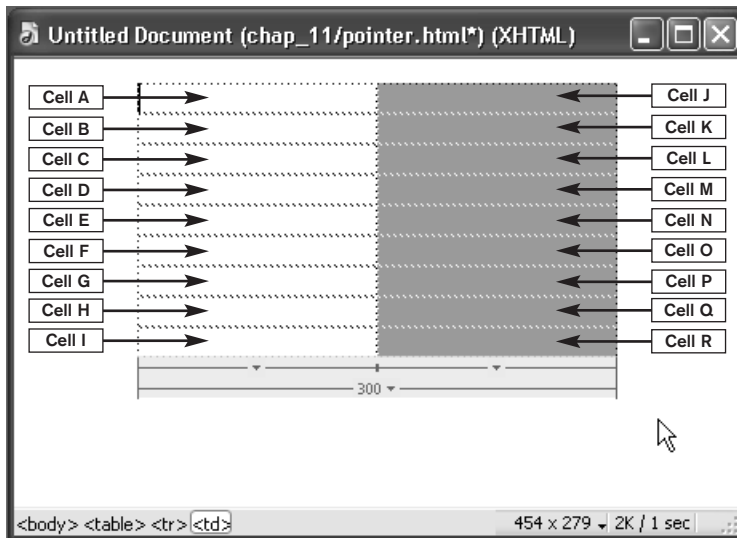
2.

Creating Pointer Rollovers

This next exercise shows you how to create pointer rollovers. Pointer rollovers reuse one piece of artwork (in this example, the symbol that follows the mouse as you move over each word). This type of rollover involves making a table to hold all the artwork in place. You'll also get to use the **Behaviors** feature, instead of the **Insert Rollover Image** object from the **Insert** panel. Are you feeling macho, or what?



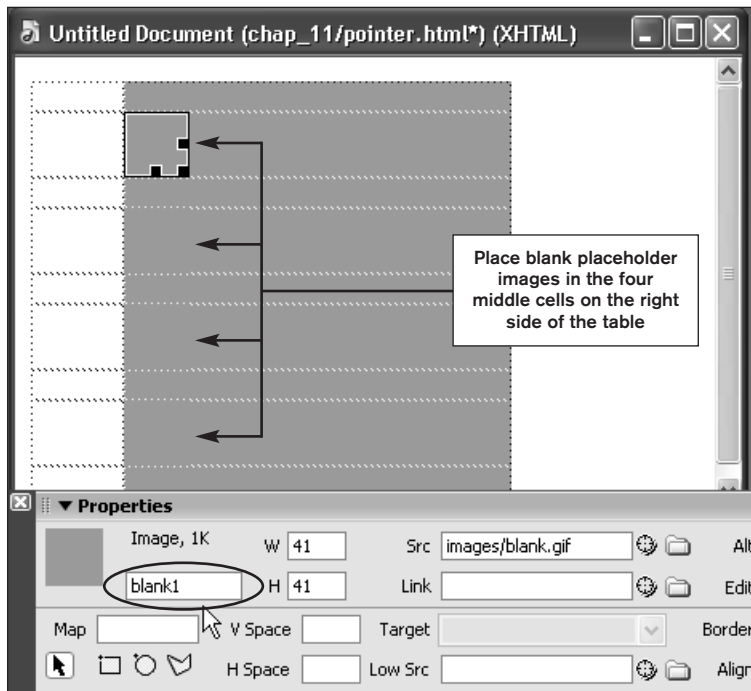
1. View the finished file first. Open **pointer_done.html** located in the **chap_11** folder, and press **F12** to preview it inside a browser. When you're finished, return to Dreamweaver MX 2004 and close the file. You're going to re-create it using a handy table I've provided for you.



2. Open **pointer.html** from the **chap_11** folder, which already contains an empty table with nine rows and two columns. When you are finished, you will have created a navigation bar that uses pointer rollovers as a visual navigation aid. Notice that the right column of the table has our orange background color applied to it. These colored cells match the background of the graphics you will be inserting here. I could have had you create this table from scratch, but I wanted to help you get to learning about programming the rollovers faster.

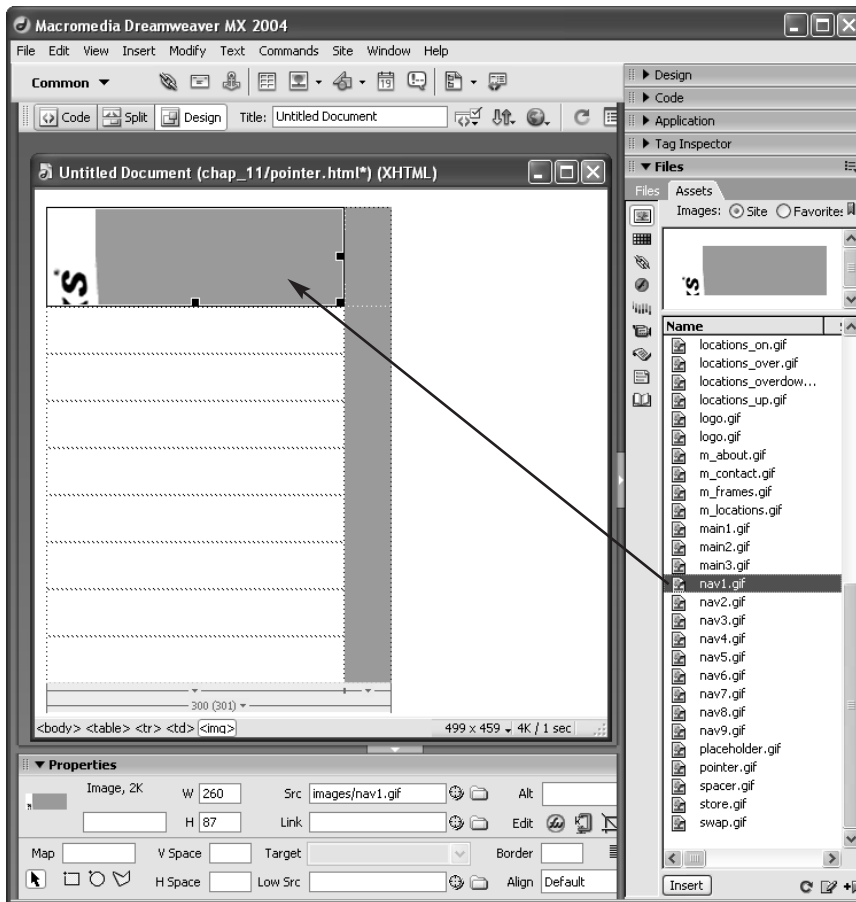
3. Click inside **Cell K** and choose **Insert > Image**. Select **blank.gif** from the **images** folder, and then click **Open**. The goal of the first part of this exercise is to insert the same **blank.gif** image in every location that the pointer will appear. Why? Because rollovers require two images: the original state and the rollover state. In this instance, the original state looks like nothing, because it is a transparent GIF that lets the background color show through. Be sure to choose the **blank.gif** image and not **blank1.gif**, they are different sizes and would cause problems in your table.

4. Repeat this process three more times, inserting the same **blank.gif** file inside **Cells M, O, and Q**.

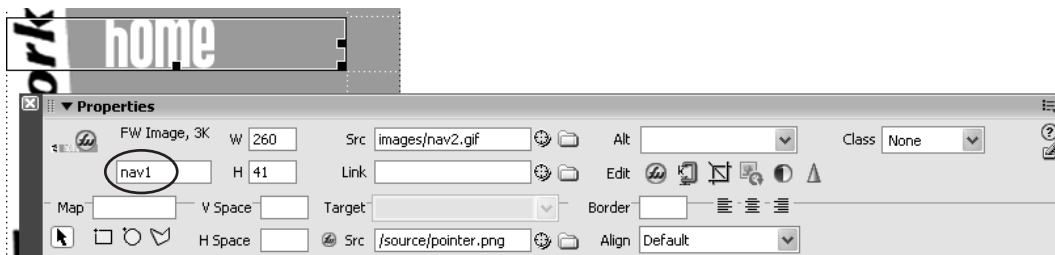


5. After you have inserted the **blank.gif** image into the middle four cells on the right column of the table, click on the image inside **Cell K**, as shown above. In the **Property inspector**, give it the name **blank1**. It is essential that you assign a unique name to each image by selecting each instance of **blank.gif** and naming it, respectively, **blank2**, **blank3**, and **blank4**. Make sure to highlight the appropriate **blank.gif** image when naming each graphic.

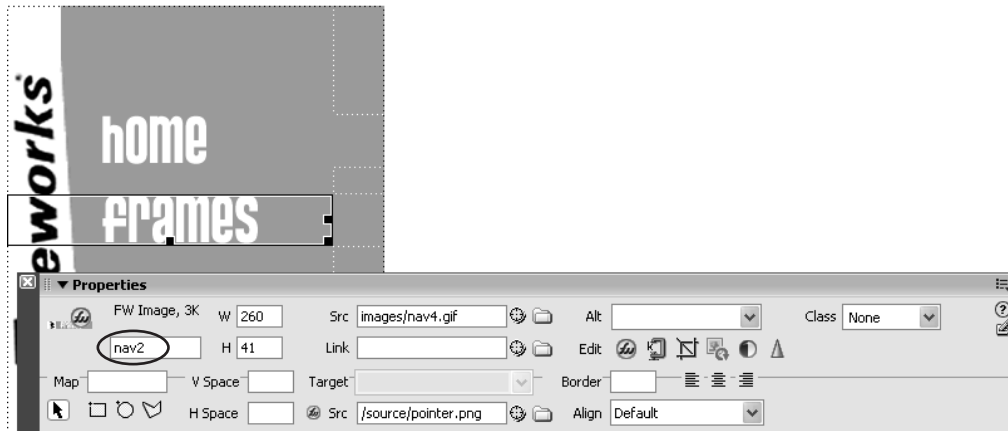
Note: In Exercise 1, Dreamweaver MX 2004 named the image as you inserted the rollover. When you use the Swap Image behavior, you have to manually give each image a unique name, or the behavior will not work. JavaScript needs an image name to refer to in the script; otherwise, it wouldn't know which image to swap. For this exercise, you'll need to give a unique name to each image that will be used in the Swap Image behavior. Be aware that names in Dreamweaver MX 2004 (or HTML) cannot contain any spaces.



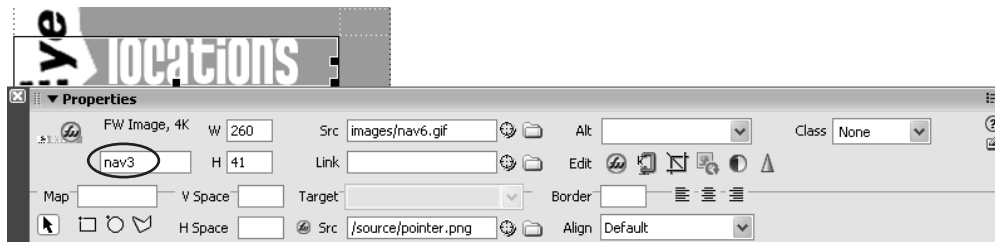
6. From the **Assets** panel, click the **Images** button if it is not already showing the image files. Click inside **Cell A** and then drag **nav1.gif** from the **Assets** panel into this cell.



7. Click **Cell B** and insert the image **nav2.gif** by dragging it from the **Assets** panel. While **nav2.gif** is selected, enter the name **nav1** inside the **Property** inspector.



8. Click **Cell C** and insert the image **nav3.gif** by dragging it into the cell from the **Assets** panel. Click **Cell D** and insert the image **nav4.gif** from the **Assets** panel. While **nav4.gif** is selected, enter the name **nav2** inside the **Property** inspector.

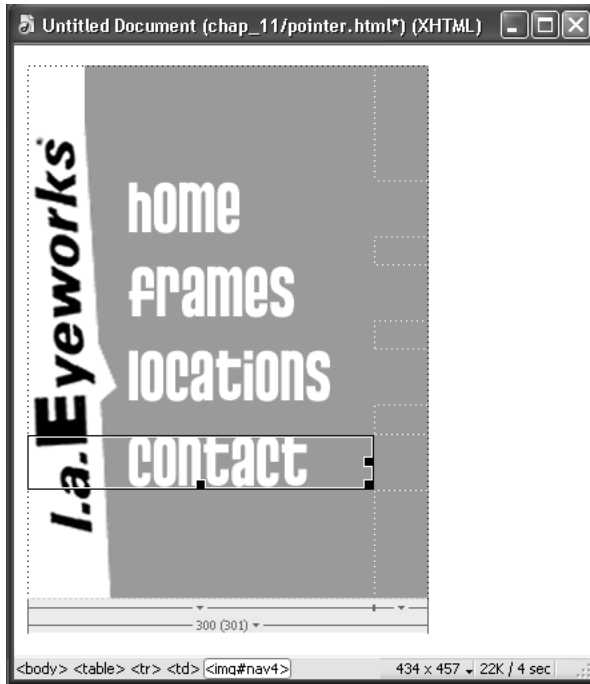


9. Click **Cell E** and insert the image **nav5.gif** by dragging it into the cell from the **Assets** panel. Insert **nav6.gif** inside **Cell F**. While **nav6.gif** is selected, enter the name **nav3** inside the **Property** inspector.



10. Click **Cell G** and insert the image **nav7.gif** by dragging it into the cell from the **Assets** panel. Use the **Assets** panel to insert the image **nav8.gif** inside **Cell H**. While **nav8.gif** is selected, enter the name **nav4** inside the **Property** inspector.

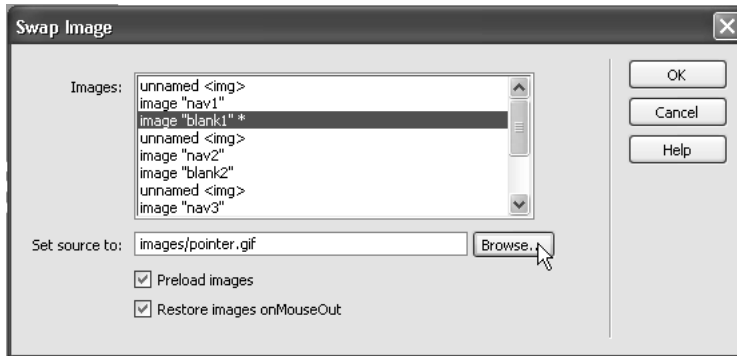
11. To finish up our table, click **Cell 1** and insert the image **nav9.gif** by dragging it into the cell from the **Assets** panel. Take a moment to examine your finished table to make sure there are no gaps between the images. If you see any, make sure you inserted the images into the proper cells.



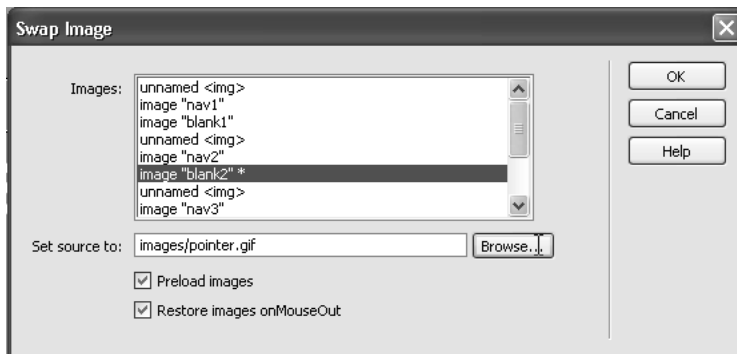
*This is what **pointer.html** looks like now.*

12. Next, you will set the rollovers. Click **nav2.gif (Home)** to select it. Open the **Behaviors** panel (if it isn't already open) by selecting **Window > Behaviors** or using the shortcut key (**Shift+F3**).

13. With **nav2.gif (Home)** still selected, click the **plus** sign above the **Events** column and select **Swap Image** from the pop-up menu.



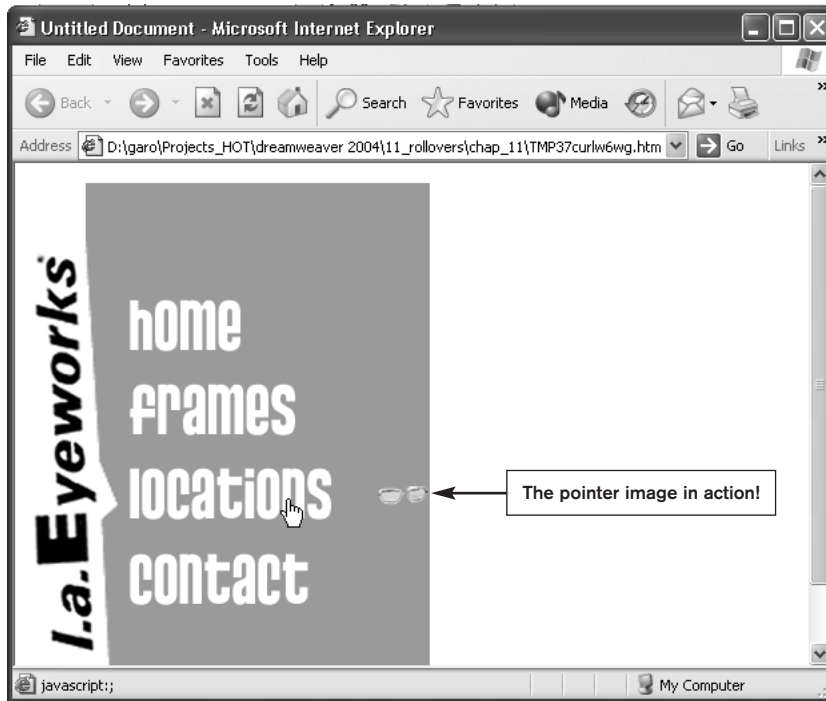
14. In the **Swap Image** dialog box that opens, make sure the “**blank1**” image name is highlighted at the top. Click **Browse** and select **pointer.gif** located in the **images** folder. **Preload Images** allows all images to preload before a user mouses over them. **Restore Images onMouseOut** returns images to their original state when the user takes the mouse off of the image. Both of these check boxes are checked by default. Click **Open** (Windows) or **Choose** (Mac). In the **Swap Image** dialog box, click **OK**.



15. Next, select **nav6.gif (frames)** and click the **plus** sign in the **Behaviors** panel to select **Swap Image**. Select image “**blank2**” from the **Images** list and click **Browse** to locate **pointer.gif**. Click **Open**. Back in the **Swap Image** dialog box, click **OK**.

16. Repeat this process two more times as follows:

- For **nav6.gif (Locations)**, select image “**blank2**”
- For **nav8.gif (Contact)**, select image “**blank3**”



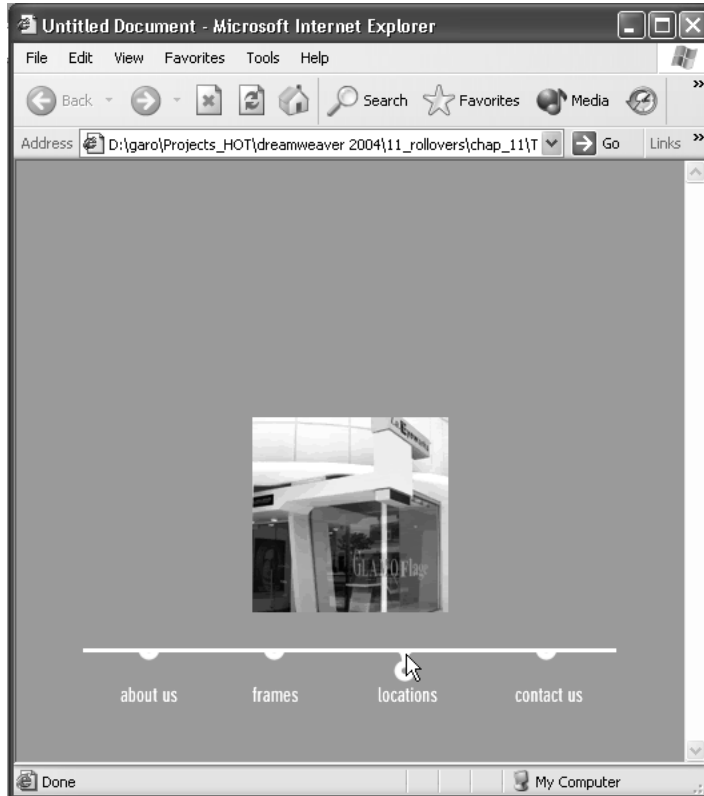
17. Press **F12** to preview in your browser. What you see should look just like the **pointer_done.html** document you opened and previewed at the beginning of this exercise. To make yourself feel really good, return to Dreamweaver MX 2004 and click the **Code View** button to view the code. Hey, you didn't have to write any of that! Click the **Design View** button to return to the Design view. **Save** and **close** the file to move on to the next exercise.

In this exercise, you learned the benefit of using a table to hold together multiple graphics. It also reinforced that you need two images for a rollover—the original state and the rollover state. In this instance, the original was a blank image. When you program rollovers from the Behaviors panel, you also must give each separate image a unique name, which you did several times in this exercise!

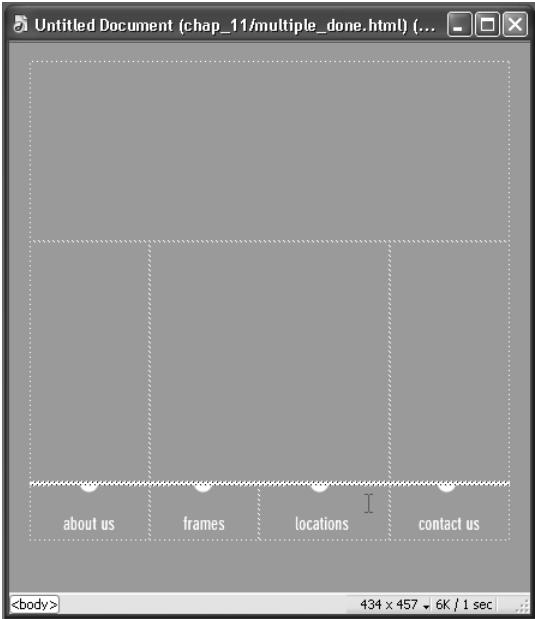
3.

Creating Multiple-Event Rollovers

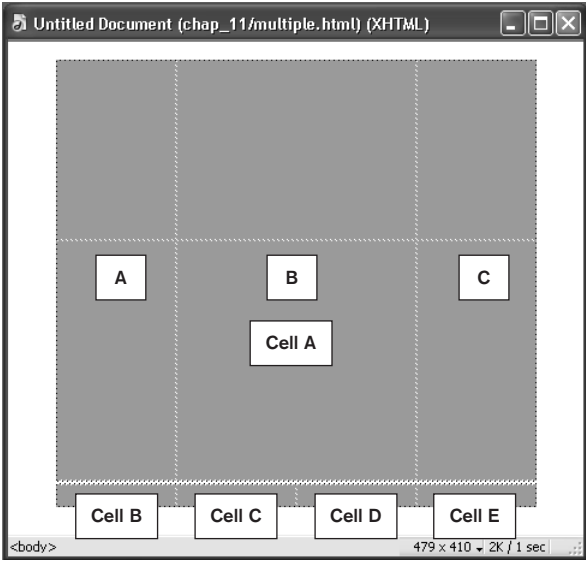
A multiple-event rollover affects more than one piece of artwork in the **Swap Image** behavior. In this example, two pieces of artwork change for every rollover. If that sounds complicated, it is! Assembling this type of rollover can be tedious, but not nearly as tedious as writing all the HTML and JavaScript from scratch.



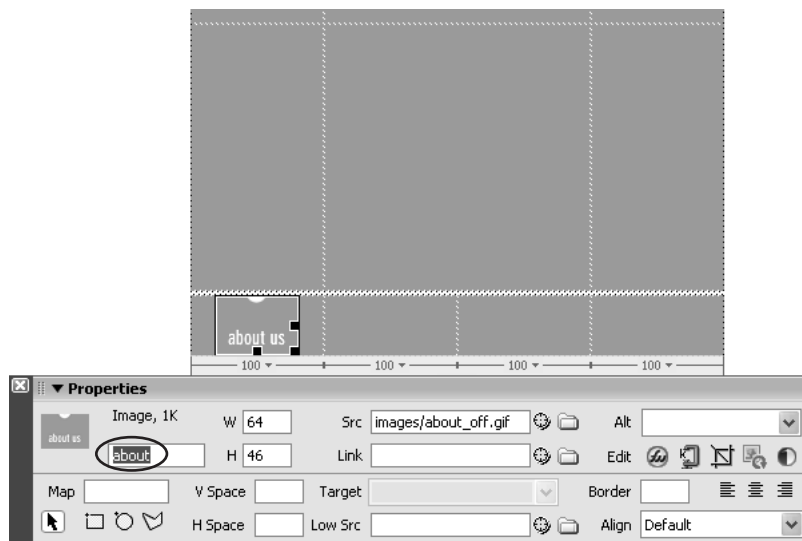
1. Open **multiple_done.html** located in the **chap_11** folder, and preview this finished exercise in your browser. Roll your mouse over each item in the list and watch the navigation button change and an image appear at the top center of the navigation bar. This is a very impressive type of rollover, and you (yes you!) are going to know how to do it as soon as you follow along. Close this file.



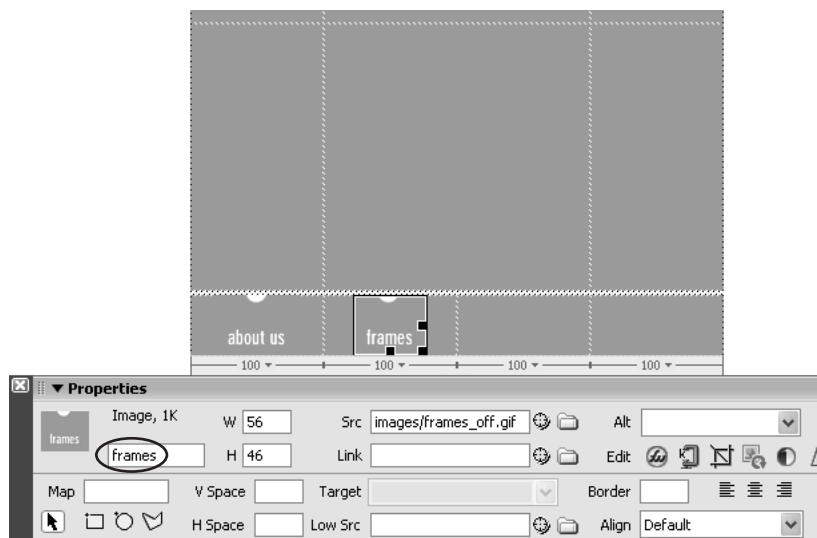
This image shows what the page looks like in Dreamweaver MX 2004.



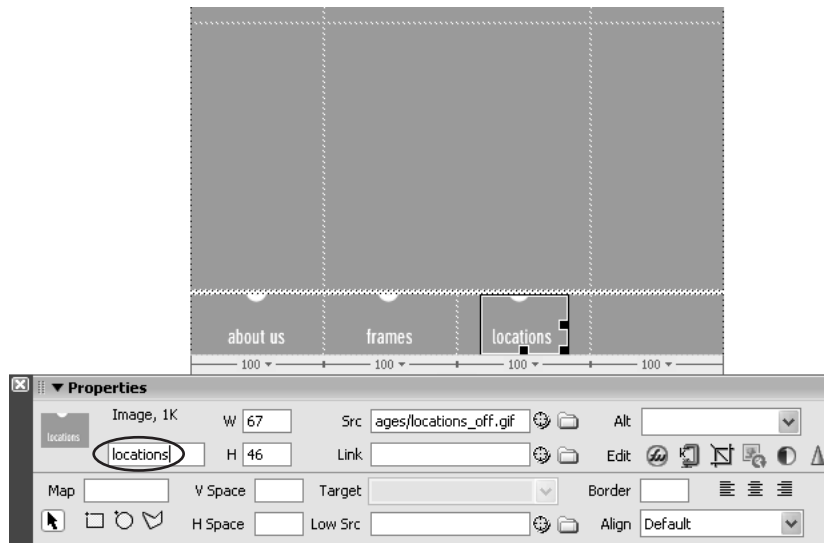
2. Open **multiple.html** located in the **chap_11** folder. This file includes an empty, pre-built table. You learned to make a table similar to this in Chapter 7, "Tables."



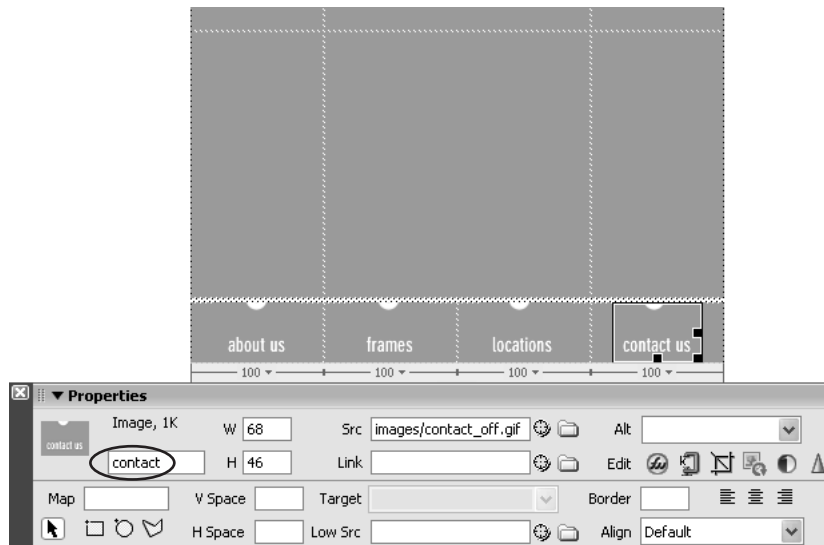
3. Display the **Assets** panel and click the **Images** button if the images are not already showing. Click inside **Cell B** (row 3, column 1) and drag **about_off.gif** into the cell. In the **Property inspector**, name the image **about**.



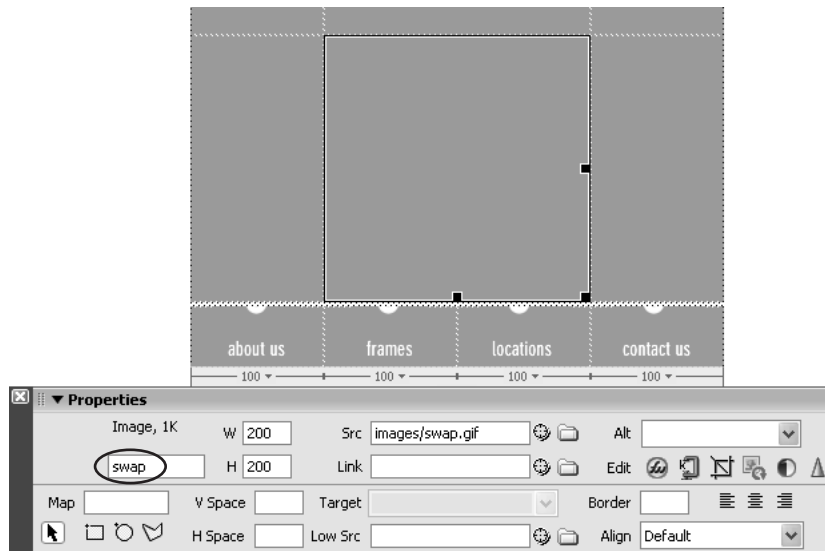
4. Click inside **Cell C** (row 3, column 2) and drag the image **frames_off.gif** from the **Assets** panel into the cell. In the **Property inspector**, name the image **frames**.



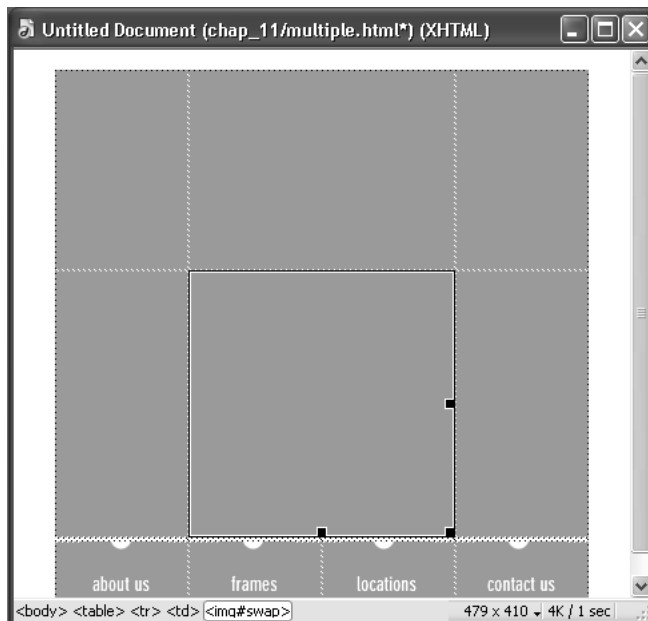
5. Click inside **Cell D** (row 3, column 3) and drag the image **locations_off.gif** from the **Assets** panel into the cell. In the **Property inspector**, name the image **locations**.



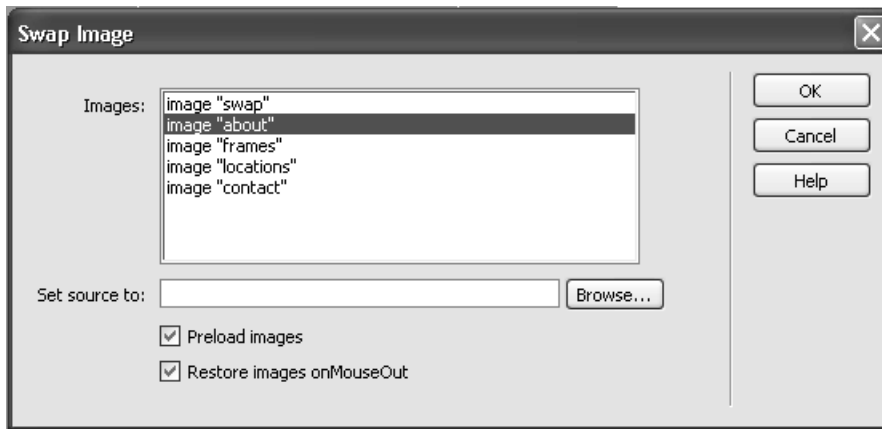
6. Click inside **Cell E** (row 3, column 4) and drag the image **contact_off.gif** from the **Assets** panel into the cell. In the **Property inspector**, name the image **contact**.



7. Click inside **Cell A** (row 2, column 2) and drag the image **swap.gif** from the **Assets** panel into the cell. In the **Property inspector**, name the image **swap**.



This is what your page should look like now.

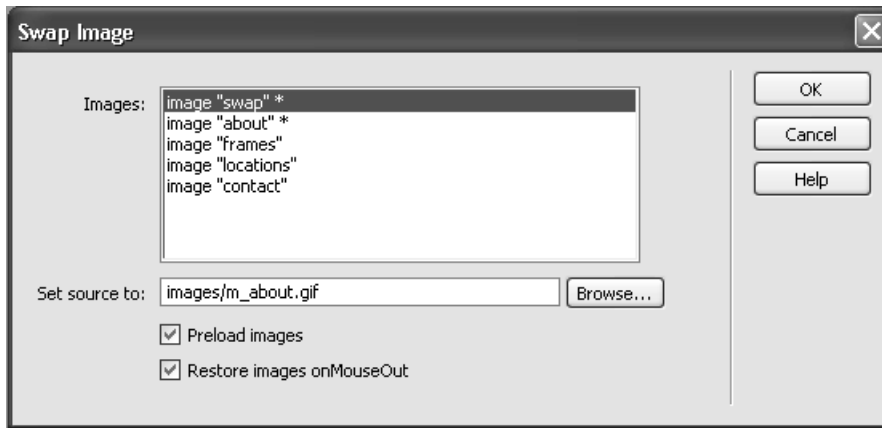


8. If the **Behaviors** panel is not open, press **Shift+F3** to open it. Select the image in **Cell B** (row 1, column 1). With the image selected, click the **plus** sign in the **Behaviors** panel to select **Swap Image**. In the **Swap Image** dialog box that opens, notice that **"about"** is selected in the **Images** list.

Be sure not to click OK just yet.



9. Click **Browse** to **Set Source** to: **about_on.gif**. This sets the rollover for the graphic **about** (**about_on.gif**) to change to an alternate version of the button when you move your mouse over it. Don't click **OK** yet!



10. Select “**swap**” from the same **Images** list. Click **Browse** again to **Set Source** to: **m_about.gif**, then click **Open**. You just instructed the behavior to swap the **swap (swap.gif)** artwork to the picture of the **eyeglass frames (m_about.gif)**. Click **OK**!

The rollover now triggers two behaviors: the Tools button has been instructed to switch, and an image of the eyeglass frames will appear when the mouse moves over the original About button image.

11. Press **F12** and test your first rollover! Move your mouse over the **About** button. The button now changes to the rollover, and the center image changes from a blank square to an image of eyeglass frames. You’ve just set the rollover for the **About** button.

There are only three more items on the list to go.

12. Return to Dreamweaver MX 2004, and repeat this process for the next image. Select the **Frames** image in **Cell C**. With the image selected, click the **plus** sign in the **Behaviors** panel and select **Swap Image**. In the **Swap Image** dialog box that opens, notice that “**frames**” is selected in the **Images** list.

13. Click **Browse** to **Set Source** to **frames_on.gif**. Don’t click **OK** yet.

14. Select “**swap**” from the **Images** list. Click **Browse** to **Set Source** to **m_frames.gif**. Click **OK**!

Two more to go!

15. Select the **Locations graphic**. With the image selected, click the **plus** sign in the **Behaviors** panel to select **Swap Image**. In the **Swap Image** dialog box that opens, notice that “**locations**” is selected in the **Images** list.

16. Click **Browse** to **Set Source** to **locations_on.gif**. Don’t click **OK** yet.

17. Select “**swap**” from the **Images** list. Click **Browse** to **Set Source** to **m_locations.gif**. Click **OK**.

One more item to go!

18. Select the Contact Us graphic. With the image selected, click the **plus** sign in the **Behaviors** panel to select **Swap Image**. In the **Swap Image** dialog box that opens, notice that “**contact**” is selected in the **Images** list.

19. Click **Browse** to **Set Source** to **contact_on.gif**. Don't click **OK** yet.

20. Select “**swap**” from the **Images** list. Click **Browse** to **Set Source** to **m_contact.gif**. Click **OK**.

21. You're done. Press **F12** to preview your work in a browser, then **close** the file and move on to the next exercise.



MOVIE | swap_image.mov

This isn't the most intuitive operation in the universe, so don't kick yourself if you don't get it right the first time. If you are interested in watching me perform the exercise, please view the movie **swap_image.mov**, located in the **movies** folder on the Dreamweaver MX 2004 **H•O•T CD-ROM**.

What Are Flash Buttons?

Dreamweaver MX 2004 lets you create something called **Flash Buttons**. These buttons have very similar characteristics to other rollovers that you have worked with in this chapter. For example, like other rollovers, Flash Buttons have an Up state and Over state. They can be set up to link to other pages, both internal and external. However, unlike other buttons, they are created from within Dreamweaver MX 2004. This means that they can be quickly changed with just a few clicks, which can save you time. You don't need to use an image editor like Fireworks or ImageReady to work with Flash Buttons.

Creating Flash Buttons is fairly simple, as you will see by following the next exercise. What is different is that Dreamweaver MX 2004 creates the rollover images in the SWF file format, instead of GIF or JPG, after you click **OK** in the easy-to-use **Flash Button** interface. In other exercises, you have simply worked with existing images and set the behavior to write the necessary JavaScript to enact a rollover. With **Flash Buttons**, you are creating actual image files from Dreamweaver MX 2004. This can be wonderfully convenient!

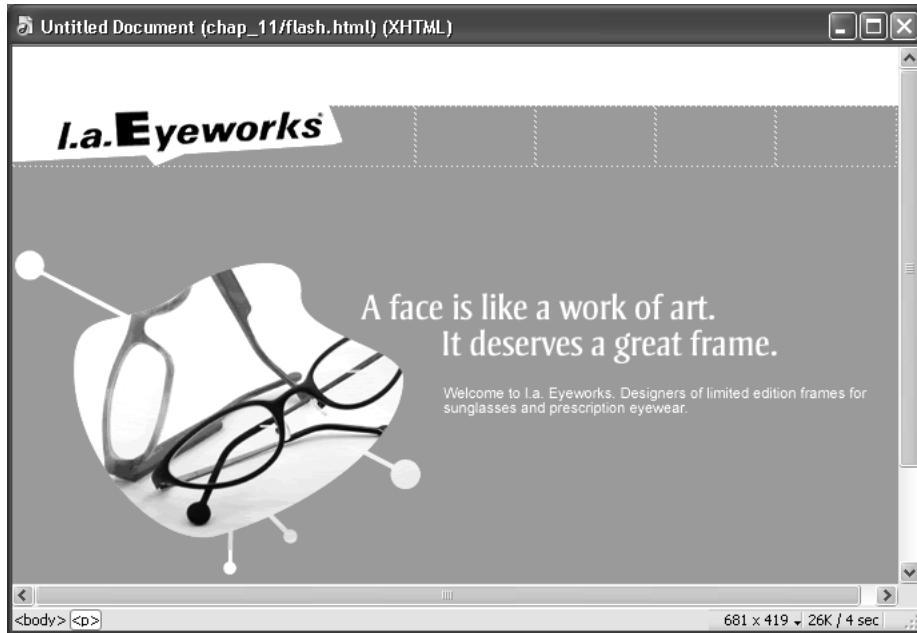
In order to view Flash content on the Web, you must have the Flash plug-in installed in your browser. If you don't have this plug-in, you can download it for free at <http://www.macromedia.com/software/flashplayer/>.

Creating Flash Buttons	
Pros	Explanation
Font integrity	With Flash Buttons, you can use any font installed in your system, and the visitors to your page don't need to have that font installed. This gives you much more flexibility when you are designing your pages.
Easily updated	With just a few clicks, you can change the text and entire look of your Flash Buttons. This can save you a lot of time when you need to make changes to your site.
Complex animations	Some of the Flash Buttons available to you in Dreamweaver MX 2004 have more complex animation than you could easily achieve with animated GIF files.
Design consistency	Because a navigation system that uses Flash Buttons can be set up in minutes, it's easy to get a consistent look and feel to your site without a spending a lot of time designing your own rollover art. This helps to bring consistency to the overall design of your site.
Cons	Explanation
Plug-in required	All Flash content on the Web requires the Flash Player plug-in in order to be viewed properly. Flash Buttons are no different.
Limited linking	Certain types of links, called site-root relative links, don't work with Flash buttons. If you're not sure what a site-root relative link is, don't worry, plenty of web designers go their whole careers without using them. Just be aware that certain types of links don't work with Flash buttons.
Fixed button sizes	Although the Flash buttons allow you to use any font installed in your system and choose the font size, the buttons themselves don't change to fit the text. Often you'll find your text too big for the button you've chosen. Usually a small modification to your text can cause it to fit inside the button, but you need to design with this limitation in mind.

4.

Creating Flash Buttons

Dreamweaver MX 2004 enables you to create Flash rollover buttons from a predefined set of styles, without ever leaving Dreamweaver MX 2004. This exercise shows you how to work with this cool feature.

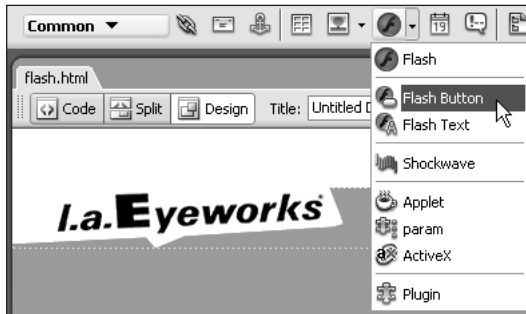


1. Open the **flash.html** file located inside the **chap_11** folder. This page contains a table at the top that is set up to hold the Flash Buttons you will create this exercise.

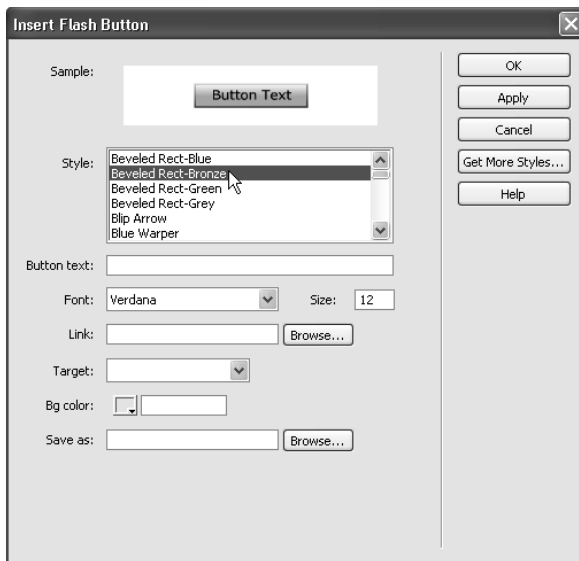
2. Click inside the cell to the right of the **I.a. Eyeworks** logo in the first row of the table. You should see a blinking cursor inside the cell. This indicates that your content will be inserted in this cell.

WARNING | Flash Plug-In Required

One advantage of Flash Buttons is that you can use any font you want and end users do not have to have that font on their computers. All Flash content on the Web requires that end users have the Flash plug-in installed in their browsers. According to Macromedia, about 436 million people have a version of the plug-in installed. That's a lot of people. Different ways to detect whether users have this plug-in installed are described in Chapter 14, "Behaviors."

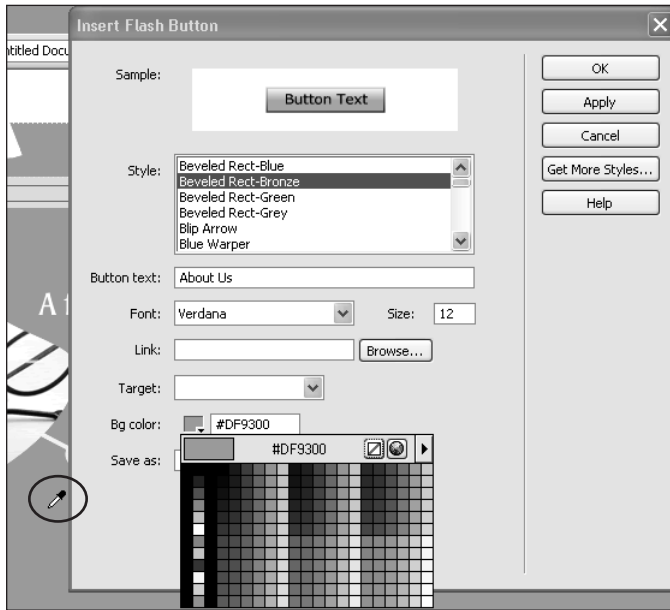


3. From the Common Objects in the Insert panel, click and hold your mouse down on the Media button. This will bring up the Media objects; click the Flash Button object. This will open the Insert Flash Button dialog box.



The Insert Flash Button dialog box will display a preview of the button settings at the top of this dialog box. As you select different styles, the Sample area will change. Moving your cursor over the Sample area will display a preview of the rollover effect.

4. Under the **Style** option, select **Beveled Rect-Bronze**. This will change the **Sample** area at the top. Move your mouse over the **Sample** area to preview the rollover effect for this style. For the **Button Text** option, type **About Us**. This option defines the text you want to appear on the button. If you leave this option blank, no text will appear on the button. Make sure the **Font** option is set to **Verdana** and the **Size** option is set to **12**.

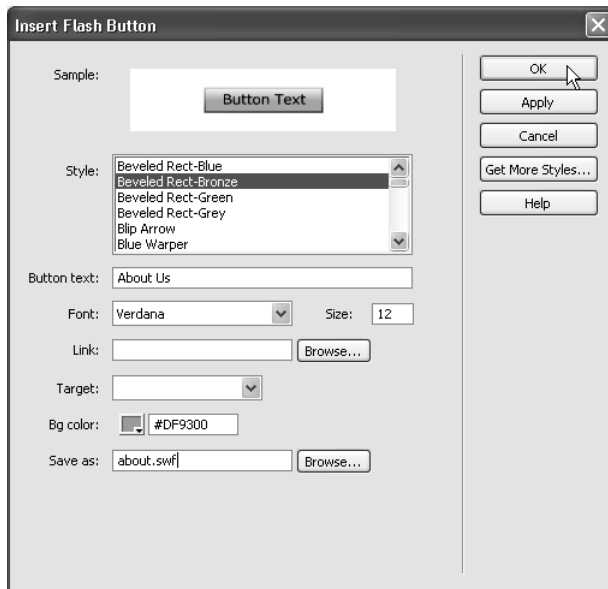


By default, the Flash Buttons will have a white background. You can use the eyedropper to match the background of the buttons with other colors in your site, such as the background color.

5. Click the **Bg Color** box and move your mouse over the background of your document. This will let you sample the orange color so that both backgrounds match.

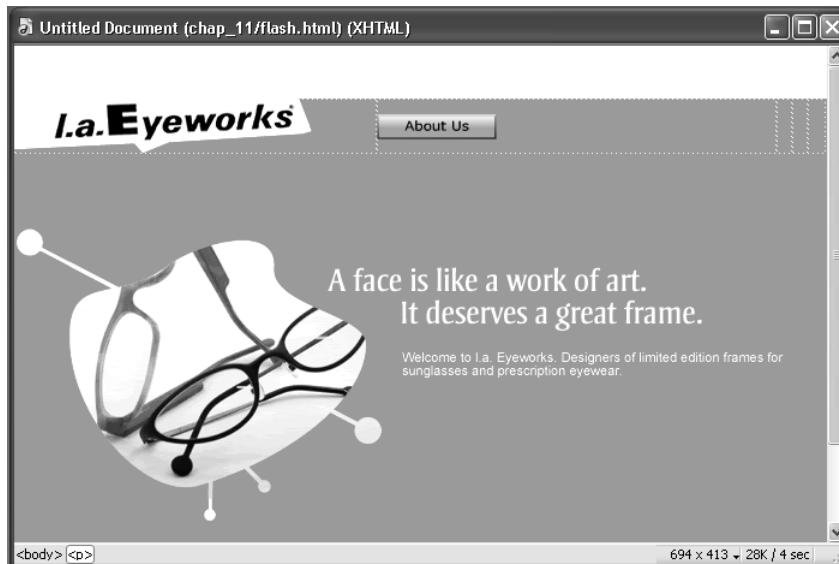
6. In the **Save As** dialog box, type **About.swf**. This saves the new Flash Button in the same folder as our HTML page.

Note: It may seem odd to save the file, but remember that you're actually creating a SWF file each time you add a Flash Button to your page. It also may not seem important to pay attention to where you save this file, but there are some things about adding links to Flash Buttons that you need to be aware of. Even though you are not linking your Flash Buttons in this exercise, you will link your Flash Buttons to other pages 99% of the time. They are, after all, navigation items! When linking Flash Buttons, it is best to save the SWF file in the same folder as the HTML page it resides on. It's actually a common practice to save all Flash content into a special folder in order to keep yourself organized. Flash Buttons, however, are a little different. If you add a link to your Flash Button and try to save the file into another directory, Dreamweaver will warn you that the link may not work in older browsers. What's worse, you have to describe the link relative to the location of the SWF file, not the HTML page it's on! Sound confusing? It can be! Just remember to save the Flash Button in the same directory as your HTML page, and you'll be fine.



This is what the dialog box should look like at this point in the exercise.

7. Click **OK** to complete this process and create the Flash Button.



This is what your page should look like when the first button is inserted.

8. Press **Tab** to move your cursor to the next table cell.

9. Using the same steps, create a Flash Button in each cell for the following options: **Frames**, **Locations**, and **Contact Us**. Don't forget to save each file, with a unique name, inside the same folder.



This is what your page should look like after you have added the other Flash Buttons.

10. Press **F12** to preview this page in a browser. Return to Dreamweaver MX 2004. **Save** and **close** this file.



MOVIE | flashbuttons.mov

To learn more about Dreamweaver MX 2004's Flash Buttons feature, check out **flashbuttons.mov**, located in the **movies** folder on the Dreamweaver MX 2004 **H•O•T** CD-ROM.

5.

Inserting a Navigation Bar Rollover

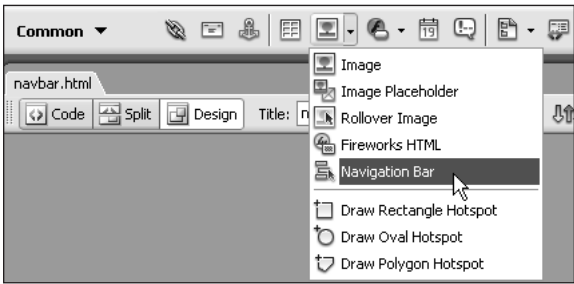
So far, you have created simple rollovers, multiple-event rollovers, and Flash Buttons. You have one more type of rollover to learn to create before you finish this chapter—the **navigation bar** rollover. A navigation bar-style rollover allows each button to display four **states**: **up**, **over**, **down**, and **over while down**. Instead of working with two images for each rollover, this type of rollover requires that you work with four, one for each separate state. This might sound intimidating, but the Dreamweaver MX 2004 **Insert Navigation Bar** feature makes it much easier than you might imagine.



1. To view a sample of what you are about to create, open **navbar_done.html** located in the **chap_11** folder. Press **F12** to preview this page in a browser. Move your mouse over the images and click a few as well. Notice there are more than two rollover states? This is what you'll learn to build in this exercise. Pretty neat-o!



2. Return to Dreamweaver MX 2004. Close **navbar_done.html** and open **navbar.html** located in the **chap_11** folder. This is simply a blank file that has been saved for you already. You are going to use it as a starting point to create your own navigation bar.



3. Select the **Images** dropdown menu from the **Common** objects panel. Choose the **Navigation Bar** object. As an alternative, you could select **Insert > Image Objects > Navigation Bar**. Either way is fine and will open the **Insert Navigation Bar** dialog box (and a big dialog box it is at that!).

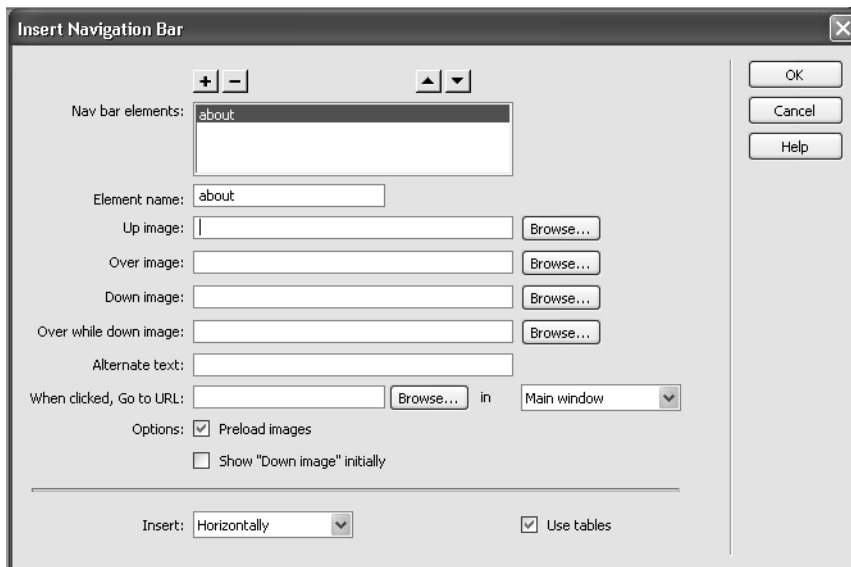
Different Rollover States

Keeping track of the different types of rollover states can be a little tricky. Heck, I have a hard enough time keeping track of my car keys, not to mention my rollover states. This chart outlines what the different states mean:

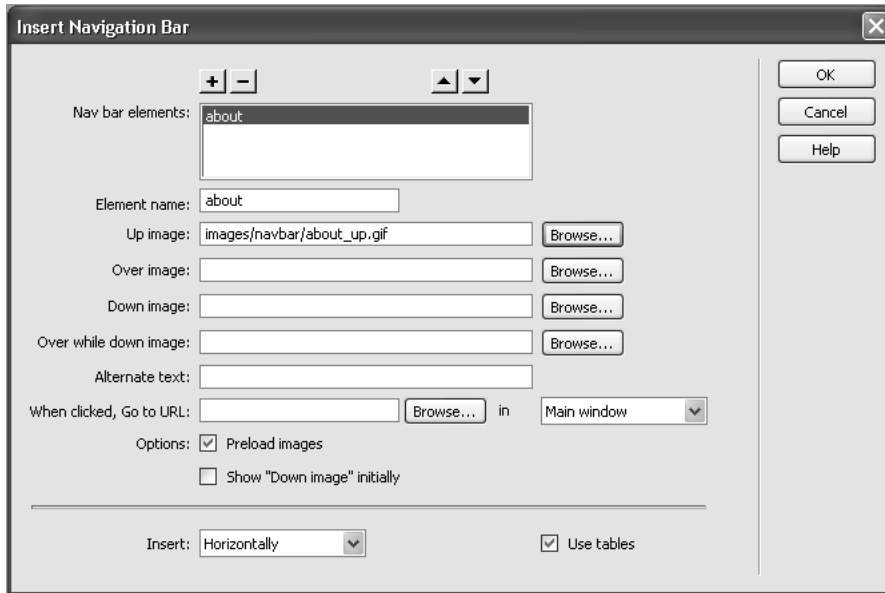
Rollover States	
State	What It Does
Up	The graphic that appears on the Web page when it is loaded. This is also referred to as the “static” or “off” state.
Over	The graphic that appears when the end-user’s mouse moves over the image. Most often, this image will revert back to the Up state when the mouse is moved off of the image. This is sometimes referred to as the “on” state.
Down	The graphic that will appear after the end user has clicked on the Over state. This state will not change again until the end-user’s mouse moves over this image or clicks on another image.
Over While Down	This appears when the end-user’s mouse moves over the Down state. It works just like the Over state, except that it works on the Down state only. Because the user’s mouse is only depressed on a button for a short time, this state is not used very often.



This is what the Insert Navigation Bar dialog box looks like by default.



4. Enter Element Name: about. This assigns a name to the first rollover image in this navigation bar. Each element (rollover) must have a unique name. I suggest you name them in relationship to their function on the page. The first button will access the **About Us** page, so you will name this first element **about**.



5. Click **Browse** next to the **Up Image** field. Browse to the **images/navbar** folder and select **about_up.jpg**. Click **Open** to select this image. You've just specified the image for the Up state of the rollover.

6. Click **Browse** next to **Over Image**. Browse to the **images/navbar** folder and select **about_over.jpg**. Click **Open** to select this image. You've just specified the image for the Over state of the rollover.

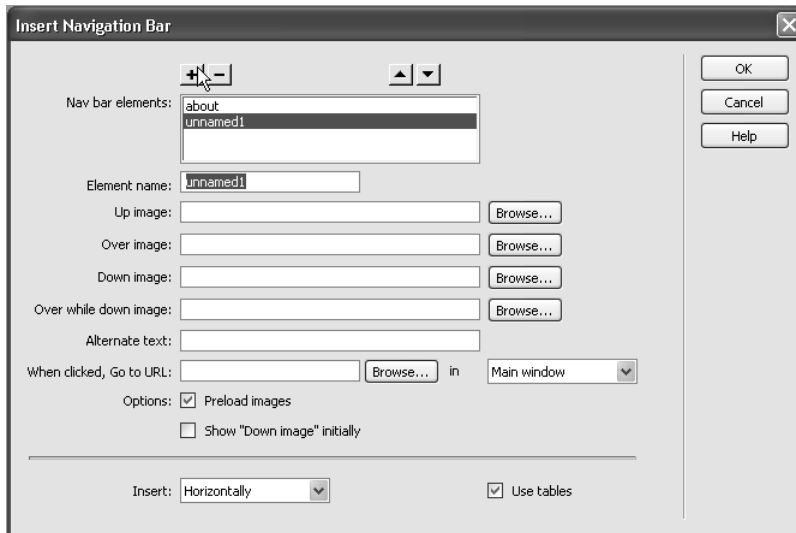
7. Click **Browse** next to **Down Image**. Browse to the **images/navbar** folder and select **about_down.jpg**. Click **Open** to select this image. You've just specified the image for the Down state of the rollover.

8. Click **Browse** next to **Over While Down Image**. Browse to the **images/navbar** folder and select **about_overdown.jpg**. Click **Open** to select this image. You've just specified the image for the Over While Down state of the rollover. Do not click **OK** yet!



This is what your screen should look like at this point in the exercise.

Now that you have added the first rollover button in your navigation, it's time to add the next one. By the end of this exercise, this will all be second nature to you!



9. Click the **plus** sign at the top of the dialog box. You will see that a new unnamed element is added. This will let you add the second rollover image to the navigation bar.

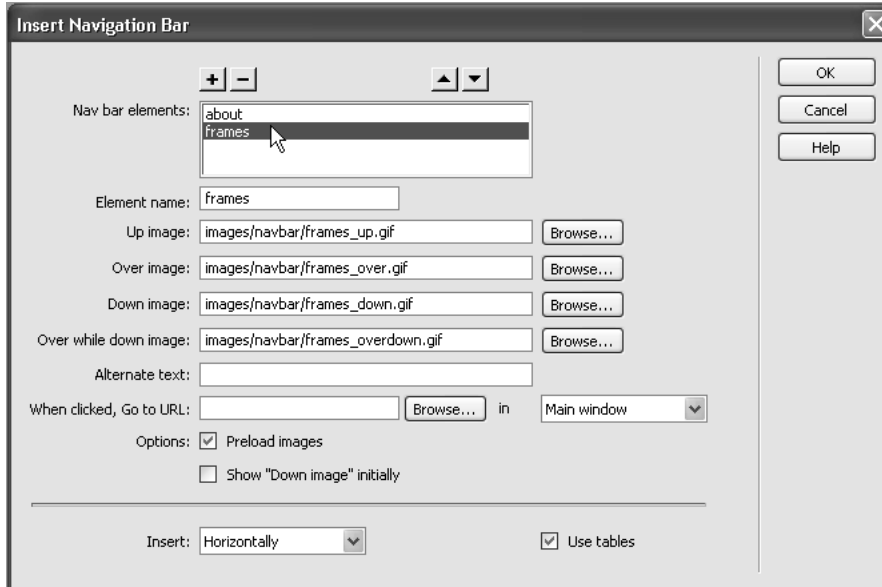
10. Enter **Element Name: frames**. This will assign a name to the second rollover image in this navigation bar. Remember, each element must have a unique name.

11. Click **Browse** next to **Up Image**. Browse to the **images/navbar** folder and select **frames_up.jpg**. Click **Open** to select this image. This option lets you specify the image for the Up state of the rollover for the second element in the navigation bar.

12. Click **Browse** next to **Over Image**. Browse to the **images/navbar** folder and select **frames_over.jpg**. Click **Open** to select this image. This option lets you specify the Over state of the second rollover.

13. Click **Browse** next to **Down Image**. Browse to the **images/navbar** folder and select **frames_down.jpg**. Click **Open** to select this image. This option lets you specify the Down state of the second rollover.

14. Click **Browse** next to **Over While Down Image**. Browse to the **images/navbar** folder and select **frames_overdown.jpg**. Click **Open** to select this image. This option lets you specify the Over While Down state of the second rollover. Again, don't click **OK**!



This is what your dialog box should look like with the second rollover settings.

Adding Elements to the Navigation Bar		
Element	State	File
locations	Up	locations_up.jpg
	Over	locations_over.jpg
	Down	locations_down.jpg
	Over While Down	locations_overdown.jpg
contact	Up	contact_up.jpg
	Over	contact_over.jpg
	Down	contact_down.jpg
	Over While Down	contact_overdown.jpg

15. Now that you know how to add new elements to the navigation bar, go ahead and add two more 4-state buttons, using the chart above.

Insert Navigation Bar

Nav bar elements: about, frames, locations, **contact**

Element name: contact

Up image: images/navbar/contact_up.gif

Over image: images/navbar/contact_over.gif

Down image: images/navbar/contact_down.gif

Over while down image: images/navbar/contact_overdown.gif

Alternate text:

When clicked, Go to URL: in

Options: ☒ Preload images
☐ Show "Down image" initially

Insert: ☒ Use tables

This is what the dialog box should look like when you are finished.



16. After you have added the fourth element, click **OK**. Dreamweaver MX 2004 will automatically create a table, insert the images you specified, and create all of the complex JavaScript necessary for the rollovers to function. It does all of this in about two seconds. I dare any JavaScript programmer to compete with this time!



Here you can see the four possible states in the navigation bar.

17. Go ahead and press **F12** to preview your navigation bar in a browser. Make sure you roll over each of the images, click them, and then roll over them again to see the four different states of each.

18. Return to Dreamweaver MX 2004. **Save** and **close** the file.

Wow, another chapter under your belt, congratulations. I know it was a lot of hard work, but you are well on your way to becoming a Dreamweaver MX 2004 expert.
