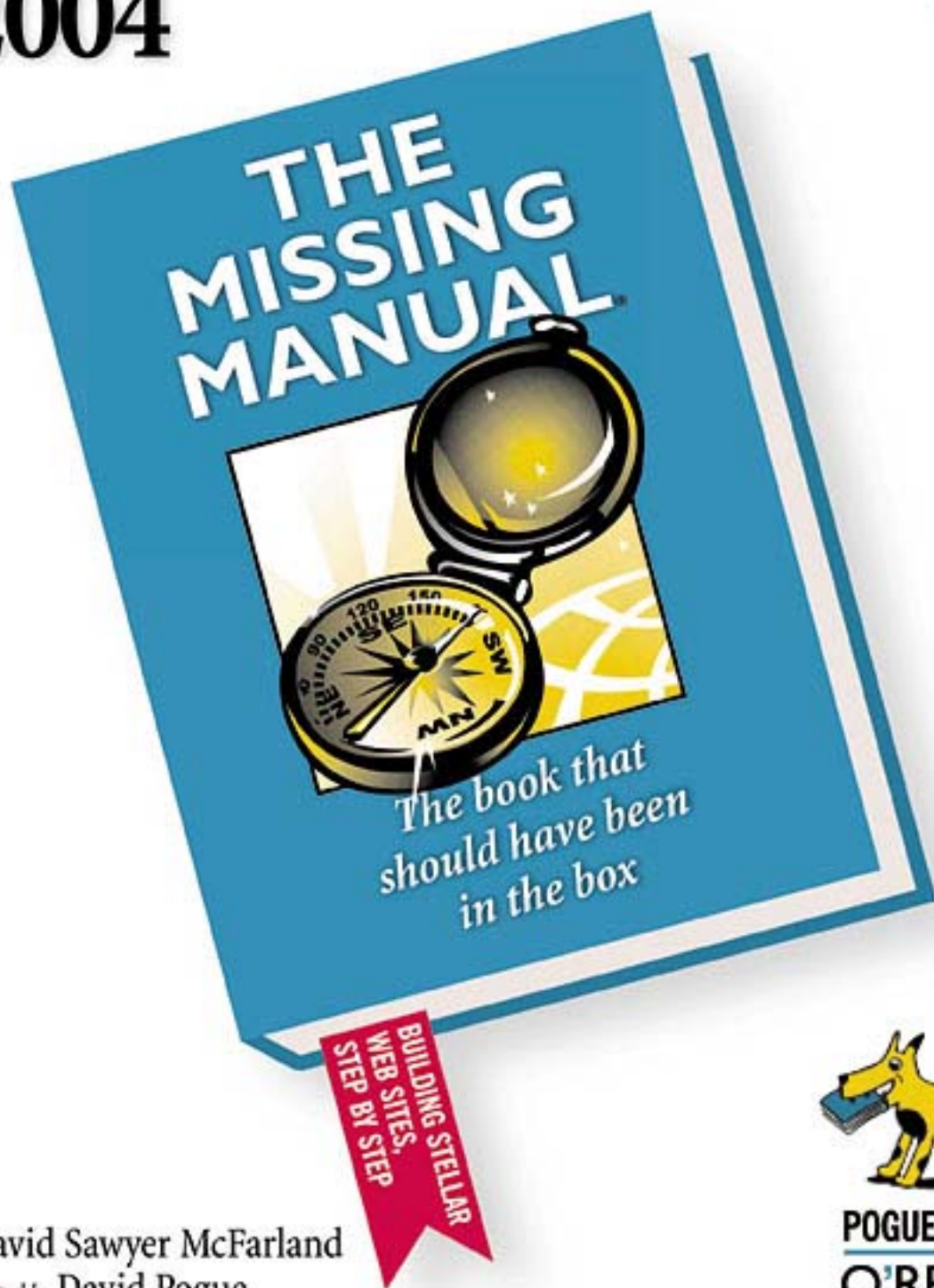


Dreamweaver MX 2004

Includes
120 pages of
**Hands-On
Tutorials**



David Sawyer McFarland
Edited by David Pogue



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Templates

Some Web designers handcraft sites with loving care, changing layouts, colors, fonts, banners, and navigation from page to page. But that approach isn't always practical—or desirable. Consistency is a good thing. Web pages that look and act similarly reassure visitors; when only important material changes from page to page, readers can concentrate on finding the information they want. Even more importantly, a handcrafted approach is often unrealistic when you're designing on a deadline.

Here's where *templates* come in. Frequently, the underlying design of many pages on many Web sites is identical (see Figure 18-1). For instance, a company Web site with an employee directory may dedicate a single Web page to each employee. Each employee page probably has the same navigation bar, banner, footer, and layout. Only a few particulars differ, like the employee name, photo, and contact information.

Template Basics

Templates let you build pages that share a similar structure and graphic identity, quickly and without having to worry about accidentally deleting or changing elements. They come in very handy when you're designing a site for which other, less Dreamweaver-savvy individuals are responsible for adding new pages. If you use a template, these underlings will be able to modify only the areas of a page that you, the godlike Dreamweaver guru, define.

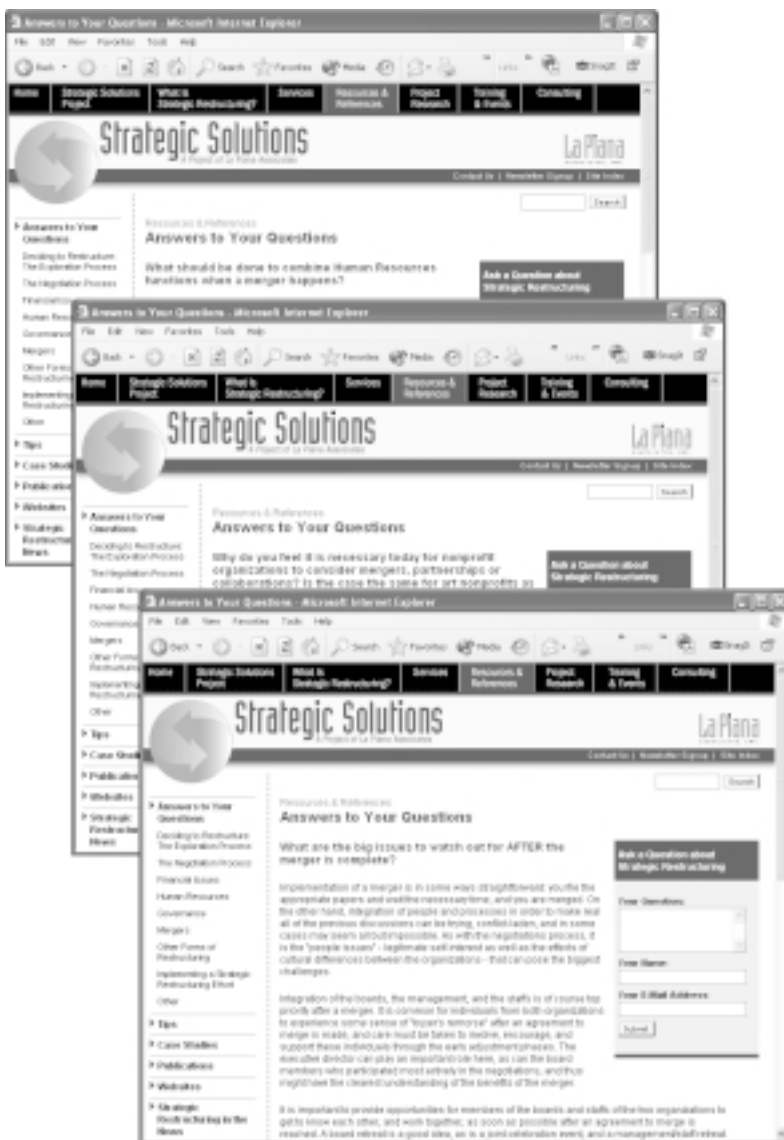
Tip: Macromedia Contribute, a simple, word processor–like program for updating Web sites, works very well with sites built using Dreamweaver templates. If you build sites that are updated by people who don't know the first thing about Dreamweaver or building Web pages, Contribute can help.

A new page based on a template—also called a template *instance*—looks just like the template, except that you can only edit certain areas of the page, called, logically enough, *editable regions*. In the example shown in Figure 18-1, one editable region includes the question-and-answer text area; the rest of the page remains untouched and is, in fact, locked.

Figure 18-1:

These three Web pages are part of a section of a Web site dedicated to answering frequently asked questions. The pages each provide the answer to a different question, but are otherwise identical, sharing the same banner, navigation buttons, sidebar, and footer.

This is a common scenario for Web sites that include news stories, employee profiles, product pages, or press releases. In fact, it's so common that Dreamweaver has a special feature—Templates—to help you build such pages.



A Dreamweaver template can be very basic: one or more areas of a page (called *editable regions*) can be changed, others can't (*locked regions*). But Dreamweaver also includes many subtle ways for controlling template instances. Here's an overview of the features you'll encounter when creating and using templates:

- **Editable regions.** These are the basic building blocks of a template. (They work the same as they did in earlier versions of Dreamweaver.)

An editable region is a part of a page—a paragraph, table cell, or headline, for example—that people can change on each template instance. A template page can have multiple editable regions—for example, one in a sidebar area and another in the main content section of a page.

- **Editable tag attributes.** There may be times when you want to make a particular tag *property* editable. For instance, if you want to specify a different background color for each page, you'll want to permit changes to the `<body>` tag's `Bgcolor` property.

Or perhaps you've built a template that includes a photo with some complex formatting (left-aligned by a Cascading Style Sheet, perhaps). Turning the entire image into an editable region could pose problems: When someone creates a new page from the template and then inserts a new photo, all of the formatting information can get lost. Instead, you could make just the image's `Src` property editable. People would then be able to insert new images for each page without inadvertently ruining the photo's formatting. (If the `Width` and `Height` properties vary from image to image, you can also make those attributes editable.)

- **Repeating regions and repeating tables.** Some Web pages include *lists* of items: catalogs of products, lists of news articles, albums of photos, and so on. Dreamweaver lets you define *repeatable* regions for pages like this.

For example, a page of product listings might include a picture, name, and price for each product in a catalog, organized using a table with multiple rows (Chapter 7).

As template builder, you may not know in advance how many products the page will eventually list, so you can't fully design the page. However, you can use Dreamweaver to define a row—or any selection of HTML—as a repeating region, so that page authors can add new rows of product information when needed.

- **Optional regions and editable optional regions.** *Optional regions* make templates even more flexible. They let you show or hide content on a page-by-page basis.

Suppose you create a template for your company's products. When some products go on sale (but others remain full price), you could add an *optional* region on the template that displays a big "On Sale!" logo. When creating a new product page, you could *show* the optional region for products that are on sale and keep it *hidden* for the others.

Editable optional regions are similar, but they have the added benefit of being editable. Maybe you're creating a template for an employee directory, giving each

employee a separate Web page with contact information. Some employees also want their picture displayed on the page, while others don't (you know the type). Solution: Add an editable optional region that would let you show the space for a photo and add a different photo for each page. For the shier types, you would simply hide the photo area entirely.

Note: If you're coming from Dreamweaver 4, the way Dreamweaver creates templates has changed significantly—so much, in fact, that Dreamweaver 4 doesn't understand templates created by Dreamweaver MX 2004 (or Dreamweaver MX for that matter). However, if you've created a site using Dreamweaver 4's Template tools, Dreamweaver MX 2004 does understand those, so you can upgrade to MX 2004 and still use them to build new pages.

Or better yet, update the old style template information to the newer MX template code following this tutorial: www.dreamweavermx-templates.com/tutorials/tutupdate.cfm.

Furthermore, Dreamweaver can create *nested* templates, which inherit design elements from a master template. In this way, you can create a general unified design that's shared by other templates; this feature is described on page 587.

But facilitating page creation is only one of the benefits of templates. You'll also find that templates can greatly simplify the process of updating the design of a Web site. Like Library items, pages based on templates retain a reference to the original template file. Any changes made to the template pass on to all pages created from it, which can save you hours of time and trouble when it comes time to update the look or structure of your site. Imagine how much time you'll save when your boss asks you to add "just one more" button to the site's navigation bar. Instead of updating thousands of pages by hand, you'll need to update only a few template files.

Create a Template

The first step in creating a template requires building a basic Web page and telling Dreamweaver you'd like to use it as a Template. You can go about this in two ways: build a Web page and turn it into a template, or create a blank empty Template file and add text, graphics, tables, and other content to it.

Turning a Web Page into a Template

The easiest way to create a template is simply to base it on a Web page in your current site folder. Although you can create templates based on Web pages that *aren't* part of the current local site, you may run into problems with links and paths to images, as described in a moment.

Once you've opened the Web page, just choose File→Save As Template or, on the Common tab of the Insert bar (see Figure 18-2), click the Templates button and select Make Template from the menu. In the Save As Template window (Figure 18-3), the name of the current local site appears in the Site pop-up menu; meanwhile, all templates for that site show up in the Existing Templates field.

Note: At this point, you could theoretically use the Site menu to save a template into any local site folder you've defined (see Chapter 14 for a discussion of local sites), but be careful with this option. If your page contains images and links and you save it as a template for another local site, Dreamweaver won't copy the images from the first site folder into the other one. As a result, the paths to the image files and links won't work correctly.

If you must use a page from one site as a template for another, copy the Web page *and graphics* into the new site's root folder, open the page from there, and then create a template as described here.

Figure 18-2:

The Templates menu on the Common tab of the Insert Bar provides access to tools for creating templates and setting up a variety of Dreamweaver template features.

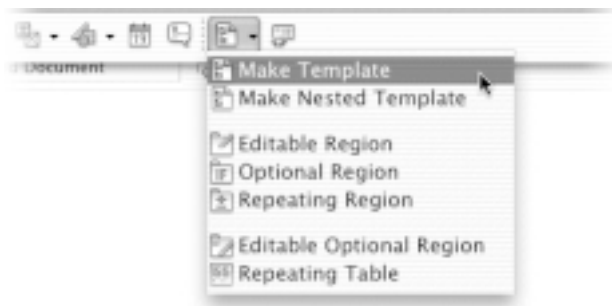
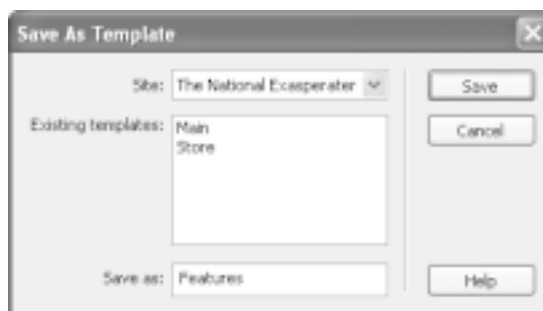


Figure 18-3:

The Save As Template dialog box lets you save your template into any of the local site folders you've defined in Dreamweaver. Stick to your current local site to avoid broken links and similar problems.



Finally, type a name for the new template, and then click Save. Choose Yes when Dreamweaver asks if you want to Update Links for the page. If you choose No, all page-relative links will break, and all the images on the page will appear as broken image icons.

Dreamweaver saves the page in the Templates folder of your local site root folder. It adds the extension .dwt to the file to indicate that it's a Dreamweaver template. (For dynamic Web pages, Dreamweaver adds the .dwt *before* the file's extension. For example, an Active Server Page template might have a name like *maintemplate.dwt.asp*.)

Building a Template from Scratch

It's easiest to create a Web page first and then save it as a template, but you can also build one from scratch. Open the Asset panel's Templates category by choosing Window→Assets and clicking the Template icon (see Figure 18-4). Then click the New Template button at the bottom of the Assets panel. Once Dreamweaver adds a new, untitled template to the list, type a new name for it. Something descriptive like “press release” or “employee page” will help you keep track of your templates.

After you've created a blank template for the site, you can open it by double-clicking its name in the Assets panel (or selecting its name and then clicking the Edit button at the bottom of the Assets panel). It opens just like any Web page, so that you can get busy designing it.

Define Editable Regions

Your next project is to specify which parts of your template are locked, and which are editable. By default, *everything* on a page is locked. After all, the main reason to use

FREQUENTLY ASKED QUESTION

The Broken-Link Blues

Why aren't the links in my templates working?

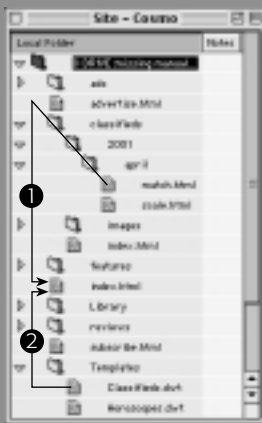
When you created the link, you probably typed a path into the Property inspector's Link field—a recipe for heartbreak. Instead, always select the target Web page for a link by clicking the folder icon in the Property inspector, or by pressing Ctrl+L (⌘-L). In other words, when adding links to a template, always link to pages within the site by browsing to the desired file.

Dreamweaver saves templates in the Templates folder inside the local root folder; all relative links need to be relative to this location. (Absolute links, like those to other Web sites, aren't a problem; see page 93 to learn the difference.) The reason you should browse to, rather than type in, your links is so that Dreamweaver can create a proper relative link.

Imagine this situation: You create a template for your classified ads. You store all classified ads for April 2001 inside a series of folders like this: classifieds→2001→april, as shown

in the site diagram here.

A link from a page in the april folder to the home page would follow the path marked 1 here. So when you create a link in your template, you might create a link to the home page by typing the path `../././index.html`.



That's a logical choice if you're thinking about the page (in the april folder) you'll create from the template—but it won't work. Dreamweaver stores templates in the Templates folder, so the correct path would be path 2, or `../index.html`. When you create a new page based on the template and save it in the april folder, Dreamweaver, in its wisdom, automatically rewrites all paths in the page so that the links function correctly.

The beauty of Dreamweaver is that you don't have to understand how all this works. Just remember to use relative links in your templates and create them by clicking the folder icon in the Property inspector.

templates is to maintain a consistent, unchanging design and structure between pages. To make a template usable, you must define the area or areas you *can* change.

Define Editable Regions

Figure 18-4:

The **Templates** category of the **Assets** panel lists the name, file size, and location of each template in the current local site. The **Apply** button applies a template to the current open Web page. The **Refresh Site List** button updates the list of templates. (In general, Dreamweaver does a very good job of keeping the list up to date, so you'll rarely need this button.) The **New Template** button creates a new blank template in the **Templates** folder. Select a template from the list and click the **Edit Template** button to open the template for editing.

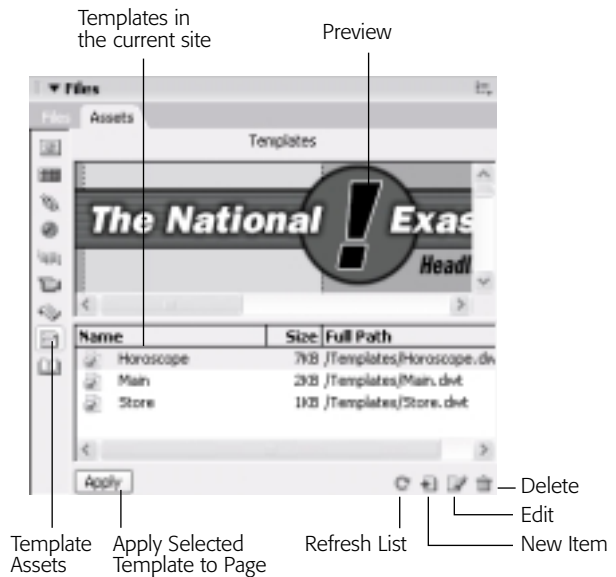


Figure 18-5:

This page is based on a template called **Horoscope**, as you can tell from the little tab in the document window's upper-right corner. You can modify editable regions, which are labeled with small tabs. In this example, the editable regions are called **horoscope** and **signImage**. An additional editable region appears within a repeating region—labeled **repeatCelebrity**—which lets you duplicate editable regions to form a list of items. The title of any page created from a template is also editable. All other parts of the page are locked; you can only make changes to the original template file.



Adding a Basic Editable Region

To add an editable region to a template, start by selecting the part of the page you want to make changeable. You can incorporate anything in the document window (any HTML between the <body> tags).

Note: The <head> of a page is always editable. You can add Custom Style Sheets, JavaScript and meta tag information freely to any page created from a template. In fact, there's no way to *prevent* anyone from messing around with the page's head.

Drag across your page to select the elements you wish to make editable, or, for greater precision, use the tag selector (page 20) to make sure you select the exact HTML you want.

Now tell Dreamweaver that the selected elements are to be editable. You can use any of these techniques:

- In the Common tab of the Insert bar (Figure 18-2), select Editable Region from the Template menu.
- Choose Insert→Template Objects→Editable Region.
- Press Ctrl+Alt+V (Option-⌘-V).
- Right-click (Control-click) the selection and choose Templates→New Editable Region from the contextual menu.

POWER USERS' CLINIC

Under the Hood of Templates

Dreamweaver saves templates as HTML files in the Templates folder inside your current local site folder (see Chapter 14 for information on local sites). Each template bears the file name extension .dwt to distinguish it from regular Web pages.

The program treats files in the Templates folder differently than normal Web pages, so don't save anything but .dwt files there. In addition, since Dreamweaver expects the Templates folder to be in the local root folder of your site, don't move the Templates folder, or change its name in any way (don't even change the capital T in Templates, even if you're a low-key type of person). If you do, your templates won't work.

As with Library items, Dreamweaver uses HTML comment tags to indicate the name of the template. If you inspect a template-based document's HTML code (see Chapter 10), you'll see that, immediately following the opening <html>

tag, Dreamweaver inserts a comment tag with the text InstanceBegin template followed by the location and name of the template. Additional comment tags indicate areas of the page that you can modify, plus special template features like template parameters used for optional regions. For instance, the title of a page based on a template is always editable; its comment tag might look like this:

```
<!-- InstanceBeginEditable
      name="doctitle" -->
<title>My New Page</title>
<!-- InstanceEndEditable -->
```

The first comment indicates the editable region's beginning and also includes the editable region's name. When editing pages based on the template, you can change only the HTML between these comment tags. Everything else on the page is locked, even when you're working in Code view.

When the New Editable Region dialog box appears, type a name for the region (you can't use the same name twice) and click OK. You return to your template, where the name you gave the region appears in a small blue tab above the editable region (see Figure 18-5).

Tip: If you use tables to lay out your pages (see Chapter 7), you'll often assign one table cell as the main area to hold the primary content of the page. For example, in the pages shown in Figure 18-1, the Frequently Asked Question and its answer appear in a single cell on the page. This cell makes a perfect editable region for a template. In the tag selector, just click the <td> tag associated with that cell and use any of the techniques discussed here to convert the contents of that cell into an editable region.

If you use CSS, on the other hand, you might create a separate <div> tag (page 272) for the main content area. In this case, select just the contents of the <div>, not the tag itself. If you turn the <div> tag into an editable region, it's possible for someone modifying the page later to delete the tag entirely, which could wreak untold havoc on your CSS-based layout.

Unfortunately, selecting all of the text *inside* a <div> frequently selects the <div> tag, too. You may need to go into Code view (page 324) and make *sure* that you've selected only the content inside the tag.

FREQUENTLY ASKED QUESTION

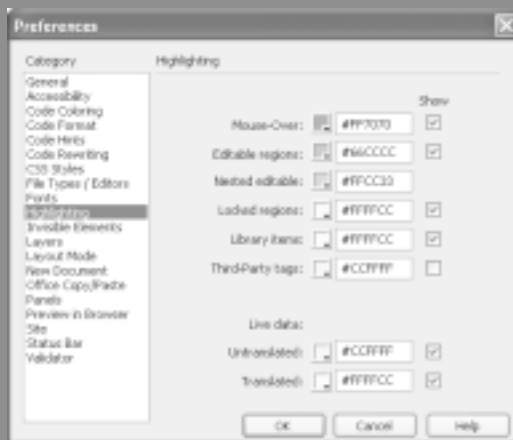
Hindered by Highlighting

I'm distracted by the tabs and background colors that Dreamweaver uses to indicate Library items and Templates. How do I get rid of them?

When you use Library items or Templates, you'll see blue tabs and yellow backgrounds to indicate editable regions and Library items. Although these visual cues don't appear in a Web browser, they can still make your page harder to read while working in Dreamweaver. Fortunately, you can alter the background color of these items and even turn highlighting off altogether.

Choose Edit→Preferences or press Ctrl+U (⌘-U). In the Preferences Category list, click Highlighting. To change the

background color for editable regions, locked regions, and Library items, use the color box (see page 35) or type in a hexadecimal color value. To remove the highlighting, turn off the Show box next to the appropriate item.



Oftentimes, it's useful to keep highlighting on to help you keep track of Library items and editable regions. If you want to turn off highlighting temporarily, simply choose View→Visual Aids→Invisible Elements, or use the keyboard shortcut Ctrl+Shift+I (Shift-

⌘-I) to toggle these visual cues off and on. This technique has the added benefit of hiding table borders, layer borders, and image maps, as well as other invisible elements.

Define Editable Regions

You may find that a single editable region is all you need—for example, a single table cell containing the text for a product review. However, if you need to edit *multiple* areas of a Web page, just add more editable regions to the template. For instance, when you create a template for an employee page, you might create editable regions for the employee's name, telephone number, and photo.

If you change your mind and want to lock a region again, select the editable region and choose **Modify**→**Templates**→**Remove Template Markup**. Dreamweaver removes the code that makes the region editable. You can do the same thing with other types of template regions, like repeating and optional regions.



Figure 18-6:

A repeating region lets page authors add multiple selections of repeating information. Top: In this example, the template has one repeating region, labeled repeatCelebrity (circled).

Bottom: A complete page based on this template includes three repeated editable regions (circled in the lower right of the page). If another page requires more celebrity listings, you could easily add additional rows to each list. However, the template still controls the basic design. Changing the star graphic of the repeating region (an uneditable part of the region) in the template page automatically changes the same elements in all pages created from the template. From a design perspective, this strategy also means that page authors can't tamper with the design of a repeating region—just the content marked as editable.

Warning: You can rename an editable region by clicking the blue tab on the template page and typing a new name into the Property inspector. However, if you've already built pages based on this template, it's not a good idea. Because template-based pages use the name to identify editable regions, Dreamweaver can lose track of where content should go when you rename a region. See Figure 18-18 for a workaround.

Adding a Repeating Region

Some Web pages contain lists of items. A catalog page might display row after row of product information—picture, name, price, and description. An index of Frequently Asked Questions might provide a list of questions and the dates they were posted.

If you were to make a template for either of these pages, you would add an editable region to the area of the page where these lists appear. Just creating an editable region, however, wouldn't give you any ability to enforce (or easily update) the design of these lists, because *everything* within an editable region can be changed.

Fortunately, Dreamweaver provides a pair of template tools to overcome this problem: *repeating regions* and *repeating tables*. Both let you create areas of a page that include editable (and uneditable) regions that can be repeated any number of times (see Figure 18-6).

Adding a repeating region is similar to adding an editable region. Select the area of the template page you wish to make repeatable, which usually contains at least one editable region. Most often, this area will be a table row, so you could select the row (`<tr>` tag) with the information to be repeated. You could just as easily select a paragraph or a list item (`` tag).

Tip: You can make a repeating region that doesn't include an editable region. For example, a template for a movie review Web page could include a repeating region that's simply a graphic of a star. A page author adding a new movie review could repeat the star graphic to match the movie's rating—4 stars, for example. (There's just one caveat—see the Warning on page 593.)

Now tell Dreamweaver that the selected elements are part of repeating region. You can use any of these techniques:

- On the Common tab of the Insert bar (Figure 18-2), select the Repeating Region option from the Templates menu.
- Choose Insert→Template Objects→Repeating Region.
- Right-click (Control-click) the selection and choose Templates→New Repeating Region from the contextual menu.

When the New Repeating Region dialog box appears, type a name for the region and click OK. You return to your template, where the name you gave the region appears in a small blue tab above the editable region (see Figure 18-6). (See page 592 for a discussion of using a repeating region when building a new template-based page.)

Warning: Dreamweaver MX lets you name a repeating region with a name already in use by an editable region. But don't—multiple template areas with the same name will cause Dreamweaver to act unpredictably.

Repeating tables

The new *repeating table* tool is essentially a shortcut to creating a table with one or more repeating rows in it. If you had a lot of time on your hands, you could achieve the same effect by adding a table to a page, selecting one or more rows, and applying a repeating region to the selection. To use the repeat table tool:

1. Click on the template page where you wish to insert the table.

You can't insert a repeating table into an already defined editable, repeating, or optional region, as explained in the box below. You must be in an empty, locked area of the template.

2. On the Common tab of the Insert bar (Figure 18-2), select the Repeating Table option from the Templates menu.

Alternatively, you can choose Insert→Template Objects→Repeating Table. Either way, the Insert Repeating Table window appears (Figure 18-7).

3. Fill out the basic properties of the table.

The top part of the window lets you set up the basic structure of the table: rows, columns, cell padding, cell spacing, width, and border. Basically, it's the same information you'd provide when creating any table, as described on page 216. You usually start a repeating table with two rows—one for a heading, and another to contain the information you wish to repeat.

FREQUENTLY ASKED QUESTION

Editable Regions, Repeating Regions, and Errors

When I try to insert an editable region inside a repeating region, I get the following error: "The selection is already in an editable, repeating, or optional region." What's that about?

This error message essentially means you're trying to add a template region where it doesn't belong. It most commonly appears when you attempt to put a repeating or optional region inside an editable tag. That kind of nesting is a no-no; anything inside an editable region can be changed on template-based pages, and as such Dreamweaver can't touch it.

However, you may get this error message seemingly in error. For instance, it's perfectly OK to add an editable region

inside a repeating region, and even to add a repeating region inside of an optional region, and vice versa. But one day you select text inside a repeating region and try to turn it into an editable region, and boom—error message. What probably happened was, when you selected the text, Dreamweaver actually selected part of the hidden code used to define a template region (see "Under the Hood of Templates" on page 572) and thought you were trying to put an editable region inside of it. To avoid confusion, use the tag selector to select the tag you wish to turn into an editable region. For example, click <p> in the tag selector to select the paragraph inside the repeating region. Alternatively, go into Code view (page 324) and select whatever part of the code inside the repeating region you wish to make editable.

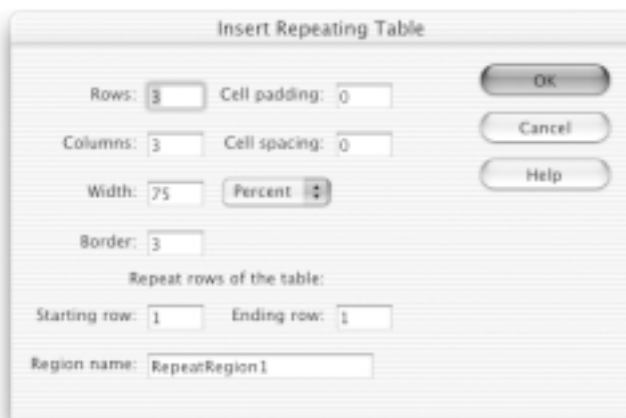
4. In the Starting Row box, type the number of the row where the repeating region should begin.

Often you'll just have one repeating row: one row of product information, for example. You might want to use the top row for labels indicating the information contained in the rows below. If that's the case, enter 2 at this step, leaving the first row as an uneditable part of the template.

It's conceivable, however, that you might want each entry to take up *two* rows. The first would list Name and Description; the second would contain a cell for a photo and a cell for the price. You set up this effect in this step and the next.

Figure 18-7:

The Insert Repeating Table dialog box lets you kill three birds with one stone: It adds a table to a page, turns one or more rows into a repeating region and adds editable regions into each table cell inside the repeating region.



5. In the Ending Row box, type the number of the last repeating row.

If you only wish to repeat a single row, enter the same number you provided for step 4. If you're creating a double repeating row, add 1 to the number you provided in step 4. If you need three rows for each repeating entry, add 2 to the number from step 4.

6. Type a name for this repeating region.

Don't use the same name as another template region. You'll run the risk of unpredictable results on template-based pages.

7. Click OK.

Dreamweaver inserts a table into the page. A blue tab with the name of the repeating region appears (see Figure 18-6), as do blue tabs in each cell of each repeated row. These tabs indicate new editable regions—one per cell.

Since these new editable regions have uninformative names like EditRegion4, you might want to rename them. Click the blue tab and type a new name in the Prop-

erty inspector. (But do so *before* you create any pages based on the template—see the Warning on page 575.)

To remove a repeating region, select it by clicking the blue Repeat tab and choose Modify→Templates→Remove Template Markup. A more accurate way to select a repeating region is to click anywhere inside the region and then click “<mmtemplate: repeat>” in the tag selector. (See page 20 for more on using the tag selector.) If you want to rename a repeating region, heed the Warning on page 576.

Making a Tag Attribute Editable

An editable region lets you change areas of HTML—like a paragraph, image, or entire table—on new pages you create from a template. However, when you’re creating a template for others to make pages from down the line, you may want to limit these page authors’ editing abilities. You may want to allow budding Web designers to change the color of a table cell without changing other properties like cell width or paragraph alignment. You can use Dreamweaver’s Editable Tag Attribute to specify *which* tag properties your successors can change.

Tip: Before making a tag attribute editable, first set that property to a default value in the template. Doing so inserts a default value and makes the attribute appear in the Editable Tag Attribute window (see steps 3 and 7 below).

To make a tag attribute editable:

1. Select the tag whose property you wish to make editable.

Using the tag selector (page 20) is the most accurate way.

2. Choose Modify→Templates→Make Attribute Editable.

The Editable Tag Attributes window opens (Figure 18-8).



Figure 18-8:

Dreamweaver provides detailed control for template pages. To make just a single property of a single tag editable when pages are later based on your template, turn on the “Make attribute editable” checkbox. In this case, the “class” attribute of the body tag will be editable, allowing page designers the freedom to apply different CSS styles to the body of each template-based page.

3. Select an attribute from the menu or add a new attribute with the Add button.

Only properties you've already set for the selected tag appear in the Attribute menu. In other words, if you've selected an image, you'll probably see the Src, Width, and Height properties listed. But unless you've set the image's border, the Border property won't appear.

To add a property, click the Add button. In the window that appears, type the appropriate property name. For example, to make the path to a graphics file editable, you'd set the tag's Src attribute by typing *src* here. (If you're not sure of the property's name, check out Dreamweaver's built-in HTML reference, described on page 335.)

Tip: If you want page editors to be able to change a CSS class applied to the <body> tag on template-based pages—to apply different fonts, background colors, or any of the many CSS formatting options to each template-based page—you *have* to make the Class attribute editable. (See page 150 for more on CSS classes.)

4. Make sure the “Make attribute editable” box is turned on.

If you decide that you no longer want to allow editing of this property, you can return to this dialog box and turn off editing, as described on page 580.

5. Type a name in the Label field.

What you type here should be a simple description of the editable tag and property, which will help page authors correctly identify editable properties. For example, you could use *Product Image* if you're making a particular image's source (Src) property editable.

6. Choose a value type from the menu.

Your choices are:

Text. Use this option when a property's value is a word. For example, the image tag's Align property can be *top*, *middle*, *baseline*, and so on. Or, when using Cascading Style Sheets, you could make a tag's Class property editable to allow page authors to apply a particular custom style to the tag—*content*, *footer*, and so on.

URL. Use this option when the editable property is a path to a file, like an image's Src property or a link's Href property. Using its site management tools, Dreamweaver will keep track of these paths and update them when you move your pages around your site.

Color. If the property requires a Web color, like a page's background color, select this option. It will make Dreamweaver's color box available to people who build pages from the template.

True/False. You shouldn't use this option. It's intended for Dreamweaver's Optional Regions feature (discussed on page 580), and it doesn't apply to HTML properties.

Number. Use this choice for properties that require a numeric value, like an image's Height and Width properties.

7. Type a default value into the Default field.

This step is optional. The default value defines the initial value for this property, when people first create a page based on the template. They can then modify this value for that particular page. If you've already set this property in the template, its value will appear automatically in this box.

8. Click OK to close the window.

Dreamweaver adds code to the template page that allows page authors control of the attribute. Setting this attribute on pages created from the template is described on page 593.

If you later decide that you *don't* want a particular tag's property to be editable, Dreamweaver can help. Open the template file, select the tag with the editable attribute, and choose Modify→Templates→Make Attribute Editable. In the window that appears, turn off the "Make attribute editable" checkbox (Figure 18-8). Unfortunately, doing so doesn't remove *all* of the template code Dreamweaver added. Even after you turn off editing for an attribute, Dreamweaver leaves behind the parameter used to control the tag's property. To eliminate *this* extra code, see the box on page 599.

Adding Optional Regions

Templates provide consistent design. While that's generally a good thing, it can also get boring. Furthermore, there may be times when you'd like the flexibility to include information on some template-based pages but not on others.

Dreamweaver provides a fairly foolproof way to vary page design: *optional* regions. An optional region is simply part of a template page that can be hidden or displayed on each template-based page (see Figure 18-9). When creating a new page based on the template, a page author can turn the region on or off.

Creating an optional region is a snap. Just select the HTML code you wish to make optional, and then do one of the following:

- On the Common tab of the Insert bar (Figure 18-2), select the Optional Region option from the Templates menu.
- Choose Insert→Template Objects→Optional Region.
- Right-click (Control-click) the selection and choose Templates→New Optional Region from the contextual menu.

In the New Optional Region window, type a name (see Figure 18-10). Make sure not to use the same name as any other region on the page, and—although Dreamweaver allows it—don't use spaces or other punctuation marks. (Following the rules for naming files as described on page 456 is the best method, and ensures that the optional

region will work properly.) Click OK to close the window and create the new Optional region. Dreamweaver adds a light blue tab with the word “If” followed by the name you gave the region (Figure 18-9).

Figure 18-9:

Now you see it, now you don't. Optional regions let you show or hide content on a page-by-page basis. In these examples, the template page has an optional region containing a “Sign of the Month” button indicated by the blue tab with the label If signOfMonth (top). When creating a template-based page from this template, you can either display the optional region (bottom right) or hide it (bottom left).

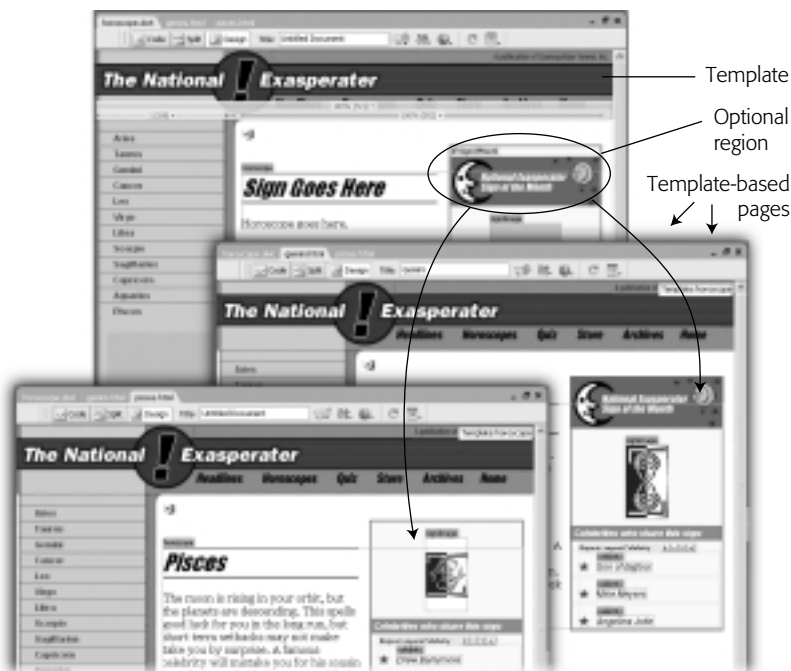


Figure 18-10:

The Optional Regions feature lets you show or hide specific content on template-based pages. Turning on “Show by default” tells Dreamweaver to display the region when a page author first creates a template-based page. Turn this box on if the optional region needs to show on most pages. You’ll save someone the effort of turning the region on each time she creates a new template-based page.



Locking optional regions

An optional region can include editable and repeating regions *and* locked regions. For example, if you simply want to allow a page author to turn on or off a graphic (“This item on sale!!!!”), insert the graphic into a locked area of the page (page 567), and make it an optional region as described above. In this way, a page author won’t be able to change the graphic or ruin its formatting—only make it visible or hidden.

Repeating optional regions

An optional region can also include repeating regions. For example, suppose you create a repeating region (page 575) that lets a page author add row after row of links to a list of related articles. You could then turn this repeating region into an optional region, as described above, so that if a particular page had no related articles, the author could simply hide the entire “related articles” section of the page.

Optional editable regions

Dreamweaver’s Optional Editable Region command inserts an optional region with an editable region *inside* it. To use it, click in the template at the spot where you’d like to add it, and choose Insert→Template Objects→Optional Editable Region (alternatively, you can choose this option from the Templates menu on the Common tab of the Insert bar). The New Optional Region window appears; give it a name and follow the same steps outlined above for an optional region.

This technique doesn’t offer a lot of control; it’s hard to insert HTML *outside* the editable region, for example. So if you want to have an image or table that is optional but *not* editable, it’s usually better to just create the editable region as described on page 570 and turn it (and any other HTML you wish to include) into an optional region.

Tip: The Optional Editable Region command doesn’t let you name the editable region; instead you’ll get a generic name like *EditRegion7*. You can select the editable region and change its name in the Property inspector, but do so *before* you build any pages based on this template (see the Warning on page 575).

Advanced Optional Regions

Optional regions are rather simple affairs: They either appear or they don’t. But Dreamweaver offers more complex logic for controlling optional regions. For example, maybe you want several different areas of a page to be either hidden or visible at the same time—perhaps an “On Sale Now!” icon at the top of the page *and* a “Call 1-800-SHIZZLE to order” message at the bottom of the page. When one appears, so does the other.

Because these objects are in different areas of the page, you have to create two separate optional regions. Fortunately, using Dreamweaver’s advanced settings for optional regions, you can easily have a single region control the display of one or more additional areas of a page. Here’s how to do it:

1. Create the first optional region using the steps on page 580.

Give the region a name using the Basic tab of the New Optional Region window (Figure 18-10).

2. Select the part of the page—an image, paragraph, or table—that you wish to turn into a second optional region.

In this case, you'll make the display of this region dependent on the optional region added in step 1. If the first region is visible on the page, this region will also show.

3. On the Common tab of the Insert bar (Figure 18-2), choose the Optional Region item from the Templates menu.

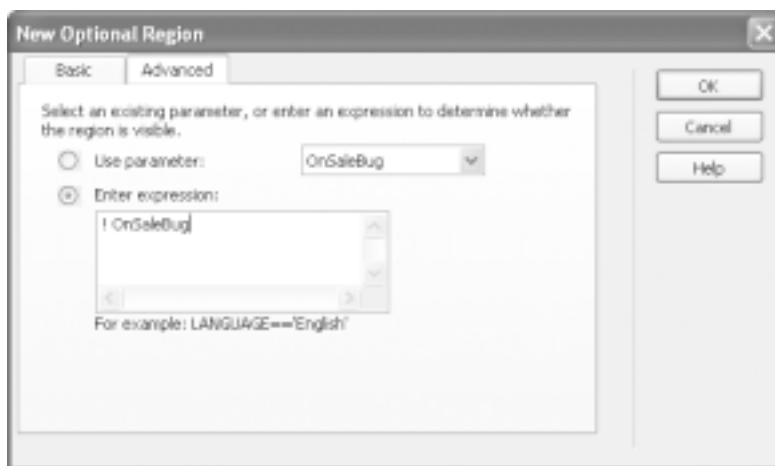
The New Optional Region window appears.

4. Click the Advanced tab.

The optional region's advanced options appear (see Figure 18-11). In this case, you want the first optional region you created to control the display of this new region. So instead of giving this region a name, simply select the name of the first optional region.

Figure 18-11:

The New Optional Region box lets you more precisely control the display of an optional region. You can make the region appear only when another region is visible, or use Dreamweaver's template expression language to create a more complex behavior. In this case, the selected region will appear only when another region—named OnSaleBug—is not visible (the ! is a programming equivalent to "is not").



5. Click the Use Parameter button and select the name of the first optional region from the menu.

This step is what makes the first optional region control this region. If a page author displays the first region, this second region will also appear.

6. Click OK to close the window and create the new optional region.

You can continue adding optional regions in this way, using the Advanced tab and selecting the name of the first optional region from the menu. This way, a single region can control the display of many other areas of the page.

Even fancier tricks

You can use these advanced controls for even more elaborate Web page stunts. For example, say your site is composed of several sections. When a visitor is in one section of the site, its navigation button is attractively highlighted and a secondary navigation bar miraculously appears, offering links to other pages in that section.

Using a template, you can add an optional region containing the highlighted section button. When you add the secondary navigation bar to the page, you'd make *it* an optional region controlled by the highlighted navigation button. Then, when you add a page to that section of the site, you'd simply show the optional region containing the highlighted button (Figure 18-12), causing the secondary navigation bar to appear as well.

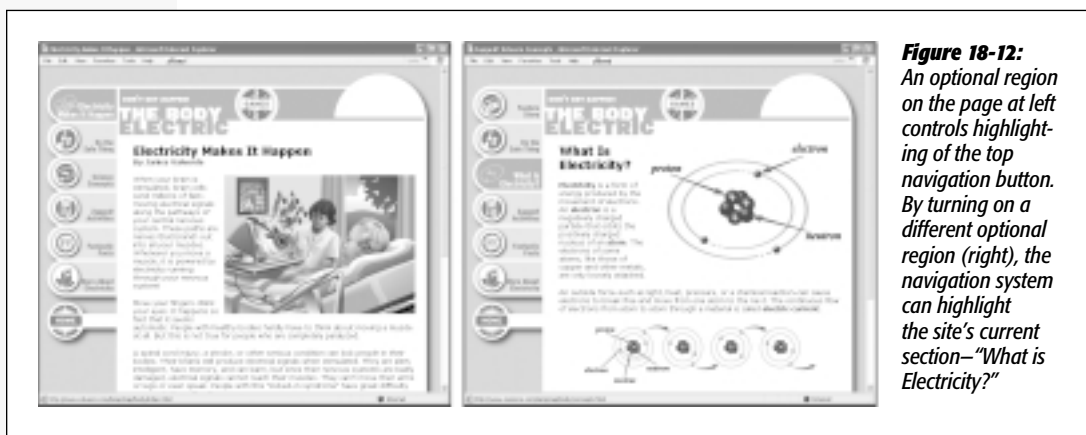
Controlling regions with expressions

You can program even more complex behaviors using a basic *expression language*, loosely based on JavaScript, that Dreamweaver understands. For example, instead of having an optional region appear when another optional region is visible (as in the above example), suppose you want to have a region appear when another region is *invisible*. This arrangement can come in handy when you're creating a navigation bar. When a page is in a particular section, for instance, the navigation button for that section is highlighted, but the button isn't highlighted if the page is in another section.

In other words, you can build a single template for all the sections of the site, but control the appearance of the navigation bar separately for pages in each individual section (see Figure 18-12).

Here's how you'd do that:

1. Click in the page where you wish to insert the navigation buttons.



2. Insert the highlighted (“You are in this section”) navigation button.

This button could be a rollover image (see page 132) or just a single graphic. If you have multiple pages in the section, you’ll probably also want to link this graphic to the main page for that section.

3. Click next to the highlighted button and insert the plain (“You can go here”) navigation button.

The button could also be a rollover image with a link to the main page for this section (for example, the main Products page).

4. In the Property inspector, select the highlighted navigation button and link (if it has one).

This button will appear on any template-based page for this section.

5. On the Common tab of the Insert bar (Figure 18-2), choose Optional Region from the Template menu.

The New Optional Region window appears. Make sure the Basic tab is selected.

6. Type the name of the section into the Name field. Click OK.

For example, if this section of your site advertises your company’s products, you might call it *products*. Don’t use any spaces or punctuation other than hyphens (-) or underscores (_) for the name. Also make sure the “Show by default” box is *not* turned on. Since you’ll be building template-based pages for all the sections of your site, most pages you build will be in other sections of the site. Your work will go faster if this highlighted button starts out hidden. In the next steps, you’ll make the plain nav button appear by default.

7. Use the Property inspector to select the plain button and link, and then click the Optional Region button on the Insert bar.

The New Optional Region window appears again, but this time you’ll use the advanced options.

8. Click the Advanced tab; select Enter Expression (Figure 18-11).

You’re going to type an *expression* in the Expression field. An expression is a programming statement that is either true or false. (For an obvious example, the statement $2=2$ is true, but the statement $2=4$ is false.) The important thing to remember here is that when an expression is true, the optional region is visible; when it’s false, it’s hidden.

9. Type an exclamation point (!) followed by the name you entered in step 6—*!products*, for example.

Dreamweaver’s template expression language is based on the JavaScript programming language. An exclamation mark means “not,” so this code means “not *products*.” A translation into non-caveman language: When the *products* region

(remember, that's the highlighted button) is *not* displayed, this region (button) will appear on the page.

The logic gets a little complicated, but have faith. When you add a new page based on this template, the optional region you added in step 6 is *not* visible (because you turned off the Show by Default box). In other words, because the region—*products* in this example—is *not* showing, this region, the one with the plain nav button, will by default appear on the page. Turning the *products* region on (as described on page 594), will therefore *hide* the plain nav button. In other words, the first optional region works like a light switch, alternately turning on one or the other navigation button.

10. Click OK to close the window and add the additional optional region.

Repeat this process for each button in the navigation bar. When you're finished, your template will be perfectly suited for displaying customized navigation bars for each section of your site. When you create a new template-based page, simply

POWER USERS' CLINIC

Understanding Template Parameters

When you insert an optional region, Dreamweaver adds special code to the head of the Web page. Called a template parameter, this code is responsible for showing or hiding an optional region.

In fact, Dreamweaver uses parameters when you make a tag attribute editable, too. A typical parameter for an optional region might look like this:

```
<!-- TemplateParam name="SaleBug"
      type="boolean" value="true" -->
```

The `<!--` and `-->` are HTML comments that hide this code from a Web browser. `TemplateParam` tells Dreamweaver that the comment is actually part of the program's Template features—specifically, a template parameter.

A parameter is composed of three parts: name, type, and value. The name is the name you gave the editable region. The type—`Boolean`—indicates that the value of this parameter can be only one of two options: `true` or `false`. In this example, the value is `"true"`, which simply means that the optional region called `SaleBug` will be visible. (Don't worry; you don't have to actually edit this code by hand to turn optional regions on and off, as you'll see on page 594.)

In programming jargon, a template parameter is known as a *variable*. In simpler terms, it's just a way to store information

that can vary. Dreamweaver will react differently depending on this value: show the region if the parameter is `true`, or hide it if the parameter is `false`.

Editable tag attributes also use parameters to store the values you enter for the tag attribute. For example:

```
<!-- TemplateParam
      name="PageColor" type="color"
      value="#FFFFFF" -->
```

On template-based pages, you can change the value of a parameter used for an editable tag attribute to change that tag's property (page 593).

Unfortunately, when you delete an optional region from a template, or remove the ability to edit a tag attribute, Dreamweaver always leaves these parameter tags hanging around in the head of the template document. Keeping in mind that Dreamweaver adds these parameter tags directly before the closing `</head>` tag, you can find and remove unused parameter tags in Code view (see Chapter 10).

For an excellent discussion of Template Parameters, in particular, and Dreamweaver Templates, in general, check out the book *Dreamweaver MX Templates* by Murray Summers and Brad Halstead.

turn on the region for the particular section in which the page is located. (Hiding and showing optional regions is described on page 594.)

As you can see, optional regions are very powerful—and potentially confusing. But using even basic optional regions, you can exert a great deal of control over your template-based pages. For more information on template expressions and optional regions, take a look in Dreamweaver’s built-in Help system. (Press F1; then, in the window that appears, click the *Search* tab. Type *template expressions* in the box, and click the List Topic buttons. The Dreamweaver Help system then lists several articles related to templates and template expressions.)

Editing and Removing Optional Regions

After inserting an optional region, you can always return to the New Optional Region dialog box to change the region’s name, alter its default settings, and use advanced options. To edit an optional region, first select it using one of these techniques:

- Click the region’s blue tab in the document window (Figure 18-9).
- Click anywhere inside the optional region in the document window; click the `<mmtemplate:if>` tag in the tag selector (see page 20 for details).

When you select an optional region, an Edit button appears in the Property inspector. Click it to reopen the New Optional Region window. You can then change the region’s properties.

To remove an optional region, select it using one of the techniques listed above and choose Modify→Templates→Remove Template Markup. Dreamweaver removes most of the code associated with the optional region (but see the box on the facing page).

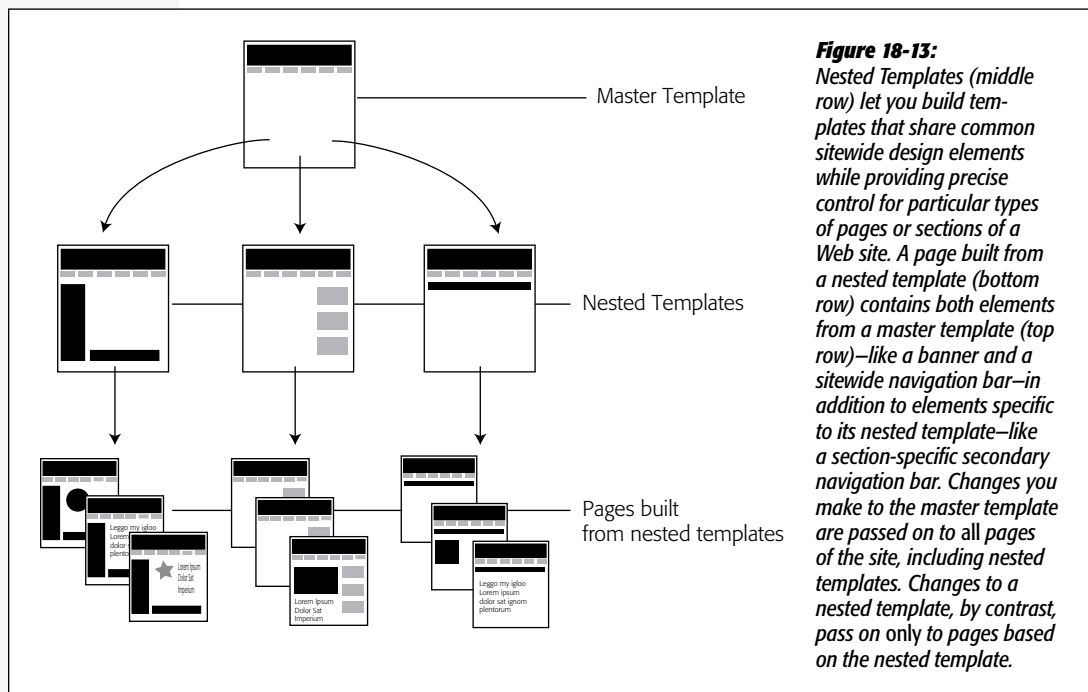
Nested Templates

Large sites may have many different sections or types of pages. Each section of the site or type of page may have its own unique look. A Frequently Asked Questions page may have distinct areas for a question, an answer, and links to further resources, while a product page may have a picture, a product description, and ordering information. You could create different templates for each type of page, but even that may be more work than necessary.

While many pages in a site may have subtle differences, they share very basic design features. The overall structure of every page, for example, may be the same: same logo, banner, and navigation bar. Even the basic layout may be the same. And there lies the problem with creating individual templates for each section: If you need to make a very basic sitewide change, like adding a new button to the site’s overall navigation system or altering the banner, you need to edit *each* template individually, adding extra time, effort, and risk of making a mistake.

Fortunately, Dreamweaver offers a tool to solve just this problem: nested templates. A *nested template* is a template you make from another template, which then becomes

the *master* template (see Figure 18-13). Imagine a basic software company Web site with three sections: Support, Our Products, and Downloads. Each section has its own brand of information and specific layout needs. However, all three sections share the same banner and navigation.



To create a template system for this site, you must first create a very basic template that includes elements (including editable regions) shared by all pages—the master template. You would then create a nested template based on the master. On the nested template, you could add further design refinements and additional editable regions for the areas that can be changed on pages created from the nested template.

Yes, this process sounds complex—and yes, it is. But when the alternative is hours or days of manual template updating, you can see why serious Web designers are willing to spend the time to master any shortcut they can get.

To create a nested template:

1. Build a template as described on page 568.

This page will act as the master template and control all nested templates. It should include the basic elements shared by all nested template pages, like your logo and email links. Now is also the time to add editable regions in the areas the nested templates can change, like table cells to hold blocks of text and images.

2. Close, name, and save this template (File→Save as Template).

Your template is safe on the hard drive.

3. Choose File→New.

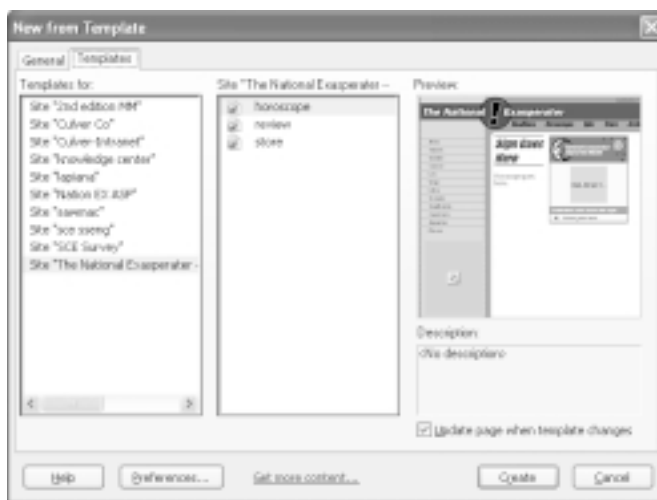
The New Document window opens (see Figure 18-14).

4. Click the Templates tab. In the “Templates for” list, select the Web site you’re working on.

You can open templates from any site you’ve defined in Dreamweaver.

Figure 18-14:

You can use the “Templates for” list to choose another site you’ve defined and reveal the list of templates it uses. However, choosing a template stored in a different site is not a good idea. Dreamweaver doesn’t copy any images on the template to the current site and can’t translate relative links correctly. The result is broken links aplenty.



5. From the list of templates, select the name of the master template file you created in step 1.

Make sure the “Update page when template changes” box is turned on. Otherwise, the nested template won’t update when you edit the master template.

6. Click OK.

Dreamweaver creates a new template-based page. At this point, it’s simply a basic Web page based on the original template. Next, you’ll turn it into a *nested template*.

7. Choose File→Save as Template. Or, on the Common tab of the Insert bar (Figure 18-2), select Make Nested Template from the Templates menu.

The Save As Template window appears (see Figure 18-3).

8. Type a name for the template and click the Save button.

Voila! A nested template.

Customizing Nested Templates

When you first create a nested template, there's no difference between it and the master template. They share the same design, content, and template regions.

The next step is adding the design elements that are specific to pages built from that template. For example, you might add a special type of table for displaying a product photo, description, price, and other information. This table will appear only in pages built from this nested template, not from the master template or any other nested template.

There are a few things you should keep in mind:

- When creating pages from templates, you can add content only to an editable region. That's true not only for template-based pages, but for nested templates, too. If the master template has *no* editable regions, you won't be able to change anything on the nested template created from it.
- When working on a nested template, you can insert an editable region only into an editable region supplied by the master template. For example, say you've created a master template to provide a consistent banner and navigation bar to the site, all in a locked region of the master template. Then you add a large empty area at the bottom of the page, and turn it into an editable region that you can customize to make specific layouts for each nested template. After creating a nested template from the master template, you can then add new editable regions to this open area. In fact, you can add any template region—repeating, optional, or editable—to this area.
- If, when working on a nested template, you insert a template region (editable, optional, or repeating) into an editable region supplied by the master template, pages based on the nested template can modify *only* those new regions. The rest of the editable region supplied by the master template is not editable on the pages based on the nested template.

Using the example in the above paragraph, let's say you next add a repeating table to your nested template (see page 576 for more detail about repeating tables). When you create a page based on this nested template, *only* the editable areas marked out in the repeating table can be changed. Of course, the other side of the coin is, if you add an editable region to the master template, and then refrain from adding any particular template regions, all of the HTML inside that region will be editable in the nested template *and* in all pages based on the nested template.

Using Nested Templates

Here's an example of how you might use nested templates. Suppose you want to create a uniform design for your site where every page of the site has a logo as well as a sitewide navigation bar. Each page within one section of the site also has a sidebar containing a *secondary* navigation bar containing navigation buttons for just that section. Finally, every page has a large content area to hold the information specific to that page.

Using nested templates, creating a Web site like this couldn't be easier. Create a master template containing the site banner and navigation bar. This template will also include editable regions for the sidebar and main content area.

Next, create a nested template for one *section* of the site, leaving the content area as it is. Since each page will have its own content in this area, you don't need to do anything to this region. Then add the secondary navigation bar to the sidebar area. To lock this region so no one can tinker with the sidebar (in pages built from the nested template), add an empty editable region, or see the Tip below. If desired, you can build similar nested templates for the other sections of the site.

Now you're ready to start building the pages of your site. Create a new page based on one of the section templates. Add text or graphics to the editable content area of the page. Should you need to change the site logo or add a button to the sitewide navigation bar, open the master template, make the changes, save the file, and let Dreamweaver update all of the pages of your site with the new look. If you simply need to change the secondary navigation for one section of the site, then open the appropriate nested template, change the sidebar, save the template, and let Dreamweaver update all the section pages.

Tip: You can lock an editable region passed from a master template to a nested template, so that pages based on the nested template can't be changed in this region. In the nested template, go into Code view, locate the beginning of the editable region, which looks something like, `<!-- InstanceBeginEditable name="regionName" -->`.

Then insert the text `@@"@"` directly after the `-->`.

If you find yourself typing this code often, think about creating a snippet (see page 549) containing the text `@@"@"`.

Building Pages Based on a Template

Building a template is only a prelude to the actual work of building your site. Once you finish your template, it's time to produce pages.

To create a new document based on a template, choose File→New to open the New from Template window (see Figure 18-14). Click the Templates tab and select the current site you're working on from the "Templates for" list. All templates for the selected site appear in the right column. Select the template you wish to use and click Create.

Tip: If you don't want your new Web page linked to the template (so that changes to the template also affect the Web page), turn off the "Update page when template changes" checkbox. The result is a new page that looks just like the template, but has no locked regions; you can edit the entire page. This method is useful, for example, when you want to start with the general design and structure of a certain template when creating a brand-new design for another template. (Be aware that Dreamweaver remembers this choice the next time you create a new page. In other words, future pages you try to create from a template will *also* be unlinked—unless you remember to turn back on the Update Page box.)

A new Web page document opens, based on the template, bearing a tab in the upper-right corner that identifies the underlying template name. Dreamweaver outlines any editable regions in blue; a small blue tab displays each region's name (Figure 18-5).

Dreamweaver makes it painfully obvious which areas you aren't allowed to edit; your cursor changes to a "forbidden" symbol () when it ventures into a locked area.

To add content to an editable region, click anywhere inside the editable region. You can type inside it, add graphics, or add any other objects or HTML you can normally add to a document. You can also change the document's title and add Behaviors (see Chapter 12), Cascading Style Sheets (see Chapter 8), and meta tag information (items that go in the <head> of an HTML document).

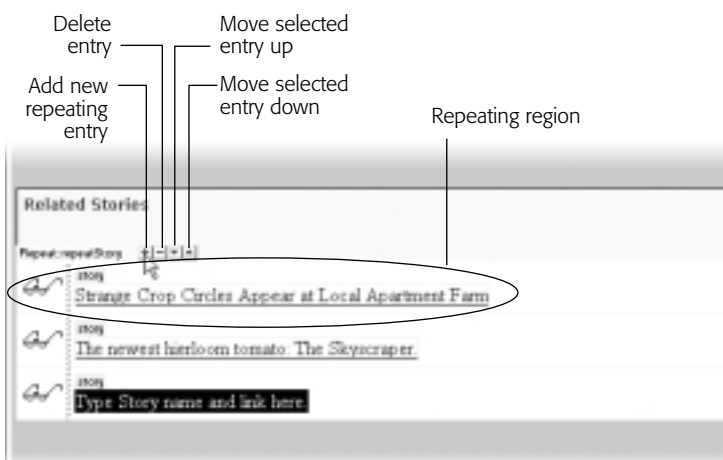
Note: Dreamweaver doesn't let you use the Layer tool to draw a layer in an editable region. That's because using this method, Dreamweaver tries to add the code for the layer at the very beginning of the page, which is usually a *non*-editable region. Instead, you're better off creating a CSS style using absolute positioning (page 265) and use the Insert Div Tag tool (page 272) to place a layer inside an editable region.

If you're designing sites to work with Netscape Navigator 4, don't insert Layer code into a table cell, since Navigator 4 has trouble with that arrangement. The best solution is to add a single paragraph to the template file—at the very bottom of the page just before the closing </body> tag is a good place—and mark *it* as editable. Then insert layers into this region of your template-based pages.

Working with Repeating Regions

Repeating regions work a bit differently than editable regions. In most cases, a repeating region will include one or more editable regions (which you can edit using the instructions above). However, Dreamweaver provides special controls to let you add, remove, and rearrange repeating entries (see Figure 18-15).

Figure 18-15:
Repeating regions are a great way to quickly use lists in your Web pages. In this example, a list of links to related stories, you can add as many stories to the page as you'd like. Clicking the + button adds another row to this table complete with an icon (in a region locked by the template) and an editable story region.



These regions are intended to let a page author add repeated page elements—like rows of product information in a list of products. To add a repeating entry, click the + button that appears to the right of the Repeat region's blue tab. You can then edit any editable regions within the entry. Click inside an editable region inside a repeating entry and click + again to add a new entry *after* it.

Deleting a repeating entry is just as easy. Click inside an editable region within the entry you wish to delete and click the – button.

Note: You can create repeating regions that don't have any editable regions—for example, a star that can be repeated several times to indicate the rating for a product. Although you can use the + button to repeat such regions, you can't delete those regions with the – button. In other words, you're stuck with any extras you've added. The only workaround is to add an editable region to the repeating region. Then Dreamweaver lets you remove any repeating regions you wish.

To rearrange entries in the list, click inside an entry's editable region. Click the up or down arrows to move the entry in the list (to alphabetize it, for example).

Changing Properties of Editable Tag Attributes

Unlike editable or repeating regions, an editable tag attribute isn't immediately apparent on template-based pages. There's no blue tab to represent it, as there are for editable regions; in fact, nothing appears in Design view to indicate that there are *any* editable tag properties on the page. The only way to find out is to choose Modify→Template Properties to open the Template Properties dialog box (see Figure 18-16).

Figure 18-16:

The Template Properties window lets you control editable tag attributes and other parameters for optional regions. Depending on which parameter you select, the options at the bottom of the window change. In this case, since this page's Bgcolor property is editable, the PageBackground parameter lets you use Dreamweaver's color box to select a new color for the background of the page.



All editable tag attributes for this page appear in this window. All parameters defined for this page, including optional regions, appear here, as discussed in the box on page 586.

To change the value of a template property—in other words, to edit the property of an editable tag—select its name from the list and fill out the option that appears at the bottom of the window. For example, in the case of color properties, use the color box to pick a Web-compatible color. If the property is a path (like a link or an image’s source property indicating the graphic file’s location in the site), use the common folder icon to browse to select the file.

Once you’ve finished setting the editable properties for the page, click OK to close the window.

Hiding and Showing Optional Regions

As with Editable Tag Attributes, you use the Template Properties window to control the display of optional regions. On template-based pages, you can show or hide an optional region by choosing Modify→Template Properties to open this dialog box (see Figure 18-17). Next, select the name of the optional region. To make all page elements in the region appear, turn on the “Show” checkbox at the bottom of the window. To hide the optional region, deselect this box.

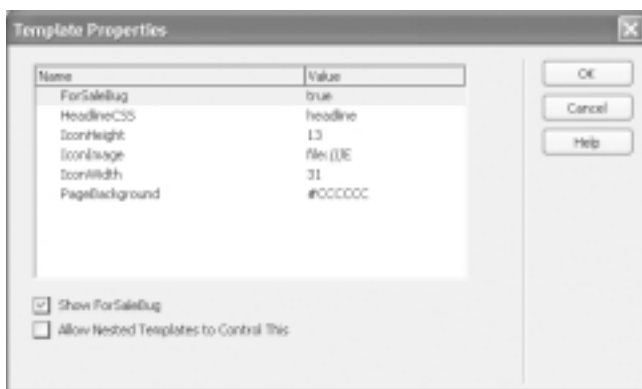


Figure 18-17:

A Template property for an optional region has either a value of true or false. True means the contents of the region will be visible on the page, while false hides the region. (The “Allow Nested Templates to Control This” option is described in the box on the facing page.)

Applying a Template to a Page You Already Made

What happens if you create a Web page and *then* decide you want it to share the look of a template? No problem. Dreamweaver lets you apply a template to any Web page in your site, as long as that page isn’t already based on a template.

To apply a template to a page you’ve already created:

1. Choose File→Open to open the page you want to alter.

The Web page opens.

2. Choose Window→Assets. Click the Asset panel’s Templates button (see Figure 18-4).

The Assets panel appears and reveals a list of the site’s templates.

Tip: You can also apply a template to a page by choosing Modify→Templates→Apply Template to Page. Select the name of the template from the window that appears and skip to step 5.

3. Click a template in the list on the Assets panel, and then click Apply.

The Inconsistent Region Names dialog box opens (Figure 18-18).

4. In the list under Editable Regions, choose Document Body.

To the right, in the Resolved column, you'll see <Not Resolved>. This is Dreamweaver's way of saying it doesn't know what to do with the contents of the current page. You need to pick one of the template's editable regions.

5. From the Move Content to New Region menu, select an editable region.

If you want to keep the material, select the name of an editable region from the list; otherwise, choose Nowhere, which, in effect, creates a new blank page based on the template.

FREQUENTLY ASKED QUESTION

Controlling the Nest

The Template Properties dialog box includes a checkbox labeled "Allow Nested Templates to Control This." What does it do?

Imagine that you create a template and add several optional regions and editable tag attributes to it. You then use this template as a basic design for more refined templates for each section of your site. When you create one of these nested templates based on the master template, it has access to the Template Properties window, where page authors can modify any of the template properties created by the original, master template.

For example, to better identify each section of a site, you might add a different background color to each section's pages: blue for the products section, orange for the support section, and so on. In the master template, you make the <body> tag's Bgcolor property editable. Now, when you create a nested template for the products section, you simply open the Template Properties dialog box and set the property to the blue color you desire. For the support section's nested template, set the property to orange. Now when you create a template-based page for the support section, its background will be orange, while a page for the products section will have a blue background.

However, to let your site's color palette go really wild, you might want every page in the site to have its own unique background color. (Disclaimer: Don't try this at home.) In this case, you'd want to let every page based on a nested template have an editable Bgcolor property.

To do so, open the nested template, open the Template Properties window, select the property that should be editable in pages built from this template (color in this case), and turn on the "Allow Nested Templates to Control This," checkbox. Now this property is uneditable in the nested template, but editable in all pages created from it.

You've probably realized by now that the phrase "Allow Nested Templates to Control This" doesn't make much sense. Turning it on actually prevents the nested template from controlling the property. A better way to think of it is "Allow pages created from this template to control this property."

The bottom line: Turning on this box makes the attribute uneditable on that page. If it's a nested template, it lets the Template property "pass through" to all pages based on this template. In other words, you can't set the background color in the template, but page authors can change it in pages created from the template.

Unfortunately, you can only select a single editable region. If several content regions are in the original, Dreamweaver merges them all into a single editable region.



Figure 18-18: When you apply a template to a page you've already created, you must tell Dreamweaver what to do with the material that's already on the page. Do so by selecting one of the template's editable regions from a pop-up menu, which will take charge of all editable regions in your page.

6. If Document Head also appears in the window, select it and choose “head” from the Move Content to New Region menu.

Doing so will preserve any special information you added to the head of your page, like Cascading Style Sheets, meta tags, custom JavaScript programs, and other information that goes in the <head> of the document. Unfortunately, the title of your original page is always replaced with the default title of the template. You'll have to reenter the title (see page 15) after you apply the template.

Caution: If you apply a template to a page that has Dreamweaver Behaviors (Chapter 12) applied to it, be careful when selecting this option. If the same behaviors already exist in the template code, Dreamweaver actually makes a duplicate copy of the JavaScript code in the <head> of the page. To get rid of the extra code, you'll need to go into Code view (Chapter 10) and manually remove it.

7. Click OK.

Your new page appears.

Update a Template

Templates aren't just useful for building pages rapidly; they also make quick work of site updates. Pages created from templates maintain a link to the original template file; you can automatically pass changes to a template along to every page built from it. If you used templates to build your site, you probably won't cry on your keyboard when the boss says you must add an additional button and link to the navigation

bar. Instead of editing every page, you can simply open the template file, update the navigation bar, and let Dreamweaver apply the update to all the pages.

You update a template (and all the pages based on it) like this:

1. Choose **Window→Assets**.

The Assets panel appears.

2. Click the **Templates** button (see Figure 18-4).

A list of the site's templates appears.

3. Double-click the template's name to open it.

Alternatively, you can select the template in the Assets panel and click the **Edit** button to open the original template (.dwt) file (see Figure 18-4).

The template opens.

Tip: You can also open a template by double-clicking the appropriate template (.dwt) file located in the Templates folder in the Files panel (see page 466.)

4. Edit the template as you would any Web page.

Since this is the original template file, you can edit any of the HTML in the document, including Cascading Style Sheets, meta tags, timelines, and layers. You can also add or remove editable regions (see page 570).

Take care, however, to edit *only* the areas that you did *not* mark as editable regions. The reason: When you update your pages, any region marked as editable in a template file isn't passed on to pages based on that template. After all, the template is only supposed to dictate the design of those pages' *non*-editable regions.

Note: Be careful when you remove editable regions from a template. If you've already built some pages based on the template, Dreamweaver warns you when you save the template. As described below, you can either *delete* the content that was added to that region in each of the pages you created, or move it to another editable region in the page.

5. Choose **File→Save**.

If you've already created pages based on this template, Dreamweaver opens the Update Template Files dialog box. It lists all the files that use the template.

6. Click **Update** to update all files based on the template.

Dreamweaver automatically applies the changes you made to the pages based on the template. Then, the Update Pages dialog box opens and displays a log of all changes Dreamweaver made to the files in your site.

On a large site, this automatic update feature can be an incredible timesaver, but you may *not* want to click **Update**, at least not right now. Perhaps you're just sav-

ing some of your hard work on the template, but aren't quite finished perfecting it—why waste your time updating all those pages more than once? In such a scenario, click the Don't Update button. Remember, you can always update the pages later (see the box below).

7. Click Close.

The Update Pages dialog box closes.

You'll need to update all your files even if you make a simple change to the template, like changing its name.

Updating Nested Templates

When you build a Web site using nested templates, you'll have multiple templates affecting your pages. The master template controls design elements of a nested template, which in turn controls pages based on the nested template. (You can even make nested templates *out of* nested templates, but for sanity's sake, you'd better not.) With this level of complexity, updates to nested templates can get confusing fast.

In a nutshell, here's how it works:

- If you edit a locked region in a master template and then update your site, not only will a nested template update, but so will all pages built from it.

POWER USERS' CLINIC

Wait to Update

Whenever you modify and save a Library item or a template, Dreamweaver gives you the option to update any pages in the site that are descended from it. Very often, you'll say Yes.

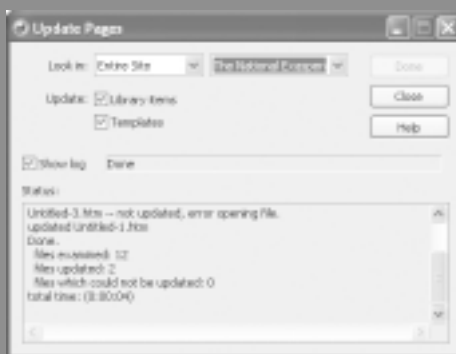
But there are times when you might wait to update the site. If you're making a lot of changes to multiple Library items or templates, for example, you may wish to wait until you've finished all your edits before letting the changes ripple through your pages. After all, it can take some time to update large sites with lots of pages.

Dreamweaver lets you update pages that use Library items and templates at any time. Just choose Modify→Library→Update Pages or Modify→Templates→Update Pages. Both menu options open the

same dialog box.

At this point, you can update pages that use a specific Library item or template by choosing Files that Use from the "Look in" menu and then selecting the appropriate name from the pop-up menu. If you want to update all pages in the site, choose Entire Site, and select the name of the local site from the pop-up menu. Turn on both the "Library items" and Templates checkboxes to update all pages.

When you click Start, Dreamweaver does its work, reporting the results of the update in the Log field at the bottom of the dialog box. If you find the log useless, just turn off "Show log" to hide the report. Click Close after Dreamweaver finishes.



- If you edit a locked region in a nested template and then update, those changes will pass on to pages built from that nested template.

However, changes you make to an *editable* region of a master template do not pass on to any page. Neither do changes you make in editable regions of a nested template.

Note: Sometimes after making changes to a master template, Dreamweaver doesn't update pages based on nested templates based on the master template. The surefire way to verify that all template updates are correctly done is to choose Modify→Templates→Update Pages and select the "Entire Site" option.

Unlinking a Page from a Template

If you're confident that you won't be making any further changes to a page's template, and you'd like to be able to edit the page's locked regions, you can break the link between a page and its template choosing Modify→Templates→Detach from Template.

All of the HTML in the page is now editable, just as on a regular Web page—which is what it is. You've removed all references to the original template, so changes to the template will no longer have any effect on this page.

Note: If you unlink a nested template from its master template, Dreamweaver removes only the code provided by the original master template. Any editable regions you added to the nested template remain.

Exporting a Template-Based Site

The good news about Dreamweaver's sophisticated templating features is that they let you build complex Web pages that are easy to create and update. The bad news is that some behind-the-scenes code is necessary to achieve this ease of use. Dreamweaver's template features rely on HTML comment tags to identify editable, optional, and repeating regions, as well as nested template and editable tag attributes (see the box on page 572). Although this code is only for Dreamweaver's use and has no effect on how a Web browser displays the page, it does add a small amount to the size of your Web pages.

Fortunately, Dreamweaver includes a feature that lets you export an entire site into a new folder on your computer *without* any template markup code. It's a good last step before transferring a freshly completed Web site to a Web server.

1. Choose Modify→Templates→Export Without Markup.

Dreamweaver MX uses the currently active site, so make sure you've got the site you wish to export selected in the Files panel (see page 466). The Export Site Without Template Markup window appears (see Figure 18-19).

2. Click the Browse button and select a folder for the exported site.

Select a folder *other* than the current local site folder. You'll always want to keep the original files in the local folder, since they're the ones that will keep the template markup, making future updates possible.

3. Turn on the export options you want.

The Export window includes two options. The first, Keep Template Data Files, creates an XML file for each template-based page. In other words, when you export the site, there will be one HTML page (without any special template code) and an XML file (which includes all the template code as well as the page content).

Theoretically, you could then go back and choose the File→Import→XML into Template to recreate the page, complete with the original template information. However, in practice, you probably won't. For one thing, this process creates lots of additional files that you wouldn't want to move to the Web site. Also, when you want to work on the site to update and edit it, you should use the original files in the site's local folder anyway, since they still have the useful template code in them.

The "Extract only changed files" option speeds up the process of exporting a large template-based site. It forces Dreamweaver to export only pages that you've changed since the last export. Unfortunately, it doesn't tell you *which* files it exported until after the fact. So, to make sure you get those newly exported files to the Web server, you need to keep track of changes by hand.



Figure 18-19:
Dreamweaver MX 2004 lets you strip out template code from template-based pages with the Export Site Without Template Markup command.

4. Click OK to export the site.

Dreamweaver goes through each page of the site, stripping out template code and exporting it to the folder you specified.

It's a fine idea to perform an export after you've completed your Web site and are ready to move it to the Internet. You can then move the lean, clean exported files to the Web server.

You can use Dreamweaver's FTP feature to do the uploading (page 522), but you'll need to create a new site and define the folder with the *exported* files as a local root folder. Whenever you need to add or update template-based pages, use the original site files and then export the changed files. You can then switch to the site containing the exported files and transfer the new or updated files to the Web server.

Template Tutorial

In this tutorial, you'll create a template for the Horoscopes section of the *National Enquirer* site. Then you'll build a page based on that template and enjoy an easy sitewide update courtesy of Dreamweaver's templates feature.

Note: The tutorial in this chapter requires the example files from this book's Web site, www.sawmac.com/dwmx2004/. Click the Tutorials link to go to the tutorials page. Under "Chapter 18: Templates Tutorial," click Windows or Macintosh to download the files, depending on the kind of machine you're using.

After your browser downloads and decompresses the files, you should have a DWTemp (short for Dreamweaver Templates) folder on your computer, containing the Web pages and graphics needed for this tutorial. If you're having difficulties, the Web site contains detailed instructions for downloading the files you'll be using with this book.

Creating a Template

This tutorial guides you through the creation of a template, the creation of a page *based* on that template, and then an editing and auto-update procedure.

These instructions assume that you've downloaded the necessary tutorial files, as described above, and defined a site using the DWTemp folder as your local root folder (for information on defining a site, see page 26).

1. Open the Site window by pressing the F8 key.
2. In the Site window, find and double-click the page *horoscope.html*.

It's usually easier to start with an already-designed Web page and then save it as a template. For the purposes of getting to bed before midnight tonight, pretend that you've just designed this beautiful, half-finished Web page.

3. Choose File→Save as Template.

The Save as Template dialog box opens.

4. Name the template *Horoscope*; click Save. In the Update Links window, click Yes.

Behind the scenes, Dreamweaver creates a new folder—Templates—in the site's root folder and saves the file as *Horoscope.dwt* inside it. A new template is born. You can see it in the Templates page of the Assets panel, as well as the new folder in the Site window.

The template is a model for other pages. But although they'll be *based* on its design, they won't be identical. The next step is to identify those areas of the design that will change from page to page—the editable regions.

5. Click the gray square labeled *sign_image*.

For placement purposes, you've put a dummy graphic on the page. When you add new horoscopes to the site, you can replace this graphic with a real astrological

sign. To make it possible to replace it with a real image in the resulting Web pages, you need to mark this graphic as editable, like so:

6. Choose Insert→Template Objects→Editable Region.

The New Editable Region dialog box appears. Here, as in the following steps, you can also choose the Editable Region option from the Templates menu on the Common tab of the Insert bar (see Figure 18-2) or press Ctrl+Alt+V (Option-⌘-V).

7. Type *signImage*; click OK.

A small tab, labeled *signImage*, appears on the placeholder graphic. There is one more thing you'll want to replace every time you create a Web page based on this template: the horoscope text.

8. Click before the “S” in the heading Sign Goes Here and drag down and to the right until you’ve selected the two lines of text. (Don’t select the image with the moon that appears below the text.)

At this point, the heading and the paragraph marked “Horoscope goes here” should be selected.

9. Choose Insert→Template Objects→Editable Region; type *horoscope*; click OK.

So far you’ve added two editable regions—the most basic type of template region. Next, you’ll explore some of the templating features Dreamweaver offers.

10. Select the “Sign of the Month” image.

Of course, only one sign each month can be the Sign of the Month, so you’ll want this graphic to appear only on a single page each month. An image like this is the perfect opportunity to use an optional region—an area of the page that you can hide or show on a page-by-page basis.

11. Choose Insert→Template Objects→Optional Region.

The New Optional Region window appears.

12. Type *SignOfMonth* in the name field, turn off the Show by Default checkbox, and click OK.

Since most pages *won’t* display this graphic, you’ll speed up your work by hiding it by default, and making it visible just on the one “Sign of the Month” page.

Next, you’ll add a repeating region to the box on the right side of the page to accommodate multiple names of “Celebrities who share this sign.” You’ll then make the text editable, so that you can type the list of individual celebrity names.

13. In the yellow box at the right side of the page, click anywhere inside the text “Name goes here.”

This text is enclosed inside a <div> tag, which is itself wrapped by another <div> that has a Cascading Style Sheet class called “celebrity” applied to it (see page 272

for more detail on the use of the `<div>` tag). Each time you want to add a celebrity name, you'll need to duplicate this tag. To do so, turn it into a repeating region:

14. In the tag selector at the bottom of the window, click the `<div.celebrity>` tag.

You've just selected the `<div>` tag and everything inside it. Because the number of names may vary from page to page, this is a perfect place for a repeating region.

15. Choose Insert→Template Objects→Repeating Region. In the window that appears, type *repeatCelebrity*. Click OK.

Dreamweaver inserts a new repeating region with the familiar blue tab. The region's name is "Repeat: repeatCelebrity," indicating that it isn't any ordinary template region—it's a repeating region. However, turning a part of the page into a repeating region doesn't automatically make it editable. Since you'll want to edit the text and add new names to each page, you'll need to add an editable region *inside* this repeating region.

16. Select the text "Name goes here," and choose Insert→Template Objects→Editable Region. In the Name field, type *celebrity*, and click OK.

Another blue tab, labeled "celebrity" appears inside the repeating region. On template-based pages, you'll now be able to change this text, plus add additional celebrity names easily. There's one last item for this page—the ad. The current ad you see is just a placeholder. Because all ads that go in that location are the same size and require the same formatting, you don't need to make the entire graphic editable. You'll use Dreamweaver's Editable Tag Attribute feature instead.

17. At the left side of the page, click the graphic labeled Dummy Ad. Choose Modify→Templates→Make Attribute Editable.

The Editable Tag Attributes window appears.

18. Choose SRC from the Attribute menu. Turn on "Make attribute editable."

The other fields in the window become active (see Figure 18-20).

19. In the label field, type *adSrc*. Choose URL from the Type menu, and leave the default value as it is.

The window should look like Figure 18-20. The label helps you identify which property of which page element you're editing. *URL* in the Type menu informs Dreamweaver that this attribute is a path, enabling Dreamweaver's site management tools to accurately update links and paths to graphics files as you move template-based pages around your site.

20. Click OK to close the window.

The graphic suddenly changes into Dreamweaver's broken-image icon. Don't worry; everything is just fine, as you'll see in the next section. (Note that in the real world, you'd also want to make the image's Alt property editable as well, so that you can add different alternate text for each ad on each page.)

21. Choose File→Save.

Dreamweaver pops up an annoying message informing you that the editable region *signImage* (the region containing the gray placeholder graphic for each sign's astrological symbol) is inside a <p> tag, and that anyone who uses this template won't be able to create new paragraphs. When building a page from this template, page authors can only change this image; they can't delete the image and, say, type a 40-page treatise instead (thank goodness!). This irritating error is Dreamweaver's way of "helping" by pointing out what must be an error on your part.

22. Click OK to close the dialog box. Close this file.

Congratulations! You've created your first template.

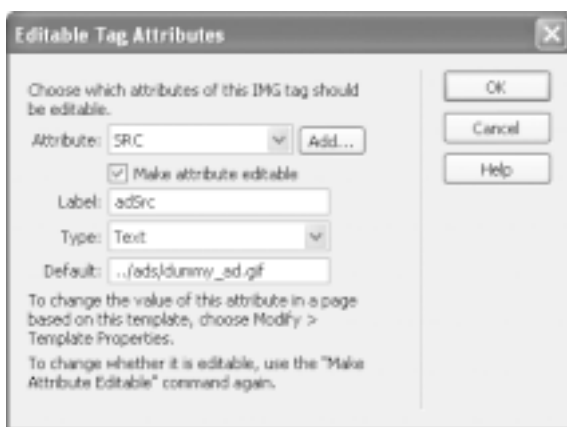


Figure 18-20:
The Editable Tag Attributes window lets you make a specific property of a selected tag editable on template-based pages.

Creating a Page Based on a Template

Now it's time to get down to business and build Web pages. Look at the Site menu and make sure you've selected the site that you defined in step 1 at the beginning of this tutorial (page 601). Then proceed as follows:

1. Choose File→New.

The New Document window opens.

2. Click the Templates tab.

A list of all defined sites appears in the "Templates for" box at left.

3. Make sure the site you defined for this tutorial is selected; also make sure the "Update page when template changes" checkbox is turned on.

If you don't turn on the "Update page" box, the new page won't link to the original template file—and won't update when you make changes to the template.

4. Select Horoscope from the templates list and click Create.

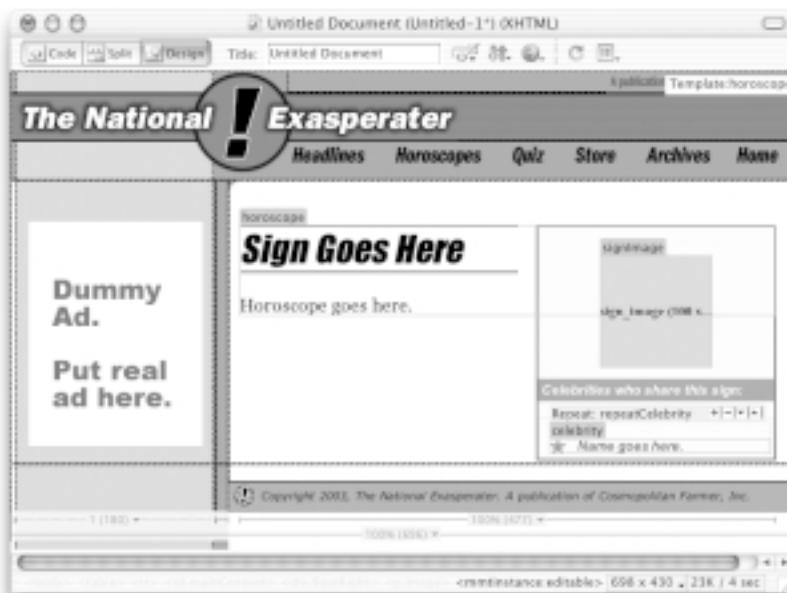
And lo, a new, untitled Web page document appears, one that looks (almost) exactly like the template (Figure 18-21).

5. Choose File→Save. Save the file as *gemini.html* in the DWTemp→horoscopes folder.

To indicate that it's the offspring of your template, the document window has a yellow tab in the upper-right corner that reads Template: Horoscope. You can see your editable and repeating regions indicated by blue tabs.

Figure 18-21:

In template-based pages, blue tabs identify editable areas of the page, and a yellow tab appears at top right. Notice that the repeating region has small control buttons (+, -, and up and down arrows) and the optional region—the moon graphic—is invisible. (Remember, you deselected the “Show by Default” option for this graphic.)



6. Make sure the document window's toolbar is visible (by choosing View→Toolbars→Document); type *Gemini* into the Title field.

You've just named your page, saving you from the ignominy of showing up in search engines as "Untitled." Next stop: Replacing the dummy astrological sign image with a real one.

7. Click the gray "sign_image" box to select it. Press the Delete or Backspace key.

It's useful to include placeholders for your text and graphics, like this image placeholder, in your templates, to give your page shape and make clear what the content should look like. You'll now replace this placeholder with a Gemini sign image.

8. Insert the Gemini image.

Choose Insert→Image, for example. Navigate to the DWTemp→images_global→horoscope folder; double-click the file called *gemini.gif*. When you return to your

document, you'll discover that Dreamweaver has replaced the placeholder image with the sign's "twins" astrological symbol.

Now you'll add a proper horoscope.

9. Select the words Sign Goes Here, and type *Gemini*.

You also want to add Gemini's unfortunate astrological forecast.

10. Select the text “Horoscope goes here” and type the following:

You'll wish you had a twin this month. Then at least there'd be someone else to blame for your problems and share your woes. Ever thought about moving? Good, 'cause now's the time: You're being evicted on the 16th.

Oh, well...there'll be other months for Gemini. However, it just so happens that Gemini is the "Sign of the Month." (Remember the optional region you created for this graphic in the previous tutorial?) It isn't currently displayed because you turned it off. In the next step, you'll magically make it reappear.

11. Choose Modify→Template Properties.

The Template Properties window appears (see Figure 18-22). There are two items listed: The first is the editable tag attribute for the banner ad, and the second is the optional region you wish to make visible.

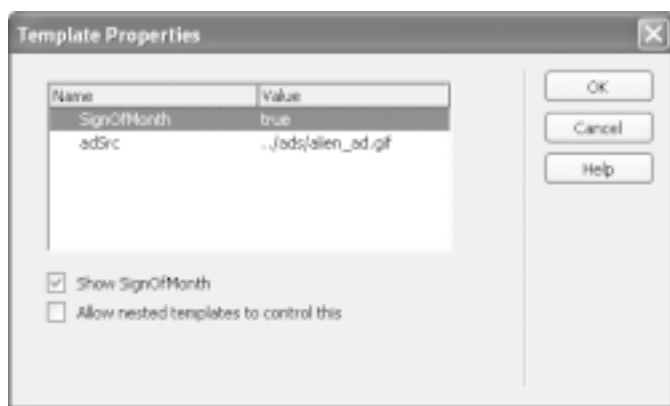


Figure 18-22:
The Template Properties window does double duty. Not only does it let you hide or show optional regions, but it's also the place to set values for editable tag attributes.

12. In the properties list, select “signOfMonth” and turn on the “Show signOfMonth” checkbox.

The optional region is now visible on the page. While you're here, you may as well also add a real ad to the page.

13. Select “adSrc” in the Template Properties window. Click the Folder icon at the bottom of the window. Browse to and select the file *alien_ad.gif* in the *ads* folder.

As when selecting any file in Dreamweaver, the helpful “select file” button makes supplying the proper path to a file a snap.

14. Click OK to close the window.

The red “Sign of the Month” button appears, as does an ad for the amazing and historically accurate video, Alien Autopsy 7. You’re nearly done building this new page. The last task is adding a list of celebrities who share this unfortunate horoscope.

Note: This tutorial would like to apologize to those who have a true belief in and understanding of the zodiac. The astrological predictions included herein are purely fictitious and intended for entertainment purposes only.

15. At the bottom of the page, click the blue tab labeled “celebrity.”

You’ve just selected the text in that editable region.

16. Type *Mike Myers*.

There are a lot of Gemini celebrities out there. Fortunately, you can add more entries using the repeating region controls.

17. Click the + button just to the right of the blue Repeat:RepeatCelebrity tab.

You’ve added another row to the page, as shown in Figure 18-23.

Note: If a page has a lot of elements crowded together—tables, images, text—Dreamweaver sometimes can’t display the small buttons that let you add and remove repeating entries. In this case, you can also use the Modify menu. Click inside a repeating region and choose Modify→Templates→Repeating Entries and select an action from the submenu, such as New Entry After Selection, to add another editable entry.

Figure 18-23:

The control buttons to the right of repeating regions (circled in this picture) let you add, remove, and rearrange repeating entries. In this example, clicking the + button adds another table row for adding an additional celebrity name.



18. Click the blue tab of the newly added “celebrity” editable region and type *Angelina Jolie*.

For now, you’ll add just one more celebrity to the list, though you can actually add as many as you want.

19. Repeat steps 17 and 18 to add one last celebrity name: Son of Bigfoot.

But since Son of Bigfoot is a corporate spokesperson for the *National Exasperater*, he'd better get top billing.

20. Select “Son of Bigfoot” (either select the text, or click the blue tab above the name), and twice click the up arrow button next to the repeating region.

The up and down arrows (Figure 18-23) let you move a repeated region above or below other repeated regions.

OK. Gemini's received enough bad news for one month. This page is done.

21. Choose File→Save and then close the *gemini.html* document window.

Congratulations! You've just created your first page based on a template. You could, of course, continue in this manner, building page after page based on this template.

Updating a Template

Now the fun begins. Remember, this page maintains a reference to the original template. In the final phase, you're going to make a few changes to the template. Choose Window→Assets to open the Assets panel, and click the Template button to reveal the templates for this site (see Figure 18-4).

1. In the Assets panel, double-click the Horoscope template to open it.

The original template—the Horoscope.dwt file—opens. It would be nice to add a navigation bar to the left side of this page, so that visitors can quickly jump to a particular horoscope. Fortunately, there's a Library item already created for doing so. (See Chapter 17 for more on Dreamweaver's Library tool.)

2. Click the Library icon in the Assets panel (directly below the Template icon).

There's one Library item listed: Horoscope Nav.

3. Drag the Library item from the Assets panel and drop it into the empty space just above the broken-image icon for the ad on the left edge of the template.

Alternatively, you can click inside this area in the document window, select the Library item in the Assets panel and then click the Insert button at the bottom of the Assets panel. Either way, a fresh new navigation system appears on the page.

It would also be nice if the “Sign of the Month” graphic were a little more prominent; inside the box on the right side of the page, for example.

4. Click the blue tab labeled “If Sign of Month.”

You've just selected the optional region you created earlier. Now you need to move it to the box on the right side of the page.

5. Remove the region from the page by choosing Edit→Cut.

Don't worry—you'll add it back next. What you really want to do is place it at the top of the box, before the astrological symbol for the particular sign. The tag selector will make your task easier.

- Click just below the top of the yellow box and to the left of the “sign image” region.

The cursor is now just to the left of the sign image, but not at the top of the box. At this point, you need to know a little bit about the HTML code used here; the placeholder graphic is actually inside of a paragraph tag. To put the “Sign of the Month” optional region above it, you need to place the cursor *before* this paragraph. Unfortunately, you can't do it by clicking in the document window, but you can use the tag selector to help you.

- Click the <p> tag in the tag selector at the bottom of the document window and press your keyboard's left arrow key.

Now you're probably thinking, “But everything looks the same!” After all, the cursor still appears just to the left of the image.

Figure 18-24:

The finished tutorial page complete with ad, horoscope, and “Sign of the Month” logo. Feel free to compare the results of your work with the professionally completed version at www.sawmac.com/dwmx2004/tutorials/.



However, even though Dreamweaver doesn't show it, you've just moved the cursor to the outside of the <p> tag. You've just learned one of the most valuable tips for using Dreamweaver to edit HTML code. If you understand your code, you can navigate around it easily using the tag selector and your keyboard's arrow keys.

8. Choose Edit→Paste.

Dreamweaver drops the optional region into its new location.

9. Choose File→Save.

Once again that annoying message appears (see step 21 on page 604); just click OK. The Update Template Pages dialog box appears, listing all of the pages in the site based on this template (in this case, just the lone *gemini.html* file).

10. Click Update.

Dreamweaver opens the Update Pages dialog box and updates the appropriate Web pages, adding the new sidebar navigation and emoticons to each one. In this case, you based only one page on the template, so Dreamweaver updates only one page—as indicated by the list of changes Dreamweaver shows when it's finished.

11. Click Close to close the Update Pages dialog box. Finally, open the file *gemini.html*, and press F12 to preview it in a Web browser.

Notice that the horoscope navigation bar now appears in the *gemini.html* document and the “Sign of the Month” graphic has moved. (Figure 18-24). This series of events happened because you changed the template to which the page was genetically linked. Ah, the power!