

macromedia dreamweavermx

khristine annwn page

training from the source

CONTENTS

INTRODUCTION	1
LESSON 1 DREAMWEAVER MX BASICS	6
Exploring the Tools	
Working with Panels	
Developing Your Site Structure	
Defining a Local Site	
Specifying Preview Browsers	
Creating and Saving a New Page	
Giving Your Page a Title	
Specifying a Background Color	
Using a Background Graphic	
Specifying the Default Font Color	
Placing Text on a Page	
Importing Text	
Creating a Line Break	
Centering and Indenting Text	
Making Lists	
Making Definition Lists	
Nesting Lists	
Character Formatting	
Repeating a Command	
Changing the Font	
Changing the Font Size	

Changing the Font Color
Saving Colors As Favorites
Creating HTML Styles
Applying HTML Styles
Adding Special Characters
Adding Horizontal Rules
Adding a Date Automatically
Adding Flash Text
Modifying Flash Text

LESSON 2 WORKING WITH GRAPHICS

60

Placing Graphics on the Page Resizing and Refreshing Graphics **Positioning Graphics** Adding a Border Around an Image Assigning Names and <Alt> Tags to Images Inserting an Image from the Assets Panel Managing Images with the Favorites List Wrapping Text Around Images Adjusting the Space Around an Image Inserting an Image Placeholder Replacing an Image Placeholder Aligning an Image Relative to a Single Line of Text Adding Flash Buttons Modifying Flash Buttons Adding Flash Animations Inserting an Accessible Image On Your Own: Solar Events

LESSON 3 CREATING LINKS

88

Specifying Link Colors
Inserting Email Links
Creating Hypertext Links
Creating Graphic Links
Targeting Links
Inserting and Linking to Named Anchors
Creating Image Maps

LESSON 4 ELEMENTS OF PAGE DESIGN	106
Creating a Table in Layout View	
Modifying Table Layout	
Cell Formatting	
Layout Width and Spacer Images	
Creating a Table in Standard View	
Importing Data from Spreadsheets	
Copying and Pasting Table Cells	
Selecting a Table	
Selecting and Modifying Table Elements	
Sorting a Table	
Modifying a Table	
Exporting a Table	
Using Images in Tables	
Nesting Tables	
Outlining a Table	
Designing For Computer Screens	
Using Window Size to Check Layout	
Using a Tracing Image	
Inserting Accessible Tables	
On Your Own: Exhibit Based Teaching Partnerships (EBTP)	
LESSON 5 ADDING USER INTERACTIVITY	160
Inserting a Rollover Image	
Adding Behaviors	
Swapping Multiple Images with One Event	
Adding Behaviors to Image Maps	
Editing Actions and Events	
Creating a Status-Bar Message	
Checking the Browser	
Opening a New Browser Window	
Creating a Pop-up Menu	
On Your Own: At Home Astronomy	
LESSON 6 MANAGING YOUR SITE	190
Using the Site Window	
Integrated File Explorer	
Adding New Folders and Files to a Site	
Creating a Site Map	
Viewing a Subset of the Entire Site	

Modifying Pages from the Site Window	
Connecting to a Remote Site	
Uploading Files	
Cloaking	
Checking In and Checking Out	
Using Design Notes	
On Your Own: Life Along the Faultline	
LESSON 7 ACCESSIBILITY AND TESTING	234
Generate Section 508-Compliant Code	
Testing for Accessibility	
Checking Browser Compatibility	
Checking Links in Your Site	
Checking for Orphaned Files	
Generating Reports for a Site	
On Your Own: S.F. Black & White Gallery	
LESSON 8 USING LIBRARIES	250
Creating a Library Item	•
Placing a Library Item on a Page	
Recreating a Library Item	
Modifying a Library Item	
Updating Library References	
Creating a Library Item Containing Behaviors	
Modifying a Library Item Containing Behaviors	
On Your Own: Origins—The Heart of the Matter	
LESSON 9 USING TEMPLATES	274
Creating Templates	
Adding Editable Areas to a Template	
Removing Editable Regions	
Creating Optional Content	
Inserting Repeating Regions	
Building Pages Based on a Template	
Controlling Optional Content	
Adding Repeating Entries	
Modifying A Template	
Creating Editable Tag Attributes	
Modifying an Editable Tag Attribute	
Creating Nested Templates	

Links in Site Map View

LESSON 10 CREATING FRAMES	306
Creating a Frameset	
Saving a Frameset	
Resizing Frames in a Frameset	
Specifying Frame Properties	
Creating and Editing Frames Content	
Creating Other Content Documents	
Adding a Navigation Bar	
Opening an Existing Page in a Frame	
Checking Frame Content	
Controlling Frame Content with Links	
Creating Noframes Content	
On Your Own: South of Market Child Care, Inc.	
LESSON 11 CREATING FORMS	334
Building Your Form	
Adding Single-Line Text Fields	
Adding Multi-Line Text Fields	
Adding Check Boxes	
Adding Radio Buttons	
Adding List/Menu Items	
Adding Buttons	
Validating Forms	
Testing Your Forms	
Creating Jump Menus	
On Your Own: The Women's Building	
LESSON 12 EDITING THE CODE	364
Switching Document Views	
Editing HTML in Code View	
Adjusting New Window Placement	
Meta Tags and Comments	
Using the Tag Selector	
Editing Code with Quick Tags	
Making Use of Code Hints	
Using Snippets	
Using Clean Up HTML	
Working With Microsoft Word HTML	
Printing from Code View	
On Your Own: Robotics: Sensing, Thinking, Acting	

LESSON 13 USING STYLE SHEETS	398
Creating External Style Sheets	
Adding a Style to an Existing External Style Sheet	
Editing an Existing Style	
Creating Custom Styles	
Creating CSS Selector Styles for Links	
Creating CSS Selector Styles for Tag Combinations	
Linking to an Existing External Style Sheet	
Creating Internal Styles	
Converting Internal Styles to External Styles	
Converting CSS to HTML	
On Your Own: Project Discover	
LESSON 14 USING FIND AND REPLACE	426
Searching Your Document	
Removing HTML Tags	
Using Find and Replace to Apply a Custom Style	
Using Find and Replace to Add External Style Sheets	
Saving and Reusing Your Search Criteria	
Searching and Replacing with Regular Expressions	
Finding Variations in a Name	
On Your Own: Revealing Bodies	
LESSON 15 CREATING LAYERS	450
Creating Layers	
Naming Layers	
Modifying Layers	
Changing the Stacking Order of Layers	
Nesting and Unnesting Layers	
Changing Layer Visibility	
Setting Grid and Ruler Options	
Using the Drag Layer Behavior	
Converting Layers to Tables	
Using the Netscape Resize Layer Fix	

LESSON 16 ANIMATING WITH TIMELINES	480
Animating Objects	
Using Keyframes	
Positioning an Object	
Changing an Animation with Keyframes	
Recording the Path of a Layer	
Changing Image Properties	
Creating the Animation Layers	
Adjusting the Keyframes	
Changing the Visibility of Layers	
Adding Behaviors to the Timeline	
Making the Timeline Play	
On Your Own: Interactive Navigation	
LESSON 17 EXTENDING DREAMWEAVER	510
Installing Extensions	<i>√</i> .
Using the M Superscript 2 Extension	
Using the Advanced Random Images Extension	
Using the fiXMovie Extension	
Using the Breadcrumbs Extension	
Creating a Simple Object	
Advanced Customization	
On Your Own: Ideum Media Porfolio	
APPENDIX A REGULAR EXPRESSIONS	530
APPENDIX B MACINTOSH SHORTCUTS	532
APPENDIX C WINDOWS SHORTCUTS	536
INDEX	541