

## Intermediate Dreamweaver 3

**Course Description:** This class is a continuation of the “Introduction to Dreamweaver 3” class. Topics covered include organizing a website, making layout design, using layers, creating templates, using tables, and using frames.

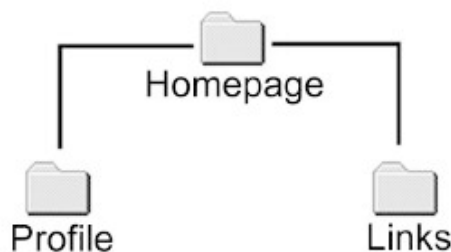
**Prerequisites:** Working knowledge of the PC operating system or completion of the *Introduction to the PC* course. Completion of the *Introduction to Dreamweaver 3* course. Knowledge of the Internet and HTML is highly recommended.

This document has been prepared for you by W&MF staff so that you can learn more advanced topics of Dreamweaver 3. This pamphlet is meant to serve as a future reference for you--all the information mentioned in this document may not be covered in today’s class.

### I. Creating a Site Map

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Using Dreamweaver, not only can you create and edit individual HTML document, but you can create and manage a whole website. But before you create a website, you should have a clear site map plotted out so that management of the website can be quick and easy. Today, we will be creating a personal website that consists of three pages: the homepage, a profile page, and a links page.



1. **To set up a website, first create a folder on your hard drive that will contain your webpage.** Minimize the Dreamweaver window and then right click on an empty area of the desktop. Select **New::Folder**. Name the folder *website* for now.

2. **Create three files (index.html, profile.html, and links.html) under the folder you just created.** Index.html will be your homepage. Don’t worry about not having any information on the pages right now. We will be modifying the webpages later. For now, we just need to create files so that we can link the file to the site map in Dreamweaver. “Index.html” is the standard name for a homepage file. Web browsers automatically link to this file name when searching a webpage. For example, when browsing <http://www.berkeley.edu>, you are actually calling <http://www.berkeley.edu/index.html>.

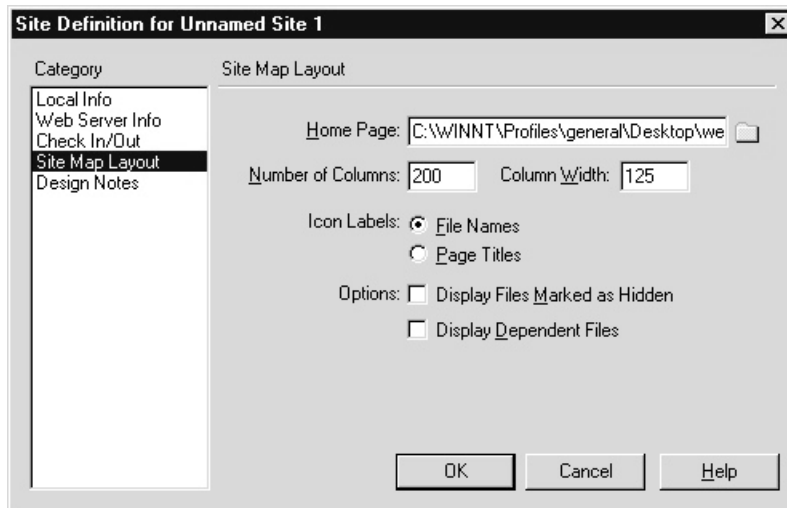
3. **Define the website as done in *Introduction to Dreamweaver 3*.**

The site definition dialog box is found under **Site::New Site**. Make sure to enter a “Site Name” and the location of “Local Root Folder.” Link the location of the “Local Root Folder” to the folder you created previously.

Next, we need to link the `index.html` file to the **homepage** on the Site Map Layout.

**4. Click on *Site Map Layout* under the Category section of the Site Definition Dialogue Box.**

You will see the window shown below.



**5. Link the file *index.html* that lies in the Local Root Folder.**

Dreamweaver may have already linked the home page to the file. However, you should double-check that it linked the home page to the correct file.

**6. Click OK to close the Site Definition box.**

A new window should pop up with the site map as shown below on the left. This windows also shows the local folder and the files that are contained in it. The window will show the navigation of your website. As you add links to other pages, the site map will update with the links to each page. To see this in action, go to your document and create a link to the file “`profile.html`.” You should get the resulting site map on the bottom right.



## II. Formatting Your Website

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Most people who have minimal experience with HTML have problems translating how they want their webpage to look into tables, layers, or frames by manually formatting their website using HTML. On the other hand, since Dreamweaver is a WYSIWYG program, you can simply place things just about anywhere you want on the screen and a web browser will view the webpage as you see in Dreamweaver. There are a few things to consider, though. The three main ways to format your webpage is to use tables, layers, or frames. But not all of them are compatible with older browsers. Also, depending on viewable area of a web browser, the webpage format may look a little different for every user. The pros and cons of each option are shown below.

### A. Layers

Pros-You can place anything anywhere. Website will look the same on all browsers.

Cons-Only viewable with CSS compatible browsers (Netscape 4.0 and up, Internet Explorer 3.0 and up). Load time can be a problem.

### B. Tables

Pros-Compatible with almost any browser. Website will look the same on any browser size as long as tables are set by pixel and not by percentage, but users may need to scroll around on a smaller browser window.

Cons-Website can get very complex. Load time can be a problem.

### C. Frames

Pros-Webpage menubar will be constant throughout page. Load time can be minimized.

Cons-Website may not look the same on different browser sizes. Many annoying scroll bars all over the screen.

These Pros and Cons may not be of any concern to you. So then which ones should I use? The best one to use is the one that you feel the most comfortable with. After going through this documentation, you should have a general feel for all three methods and should choose the one that fits your needs the best. We will be creating the website using each of the three methods, but each will have a similar look and feel as the webpage below.



### III. Using Layers

Layers is probably the the most ideal method to creating a website using Dreamweaver since you can create complex webpage layouts with ease. However, using layers is using the latest technology of HTML that is available, which means that older browsers (Below IE 3.0 and Netscape 4.0) will have problems viewing the page. However, layers gives the most consistent look from browser to browser.



#### A. Inserting Layers

To insert a layer, you can **select the “Draw Layer” icon in the Object palette’s common panel** or you can **go to the menu bar and select Insert::Layer**. When drawing a layer using the icon in the objects palette, the arrow will turn into a crosshair in the main document window so that you can place and size the layer anywhere on the window. If you use the menu bar, it will automatically input a default size layer, which you can edit later.

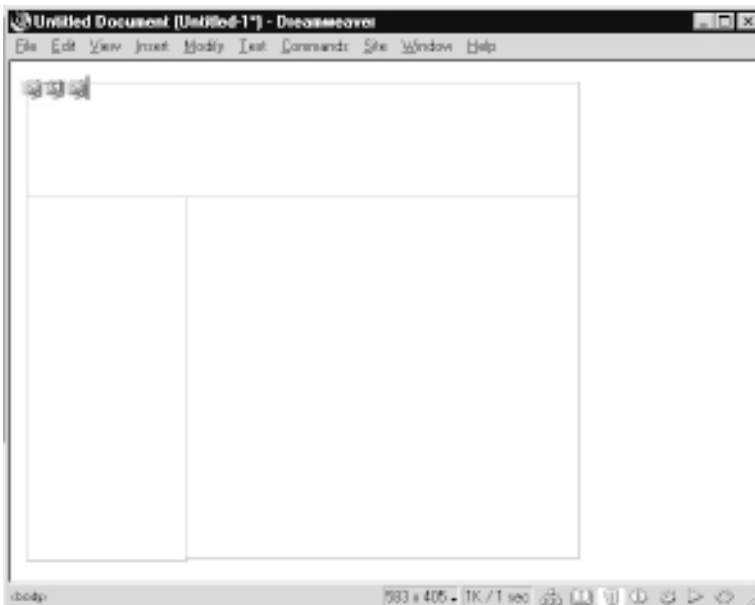
#### B. Preventing Overlapping Layers

One thing to remember with layers is that they can overlap one another, which may create a very confusing looking website (unless that is the look you are going for). To prevent layers from overlapping, you can tell Dreamweaver to prevent it even if you try to force overlapping. To prevent overlapping, follow these steps:

1. **Select the Layers palette.** If your palette is not open, you can go to **Window::Layers**.
2. **Check off the *Prevent Overlaps* Box.**

#### C. Creating a Layout

Open up your homepage file, index.html. Insert 3 layers in the Document window as shown below. The top layer will contain the header of the page, the bottom-left layer will contain the menu bar, and the bottom-right layer will contain the body of the page.



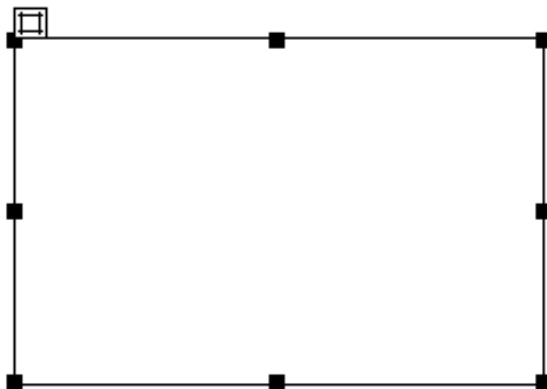
To move or resize the layers, follow these steps:

**1. Click the border of the layer.**

You should see handles that appear around the layer.

**2. To move the layer, you can:**

- a. Click on the tab or the border when the arrow turns into a 4-way arrow and drag the layer to the position desired.
- b. Use the arrow keys. You can move the layer five pixels at a time if you hold down Shift.
- c. Change the pixel position in the Property Inspector.



**3. To resize the layer, click one of the layer handles and drag until you get to the size desired.**

If you click on one of the corner handles, you will resize both height and width.

## D. Creating the homepage

**1. Select the header layer by clicking on the border of the layer.**

Remember that selecting the layer is not just clicking inside of it.



**2. Change the Background Color of the layer (Bg Color) in the Property Inspector.**

You can use the color selector next to Bg Color or you can manually type in a hexadecimal value for the RGB color (e.g. #336699)

**3. Select the menu bar layer and repeat step 2.**

**4. Click inside the header layer and type in a header for your homepage.**

Format the text anyway you want using either the Property Inspector or the text menu in the Menu Bar.

**5. Click inside the menu bar layer and create a link to the profile.html file with the text “My Profile” and the links.html file with the text “Links.”**

Format the links using either the Property Inspector or the text menu in the Menu Bar. To change the vertical alignment of the links, press Enter (noting a Paragraph return) or Shift-Enter (for a Line Break). To change the horizontal alignment of the links, use the Property Inspector or go to **Text::Alignment** in the Menu Bar.

**6. Click inside the body layer and type in a welcoming message.**

If you would like to make your homepage more interesting, add an image in the body of the page.

Now your website should look similar to the example shown on the bottom of page 3. Once you're satisfied with the look of your homepage, save it and continue. Notice also that if you go to the site map, you will see the index.html file linked to profile.html and links.html.

## E. Creating a template

Each page of a website is usually created using the same layout. Instead of modifying the same page to create multiple webpages, Dreamweaver can create a template for you to use for each page with locked and editable regions. To create a template, follow these steps:

1. **Go to *File::Save as Template* under the Menu Bar and save the layout as a template.**

All parts of the layout are locked on the template until you mark any section as editable.

2. **Highlight the header**

3. **Go to *Modify::Templates::Mark Selection as Editable*.**

4. **Type in a name for the editable region.**



5. **Repeat steps 2-4 for the each link and the body.**

If you want to just make a general area to be editable, you can go to **Modify::Templates::New Editable Region** to create it.

6. **Once you are done, remember to save the template.**

## F. Using the template

Now you can use the template you just create your other pages.

1. **Open up a new window.**

2. **Select the Template Palette.** If your palette is not open, you can go to **Window::Templates**.

3. **Select the template you just created and apply it.**

A new window should pop up with the template you created.

4. **Highlight the header and type "My Profile."**

5. **Highlight the first link and type "Homepage." Link this text to "index.html."**

6. **Highlight the second link and type "Links." Link this text to "links.html."**

7. **Highlight the body and edit the body accordingly.**

8. **Save the file as "profile.html."**

9. **Repeat steps 1-8.** In place of step 6, highlight the second link and type "My Profile." Link this text to "profile.html." In place of step 8, save the file as "links.html."

You have now completed a full website using layers! To preview your website in action, go to **File::Preview in Browser** and select your favorite browser to see how your website works.

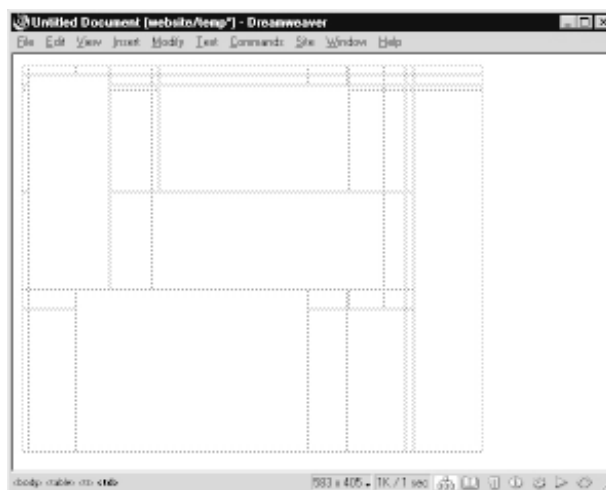
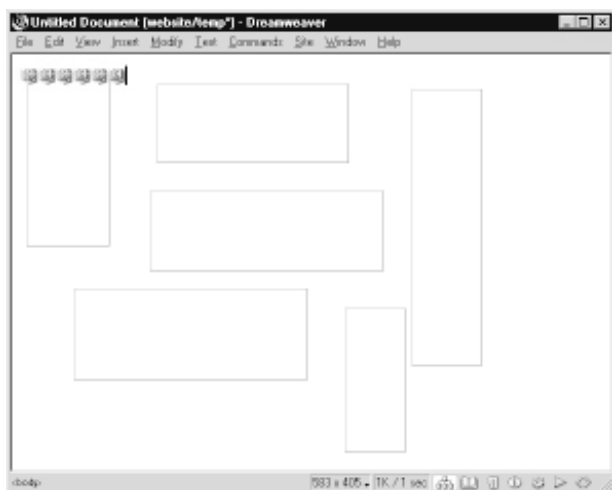
## IV. Using Tables

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The use of tables is the most basic method of creating complex webpage layouts. Using tables is also the most primitive method of creating layouts, thus is compatible with some of the oldest of browsers (IE 2.0 and up and Netscape 1.1 and up). The main drawback of using tables is that the tables created may become very complex and hard to manage.

### A. Converting layers to tables

Using layers, you can create complex layouts as shown on the bottom-left with ease. However, to create the same layout using tables, you would end up with the complex layout shown on the bottom-right. Dreamweaver allows you to combine the ease of creating with layers with the compatibility of tables without manually creating such complex tables as below. This is done by using the option to convert layers to tables. Converting layers to tables, may not give you an accurate conversion of the exact look that you may be looking for.



To convert layers to tables, follow these steps:

1. **Create a layout using layers.** Try using the webpage you just created in the previous section
2. **Select *Modify::Layout Mode::Convert Layers to Tables*.**
3. **Select the options that you need.** The default selection works fine.
4. **Press OK to confirm.**

You should now see your webpage except in table form. Try previewing your webpage on a browser to see if it looks the same.

## B. Creating a layout using tables.

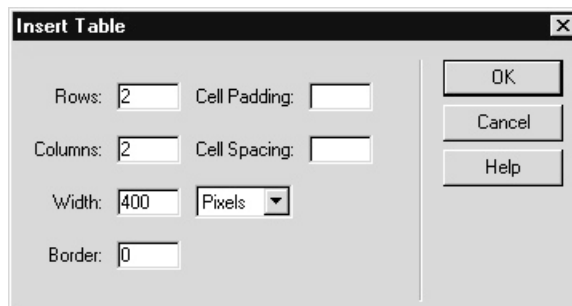
When converting layers to tables, unnecessary table cells may appear creating a layout more complex than necessary. If you would rather create a layout using tables, follow the steps below.

### 1. Create a New Site and open up the file index.html.

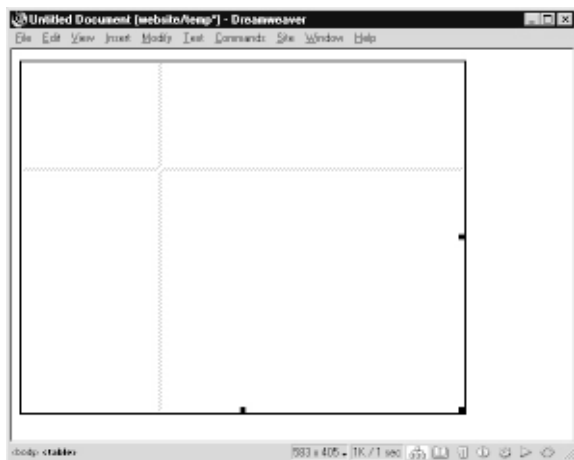


2. To insert a table, you can select the “Insert Table” icon in the Object palette’s common panel or you can go to the menu bar and select **Insert::Table**.

You will get a dialogue box as shown below. Enter the information as shown below. If you set the Width according to Percent, the webpage will be viewed a little bit differently as the browser size change. To keep a constant look, you would need to fix the Width by Pixels. Setting the Border size to 0 will allow your webpage to look as if you are



using different layers to design your page.



3. Adjust the borders of the table cells to look like the example on the left.

4. Highlight the top two cells and merge them.

Go to **Modify::Table::Merge Cells**. The layout should look similar to the one created using layers in the Section III.

5. Now you can create your website in the same manner as you did with layers. You can follow Section III, parts D-F to create a website using tables.

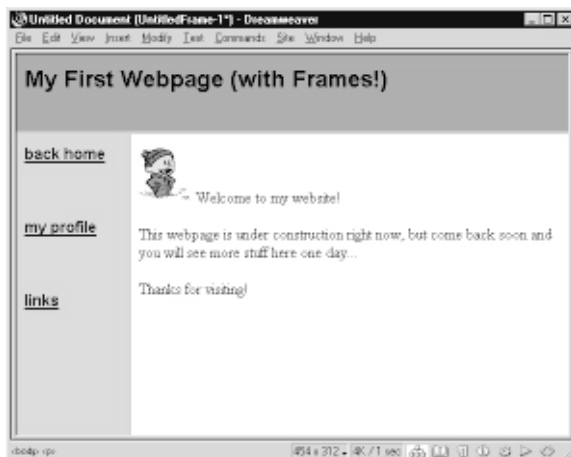
## V. Using Frames

Frames can be a very powerful method of creating websites. Using frames can significantly cut down on load time if a webpage is very graphic intensive by keeping a menubar or header constant. Frames are a technology on load time if a webpage is very graphic intensive by keeping a menubar or header constant. Frames are a technology in between tables and layers, so the compatible issue could be a problem with some older users (below IE 3.0 and Netscape 2.0). The main drawback of using frames is that on a smaller resolution, viewing area for each frame may become an issue.

Frames consists of two components: a frameset and each frame in the frameset. The frameset is an HTML file that shows the structure of the viewing area of the browser. It contains information about the number of frames and the properties for each frame. Each frame is defined by an HTML file.

Usually, when creating websites, frames are divided up into two or three parts--the menu frame, the content frame, and sometimes the header frame. The links in the menu frame usually link to an HTML file that will appear in the menu frame. One thing to note is that when viewing a webpage with frames, you are looking at multiple HTML documents. The frameset is one HTML file and each frame is their own individual file. Thus, if you view a webpage with three frames, you are actually viewing four HTML files.

Today we will be creating a website that looks similar to the one below. It will contain three frames--a header frame, a menu frame, and a content frame. This layout looks similar to the layouts created using layers or tables, however, there are some major differences. Each webpage (which is one HTML file) contained the header and the menu bar using layers or tables. But with frames, the header is one HTML file, the menu is one HTML file, and the content is one HTML file. This would significantly cut down load time if there are large graphic files used in the header and/or the menu since they would only have to load up once.



## A. Creating frames

You can either design your own frameset manually or you can use a predefined frameset that Dreamweaver already has.

To **design your own frameset**, you can either

1. go to the Menu Bar, and select **Modify::Frameset::Split Frame Left/Right/Up/Down**.
2. hold down **Alt** (Win) or **Option** (Mac) and drag one of the frame borders into the Document window to split the window horizontally or vertically. If you want to split the window into four frames, drag the border from one of the corners of the frame.



To **use a predefined frameset**, you can either

1. go to the Menu Bar, and select **Insert::Frame** and select the type you need.
2. go to the **Frames panel** in the **Objects Palette** and select one of the options.

Create or use a frameset that looks like the webpage created in the middle of the previous page. The way that this webpage will navigate is the header will always be constant and the links in the menu frame (back home, my profile, and links) will insert the respective linking HTML files in the content frame.

You will notice that when you create a frameset, there are grey lines that divide the frames. This division will not appear in a browser unless you set the border of the frameset to be larger than 0. If you want to view the frameset without the borders (as would be viewed in a browser) go to **View::Frame Borders** and deselect the option.

Once you create a frameset, the **Frame inspector** will provide a visual representation of the frames in the document. If the Frame inspector is not open, then go to **Window::Frames** to open it. If you click on a frame or the frameset in the frame inspector, they will respectively be selected in the document window.

## B. Modifying HTML properties of each frame

You want to be sure to each frame so that you can use the names to send links to a specific frame. Properties that you might want to be aware of are the **No Resize** and the **Scroll** options. These options disallow a user to change the frameset when browsing. To modify the HTML properties of each frame, follow these steps:

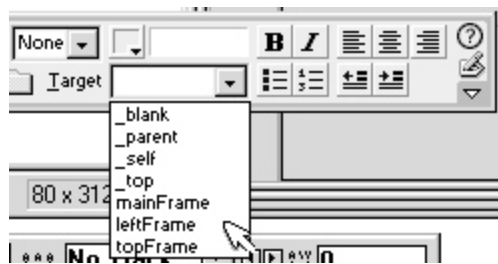
1. **Click in the frame that you want to modify.**

2. **Go to Modify::Page Properties.**

You can edit the background color, link colors, margins, and other properties here.

If you want to modify the properties of the frame itself, select the frame in the Frame inspector or press Alt (Win) or Command (Mac) and click the mouse, then modify the properties of the frame in the Property inspector.

## C. Linking pages using frames



One thing to note while linking pages in a frameset is that unless noted to which frame you want the link to go to, any link will override the frameset and will view on the entire browser. So if you want the link to go to a specific frame (in this case, we want each link that lies in the menu frame to link to the content frame), follow these steps.

1. **Select the text (or image) to be linked.**

2. **Select a file to be linked in the Property inspector.**

3. Select a **Target** to where the link will go. This can be found next to the link reference in the Property inspector dialogue box. In this case, you will want the links to the target to **mainFrame** (or the content frame).

## D. Saving Framesets and Frames

To be able to preview your webpage with frames in a browser, you first need to save the frameset and each individual frame.

To save the frameset, goto **File::Save Frameset**.

You may want to save the frameset as “index.html” if it is your main page. You may want to save each individual frame before saving the frameset. If you save the frameset first, each frame will link to the temporary file name instead of the intended filename that you choose.

To save each individual frame, click inside the frame, then goto **File::Save**.

Once you’ve created and saved the frameset and each frames, you can change the content frame and go to **File::Save As** to save the linking HTML file that you will be using.

## VI. Conclusions

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By now, you should have a basic understanding of how to layout and create a website using more complex features of Dreamweaver 3 with layers, tables, or frames. The best way to learn how to use Dreamweaver is to utilize its features for yourself. So be sure to try creating websites with all three methods discussed in this document. If you have any further questions, please feel free to ask the teach or the roamers.

Please fill out an evaluation telling us what you thought of the course before you leave, and thank you for attending Intermediate Dreamweaver 3.

## VIII. Other Resources

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Visit the Macromedia website [[www.macromedia.com](http://www.macromedia.com)] to download a 30-day trial version of Dreamweaver 3, as well as several other web development tools.

On the same website, [www.macromedia.com/support](http://www.macromedia.com/support), you can find Macromedia’s official help center. The site is filled with tutorials, samples and other assets designed to keep developers up-to-date.

[www.webmonkey.com](http://www.webmonkey.com) features helpful tutorials, useful info, design tips and references, and also diagnostic tools to test your browser and find out about plug-ins and other web development tools.

[www.zdnet.com](http://www.zdnet.com) provides a large database of web design resources.

Finally, look for our *Intermediate Dreamweaver 3* course on the Walk-in class schedule to take your web development skills to the next level.