



**VISUAL
QUICKSTART
GUIDE**

J. TARIN TOWERS

DREAMWEAVER

FOR WINDOWS & MACINTOSH

*Teach yourself Dreamweaver
the quick and easy way! This
Visual QuickStart Guide uses
pictures rather than lengthy
explanations. You'll be up
and running in no time!*



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DREAMWEAVER 2

FOR WINDOWS AND MACINTOSH

J. Tarin Towers

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Visual QuickStart Guide

Dreamweaver 2 for Windows and Macintosh

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Peachpit Press

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INTRODUCTION

Welcome to the *Dreamweaver 2 for Windows and Macintosh: Visual QuickStart Guide*! Dreamweaver is exciting software: it's simple to use and it's one of the very best WYSIWYG (What You See Is What You Get) editing tools to ever come down the pike.

Dreamweaver isn't just another visual HTML tool. It does do what all the best editors do: creates tables, edits frames, and switches easily from page view to HTML view.

But Dreamweaver goes way beyond the other editors to allow you to create Dynamic HTML (DHTML) gadgets and pages. Dreamweaver fully supports Cascading Style Sheets (CSS-1) as well as layers and JavaScript behaviors. It even includes its own DHTML animation tool: the Timelines inspector. And a fully-fledged FTP client, complete with visual site maps, is built right in.

No matter what your level of Web experience, you can use Dreamweaver and this book. I'm assuming you've used some sort of page creation tool before, even if it's just a text editor. You should use this book if you're:

- ◆ An absolute beginner who wants an editor that writes great HTML.
- ◆ A graphic designer who's used to using document editors like Director, PageMaker, or Photoshop, but who isn't as proficient with HTML.
- ◆ An HTML expert who likes to hand code but wants automation of simple tasks.
- ◆ Frightened of Dynamic HTML.
- ◆ Someone who needs to learn Dreamweaver quickly.

QuickStart Conventions

If you've read a previous Visual QuickStart Guide, you know that this book is made up of two main components: numbered lists that take you step by step through the things you want learn, and illustrations that show you what the heck I'm talking about.

I explain what needs to be explained, but I don't pontificate about the acceleration of information technology or wax dramatic about proprietary tags.

✓ Tips

- In every chapter, you'll find tips like these that point out something extra-handy.
- Code in the book is set off in code font.
- Sometimes you can find extra tidbits of info in the figure captions, too.

Browsers Beware

I use sidebars to point out “extra” information about specific features, including HTML tricks that aren't directly supported by Dreamweaver.

This sidebar is about browser wars. I've made every effort to be fair to both the powerhouse browsers, Netscape Navigator (which I usually call Navigator, or just NN) and Microsoft Internet Explorer (called MSIE, IE, or sometimes Explorer). I also point out important differences between them, which are most apparent when talking about 4.0 browsers.

What's in this Book

Here's a quick rundown of what I cover in this book.

Dreamweaver Basics

In the first two chapters I introduce you to the Dreamweaver interface. If you never want to look at any HTML when you use Dreamweaver, you don't have to; on the other hand, if you want to learn HTML, there's no better way than by creating a page and looking at the code you just made.

Web Page Basics

Chapters 3 and 4 talk about text and all the things you can do with it, and Chapter 5 describes linking in more detail than you thought possible. Chapter 6 gets you on your way with images—and Appendix A, on the Web site for this book, describes how to make client side image maps with the image map editor.

Tables, Frames, and Forms

Chapters 7–9 are what most folks consider the “intermediate” range in HTML—7 is tables, 8 is frames, and 9 is forms, all of which are much easier to construct in Dreamweaver than by hand.

But Wait, There's More on the Web Site!

The companion Web site for this book contains lots and lots of links to developers' pages, handy shareware tools, and example sites, and because the page is on the Web, you don't have to type in a bunch of URLs. You'll also find online appendixes covering the image map editor, roundtrip HTML, and browser compatibility. I also include my own sample pages, including some DHTML I made just for this book. (You can only see the DHTML stuff if you're using a 4.0 or later browser, but the site is open to everyone, and I made it all using Dreamweaver, naturally.)

Visit
<http://www.peachpit.com/vqs/dreamweaver>
and let me know what you think of the book and the Web site by emailing dreamweaver@tarin.com.

HTML is HTML

Like the song, HTML remains the same, whether you construct it on a Mac or PC. Even better, Dreamweaver's Roundtrip HTML feature ensures that HTML you create outside the program will retain its formatting—although obvious errors, like unclosed tags, will be fixed.

The PC version of Dreamweaver comes with HomeSite, and the Mac version comes with BBEdit. You can set up either program to work with any HTML editor you like, however. See Appendix B, on the companion Web site for this book, to find out how to set up these editors and how Dreamweaver will treat your HTML.

Dynamic HTML

Then we get to the Dynamic part of the book. The components of DHTML are covered in Chapters 10-13. Chapter 10 covers Cascading Style Sheets. In Chapter 11, you'll learn about layers and all that goes with them, including absolute positioning. Chapter 12 covers Behaviors, a Chinese food menu way of putting together JavaScript actions—just choose one from column A and one from column B. And Chapter 13 discusses Timelines, Dreamweaver's DHTML animation tool.

Site Management

Chapter 14 discusses three ways of automating common tasks in Dreamweaver: Libraries, templates, and custom objects. Libraries are a site management tool, whereas you use custom objects to modify Dreamweaver's Insert functions. The new template feature in Dreamweaver 2 allows you to create versatile templates with read-only design features, and you can update the design of pages based on these templates just by updating the template file. In Chapter 15, you'll learn everything you need to know about putting plug-ins and other multimedia content on your site. Appendix B on the companion Web site describes how to make your Web pages work and look the way you want them to in all kinds of browsers. And Chapter 16 is all about site management with Dreamweaver's Sites window, a full-fledged FTP client.

Special to Mac Users

I wrote this book on a PC. I want to admit that up front. I love Macs, but my old Powerbook doesn't have a CD-ROM drive or Internet access. I repeatedly checked out the program on the Mac, as did my technical editor. The differences are negligible, as you can see in **Figures 1** and **2**.

There are some basic platform differences that will cause the screen shots to look slightly different. Windows windows (ha ha) have a menu bar affixed to each and every window, whereas the Mac menu bar is always at the top of the screen, and it changes based on the program you choose from the Application menu (the one in the upper left of the Mac screen, next to the clock).

Windows windows close by clicking on the close box on the upper right, whereas close boxes on the Mac are on the upper left. Occasionally, buttons will have different names. For instance, in some dialog boxes, the button says Browse in Windows and Choose on the Mac. They're always close enough.

Keyboard conventions

When I refer to key commands, I put the Windows command first and the Mac command in parentheses, like this:

Press Ctrl+L (Command+L)

I use this format for some other differences, too, like system fonts:

The source code uses the
Courier New (Courier) font

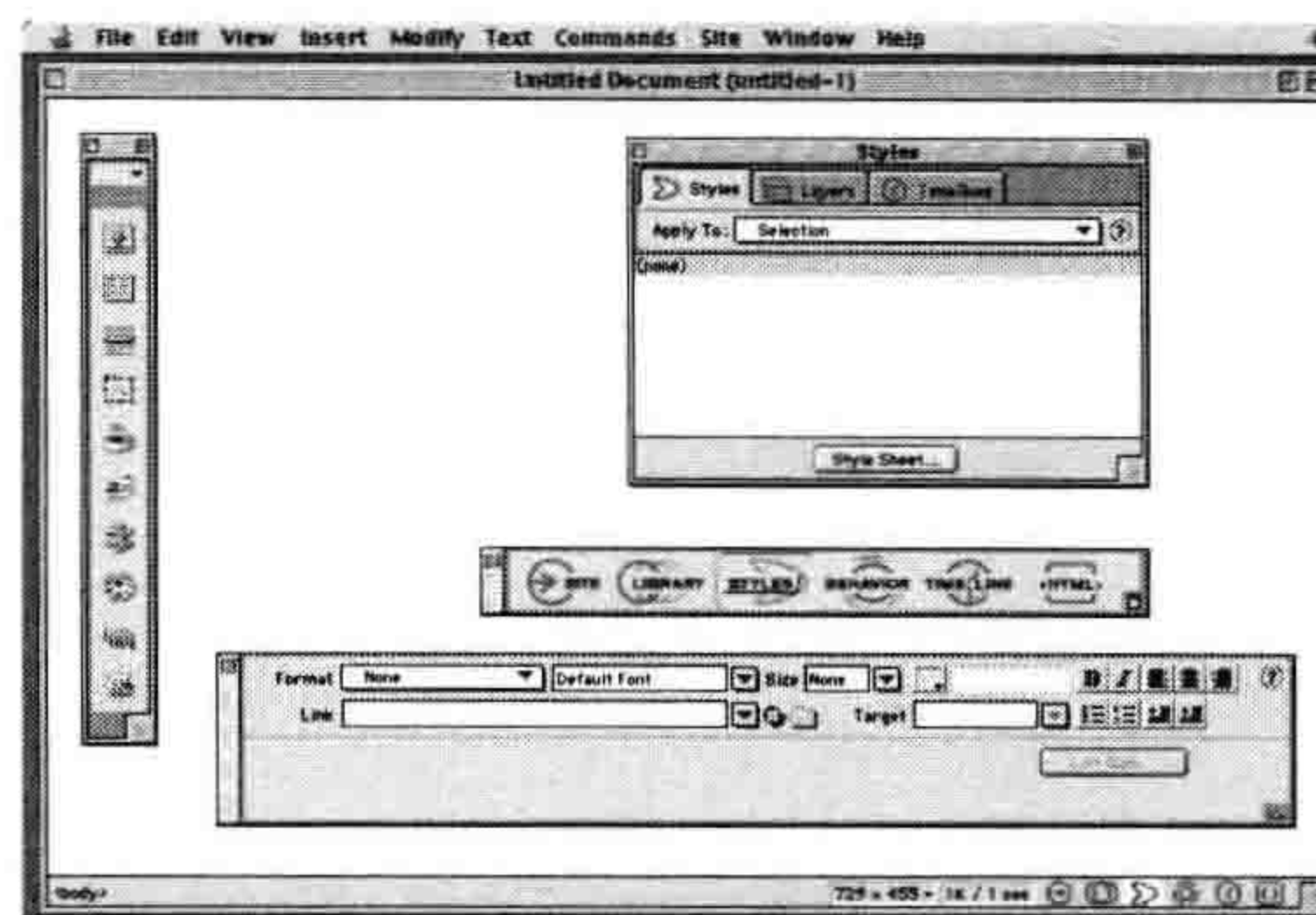


Figure 1 Dreamweaver's Document window and some of its floating windows, as seen on the Mac.

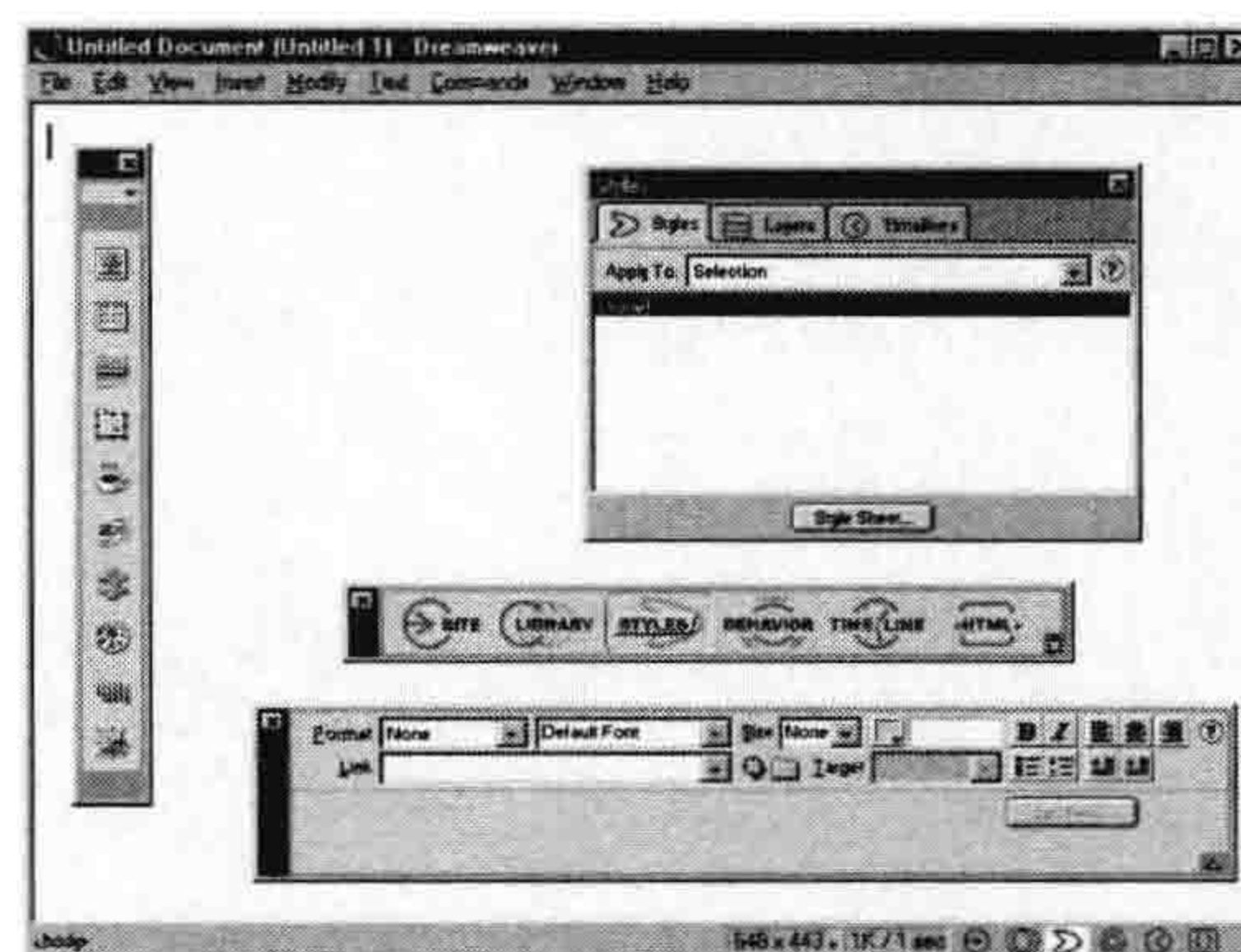


Figure 2 Dreamweaver's Document window and some of its floating windows, as seen on Windows. Not many differences other than the title bar and menu bar.

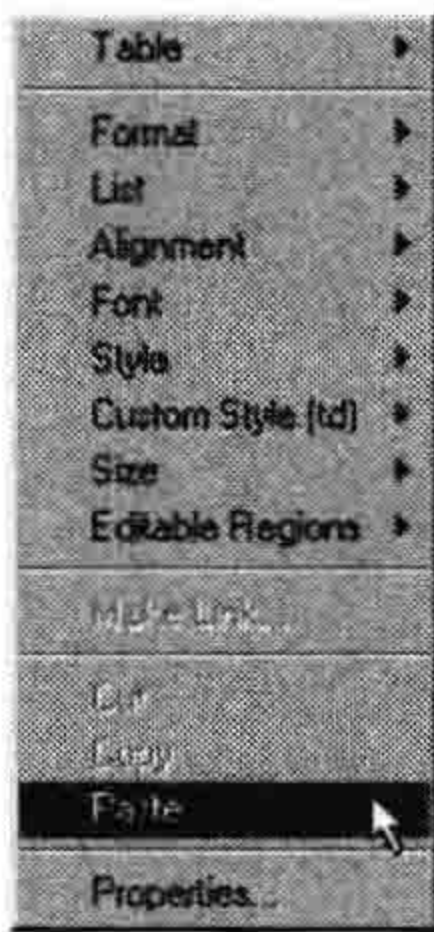


Figure 3 If you're a Windows user, right-click on an object to pop up a contextual menu. If you're a Mac user, just click on the object and hold down the mouse button. The pop-up menu will appear in a second or two.

Mouse conventions

Some Mac mice have more than one button, and some don't. For that matter, some folks don't really use mice at all, they have those touchpad and stylus thingies. That said, I do refer to right-clicking an awful lot. On a Windows machine, when you click the right rather than the left mouse button, a contextual pop-up menu appears (**Figure 3**).

Pop-up menus, or context menus, are available in some Mac systems. To make a pop-up menu appear on a Mac, try clicking and holding the mouse button, or in system 8.x, try Ctrl+clicking. Your mileage may vary depending on your system configuration. Options available from pop-up menus are always available as menu bar options, too, so you'll never miss functionality in Dreamweaver even if you can't right-click..

And now ... on to the book!

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Dedication

To Sean Porter, for the pitchfork.

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