OFFICIAL

From the publisher of the bestselling Official Netscape Navigator Book

Netscape Navigator Gold 3.0

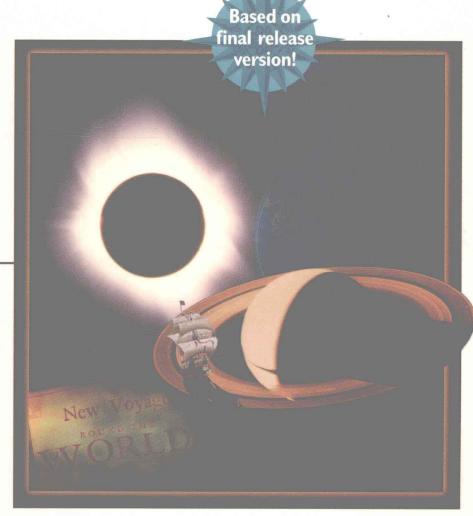


The official guide to the premiere Web navigator and HTML editor

- Navigate the Net
- Create Web pages with ease
- Communicate with the world

Bestselling Author
ALAN SIMPSON





OFFICIAL

Netscape Navigator Gold 3.0 WINDOWS EDITION NOTE: The second of the second se



The official guide to the premiere Web navigator and HTML editor

Bestselling Author

ALAN SIMPSON



Official Netscape Navigator Gold 3.0 Book, Windows Edition The official guide to the premiere Web navigator and HTML editor Copyright ©1996 by Alan Simpson

All rights reserved. This book may not be duplicated in any way without the expressed written consent of the publisher, except in the form of brief excerpts or quotations for the purposes of review. The information contained herein is for the personal use of the reader and may not be incorporated in any commercial programs, other books, databases, or any kind of software without written consent of the publisher or author. Making copies of this book or any portion for any purpose other than your own is a violation of United States copyright laws.

Library of Congress Cataloging-in-Publication Data

Simpson, Alan.

Official Netscape Navigator gold 3.0 book : the official guide to the premiere Web navigator & HTML editor / Alan Simpson. — Windows ed.

p. cm. Includes index. ISBN 1-56604-420-0

1. Netscape. 2. Internet (Computer network) 3. World Wide Web

(Information retrieval system) I. Title.

TK5105.882.T386 1996

025.04—dc20

96-6204

CIP

First Edition 9 8 7 6 5 4 3 2 1 Printed in the United States of America

Published and distributed to the trade by Ventana Communications Group, Inc. P.O. Box 13964, Research Triangle Park, NC 27709-3964 919/544-9404 FAX 919/544-9472 http://www.vmedia.com

Limits of Liability & Disclaimer of Warranty

The author and publisher of this book have used their best efforts in preparing the book and the programs contained in it. These efforts include the development, research, and testing of the theories and programs to determine their effectiveness. The author and publisher make no warranty of any kind, expressed or implied, with regard to these programs or the documentation contained in this book.

The author and publisher shall not be liable in the event of incidental or consequential damages in connection with, or arising out of, the furnishing, performance or use of the programs, associated instructions and/or claims of productivity gains.

Trademarks

Trademarked names appear throughout this book, and on the accompanying compact disk. Rather than list the names and entities that own the trademarks or insert a trademark symbol with each mention of the trademarked name, the publisher states that it is using the names only for editorial purposes and to the benefit of the trademark owner with no intention of infringing upon that trademark.

The Komputer Klinic "Kool Site" logo is used with permission from Kim Komando's Komputer Klinic ®: http://www.komando.com.

YAHOO! text and artwork copyright © 1996 by YAHOO!, Inc. All rights reserved. YAHOO! and the YAHOO! logo are trademarks of YAHOO!, Inc.

OFFICIAL

Netscape Navigator Gold 3.0 WINDOWS EDITION



CHIEF EXECUTIVE OFFICER

Josef Woodman

ACQUISITIONS EDITOR

JJ Hohn

VICE PRESIDENT OF

CONTENT DEVELOPMENT

Karen A. Bluestein

DEVELOPMENTAL EDITOR

Doug Lloyd

MANAGING EDITOR

Lois J. Principe

PROJECT EDITOR

Jessica A. Ryan

PRODUCTION MANAGER

John Cotterman

COPY EDITOR

Gail S. Burlakoff

TECHNOLOGY OPERATIONS

MANAGER

Patrick Bragg

Kerry L. B. Foster

TECHNICAL DIRECTOR

ASSISTANT EDITOR

Dan Brown

PRODUCT MARKETING

MANAGER

Jamie Jaeger

TECHNICAL REVIEWER

Doug Lloyd

CREATIVE SERVICES

MANAGER

Diane Lennox

DESKTOP PUBLISHER

Scott Hosa

ART DIRECTOR

Marcia Webb

PROOFREADER

Ron Ferrell

INDEXER

Sharon Hilgenberg

COVER ILLUSTRATOR

Laura Stalzer

ABOUT THE AUTHOR

Alan Simpson is the author of over 60 computer books covering Windows, word processing, databases, programming, the Internet, and publishing on the World Wide Web. His books are published throughout the world in over a dozen languages, and have sold millions of copies. Alan lives in San Diego, California, with his wife and their two young children.

ACKNOWLEDGMENTS

Many thanks to Elizabeth Olson, my right-hand woman, for her many contributions to this book.

Many thanks to everyone at Netscape Press, including Karen Bluestein, JJ Hohn, Jessica Ryan, Doug Lloyd, Gail Burlakoff, and Scott Hosa.

Thanks to the gang at Waterside Productions, my literary agency. And many thanks to Susan, Ashley, and Alec for their patience and support through yet another Daddy project.

DEDICATION

To my gang: Susan, Ashley, Alec, Tigger, Clifford, Tracker, and Lana.

Introduction

hen I first dipped into cyberspace a couple of years ago, everything was a hassle. Getting online was a hassle. After I was online I had to learn to use half a dozen different programs to access my e-mail, the World Wide Web, newsgroups, FTP, and all the rest. Getting a presence on the Web was even harder. It took forever to become fluent in HTML. And even when I gained a certain fluency, developing pages was a tedious, time-consuming process. Then *getting* those pages published on the Web—well, I don't even want to *think* about what a hassle that turned out to be.

Now, a mere two years later, that has all changed. A couple of mouse clicks and I'm online. Another couple of mouse clicks and I have instant access to my e-mail, the World Wide Web, newsgroups, FTP sites—the works. All from within one simple, intuitive Web browser.

Authoring and publishing on the World Wide Web is simple, too. Little or no HTML is required there anymore. I just design the page as I would a word processing document and let the computer worry about putting in all the appropriate tags. And publishing? Piece of cake. A couple of mouse clicks and those pages are available worldwide.

And the real miracle is that all of this capability is available from one simple-to-use program—Netscape Navigator Gold 3.0. Wow! And just for good measure, version 3.0 of Gold also gives me immediate access to multimedia Web sites, 3D Virtual Worlds, and a toll-free long-distance conference call system with voice, chat, and drawing board capability. It's all like some kind of dream come true.





WHAT THIS BOOK IS ABOUT

As you probably know, this book is about Netscape Navigator Gold, version 3.0, the world's most popular Web browser. Well, actually, the term *Web browser* hardly seems appropriate anymore, because Navigator gives you access to virtually *all* the Internet services. I suppose we should call Navigator an Internet browser, now.

What's the "Gold" about? What makes Gold different from the non-Gold Navigator is this: Gold provides an intuitive WYSIWYG editor for creating Web pages without HTML. And a simple button for posting those complete pages to the World Wide Web without all the usual headaches.



WHO SHOULD READ THIS BOOK

Given the fact that you've chosen the Gold version of Navigator rather than the non-Gold version, I'm assuming that you're interested in publishing on the World Wide Web. Maybe you're just looking to put up a personal Web page. Maybe you want to promote a business. Perhaps you want to set up a virtual storefront and actually conduct a worldwide business on the Web. Regardless of what kind of presence you're looking to create, I'm sure you'll find this book helpful. I've dedicated at least two thirds of the book to business and to Web authoring and publishing.



Here's what you need to know before you can use this book effectively:

- You should already know Windows 95 basics, such as how to open and close programs, and what folders and files are all about.
- You should know that the Internet exists and basically what it's about.

WHAT YOU DON'T NEED TO KNOW

Things you *don't* need to know to use this book:

- You *don't* need to know anything about the Internet, other than the fact that it exists and you'd like to be a part of it.
- You *don't* need to know anything about Unix, HTML, programming, modems, or other "technical stuff."
- You *don't* even need to know how to get online. We know there are many newbies out there and we've got ya covered.

WHERE TO START

It's hard to write a single book that will cater to Internet "newbies" (people who have never been online), as well as to Internet gurus. But I've tried to organize the information such that you gurus (and aspiring gurus) could hop right in at Chapter 1. The newbies can do a quick catch-up to the gurus using some other, isolated chapters. Here's where I would recommend you start reading in this book based on your current Internet experience level:

- If you have never been on the Internet the first thing you want is access to the Net. After you skim the rest of this Introduction I suggest you go straight to Chapter 30, "Getting Online (for Newbies)." If necessary, use Chapter 31, "Windows 95 Tweaking & Troubleshooting" to work out any problems you have getting online. Then come back and start at Chapter 1.
- If you are already comfortable cruising the Internet and World Wide Web just finish the rest of this brief Introduction and start at Chapter 1.



HOW THIS BOOK IS ORGANIZED

This book is divided into several parts, with each part further divided into several chapters. There's no need to read the book coverto-cover. You can pretty much hop in and out of parts and chapters to learn just what you want, or need, to learn at the moment. The parts are organized like this:

- Part I: Being Online: For those of you who are experienced with earlier versions of Netscape Navigator, this section provides a quick ramp-up to Gold 3.0's hottest new features, including multimedia and browsing 3D virtual worlds. Perhaps more important, this part of the book quickly takes you from being a Web "spectator" to being a Web author/publisher/businessperson.
- Part II: Creating Custom Web Sites: Right into the thick of it, this section teaches you just about everything you need to know to create cool Web pages in Netscape Navigator Gold. You can even add multimedia capabilities to your site. No prior experience required.
- Part III: Power Publishing: For the truly hard-core, this part of the book takes you beyond "basic" Web publishing and shows you how to jazz up your Web site with better graphics, clickable image maps, frames, and JavaScript.
- Part IV: Getting Down to Business: Here's where you can take your newfound Web publishing expertise from a hobby to a business. Learn about all the new ways in which the Internet supports secure financial transactions, create forms for interacting with customers and prospects, and promote your site to drum up business.
- Part V: More Golden Internet Services: As I said, Navigator is no longer just a Web browser—it's an Internet browser. And here's where you'll learn to use Navigator for toll-free long distance (CoolTalk), e-mail, newsgroups, FTP, Gopher, and Telnet. Advanced Web capabilities supported by Navigator—such as plug-ins, Java support, and LiveConnect—are covered here as well.

- Part VI: This 'n' That, Technical Stuff: Odds and ends are covered here, including getting online for you newbies, Windows 95 tweaking and troubleshooting, and personalizing Netscape Navigator.
- Part VII: Appendices: Take a look at the appendices for more useful information! Appendix A describes Navigate!, the official electronic publication of Netscape Press. Appendix B details the contents of the Companion CD-ROM. Appendix C gives important directions for installing Netscape Navigator Gold. Appendix D lists the special and foreign characters supported by Navigator. Appendix E identifies color names and triplets and Appendix F identifies all JavaScript's reserved words in a list for easy reference.



ABOUT THE CD-ROM

The CD-ROM that comes with this book offers many invaluable tools that will sharpen your Web authoring skills and help you make better, more compelling Web sites. See Appendix B for the whole enchilada, as well as installation instructions for the various programs.



LET ME KNOW...

I'm always open to suggestions and appreciate any feedback from readers that lets me know what I'm doing right and where I can make improvements. You can contact me at any of the following addresses and numbers:

Alan Simpson P.O. Box 630

Rancho Santa Fe, CA 92067

Fax: (619)756-9320

E-mail: alan@coolnerds.com Web: http://www.coolnerds.com

Thank you for buying this book. I hope it serves you well.



PART I: Being Online

Contents

	IntroductionxxvII
PART I BEING C	INLINE
Chapter 1	Go for the Gold
•	WHAT'S DIFFERENT ABOUT GOLD? 1
	WEB PUBLISHING WITH HTML
	WHAT'S NEW IN VERSION 3.0? 6
Chapter 2	Browsing the Web, Gold Style 1 1
	STEP 1: JACK INTO CYBERSPACE 12
	STEP 2: FIRE UP NETSCAPE NAVIGATOR 13
	WHAT'S ON THE SCREEN? 14
	GETTING ARDUND THE WORLD WIDE WEB
	NAVIGATING FRAMED SITES
	GETTING ONLINE HELP
	SITE SEEING

Chapter 3	Multimedia & 3D Virtual Worlds 3 1
	ENJOYING SOUND WITH LIVEAUDIO
	USING LIVEVIDED
	USING LIVE3D FOR VIRTUAL WORLDS
	SITE SEEING
Chapter 4	Golden Opportunities (or, Why Create a
	Web Site?)43
	WEB PUBLISHING FOR THE FUN OF IT
	WEB PUBLISHING FOR PROFIT
	PREPARE FOR THE BEST53
	SITE SEEING
Chapter 5	Finding a Home for Your Page 57
I	DEFINING YOUR NEEDS 57
	Personal Web Site ■ Commercial Web Site
	ONE-BUTTON PUBLISHERS
	SETTING UP YOUR ACCOUNT
C1 (
Chapter 6	Creating Your First Home Page 65
	CREATE A FOLDER FOR YOUR SITE 66
	WHAT TO NAME YOUR HOME PAGE 67
	THREE WAYS TO CREATE YOUR FIRST PAGE 68