

Dreamweaver CS3 II

SITA 2008

Instructor: Tyler Schroeder

SITA 2008 – Dreamweaver CS3 II

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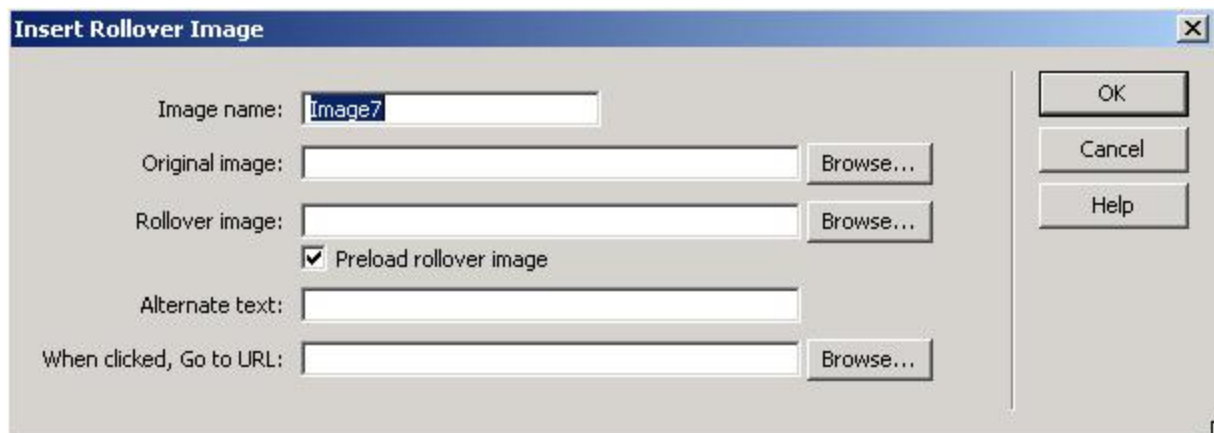
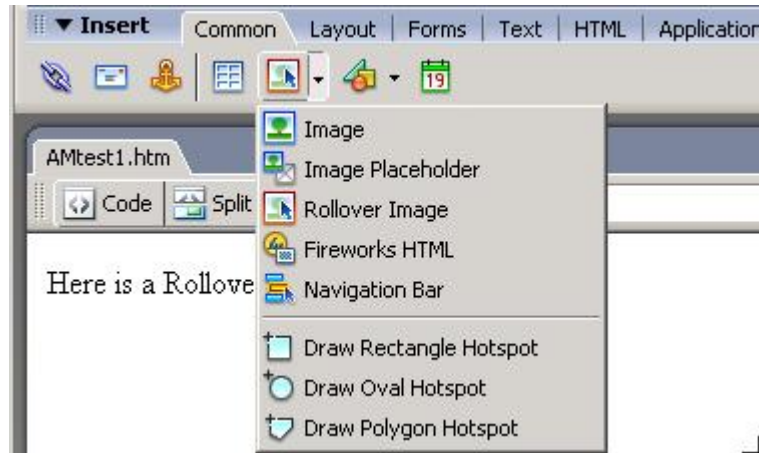
Dreamweaver CS3 II

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Rollover Images

- A rollover is accomplished by manipulating the image tag's source attribute. Basically, it is changing one image into another image.
- To create a rollover image, place the cursor where you want the rollover image to appear.

- Select Rollover Image from the Images drop-down menu on the Common category bar.
- Give the image a name. Enter the url of the original image and Rollover image.
- Check Preload if the images do not appear elsewhere on the page. Enter the alternate text.



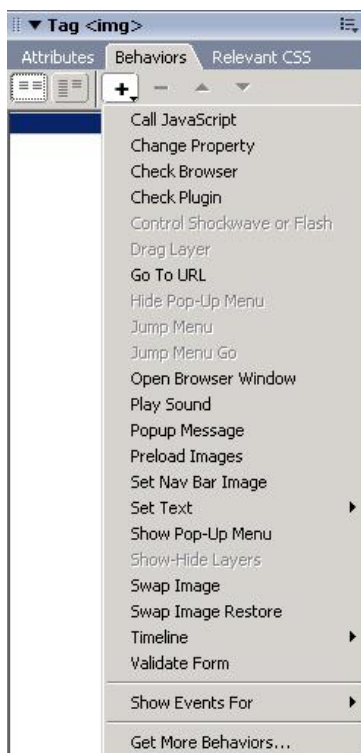
- IF you want this image to also serve as a link when clicked, enter the URL where to link to. Rollovers are typically used for buttons that,

when clicked, will open another Web page. A minimum empty link, the #, is automatically inserted into the code by Dreamweaver if no URL is used. However, some browsers link to the top of the page when a # in this situation is encountered, so include the code for an empty link Javascript::; in the 'When clicked' box.

- SAVE and test

Behaviors

- Access the Behaviors panel: Window – Behaviors (do not use the server-behaviors option)
- A behavior, in Adobe terms, is the combination of an event and an action. Moving the mouse over an item is the EVENT, swapping an image is the ACTION.
 - Behaviors are attached to a specific element on your web page such as a text link, a layer, or an image.
 - It is a simple four step process for adding behaviors.
 - 1 – Pick a tag (or click on an object) for the behavior to be attached – since the number of possible events is large with the anchor tag – the anchor tag is commonly used.



- 2 – Click + to add the behavior; Show events for... to choose the target browser since different browsers support different events.
 - 3 – Click + again to bring up the options to select an action to occur.
 - 4 – Enter the parameters needed
 - Right-click on the event name to change if necessary.
 - Multiple events can be associated with the same tag to handle multiple actions.
 - A single event can trigger several actions.
- Each instance of an image on a page must be named.
 - What is the main difference between Rollover Image and the Swap Image/Swap Image Restore?
 - The Rollover image controls just one image; with Swap image, multiple images may be controlled.
 - The Rollover inserts both the original and the alternate images in a given place. The Swap behavior is applied to an existing image.

Scripts

- Visit
 - www.dynamicdrive.com
 - Follow instructions given (usually....)
 - Select all button
 - Copy and paste code into head
 - Copy and paste code into body
- Two problems with importing scripts
 - Additional scripts can CONFLICT with other scripts
 - Additional scripts may OVERWRITE other scripts

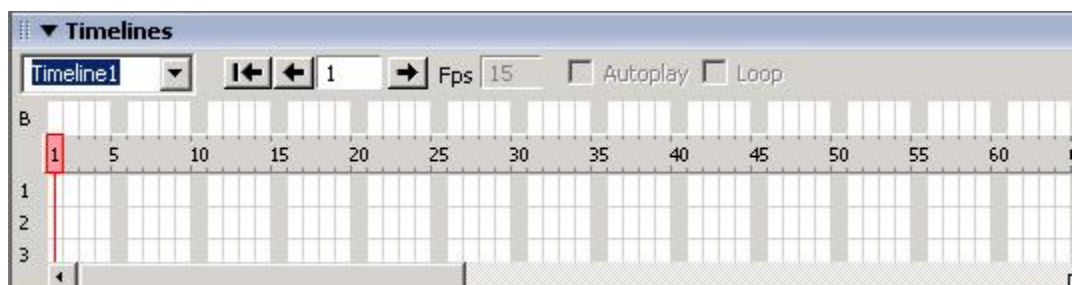
Layer Animation and Timelines

Introduction to Layers

- Layers in Dreamweaver allow you to position anything anywhere, show and hide items, exchange items, and animate items.
 - Go to the **Layout** tab and select the Standard View.
 - Click on the Draw AP Div icon in the Layout Category.
 - Move a layer by grabbing the selection handle in the corner.
 - It is important to name the layer with a single word – no spaces or special characters.
 - VIS: Visibility indicates if the layer is visible or not when first loaded.
 - The Z-index indicates the order of the layer – the higher the number, the more "on top" the layer

Adding a Timeline

- Motion implies time – so to control motion, use a timeline. Only browser versions 4 and newer can understand timelines.
- To reveal the Timelines panel: Window – Timelines
- Each timeline is composed of a series of frames.
- Each frame is a snapshot of what the objects, or in this case, the layers on the timeline look like at a particular moment in time.
- In Dreamweaver timelines are implemented in HTML code with three primary roles:
 - 1) To alter a layer's position, dimension, visibility, or depth;
 - 2) To change the source for any image or cause another image to appear;
 - 3) To trigger JavaScript behaviors on any frame.
- There are three ways to add a layer or image to the timeline
 - 1) using the menu
 - 2) using the keyboard shortcut, or the best way
 - 3) drag & drop the layer onto the timeline.



- At the top of the timeline Panel is the Timeline controls:
 - Name, Rewind button, Back button, the Frame number field, and the Play button.
 - The Frame number field will always display the number of the field currently selected. In the next field, one can alter the number of frames per second (Fps). The default is 15 frames or 1 second. The actual delay is determined by the processing speed of the user's system. Increasing the number of frames per second will accelerate the animation; decreasing the number will slow the animation. [Movies show at 24 fps, video at 30, and web animation at 15.]
 - If Autoplay is checked, the timeline will start immediately upon loading. If not, a Play Timeline action must be attached to some other event. The loop checkbox is used to indicate if a loop is wanted or not.
 - The Behaviors channel is located just below this area. Click in this area to add a Behavior to a specific frame.
 - Below the Behaviors channel is the number of each of the individual frames.
 - The bottom section, the animation channels, is where individual layers are added that can be moved, hidden, and shown with the timeline.

- When each layer is inserted, two **KEYFRAMES** are automatically added to each animation bar – the Start and the End Keyframes. Keyframes are indicated by open circles.

- In order for any animation to occur, one of the layer's properties must change in one of the keyframes.

- To alter the direction in the middle of the path, just add another keyframe to the animation bar.
 - Either add a Keyframe with Modify – Timeline – Add Keyframe or Right-click (ctrl-click) on the animation bar and from the Context menu that appears, choose Add Keyframe (be sure the layer is selected).

WARNING: Adding a KEYFRAME is different than adding a FRAME.

Recording Paths

- The Record Path of Layer command automatically creates the necessary series of keyframes calculated from dragging the layer along a path. When

the resulting path is shortened, keyframes stay proportional. The slower the layer is dragged, the more frames that are inserted in the animation bar.

1. Select Frame 1 in the timeline; select the layer
2. Select Modify – Timeline (near bottom) – Record Path of Layer
3. Click and drag the selection handle around in a loop and back near the beginning location; IF an additional path was created for the layer in the timeline, remove the original and drag the new path over to frame 1

Adding Behaviors to a Layer

- Besides being part of animations, layers can also have behaviors attached directly to them.
- Need Help? Ask the instructor, a classmate, review the reading guide, review the text, use on-line HELP in Dreamweaver.

Timeline Triggers

- Behaviors can be added to timelines in four ways.
 1. Right-click on a frame and select Add behavior
 2. Double-click on a frame in the Behaviors channel
 3. Open the Behaviors panel then click the frame to modify in the Frame row of the Timeline
 4. Select the frame and choose Modify – Timelines – Add Behavior to Timelines
- Three behaviors are always used for timelines:
 1. Play Timeline
 2. Stop Timeline
 3. Go to Timeline
- To control the start of the Timeline
 1. Click on the <BODY> tag to reveal behaviors in the Behavior panel
 2. Uncheck autoplay to remove the onLoad from the body tag
 3. Add the Play timeline behavior to some event.

Layer Positioning

- Layers can be positioned either as RELATIVE or ABSOLUTE
 - position: absolute – the position of the layer will be calculated from the upper left corner of the page. If the layer is nested inside another layer, its position will be calculated from the upper left corner of the parent layer.
 - position: relative – the position of the layer will be relative to the position of the tag that contains the style. If the layer is placed in the middle of the page, then the position will be calculated from the exact spot in the middle of the page where it was added.

- Two properties help define the exact position - LEFT and TOP
 - Either positive or negative values can be used for these properties making it possible to move content higher up or further left on the page than the logical position in the HTML code where the layer is defined.

- Layers can be positioned either as RELATIVE or ABSOLUTE
 - position: absolute – the position of the layer will be calculated from the upper left corner of the page. If the layer is nested inside another layer, its position will be calculated from the upper left corner of the parent layer.

Creating Accessible Forms

Setting accessibility options:

Edit – Preferences – Accessibility – Form Objects



Form |

text – hidden – text field |

check – radio – radio group|

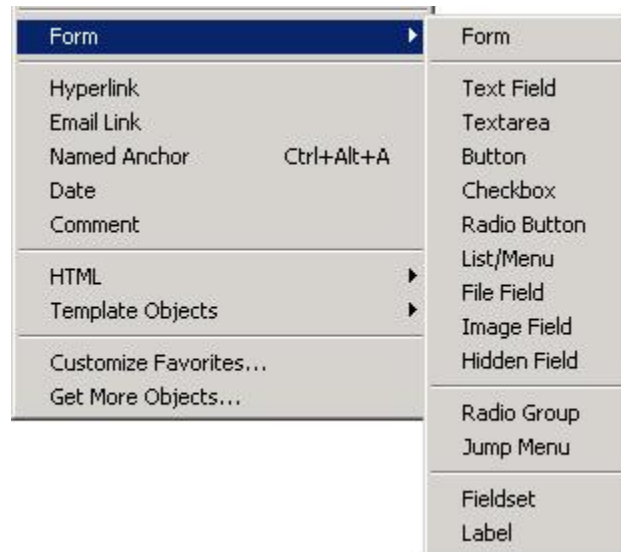
list – jump |

image – file – button|

label – fieldset |

Spry Elements

Same items may be accessed through the Insert – Form menu



Forms cannot be nested.

To insert a form – click on the FORM icon.

- The <form> tag has three main attributes: name, method, and action.
- Use the Properties Inspector to name the form

METHOD

- Get – passes the attached information with the URL
 - Size limitations
- POST – contacts the program at given URL then sends another transmission that contains the name-value pairs; there are no size limitations; is the DreamWeaver default

ACTION

- Indicates what should be done with form contents
- For the real world, you may wish to check out:
<http://www.scriptarchive.com/formmail.html>

Creating a form...

An HTML LABEL specifically associates the label's text with the form control. This allows the browser to tell the user definitively which label applies to the given control. Usually, clicking on the label positions the cursor in the form field, or toggles the value of radio buttons or check boxes. This is intuitive for many users and provides a larger target for the mouse.

For each FORM control, a label should be placed in a LABEL element (see following sample code). The "for" attribute is used to attach LABEL to a specific form control. The value of the "for" attribute must be the same as the value of the "id" attribute of the form control.

Since "reset", "submit" and image buttons have labels implicitly associated with them associated with them (the "value" attribute or the "alt" text for image buttons), they do not need labels.

Summary:

Default values can be given for many of the form objects – this is especially important for check boxes, radio buttons, and drop down lists/menus.

The three standard parts of a form tag are

Form name
Method
action

The three basic tags are

<input ...> used for text fields (type = "text")
radio buttons (type="radio")
checkboxes (type="checkbox")
buttons (type = "submit" or "button" or "reset")

<select ... > used for list/menus with <option...>

<textarea ... > used for multiline text areas

When a form is submitted for processing, Name – Value pairs are sent.

Client-side validation of form content may be applied through the use of the behavior – Validate Form.

Validate accessibility of code through DreamWeaver's File – Check Page – Check Accessibility and with <http://www.totalvalidator.com/>

Audio and Video

Common Audio Formats

- WAV
- MP3
- RA
- WMA
- MIDI

Sound files are handled very differently and inconsistently by different browsers.

Waveform Extension - .wav

- Developed by: Microsoft and IBM
- First standard PC audio format
 - Compatible with Macs and Unix
 - Default audio format for Windows
 - Supported by many browsers; doesn't require plugin
- Generally *uncompressed*
 - Just like the TIFF or BMP image format
 - Large file size; Makes it a bad web format
- Sound quality good
- Does not support streaming
 - Must be fully downloaded before you can start to play them
 - Makes it a bad web format

MPEG-1 Audio Layer 3 - .mp3

- Developed by: Motion Picture Experts Group Audio
- High *compression* rate of 12:1
 - Lossy - similar to JPEG compression
 - File size larger than Real Audio
- Sound quality very good
 - Very popular music format
 - Most common for downloadable music
 - Tracks for movies
- Needs helper application or plugin: QuickTime, Windows Media Player, or Real Player
- Supports streaming

Real Audio - .ra, .ram

Windows Media Audio - .wma, .asf, .asx

- Developed by: Microsoft
 - Microsoft's newest format designed to compete directly with MP3
- High *compression* rate is 16:1
 - Produces smaller music files than MP3
- Sound quality better all-around because of the compression algorithm used
- Supports streaming

Musical Instrument Digital Interface

- Standard for controlling devices that emit music
 - Synthesizers and sound cards
 - Cannot be recorded, must be synthesized
- Formats: QuickTime (.mov) – bland; Rich Music Format (.rmf) – Beatnik's hybrid format, excellent sound; Standard (.mid, .midi, .smf) raw data files
- MIDI represents sound by controlling the pitch, length and volume of each note
 - Not sampled sound waves, but a list of text commands such as "play note 6 for 2 sec"
 - Best analogy: MIDI is sheet music whereas the other formats are recordings
- Advantage: file sizes are quite small so clip can be long; doesn't require plugin
- Disadvantage: file is actually controlling the player, not specifying the output of the sound, so there is not as much specific sound control available; poor for voices; quality depends on user's sound card
- Does not support streaming

Others

- AU - .au, .snd – uncompressed
- Audio Interchange File Format - .aif, .aiff – uncompressed; played by most browsers, doesn't need plugin, large file size limits length of clips
- Flash - .swf – PCM (Pulse Code Modulation – most common encoding method for digital audio) or MP3
(continued onto next page)

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| <ul style="list-style-type: none"> • Developed by: Real Networks (continued onto next page) <ul style="list-style-type: none"> – Became popular as one of first streaming audio formats – Streaming audio is still its number one use – Used heavily for internet radio broadcasts • High <i>compression</i> rate around 16:1 <ul style="list-style-type: none"> – Produces smaller files than MP3 • Sound quality great for voice, but worse than MP3 for music (newer players have improved quality) • <u>Supports</u> streaming | <p>compressed audio, streams</p> <ul style="list-style-type: none"> • Shockwave Audio - .swa – low bit-rate MP3 file, stream over http <hr/> <p>Common PLAYERS used today:</p> <ul style="list-style-type: none"> • Windows Media Player = Microsoft • Real (One) Player = Real Networks • QuickTime Player = Apple <p>Others: Audion (Mac), iTunes, LiveAudio, Winamp (Windows)</p> |
|--|---|

| <p>Common Video Formats</p> <ul style="list-style-type: none"> - AVI - MOV - RM - MW - MPEG <p>Interactive (multimedia) formats</p> <ul style="list-style-type: none"> - Shockwave - Flash | <table border="1"> <thead> <tr> <th>Name</th> <th>Size</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td colspan="3">Files Currently on the CD</td> </tr> <tr> <td> chicago.mpg</td> <td>23,611 KB</td> <td>Movie File (MPEG)</td> </tr> <tr> <td> episode2trailer1.asf</td> <td>9,192 KB</td> <td>Windows Media Audio/Video file</td> </tr> <tr> <td> Finding_Nemo.ram</td> <td>1,178 KB</td> <td>RealPlayer File</td> </tr> <tr> <td> kicklike-tr_hi.wmv</td> <td>8,251 KB</td> <td>Windows Media Audio/Video file</td> </tr> <tr> <td> matrix_revolutions_teaser.mpg</td> <td>15,653 KB</td> <td>Movie File (MPEG)</td> </tr> <tr> <td> not-hitt.rm</td> <td>1,989 KB</td> <td>RealMedia File</td> </tr> <tr> <td> RAIDERS.mov</td> <td>9,087 KB</td> <td>QuickTime Movie</td> </tr> <tr> <td> returnoftheking_nl320_dl.mov</td> <td>10,916 KB</td> <td>QuickTime Movie</td> </tr> </tbody> </table> | Name | Size | Type | Files Currently on the CD | | | chicago.mpg | 23,611 KB | Movie File (MPEG) | episode2trailer1.asf | 9,192 KB | Windows Media Audio/Video file | Finding_Nemo.ram | 1,178 KB | RealPlayer File | kicklike-tr_hi.wmv | 8,251 KB | Windows Media Audio/Video file | matrix_revolutions_teaser.mpg | 15,653 KB | Movie File (MPEG) | not-hitt.rm | 1,989 KB | RealMedia File | RAIDERS.mov | 9,087 KB | QuickTime Movie | returnoftheking_nl320_dl.mov | 10,916 KB | QuickTime Movie |
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|--|---|
| <p>Audio Video Interleave - .avi</p> <ul style="list-style-type: none"> • Developed by: Microsoft <ul style="list-style-type: none"> – The “Interleave” in the name is associated with the fact that packets of Video / image data are interwoven with audio data • One of the first video formats on the PC <ul style="list-style-type: none"> – Released with Windows 3.1 (early 90s) – Considered “old” format • <i>Compression</i> is poor (long download times) • Image quality poor • <u>Does not support</u> streaming <ul style="list-style-type: none"> – Makes it a bad choice for the web <p>QuickTime Movie - .mov</p> <ul style="list-style-type: none"> • Developed by: Apple | <p>Windows Media Video – .wmv, asf, .asx</p> <ul style="list-style-type: none"> • Developed by: Microsoft <ul style="list-style-type: none"> – Designed to compete directly with RM • <i>Compression</i> is excellent (very low bandwidth needed) • Image quality somewhat grainy in comparison to QuickTime <ul style="list-style-type: none"> – But bit rates are also much lower • Playback with Windows Media Player • <u>Supports</u> Streaming <p>Motion Pictures Expert Group - .mpg, .mpeg, .mpe</p> <ul style="list-style-type: none"> • a set of standards: <ul style="list-style-type: none"> – MPEG-1 (early 90s) <ul style="list-style-type: none"> • Requires Low bandwidth: 1 to 1.5 Mbits/second • Produces Low quality images |
|--|---|

If the video or audio clip is Streamed, a local copy is not stored on the computer – only a temporary file is stored in the computer's cache until the internet cache is cleared.

Because the streaming method is quite popular on the internet, video or audio throughput is also often stated in terms of the speed of the connection.

The actual size of the file is not as important as the bandwidth required to play the video or audio clip.

Audio Quality

What we hear when we listen to an audio clip, depends on the quality of the recording. Two things help control the quality: Sampling rate and Sampling size.

- Sampling rate indicated how many pieces of data gathered per second
 - CD quality = 44.1 kHz = 44,100 samples per second
- Sampling size indicates the accuracy of each sample
 - CD accuracy – 2 bytes per sample per channel (stereo) – 4 bytes per sample

To record a minute of CD quality sound:
 44,100 samples / second @ 4 bytes / sample →
 176,400 samples / second →
 10,584,000 bytes / min →
 10.5M / min

This means that the minute of the WAV file would take up 10.5M of disk space.

To download this WAV file on a 56 Kbps modem:
 56,000 bits / second ◇
 7,000 bytes / second ◇
 10,584,000 bytes / 7,000 bytes per second ◇
 1,512 second →
 25.2 minutes!

- Window size (e.g. 640x480) – how many total pixels are involved on the screen
- Frames per second (e.g. 30 fps) – how many frames will be shown per second
- Compression rate – which depends on the codec – the encoder / decoder compression algorithm –
 Inversely impacts image quality – the higher the compression, the lower the quality.

Most Video Encoding errors occur near sharp edges and with fast moving objects within the video. We get the best results with still images. But the faster the object moves, the poorer the quality becomes.

Three ways to attach Audio & Video to web pages:

<A> tag

Similar to a normal link, with the hypertext reference being the URL of the audio/video file. Clicking the link causes a free-floating external player to pop up to play the audio/video. In order for this to work, you have to have a plug-in available (the application capable of handling the file).

<EMBED> tag - recognized by Netscape

Embeds **to** preferred player in the web page. This has been the most popular of the embedding methods, but multiple parameters cannot be added. This requires a plug-in. One of the *disadvantages* is that the resulting plug-in is activated at load time. One approach would be to link to a page that has the sole purpose of handling the clip. The plug-in will probably contain control, but does not include selection control.

<OBJECT> tag – recognized by Internet Explorer

Embeds **the** player in the web page using CLASSID

One ID per player – must know it when coding web page. This is the embedding standard of the W3C

Can add parameters like 'autoplay'; use Dreamweaver's ActiveX.

Note: All these methods require an audio/video plug-in to be installed on the system

Sound and Video in a Webpage

1. Go to the web and find two **audio** clips stored in different formats - a WAVE and a MP3. Be sure the file ends in **.wav** or **.mp3**. Download these files.



Note that to download audio/video clips rather than play them you often need to right click on the link and select "save target as..."

2. Go to the web and find two **video** clips stored in different formats - one should be a **WMV** and one should be a **MOV**. Download the files. [You can see the extensions in the status bar at the bottom of the web page as you hover over the links to download.]

When selecting your files note how much smaller the files marked streaming are compared to the ones marked download. These streaming files are simply stub files that when loaded a player will contact a particular streaming server somewhere in the world and ship you the rest of the movie. Thus, the streaming version will save you space on your hard drive, but at the cost of having to connect to the streaming server each time you want to view your video. Try viewing a streaming movie clip to watch it connect to the streaming server and buffer information until it has enough to start showing the movie. Compare this to viewing a movie stored entirely on your local drive (double click on the movie from Windows to play it).

Linking on Webpages

There are 3 ways to include audio and video on web pages: `<a>`, `<embed>`, and `<object>` tags. For this experience you are to perform the following linking tasks.

- A. Create a new web page, **Links.html**. Provide `<a>` links to your two **audio** files and your two **video** files. Make sure to test these links to ensure they are working properly. **Beside each link** indicate the type of player used and the media format.
- B. Create a second web page, **Embed.html**. Insert the **WMV** file onto this page using the `<embed>` tag (Dreamweaver Media "PlugIn"  button). Select the Common tab, find the Media icon (the 6th one), select PlugIn from the drop-down Media choices (or choose Insert - Media - Plugin). Be sure to enlarge the size of the icon to represent the approximate size of the movie you wish to see. The result should be video embedded into your web page via a player plugin. Test the results by opening up the page in IE. What player is used?
- C. Lastly, create a third web page, **Objects.html**. Insert the WMV and MOV movies into your web page using the `<object>` tag (Dreamweaver Media  button). Select the Common tab, find the Media icon (the 6th one), select **ActiveX** from the drop-down Media choices (or choose Insert - Media -

ActiveX). Recall that both the <embed> and <object> tags will embed an audio/video into the middle of a web page, but that the <object> tag is the preferred method. Make sure you **uncheck the embed checkbox** in the <object> properties.

With the <object> tag you get to specify a player. In the Properties Inspector, DreamWeaver only gives you choices for a couple of players including the RealPlayer. In order to use the object tags you will need a classid that specifies the particular player to use. You will also need parameters that specify the name of the movie file, if the movie should start playing immediately, and if the controls (play/pause/stop/etc) should be present. There are other parameters available as well. Play with these parameter settings to see what they do.

For the **Windows Media Player**: (be sure to use the **WMV** file)

CLASSID="clsid:22D6f312-B0F6-11D0-94AB-0080C74C7E95"

Add the parameters : filename (value is the file name), autostart (value is true or false), and showcontrols (value is true or false)

For the **QuickTime Player**: (be sure to use the **MOV** file)

CLASSID="clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B"

Add the parameters : src (value is the file name), autoplay (value is true or false), and controller (value is true or false)

Before leaving this page, check the code to be sure the Class Id and the three related parameters are in each of the two object tags.

Resources

Dreamweaver CS3 Documentation

<http://www.uwec.edu/help/dwCS3.htm>

HTML 4.01 / XHTML 1.0 Reference

http://www.w3schools.com/tags/ref_byfunc.asp

META Tag Builder 2

<http://vancouver-webpages.com/META/mk-metas.html>

Web-Safe Fonts

<http://www.codestyle.org/css/font-family/sampler-CombinedResults.shtml>

CSS Zen Garden

<http://www.csszengarden.com/>

CSS Drive

<http://www.cssdrive.com/index.php/examples/>

Dynamic Drive CSS Library

<http://www.dynamicdrive.com/style/>

HTML Source: Stylesheets

<http://www.yourhtmlsource.com/stylesheets/>

Tizag CSS Tutorial

<http://www.tizag.com/cssT/index.php>

Layout Gala

<http://blog.html.it/layoutgala/>

Dynamic Drive DHTML Library

<http://www.dynamicdrive.com/style/>

Big Webmaster Resources

<http://www.bigwebmaster.com/>

FavIcon Creator

<http://www.chami.com/html-kit/services/favicon/>

Kuler Color Scheme Picker

<http://www.chami.com/html-kit/services/favicon/>

W3C HTML Validator

<http://validator.w3.org/>

W3C CSS Validator

<http://jigsaw.w3.org/css-validator/validator.html.en>