

Dreamweaver UltraDev

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Creating a new webpage

1 Start Dreamweaver UltraDev 4



Dreamweaver
UltraDev 4 [...]

2 Double click on the Dreamweaver UltraDev 4 icon.

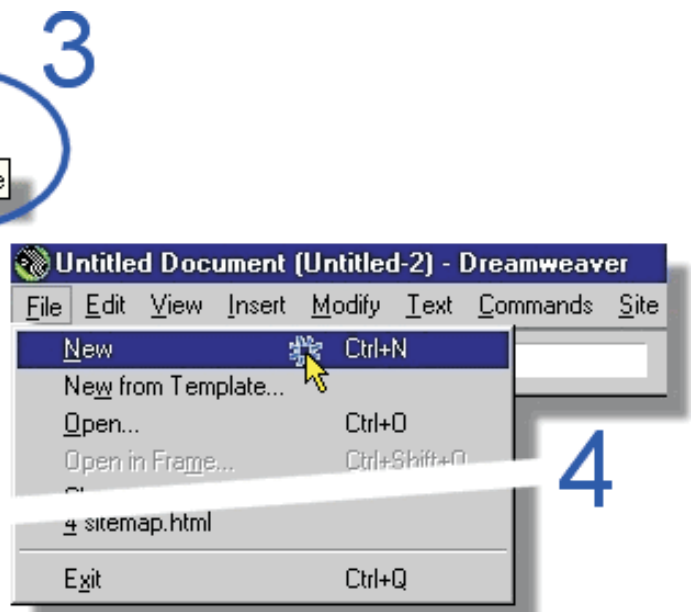
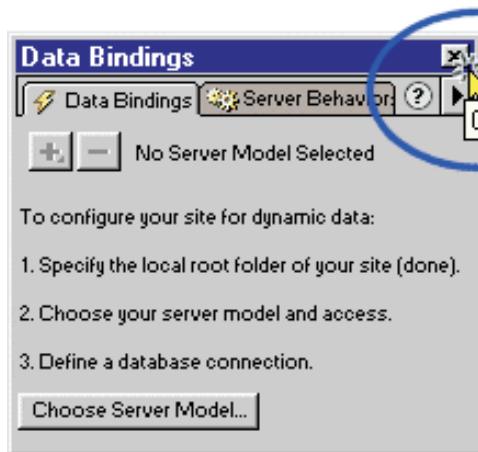
Note: Dreamweaver UltraDev is only available in the Education Computing Lab T316 in General computing Labs use Macromedia Dreamweaver MX which is compatible with UltraDev but has a slightly different interface.

2a Maximize
Dreamweaver



3 Close the
Data Bindings
floating window if it is visible.

4 Select File | New



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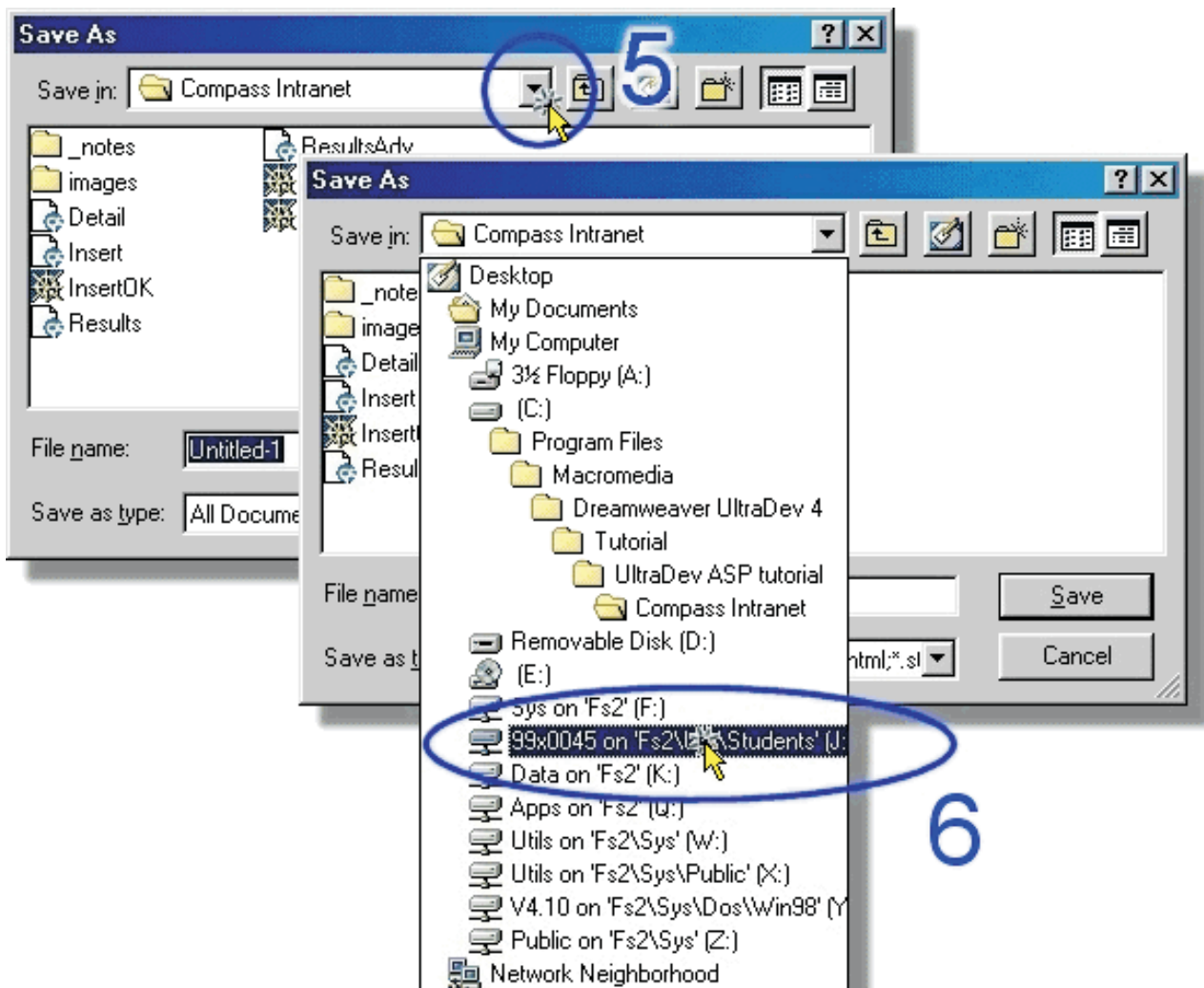
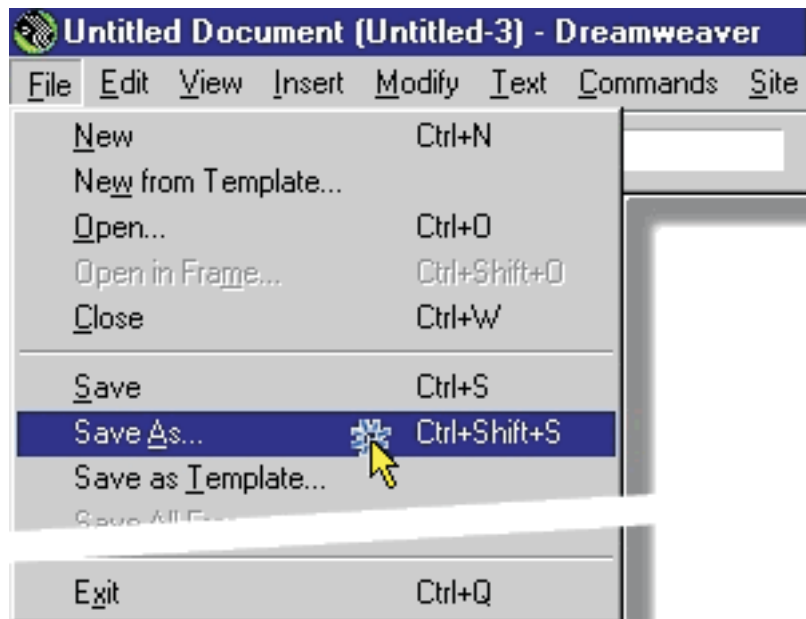
Creating a new webpage continued...

4a Select **File | Save As...**

5 Change to your J:\ drive

6 Select the J:\ drive from the list.
Note: Drives are listed in alphabetical order.

To find your J:\ drive look for your student number.



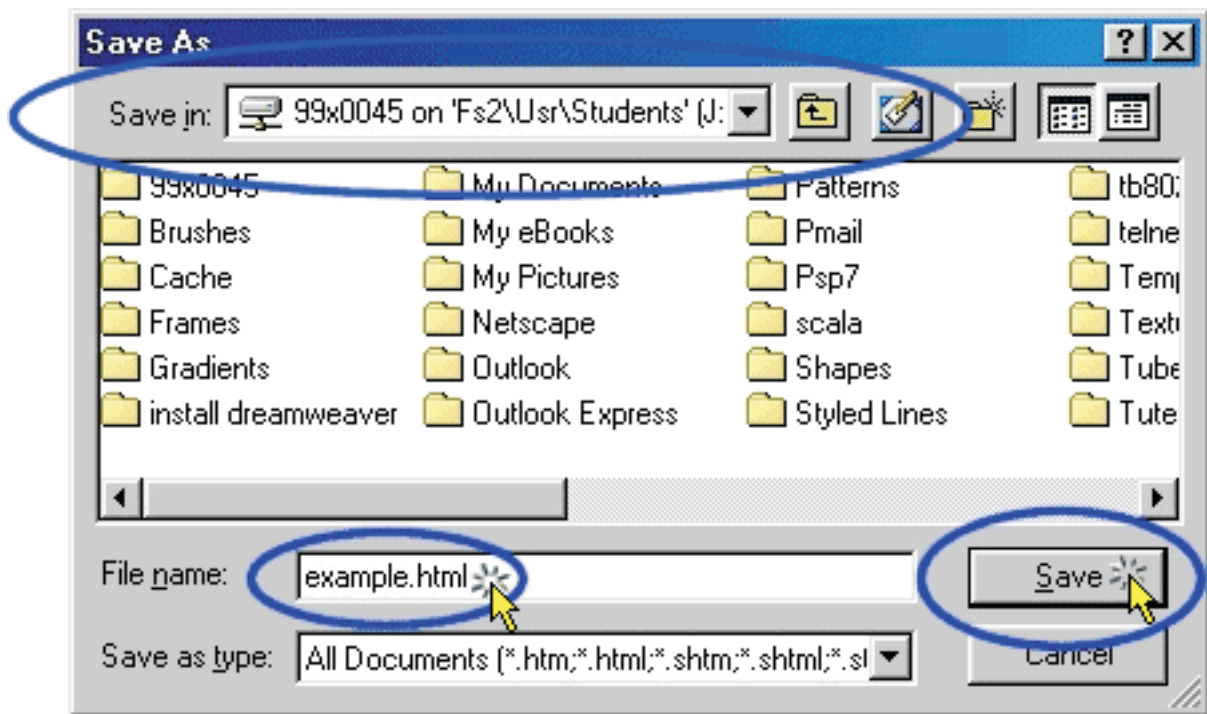
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Creating a new webpage continued...

- 7 When naming your file you must type **.html** - full stop html - after the file name. This is important, if you don't Dreamweaver will default to an extension of **.aps** which will not work with Netscape.

Note: Please **do not use spaces in file names** when working with webpages.
It is also preferable to **stick to lowercase characters** for file names on the Web.

Always check that you are saving the file to your J:\ drive. Look for your student number in the **Save in:** window.



Once you have saved your new webpage don't forget to send it to the Web using *Ws_FTP* note that you will also have to send any images that you use as separate files otherwise your images will not appear on the Web.

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Editing an existing webpage

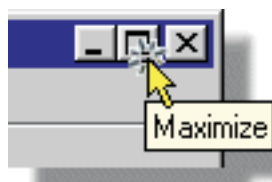
1 Start Dreamweaver UltraDev 4



2 Double click on the Dreamweaver UltraDev 4 icon.

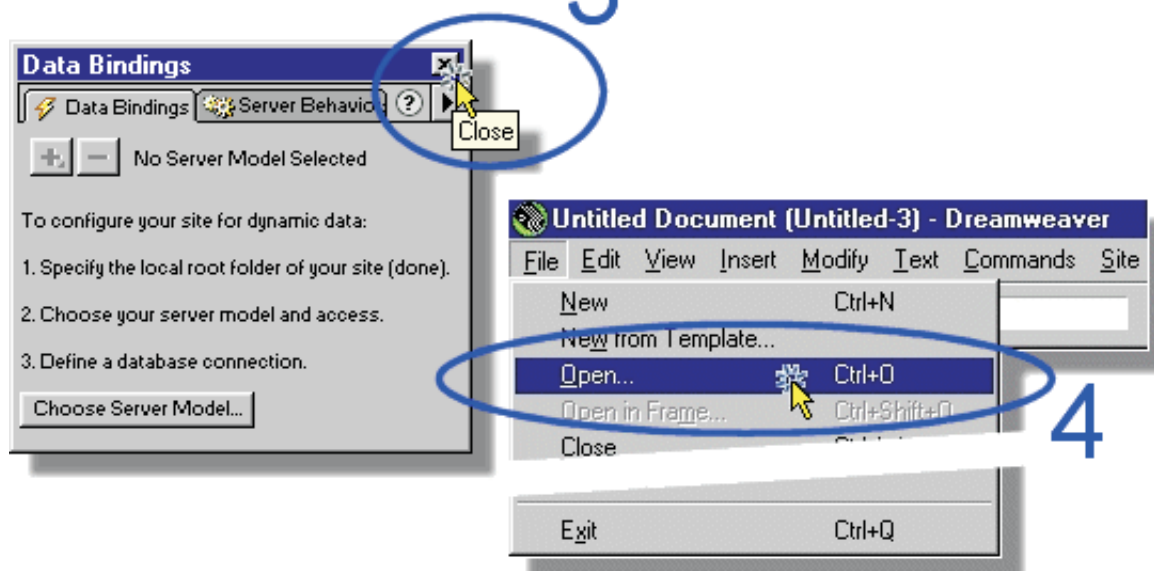
Note: Dreamweaver UltraDev is only available in the Education Computing Lab T316 in General computing Labs use Macromedia Dreamweaver MX which is compatible with UltraDev but has a slightly different interface.

2a Maximize Dreamweaver



3 Close the *Data Bindings* floating window if it is visible.

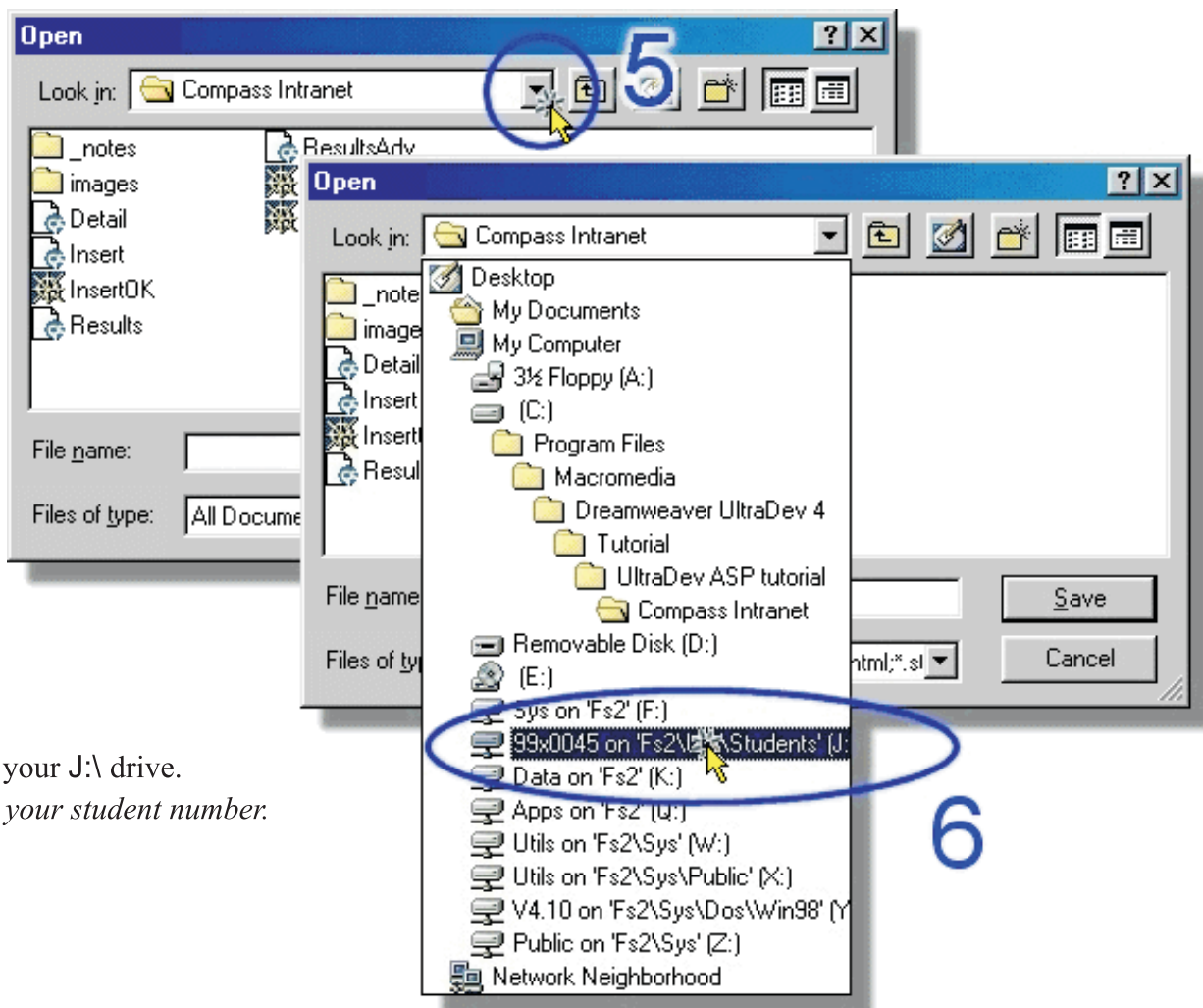
4 Select File | Open



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Editing an existing webpage continued...

- 5 Change to your J:\ drive.



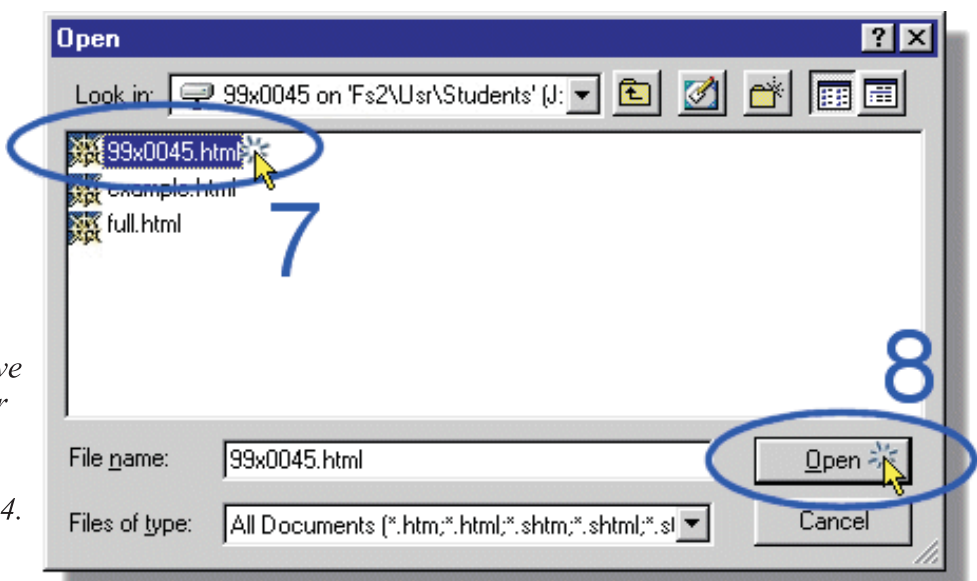
- 6 Click on your J:\ drive.
Look for your student number.

- 7 Select the file you want to edit.

- 8 Click Open

Once you have modified the file don't forget to save the changes to your J:\ drive and use Ws_FTP to transfer the new version to the Web.

See Ws_FTP Notes page 114.



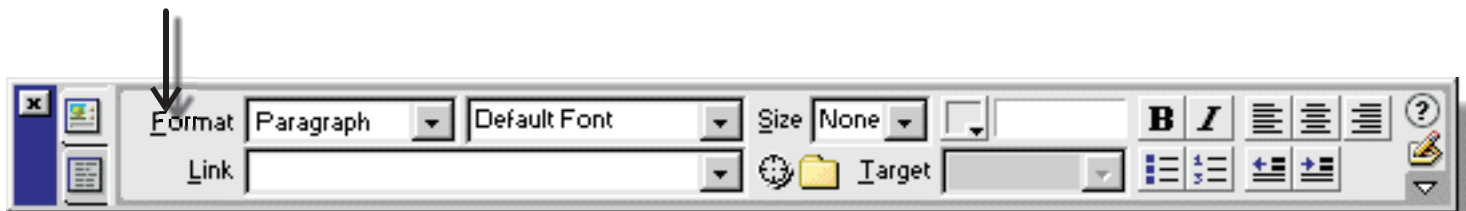
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Floating windows

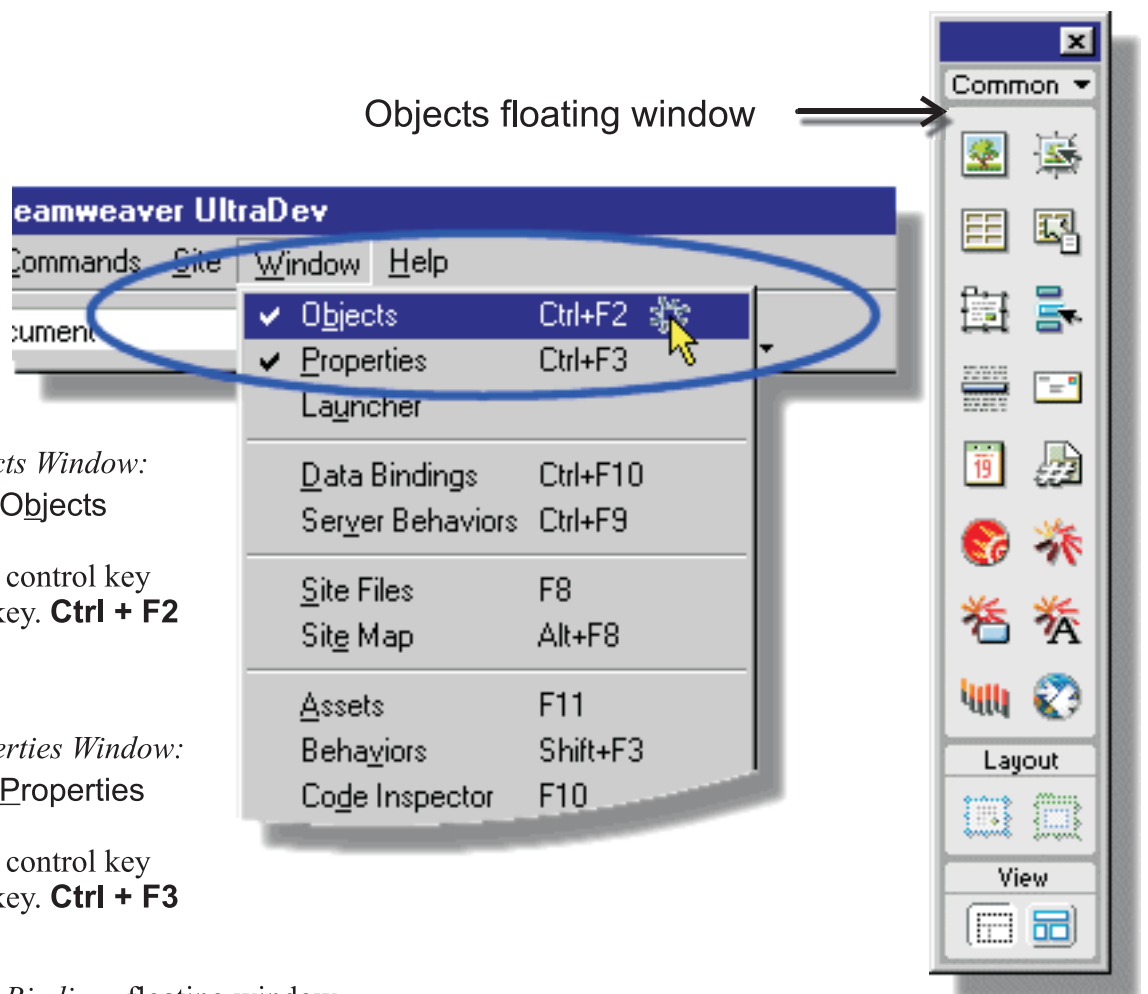
Note: There are two floating windows that you will need often. They are the *Objects window* and the *Properties window*. Both these windows will be visible when you start Dreamweaver.

When you start Dreamweaver you will see another floating window called the *Data Bindings window*. You will not need this window and you should close it each time you start Dreamweaver.

Properties floating window



Objects floating window



- 1 To view the *Objects Window*:
Select Window | Objects

Or hold down the control key and press the F2 key. **Ctrl + F2**

- 2 To view the *Properties Window*:
Select Window | Properties

Or hold down the control key and press the F3 key. **Ctrl + F3**

- 3 To close the *Data Bindings* floating window,
hold down the control key and press the F10 key. **Ctrl + F10**


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Inserting anchors

Theory:

Anchors are used when you want to link to a specific place in a web page.

If you want to a link at the bottom of a page to go back to the *top* of the page you will need an anchor at the top of the page for the link to point to.

In Dreamweaver anchors look like this: 

You only see the anchor in Dreamweaver you don't see the anchor icon when you are browsing the finished page with Netscape or Internet Explorer.

Anchors can only be tested in a browser, you can't test anchors in Dreamweaver.

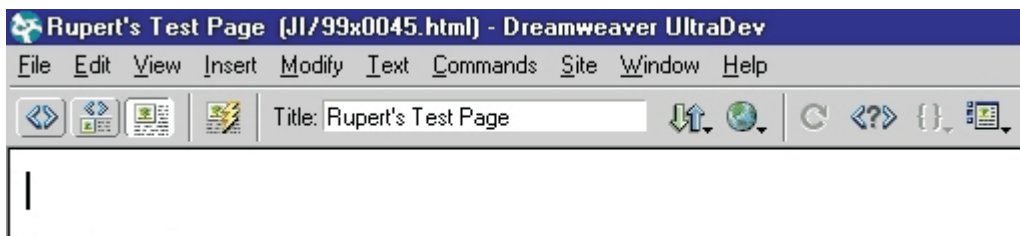
links that point to an anchor use the # – *hash symbol* – before the name of the anchor e.g. #Top.

The following link points to an anchor called *top* at the top of the page index.html

<http://uob-community.ballarat.edu.au/~rrussell/tutorials/dreamweaver/index.html#top>

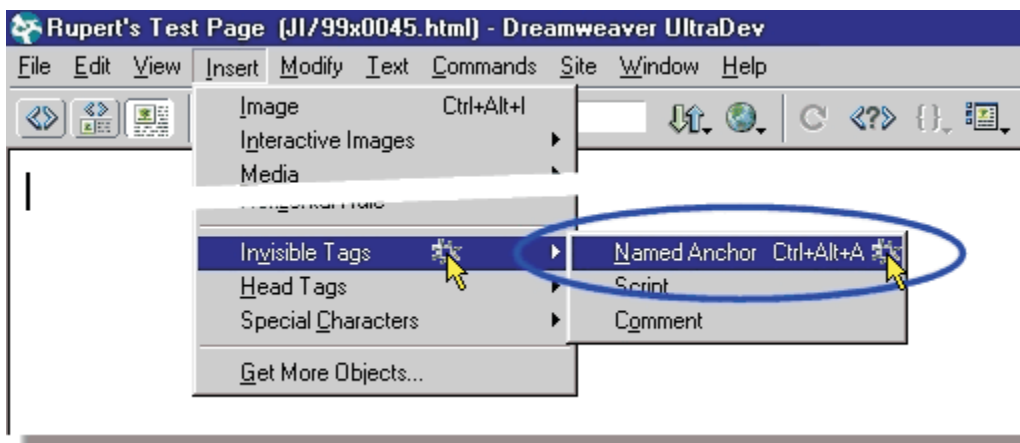
See: Linking to anchors page: 29.

- 1 Place the cursor to where you want to place the anchor.



- 2 Select Insert | Invisible Tags | Named Anchor

Or Hold down the Ctrl key & the Alt key and press A – Ctrl+Alt+A –



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Inserting anchors cont...

3 Enter a name for the Anchor.

Tips:

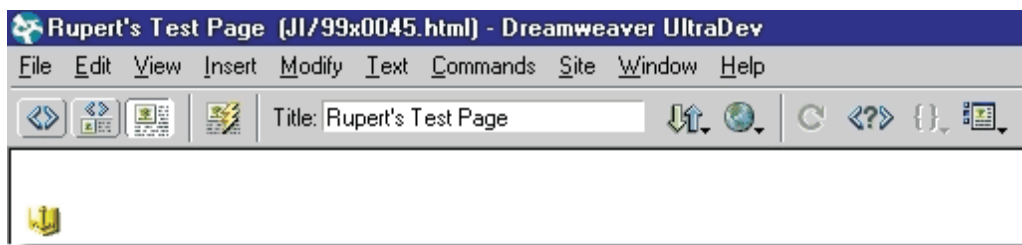
Keep names short and descriptive or use numbers. e.g., top, bottom, 1, 2, 3.

Do not use spaces in the name of an anchor.

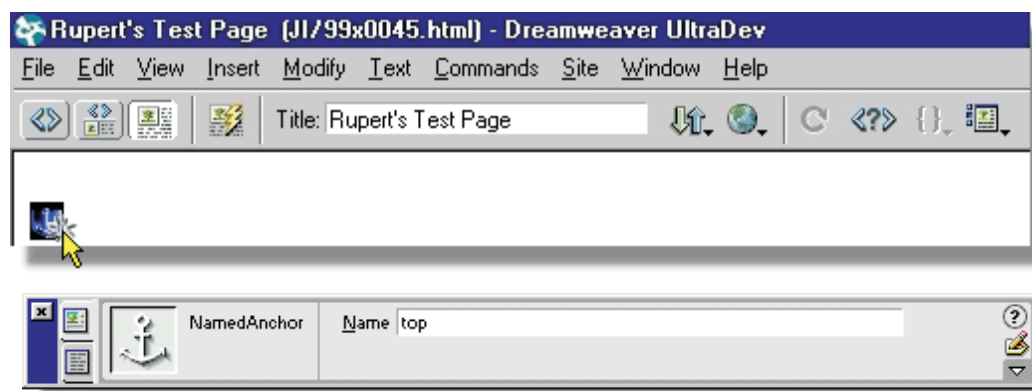
4 Press OK



5 You should see the anchor appear in your web page.



6 The anchor's properties will appear in the properties window. as your webpage, see step 1 above.



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Note:

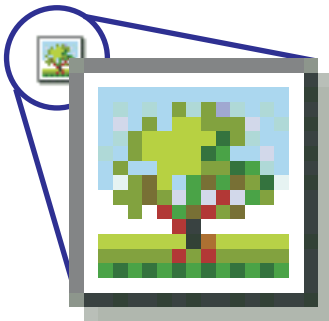
Each image that you place in a webpage must first be saved into the same folder on your J:\ drive as your webpage. Each image must then be sent to the Web using Ws_FTP along with your webpage.

Inserting images

Before inserting images into a webpage make sure that the image is saved into the same folder on your J:\ drive as your webpage.

1 Save the image into the **same folder** as your webpage on your J:\ drive. This is important otherwise the image will not appear on the Web once you publish your webpage. **Do not insert images directly from 3.5" floppy drive, copy them to J:\ drive first.**

2 Click the Insert image button on the *Objects floating window*. If you can not see the *Objects window* select **Window | Objects** and make sure that there is a tick next to **Objects**. Or hold down the control key and press the F2 key. **Ctrl + F2** See Floating Windows on the previous page.



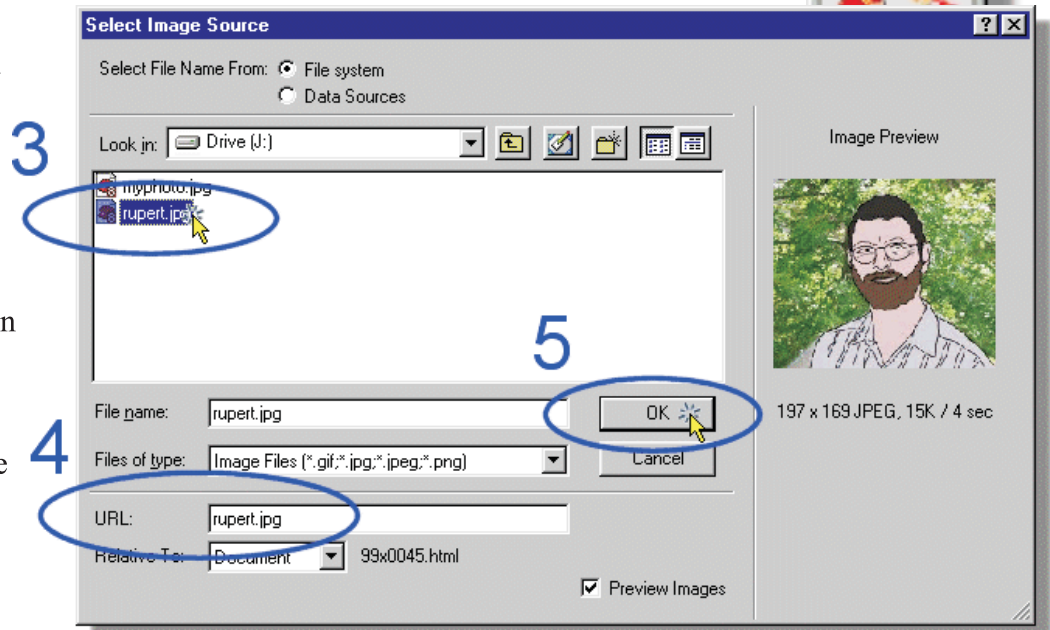
Note: The position of the Insert Image button varies from lab to lab. In most computer labs it will appear at the top left of the Objects floating window.



3 Select the image you want to insert.

4 Check that the URL: is the same as the File name: if it starts with file:/// then you did not copy the file to your J:\ drive into the same folder as your webpage, see step 1 above.

5 Press OK



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Theory: Links are the fabric of the Web. There are two parts to every link, the part that people see, and the part that the browser uses. The part that people see is usually text but it can also be a picture or even part of a picture. The part that the browser uses is known as an address or **Uniform Resource Locator (URL)** .

Links break if they point to an invalid address or URL.

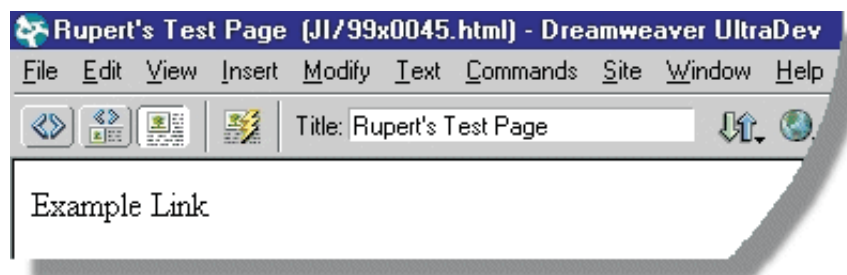
Major causes for invalid addresses are:

- using spaces in file names ~ *only use single word filenames*
- using the incorrect case ~ *stick to lowercase filenames*
- forgetting to FTP the file to the public_html folder on the Web server ~ *Always open the public_html folder when you start Ws_FTP.*

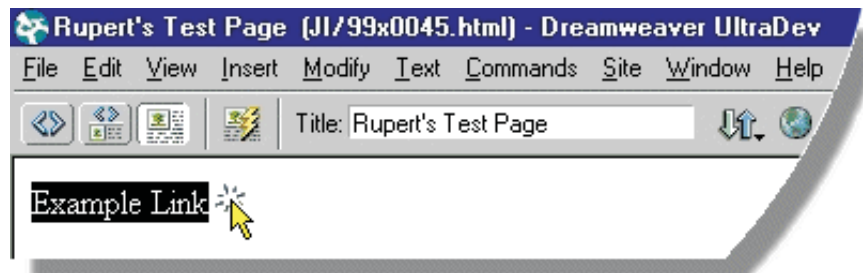
Making links

Linking to a file on the J:\ drive

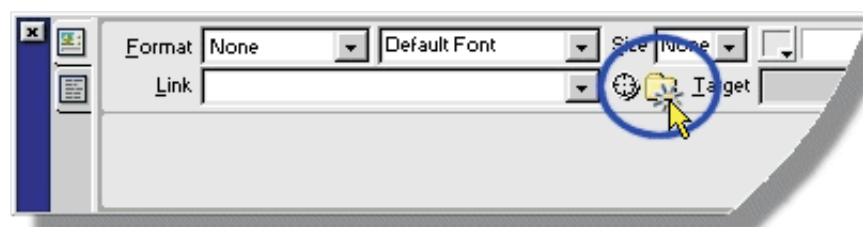
- 1 Move the cursor to where you want the link to appear in your webpage, and type the text you want to become a link.



- 2 Select the text you want to become the link – click on the text and drag the mouse to make a selection –



- 3 Click on the Folder Icon in the *Properties Window*.



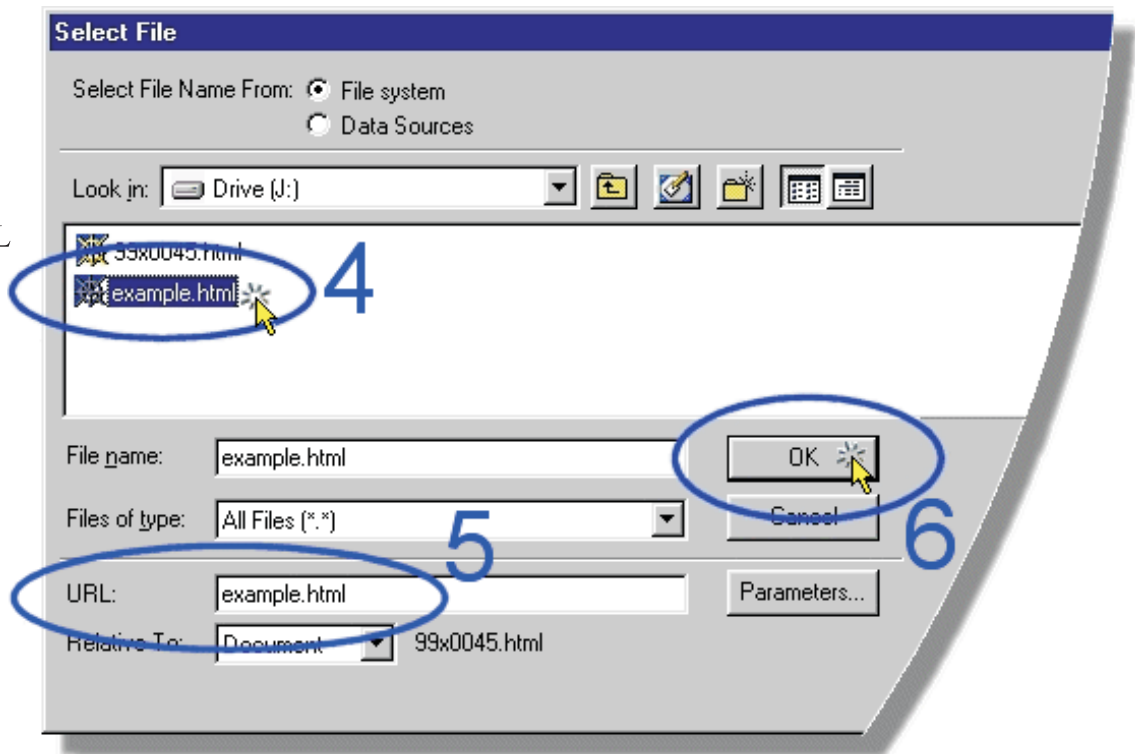
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Linking to a file on the J:\ drive continued...

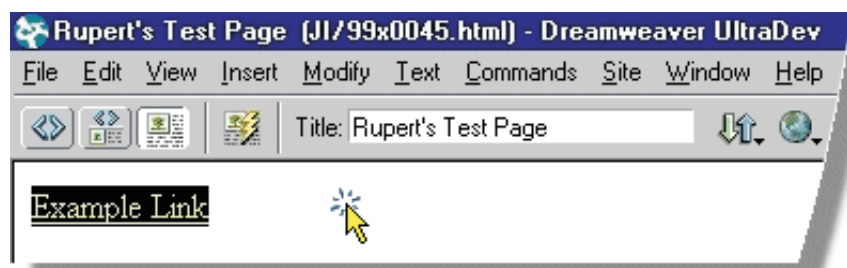
4 Select the file you want to link to.

5 Check that the URL is the same as the File name if it starts with file:/// then you are not linking to a file in the same folder as your webpage, and the link will not work properly.

6 Click OK

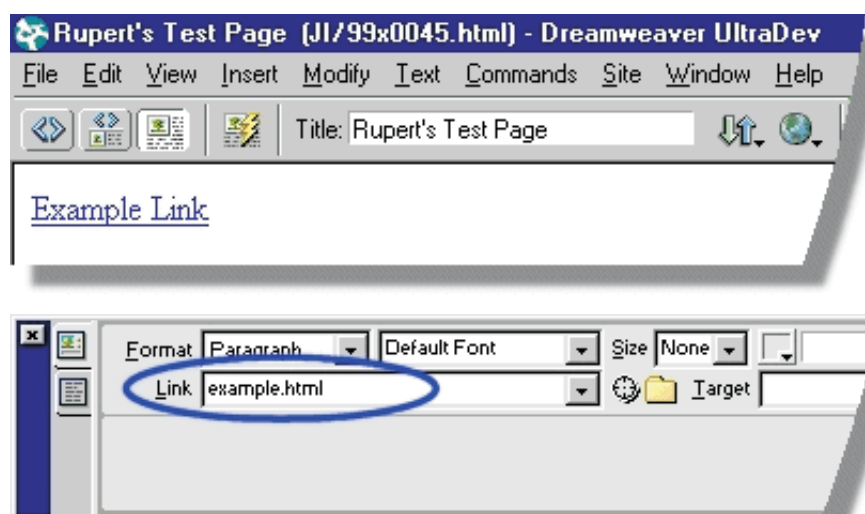


7 You should see the text turn into a link, click on the page background to remove the selection.



8 You should see your link appear as blue underlined text.

9 To see where a link points to, click on the link and look at the properties for the Link. If the Link starts with file:/// then you are not linking to a file in the same folder as your webpage, and the link will not work properly.

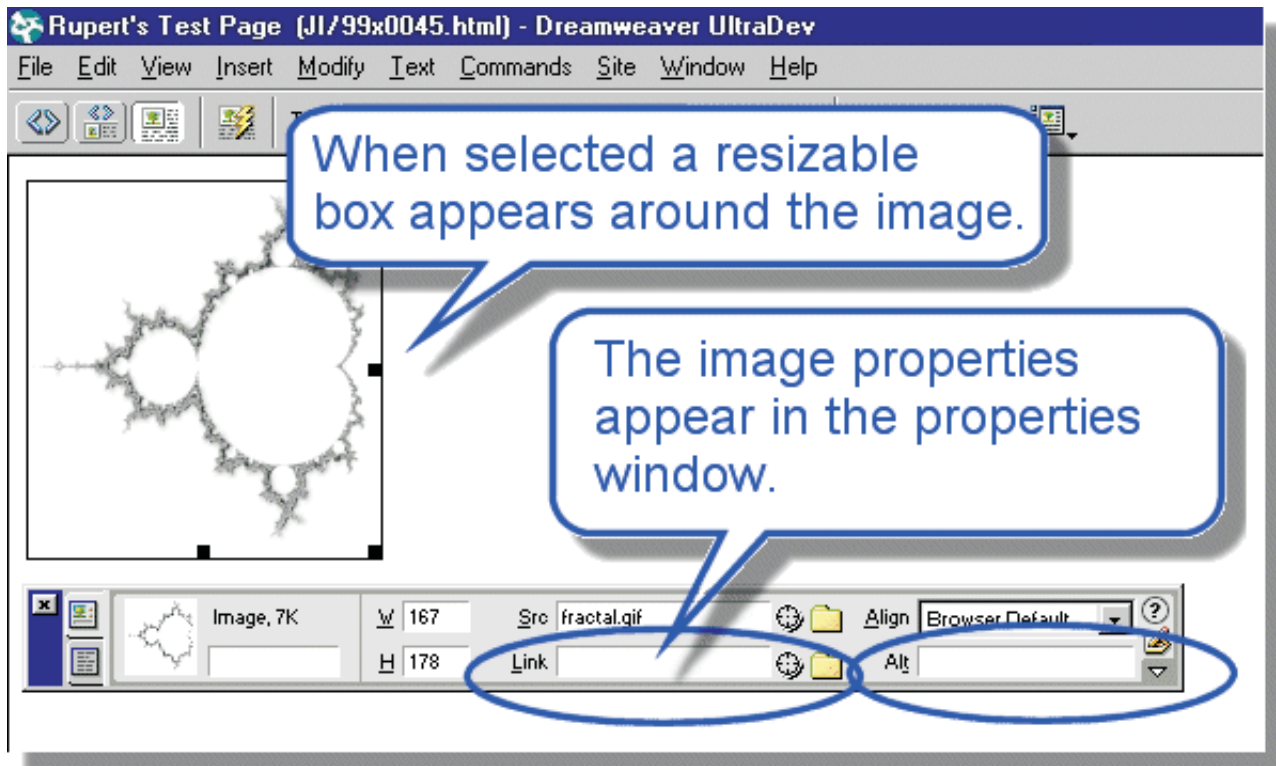


10 Before the link will work, you must save the webpage, then FTP **both** the webpage **and** the file into the **public_html** folder on the Web server, see the webpage life cycle. Always test your links to make sure they work. The most reliable way to test a link is to ask a friend to check it using their login. This will ensure that anybody within the University community can use it and not just you.

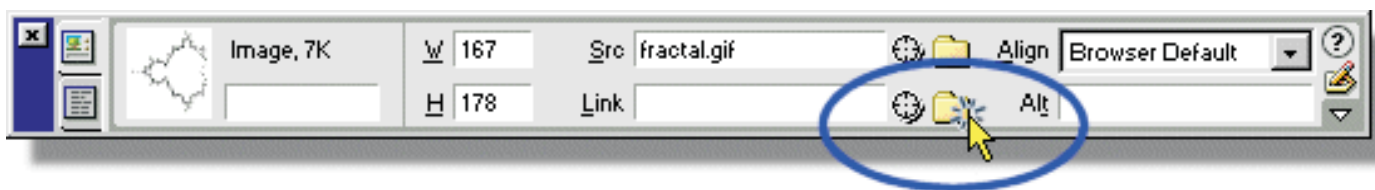
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Linking an image to a file

- 1 Select the image by clicking on it.



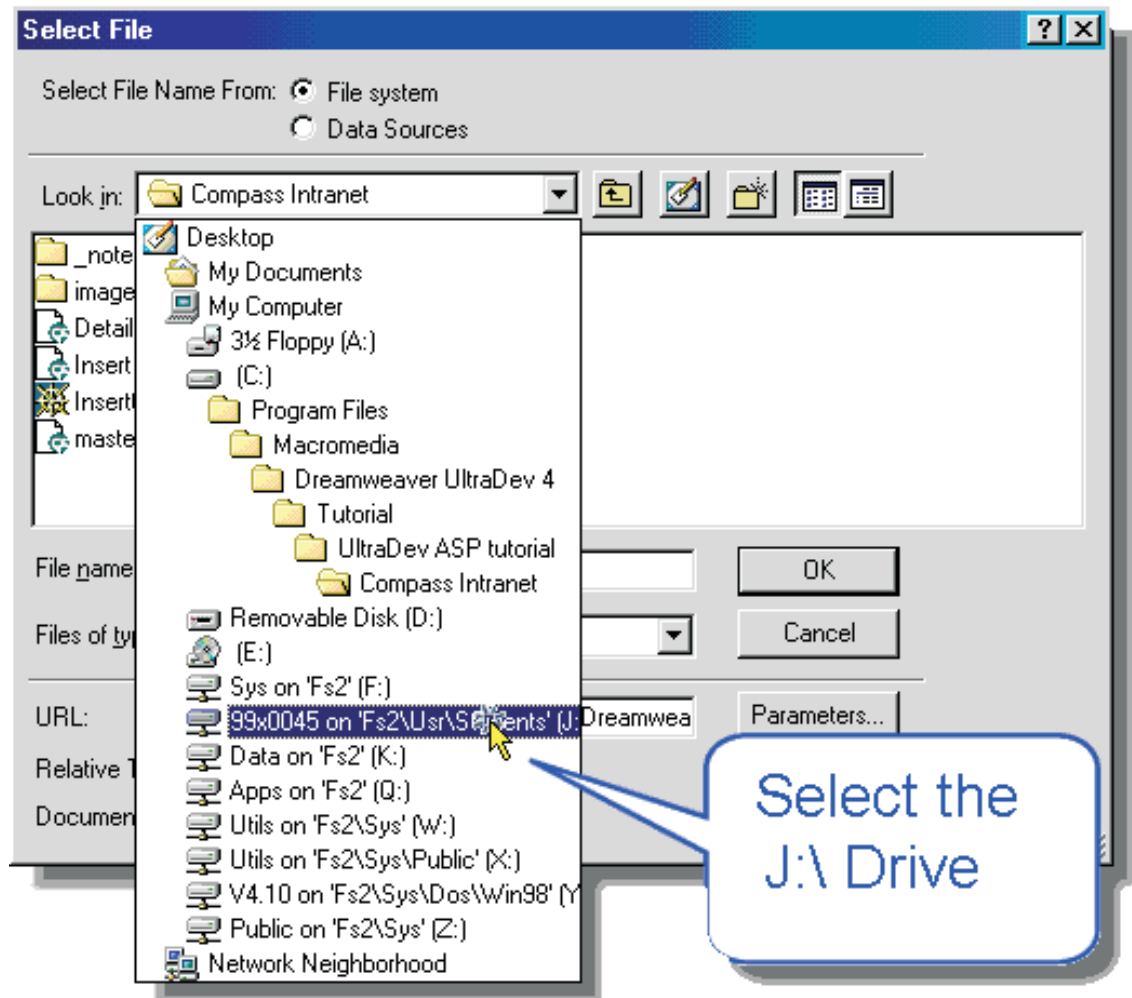
- 2 Click the Browse for File folder in the properties floating window.



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Linking an image to a file continued...

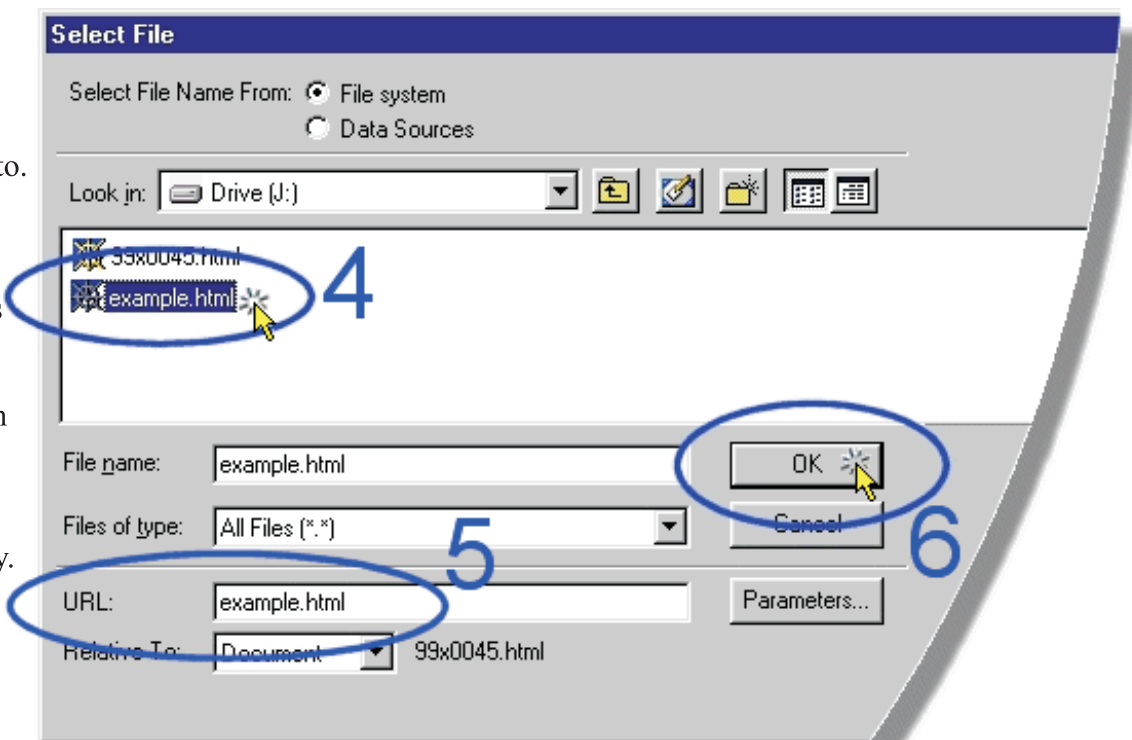
- 3 Look in the J:\ drive.



- 4 Select the file you want to link to.

- 5 Check the URL: If the URL: starts with file:/// then you are not linking to a file in the same folder as your webpage and the link will not work properly.

- 6 Click OK.



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Linking to a webpage on the Web

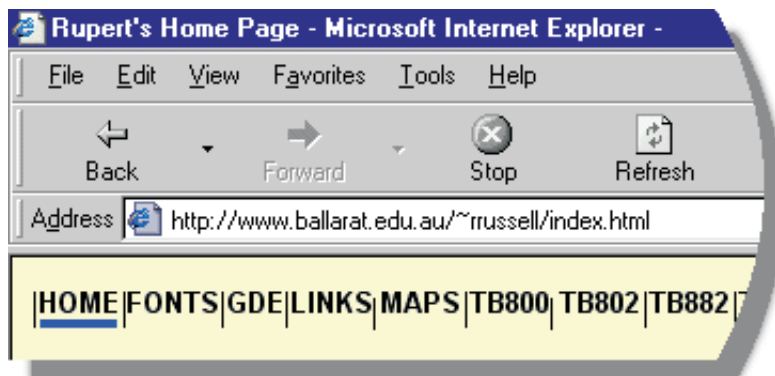
Theory:

The most common reason why links fail, is that the link points to an invalid address or **Uniform Resource Locator (URL)**

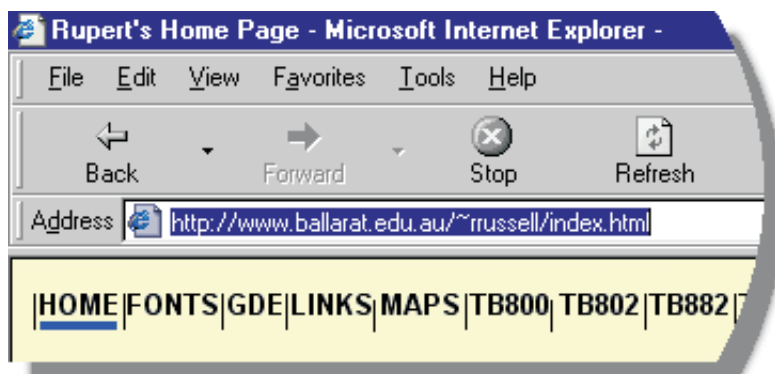
The best way to prevent this is to go to the page that you want to link to, using Netscape or Internet Explorer and copy the URL of the webpage into the clipboard.

Once you have a valid URL in the clipboard you can paste the URL into the Link.

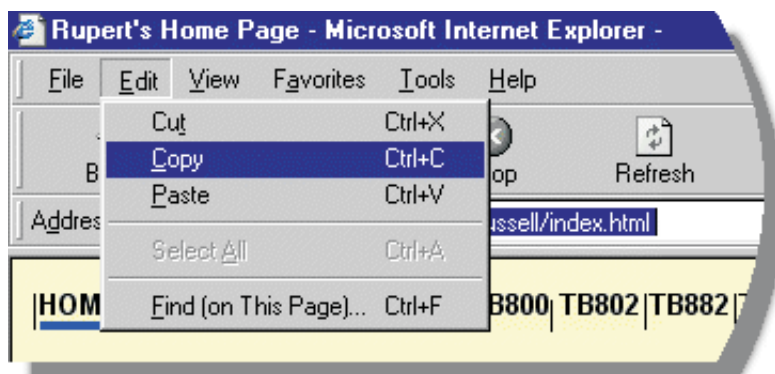
- 1 Start Netscape or Internet Explorer.



- 2 Open the webpage that you want the link to point to.



- 3 Select the Address of the webpage that you will be linking to.



- 4 Copy the Address using Edit | Copy or pressing Ctrl + C.

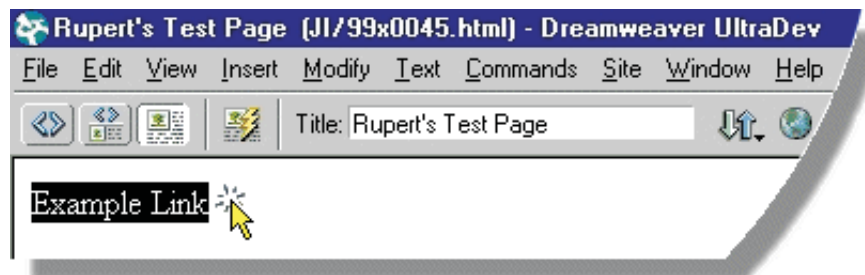
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Linking to a webpage on the Web continued...

- 5 Move the cursor to where you want the link to appear in your webpage, and type the text you want to become a link.



- 6 Select the text you want to become the link – click on the text and drag the mouse to make a selection –

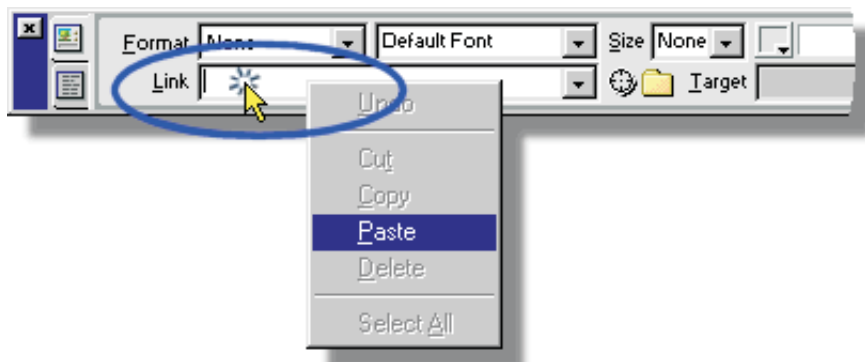


- 7 Click in the Link box in the *Properties Window*. Make sure that the cursor is inside the Link box.

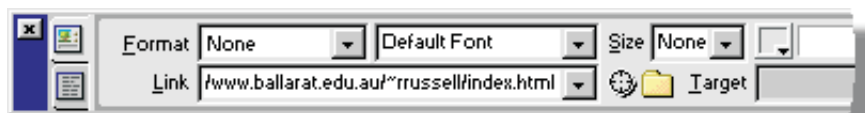


- 8 Paste the address of the webpage that you want the Link to point to into the Link box.

Right click in the Link box and select Paste or Press Ctrl + V.



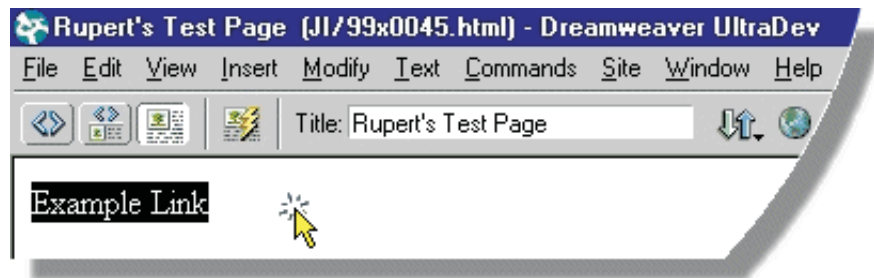
- 9 You should see the address of the webpage that you want to link to appear in the Link Box.



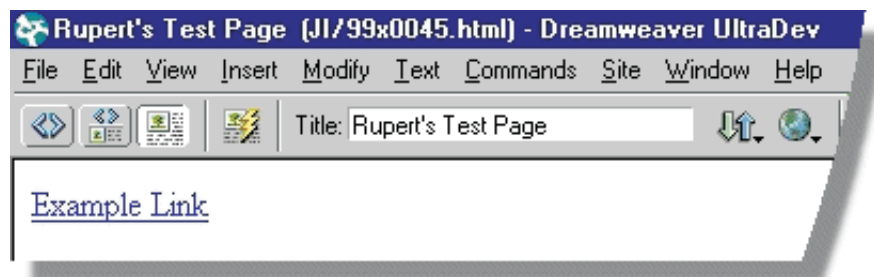
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Linking to a webpage on the Web continued...

- 10** Click on the page background to remove the selection from the link.



- 11** You should see your link appear as blue underlined text.



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Linking to Named anchors

Theory:

Anchors are used when you want to link to a specific place in a web page.

If you want to a link at the bottom of a page to go back to the *top* of the page you will need an anchor at the top of the page for the link to point to.

In Dreamweaver anchors look like this:

You only see the anchor in Dreamweaver you don't see the anchor icon when you are browsing the finished page with Netscape or Internet Explorer.

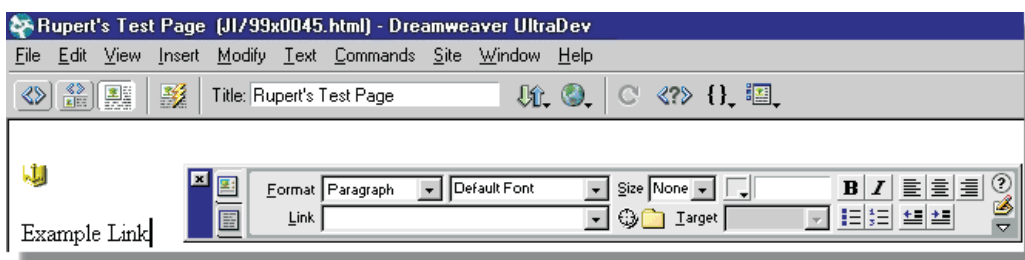
Anchors can only be tested in a browser, you can't test anchors in Dreamweaver.

links that point to an anchor use the # – *hash symbol* – before the name of the anchor e.g. #Top.

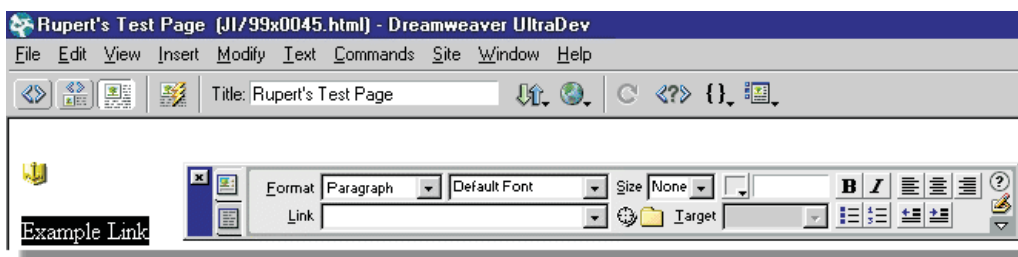
The following link points to an anchor called *top* at the top of the page index.html

<http://uob-community.ballarat.edu.au/~russell/tutorials/dreamweaver/index.html#top>

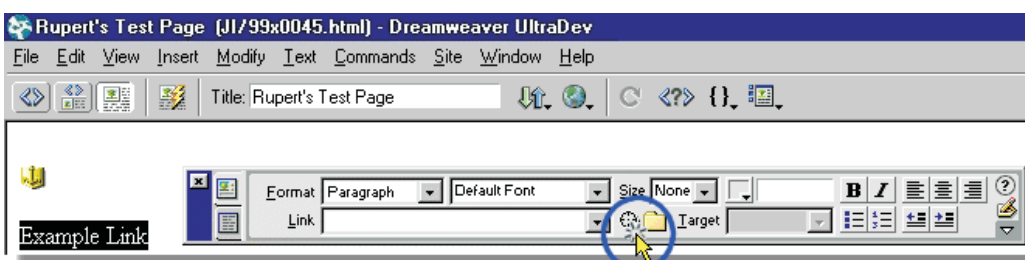
- 1 Move the cursor to where you want the link to appear in your web page.
Type the text you want to become a link.



- 2 Select the text you want to become the link – click on the text and drag the mouse to make a selection.



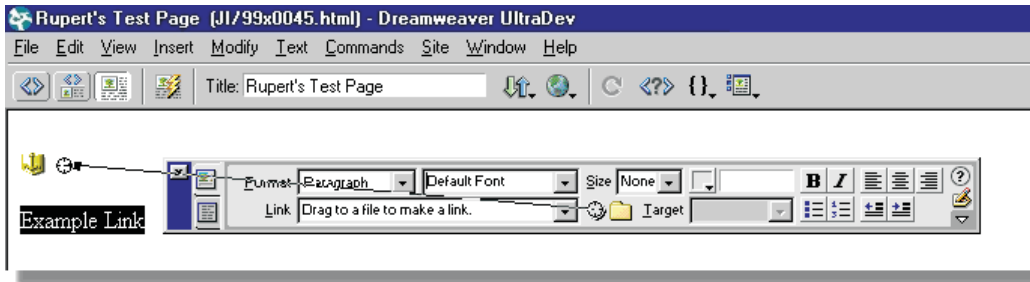
- 3 Click on the *Target Icon*.



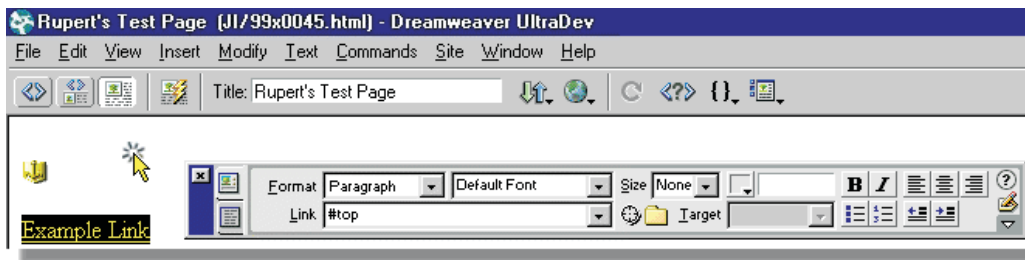
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Linking to Named anchors cont...

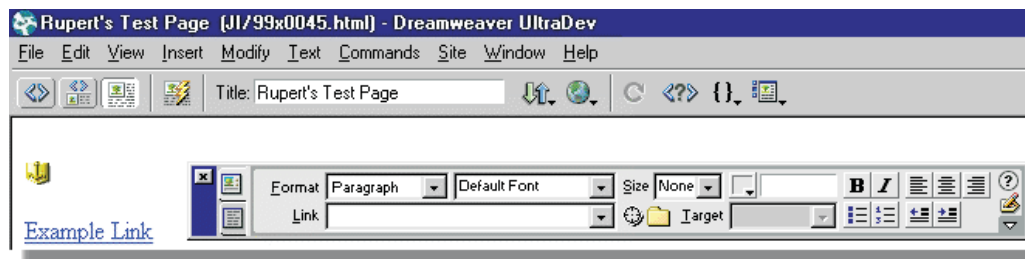
- 4 Drag the target to the anchor that you want to link to. This will create a link to the anchor.
Or enter a hash followed by the name of the link. e.g. #top into the link properties window.



- 5 You should see the text turn into a link, click on the page background to remove the selection.



- 6 You should see your link appear as blue underlined text.



- 7 To see where a link points, click on the link and view its properties.

