



Hours

Monday 10:00 a.m. – 8:00 p.m.
Tuesday 10:00 a.m. – 8:00 p.m.
Wednesday 10:00 a.m. – 8:00 p.m.
Thursday 10:00 a.m. – 4:00 p.m.
Friday by appointment
Saturday closed
Sunday 4:00 p.m. – 8:00 p.m.

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This tutorial was originally created in 2008 by Trevor Baranek, A Professional and Technical Writing major at Saginaw Valley State University.

Adobe Dreamweaver CS3®: Beyond the Basics

In this workshop, you will learn how to add content and navigational elements to your web pages using *Adobe® Dreamweaver® CS3*. The topics covered in this workshop are listed below.

- Reopening Your Website
- Creating a Rollover Image / Button with Hyperlink
- Inserting a Named Anchor
- Creating Image Maps
- Inserting Flash Movies

Reopening Your Website

1. **Open the application** from the program menu: *Adobe® Dreamweaver® CS3*
2. **Open the file** from the file menu. File > Open.
3. **Open your web page.** Navigate to your site folder and find the web page you want to open. Double-click on your web page to open it.

Creating a Rollover Image / Button with Hyperlink

Rollover buttons consist of two images – a base image and a secondary image. The base image is shown until the user moves his or her cursor over the button, which causes the secondary image to be displayed. Assigning a URL to your rollover image makes it a clickable rollover button that links to a different page or file.

1. **Inserting a Rollover Image.** Click on *Insert* from the menus at the top of your screen. Insert > Objects > Rollover Image. (See Figure 1.)
2. **Naming the Button.** A dialogue box appears after you perform step 1 above from which you can name your rollover image in the *Image name* field.
3. **Locating the Original Image.** Click on the *Browse* button that is located to the right of the *Original Image* field. See figure 2 for steps 3 through 7.
 - a. Locate the Image titled *SV.gif*. Double-click on the image. This is the base image that will appear when the cursor is not placed over it.

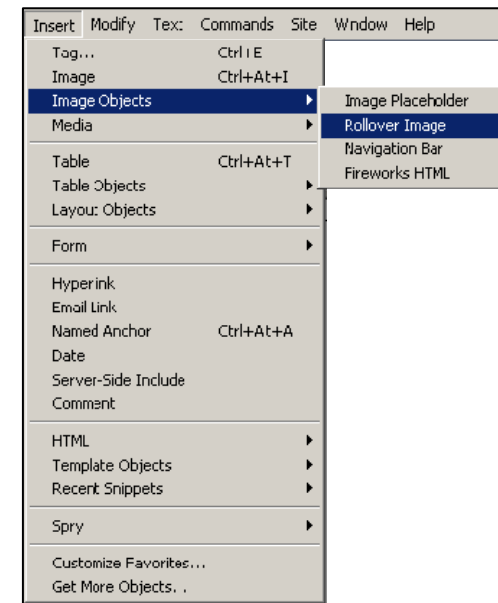



Figure 1: Inserting a Rollover Image

4. **Locating the Rollover Image.** Click on the *Browse* button located to the right of the *Rollover image* field.
5. **Locating the Rollover Image.** Click on the *Browse* button located to the right of the *Rollover image:* field.
 - a. Locate the image titled SU.gif. Double-click on the image. This is the image that will appear when the cursor is placed over it.
6. **Defining the Hyperlink.** Type <http://www.svsu.edu> in the *When clicked, go to URL* field. (See figure 2).
7. **Previewing the Page.** To preview the rollover button, click on *File* from the menu at the top of your screen. *File > Preview in Browser* and select your browser of choice to preview the page.
 - a. Alternatively, you can click on the *Preview/Debug in Browser* button, which is found in the common tab of the insert bar located above your web page. 

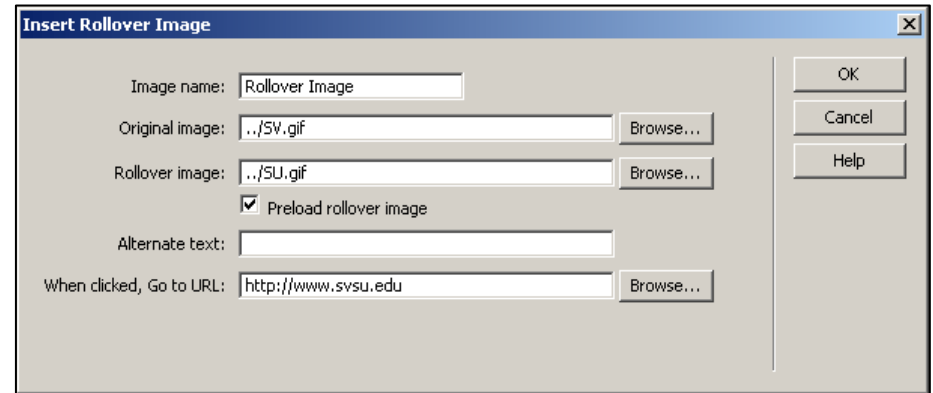


Figure 2: Activating your Rollover Image


Things to Consider

- The base image and rollover image must be the same size. If your rollover image differs in size from your original image, the rollover image will automatically be resized and possibly distorted.
- The rollover button uses JavaScript. If a user has JavaScript turned off (not likely), the button will not change from the first image to the second. However, the link will still be functional.

Inserting a Named Anchor

Hyperlinks generally link to files and other pages that are separate from the current page. Anchors link to objects on the same page. Anchors can link to headings, pictures, objects, serve as a table of contents, and send the user back to the top of the page.

In this example, we will put an anchor at the top of the page where the content begins so we can direct users from the bottom of the page back to the top without making them scroll up.

1. **Locating Anchor Position.**
 - a. Find an appropriate place for your anchor.
 - b. Click on the page where you want your anchor to appear. A blinking insertion pointer will indicate an anchor can be inserted where you clicked.
2. **Inserting a Named Anchor.** From the menu bar click on *Insert > Named Anchor*. (See Figure 3.) Alternatively, you can click on the Named Anchor button found on the common tab of the insert bar. A dialogue  will appear.
3. **Naming the Anchor.** In the dialogue box, name your anchor *Top*.

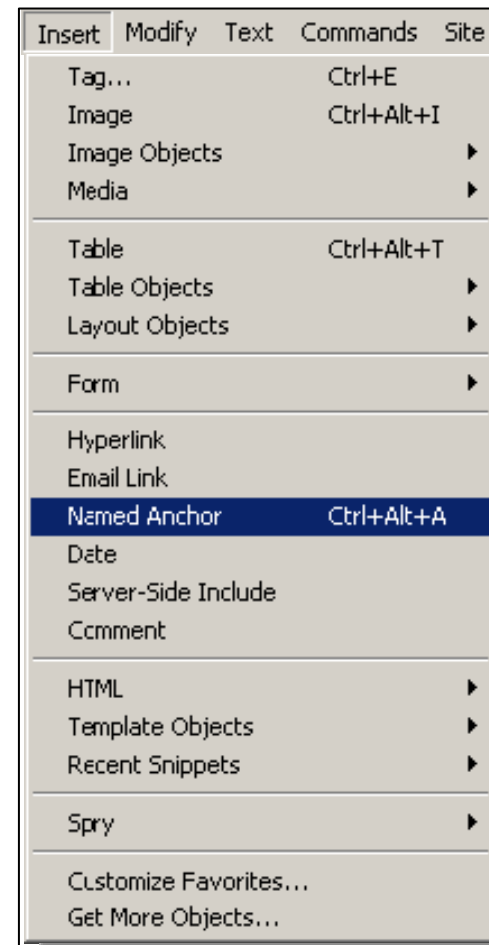


Figure 3: Inserting a Named Anchor

- 4. Inserting the Hyperlink for the Anchor.** Go to the bottom of your page and click where you want to place your link that sends the user back to the top of the page. Click on Insert > Hyperlink from the menu bar. (See Figure 4.) A dialogue box will appear.
- 5. Naming the Hyperlink.** In the dialogue box, type the word *Top* in the *Text* field. (See Figure 4.)
- 6. Specifying the Hyperlink for the Anchor.** Click on the dropdown menu to the right of the *Link* field and choose *#Top* from the menu. The *#Top* selection refers to the anchor we just set up. (See Figure 5.) Click OK.

Now when the user clicks on the link name *Top* they will be sent to where you inserted the anchor in Step 3 – the top of the page in this scenario.

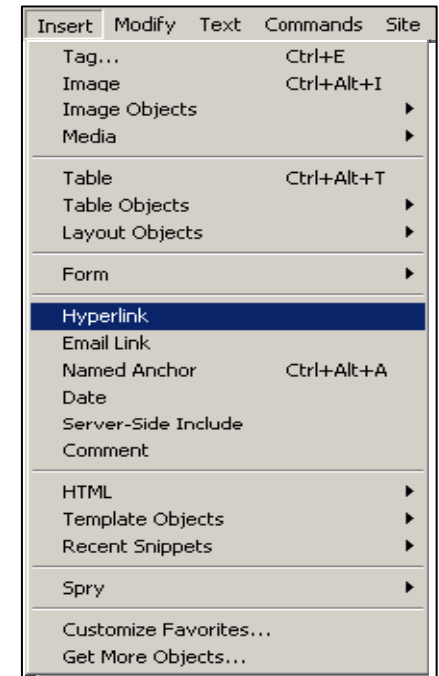


Figure 4: Inserting the Hyperlink for the Anchor.

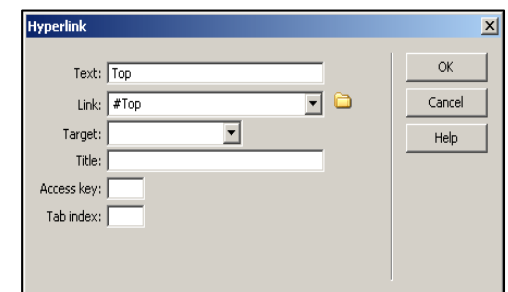


Figure 5: Specifying the Hyperlink for the Anchor

Creating Image Maps

Image maps are images with clickable regions that act like links. These clickable regions are known as *hotspots*. By applying multiple hotspots to an image, users can create navigational features or links to multiple files while using only one image.

Inserting the Hotspot Image

1. **Insert the image_map.gif (Figure 6) somewhere on your page.**
The image consists of two distinct areas. The red box at top contains the text Saginaw Valley State University will be the hotspot that links to SVSU's website. The bottom blue box containing the text Student Technology Center will be the second hotspot that links to the STC's web section.
2. **Click on the Image.** The properties pane at the bottom of the application will update to show the properties of the image.
3. **Selecting the Hotspot Tool.** Click on the Rectangular Hotspot Tool. (See Figure 7.)
4. **Defining the Hotspot Area.** Move your cursor over the image. You will see crosshairs appear. Click in the top left corner of the red rectangle that contains the text Saginaw Valley State University and drag your cursor to the bottom right corner of the red rectangle. A dialogue box will appear. Click OK. The box containing the text Saginaw Valley State University will become highlighted in gray signifying it is a hot spot area.
5. **Specifying the Hotspot Hyperlink.** In the properties pane at the bottom of the screen, type <http://www.svsu.edu> in the link field in place of the pound (#) symbol. (See Figure 8.) The hotspot will now link to SVSU's home page.

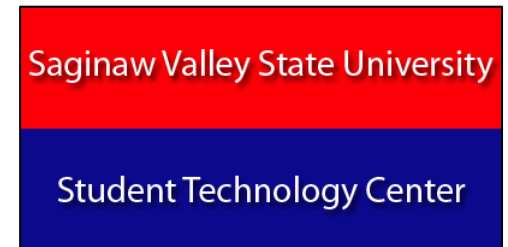


Figure 6: Sample Hotspot Image.

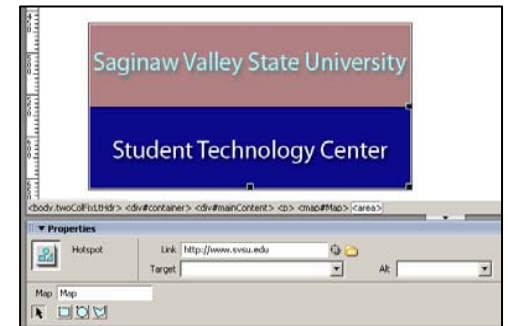


Figure 7: The Properties Pane of the Hotspot Image

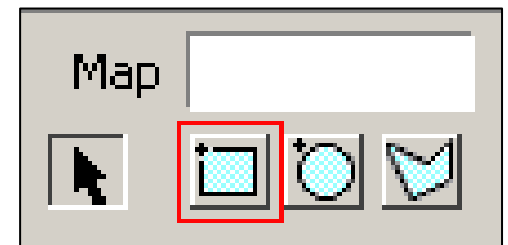


Figure 8: The Rectangular Hotspot Tool.

6. **Specifying the Second Hot Spot Hyerlink.** In the Properties pane at the bottom of the application, type <http://www.svsu.edu/stc> in the link field in place of the pound (#) symbol. This hotspot now links to the STC's home page.

Inserting Flash Movies

Flash movies are animations that can display in most browsers. The following instructions show how to insert a flash movie and how to modify some common movie properties such as width and height.

1. **Locating Flash Movie Position.** Find an appropriate place for your flash movie. Click on your page where you want your flash movie to appear. A blinking insertion pointer will indicate the flash movie can be inserted where you clicked.
2. **Inserting a Flash Movie.** Click on the menu: Insert > Media > Flash. (See Figure 9) Alternatively, you can click on the Media button on the common tab of the insert bar and click on Flash.
3. **Locating the Flash Movie.** In the file browser that popped up, locate the flash movie titled STC_Flash_Movie.swf. Double-click on the file to insert it into your page. Click OK after a dialogue box pops up.
4. **Upload both the STC_Flash_Movie.swf and the STC_Flash_Movie.flv** in order for the movie to display correctly on your website.
5. **Save your Web Page.** A dialogue box will indicate a piece of code needs to be added in order for the movie to play correctly. Click ok. The code will be added and a "Scripts" folder will be placed in the same folder as your website. Upload the folder.

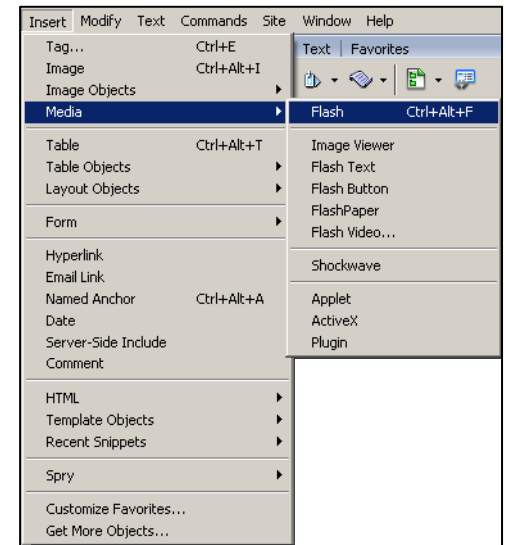


Figure 9: Inserting a Flash Movie

Modifying Flash Movie Properties

1. **Click on** your Flash movie to select it.
2. Explore the **properties pane** at the bottom of the application screen.
The most commonly used properties are explained in the table below:

Property Name	Description
Loop	Check this box to specify to keep looping your Flash movie.
Autoplay	Check this box to automatically start playing your Flash movie when it loads on the page.
W	Specify the width (in pixels) of your Flash movie in this field.
H	Specify the height (in pixels) of your Flash movie in this field.
V Space	Specify how far (in pixels) to vertically distance your movie from the elements above it.
H Space	Specify how far (in pixels) to indent your movie to the right of the margin.
Align	Specify the position of your movie on the page.

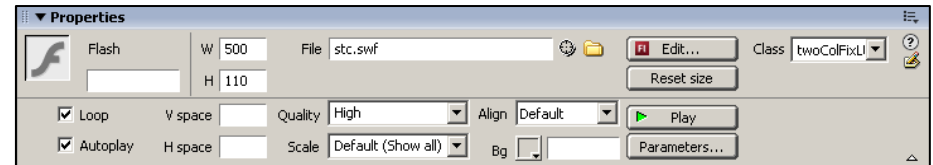


Figure 10: The Properties Pane of the Flash Movie.