BEHAVIORS

Dreamweaver MX Workshop

In this lesson, you will use Dreamweaver behaviors to create images maps, new browser windows, and menus. A **behavior** combines a user event (such as moving the pointer over a graphic button in the browser) with an action or series of actions that take place as a result of that event. Behaviors are prewritten JavaScript codes that you can easily incorporate into your Web site. You can use behaviors to add interactivity to your pages, enabling your users to change or control the information they see.

You can specify more than one event to trigger a behavior and more than one action for each event. Dreamweaver includes several predefined behavior actions. If you are proficient with JavaScript, you can add your own behaviors. You can also download new behaviors from the Dreamweaver Exchange Web site (http://www.macromedia.com/exchange/dreamweaver/). You will need to become a member of Macromedia.com in order to download extensions, but membership is free.

OBJECTIVES

In this section you will learn:

- Add behaviors to image maps
- Create a status bar message
- Open a new browser window
- Create a pop-up menu

ADDING BEHAVIORS TO IMAGE MAPS

Moving the pointer over any portion of a standard rollover image will call up a JavaScript and cause the image swap to happen. There may be times, however, when you want a rollover to occur only when the user rolls over a certain part of the image. In such cases, you can use image maps to define those hotspot areas.

1. Launch Dreamweaver
2. Create a new site with the folder **behaviors** as your local root folder.
3. Open the file **architecture.html**

   Since this class builds on the lessons from the Rollovers Workshop, I have already added in certain behaviors such as Insert Rollovers, and swapping multiple images with one event. We will build on this knowledge, to take our understanding of behaviors further.

4. Using the **image-name text field** on the Property Inspector, name all of the navigational images that are located in a row near the top of the page. Name them:
   a. history,
   b. technology,
   c. lights,
   d. resources,
   e. culture

5. Using the rectangle tool, draw an image map closely around the word history on the nav_history.gif image. Use the **image map tools** located in the bottom section of the Properties Inspector.

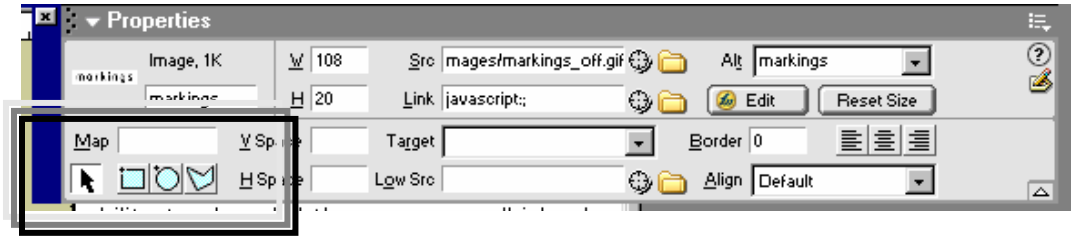


image map tools

6. Select the cursor tool on the Property Inspector and click the image map you just created to select it. Click the **plus sign (+)** button on the **Behaviors** panel and choose **Swap Image** from the **Actions** drop-down menu. You are applying a swap image behavior to an image map. The behavior will not apply to any area of the image surrounding the image map.
7. In the **Images list,** make sure the **history image** is selected. Click the **Browse button** next to the **Set Source To** field, and find **nav_history_on.gif** in the images folder. Click OK. You have now selected the image that will replace the nav_history.gif image when you roll over the hotspot in a browser.
8. Make sure the **Preload images** and **Restore Images** onMouseOut check boxes are checked. Then click **OK**.
9. Repeat these steps for **technology, lights, resources,** and **culture.**
10. Save the file and test it in a browser.

EDITING ACTIONS AND EVENTS

You can edit actions and events in several ways. You can change the event to which an action corresponds, you can attach several actions to a single event, and you can change the order in which these actions occur. For example, **Swap Image** is the action, and **OnMouseOver** is the event that corresponds to the rollover behavior. In this exercise, we will add an action for a pop-up message and select a corresponding event.

1. Select the **markings** image in the middle of the page. Click the plus (+) button in the Behaviors panel and select Swap Image. The dialog box shows the image **"markings"** selected.
2. Click the Browse button and select markings_on.gif. Click the OK button.
3. Now select image **"MarkingsText"**, click the **Browse button**. Select **markings_text.gif** and click the OK button.
4. Click the OK button again to close the the Swap Image dialog box.
5. The **markings** image should still be selected. Click the plus (+) button in the Behaviors panel, and choose **Popup Message** from the **Actions drop-down menu.** The popup dialog box opens, displaying a text field in which you can type your message.
6. Type: **How unique markings differentiate lighthouses** and click **OK**.

   The popup message action and the corresponding event appear in the Behaviors panel.

7. Select the event in the Behaviors panel (by clicking on the down arrow), and choose: **Show Events for >4.0 and Later Browsers** from the Events drop-down menu to the right of the event. Then choose **(onMouseOut)** from the same events drop-down menu.

   The events in the drop-down menu might differ depending on the action and the browser type you choose. The Events menu appears only when you select an action and event combination in the list. You can choose what browser type to display events for by making a choice from the Show Events For menu at the bottom of the Events menu.

8. Click the up-arrow button in the Behaviors panel to move the Popup Message behavior to the top of the list.

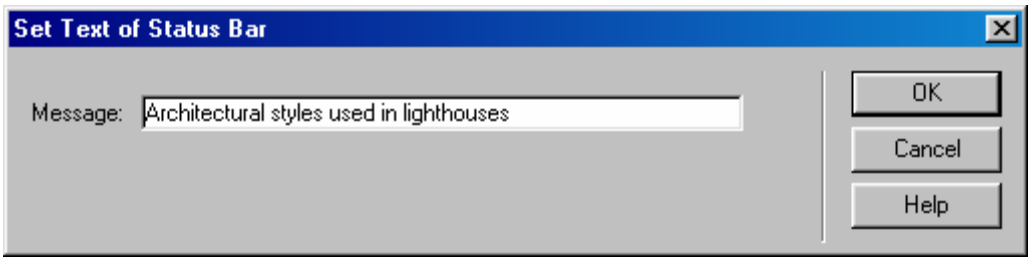
   The browser will perform the actions in the order in which they appear in this list. The up arrow moves the action up in the list; the down arrow moves the action down in the list. Use these buttons to change the order in which actions are executed.

9. Save and preview the page in the browser. Use care when adding the Popup Message behavior to your pages, as these messages can quickly annoy your visitors when overused.

CREATING A STATUS-BAR MESSAGE

A status-bar message can give users extra information about where links will lead them. This message, which appears in the status bar at the bottom of the browser window, replaces the default display of the URL or path to the linked page.

1. Select the **Styles** image. Click the plus sign (+) in the Behaviors panel and choose **Set Text>Set Text of Status Bar** from the Actions drop-down menu.



2. Type: **Architectural styles used in lighthouses**
3. **Click OK.**
4. Save the file and test it in a browser. When you move your pointer over the Styles button, you will see the message you created displayed in the status bar at the bottom of the browser window.
5. To clear the message click the plus sign (+) in the Behaviors panel and choose **Set Text>Set Text of Status Bar** from the Actions drop-down menu.
6. Don't type anything in the **Set Text of Status Bar** box.
7. Change the behavior from **OnMouseOver** to **OnMouseOut**.
8. You can close the document.

OPENING A NEW BROWSER WINDOW

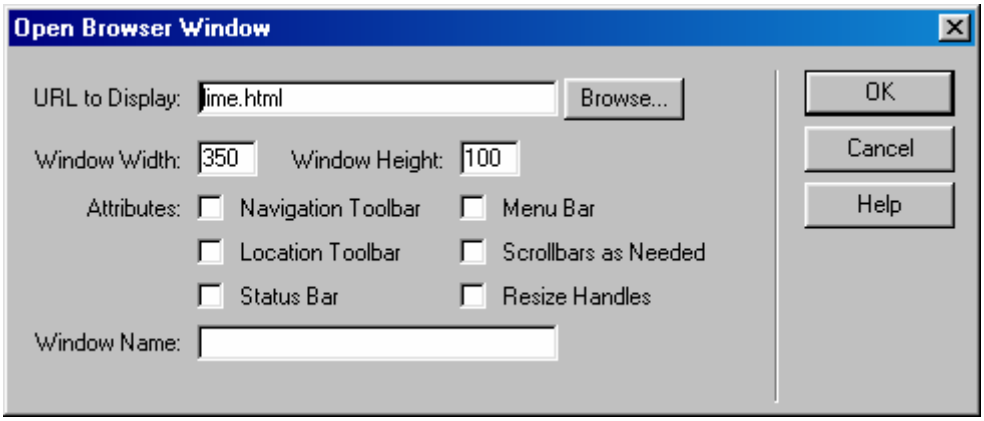
This exercise demonstrates how to open a new browser window when the page loads, which are often used for annoying advertisements, but which can be used to provide extra, timely information. Although the Open Browser Window option is easy to add, think it through before

using it on a web page. Make sure that the extra window is necessary. Users are often irritated with new windows that continually pop up as they browse the web.

1. Open the **light_sources.html** file.
2. Select the bolded word “lime” near the end of the first paragraph and place a null link (#) into the Link text field on the Property Inspector.

   You need to use the null link because this page should stay in the main browser window while another window is opened. The null link enables you to attach the Open Browser Window behavior in the next step.
3. Place the insertion point in the word “lime” and click the plus sign (+) button in the Behaviors panel to add a new behavior, and then select Open Browser Window in the list.

   The Open Browser window dialog box opens. You placed the insertion point in the word “lime” because it needs to be deselected in order for the Open Browser Window option to be available to you in the menu.



4. Click the Browse button and locate the **lime.html** file. This file is the page that will load into the new window.
5. Type **350** for the window width, and **100** for the window height. Then click OK. The width and height are chosen based on the size of the content in the new window. If you are simply displaying a banner ad, you should set the size of the new window to the width and height of that ad image. If the contents has more elements, you should adjust the size of the window accordingly. You can also set a number of window attributes as needed. The additional attributes for new windows are:

   - **Navigation Toolbar:** The row of browser buttons that includes Back, Forward, Home and Reload.
   - **Location Toolbar:** The row of browser buttons that includes the location **field.**
   - **Status Bar**: The area at the bottom of the browser window in which messages appear.
   - **Menu Bar**: The area of the browser window where menus such as File, Edit, View, Go and Help appear.
   - **Scrollbars as needed**: Specifies that scroll bars should appear if the content extends beyond the visible area. Scroll bars do not appear if you do no set this option. If the Resize Handles option is also turned off, users have no way of seeing content that extends beyond the original size of the window. If this is the case, you need to make sure the window is sized appropriately for the content of the page. If the window is too small or too large and has no scroll bars, it will be very frustrating for users.

- **Resize Handles**: Specifies that users should be able to resize the window, either by dragging the bottom right corner of the window or by clicking the Maximize button in the top right corner.
- **Window Name**: the name of the new window

6. **Save** the file and test it in the browser.
7. Repeat these steps for the rest of the bolded items on the page, matching the bolded items with the corresponding html files.

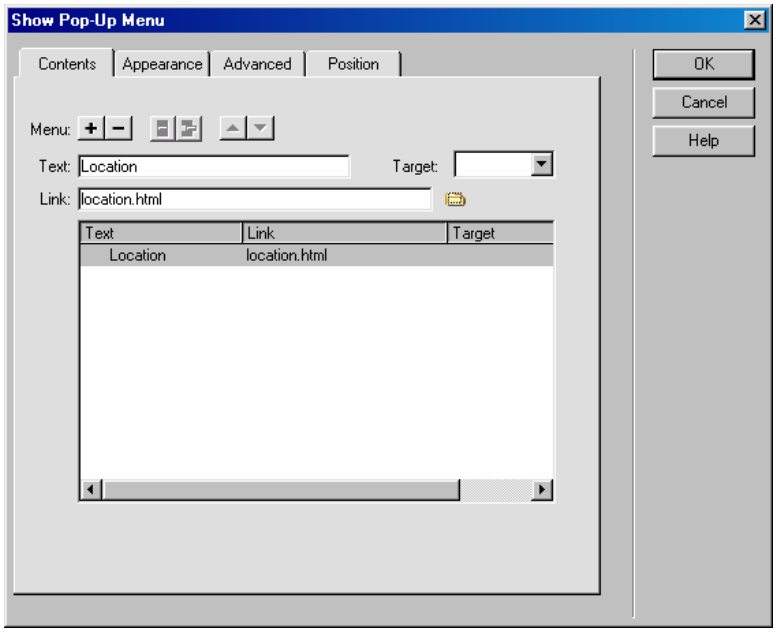
CREATING A POP-UP MENU

You can integrate JavaScript Pop-Up menus with your navigation in order to give your visitors a list of choices. Dreamweaver's pop-up menu script works in both Netscape (versions 4 and up) and Explorer (versions 4 and up).

1. Open the document **architecture.html**.
2. Click on the image map on the **history image** to select it.

   You can verify that the image map has been selected by looking for the blue selection handles that appear around the defined area of the image map. When it is selected, you see two actions listed in the Behaviors panel from when you created a rollover for this image earlier in this lesson.

3. Click the **plus sign (+) button** in the **Behaviors** panel and choose **Show Pop-up Menu** from the **Actions** drop-down menu. The Show Pop-up menu dialog box appears with the **Contents Tab** active. You will use this portion of the dialog box to define the choice you want to present your visitor with.



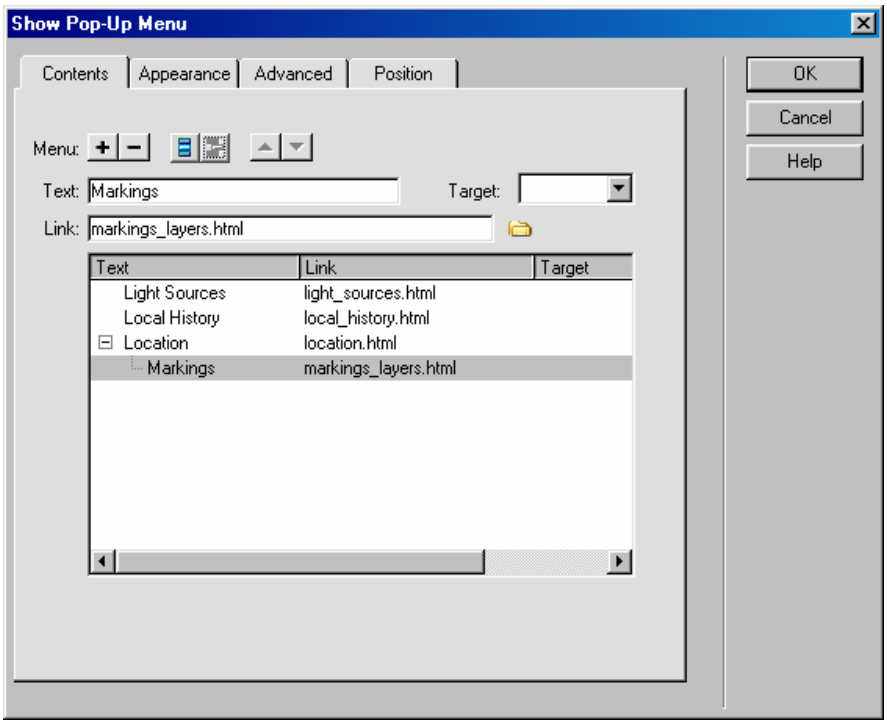
4. In the **Text field**, replace the default text **"New Item"** by typing **Location.** Click the folder icon next to the Link text field, browse for **location.html** and select it.

   The Location item is added to the list of menu items.

5. Click the **Menu plus sign (+)** button to add a new item. Replace the default text **"new item"** by typing **Light Sources**. Click the folder icon next to the Link text field and browse for **light_sources.html,** and select it.
6. Add a third item to the list, name it **Local History,** and link it to **local_history.html.**
7. Add a fourth item to the list, name it **Markings,** and link it to **markings_layers.html**
8. Select **Light Sources** in the list of menu items. Click the **Menu Up arrow** button to move the item to the top of the list. Select **Locations** in the list and click the **Menu-down arrow** button to move it to the bottom of the list.

You can create subcategories of menu items by selecting the item you want to make a subcategory and clicking the indent item button. Use the outdent item button to move an item to a higher category level.

9. Click on the item **Markings** from the list.
10. Click the Indent button to make it a subcategory of the category **Location.** Your dialog box should look like the image on the next page.



11. Click the **Appearance tab** on the Show Pop-Up Menu dialog box. Select **vertical menu** from the **drop-down menu** at the top of the dialog box. Select the font set beginning with **Verdana** from the Font drop-down menu, and enter **11** in the Size text field.

NOTE: If you have less than four choices in your menu list, Dreamweaver will repeat the last entry in the Preview pane. Do not panic, this is for display purposes only.

12. Use the color boxes to set up the following:
    a. Up State Text: #999999 (gray)
    b. Up State Cell: #000000 (black)
    c. Over State Text: #FFCC66 (yellow) (6th row from bottom, 2nd from right)
    d. Over State Cell: #000000 (black)

    These options enable you to set the look of the Pop-up menu to match the style of the navigational images as closely as possible.

13. Click the **Advanced Tab** on the Show Pop-Up Menu dialog box. The drop-down menus for Cell Width and Cell Height should be set to **Automatic.** Set the following:
    a. Cell Padding: 3
    b. Cell Spacing: 0
    c. Text Indent: 0
    d. Menu Delay: 1000

e. Check the box for Show Borders

f. Set the border to 0

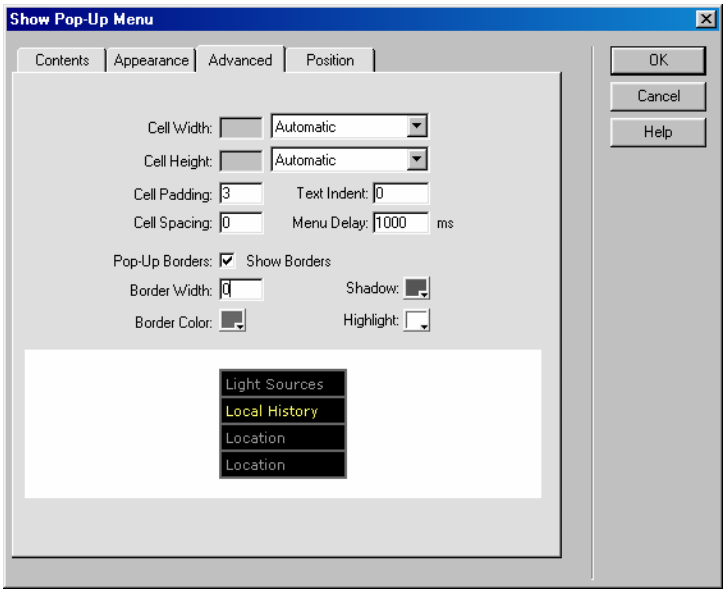
g. Set the border Color to #666666 (gray)

h. Shadow color: #333333 (dark gray)

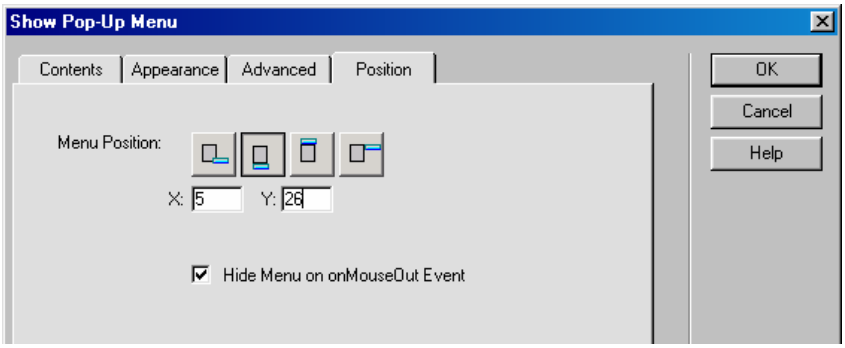
i. Highlight color: #FFFFFF (white)

j. Leaving the box for Show borders checked while setting the border to a size of 0 turns off the outside borders but leaves thin lines separating the individual menu items from each other.

k. The menu delay controls how long it takes for the menu to disappear after the visitor rolls off it.



14. Click the Position tab on the Show Pop-Up Menu dialog box. Click the second Menu Position button from the left. Type an X value of **5** and a Y value of **26.** Make sure the **Hide Menu on MouseOut Event** box is checked. Click **OK**.



In addition to the X and Y axis, you can also use the four general placement buttons on this portion of the Show Pop-Up Menu dialog box in order to position your menu on the page.

15. **Save** the file and preview it in a browser.

Note: Notice the files displayed in Dreamweaver. When you add behaviors to your web pages a javascript file is also created. The filename ends with the extension .js. (The file created in these exercises is called mm_menu.js.) Be sure to include this file when you copy the pages to your website in order for your behaviors to work properly through a browser.