

# Creating Rollovers

## DREAMWEAVER MX

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### Objectives

In this section you will learn to:

- Create a Simple Rollovers
- Create an Animated Rollover
- Create Pointer Rollovers
- Create Multiple-Event Rollovers
- Create an off/on button in Photoshop

### Introduction

One of the key challenges in Web development is to invent artwork that clearly communicates how to navigate through your site. Rollover graphics, which change when your user puts his or her mouse over them, are great for adding visual cues that ensure that your audience knows that an image has special meaning, for example, that it is a link. Rollovers are also great if you have limited space because you can put extra information within the changing graphic.

Rollovers have been used for years in multimedia presentations as an effective device to indicate that an image is a button or is linked to other documents. Rollovers are a relatively new addition to the Web, because standard HTML doesn't offer this feature. Instead, rollovers are written in a widely used scripting language invented by Netscape, called JavaScript.

Dreamweaver automatically writes JavaScript rollovers for you without you ever having to write the scripts or even understand how they are constructed.

### The Rollover Rules

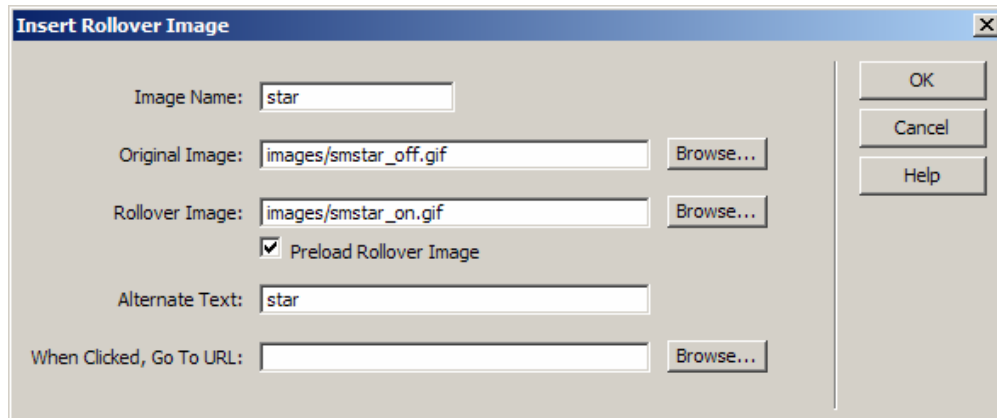
Rollovers require a minimum of two graphics – an “off” state and an “on” state. When you make your own rollover graphics, your rollover images **MUST BE THE SAME SIZE IN DIMENSIONS, OR YOU RISK THAT THEY WILL LOOK DISTORTED**. JavaScript requires **WIDTH** and **HEIGHT** information which Dreamweaver will add for you automatically. If you have two different-sized pieces of artwork, the JavaScript will scale both to the same width and height, causing distortion.

### Creating a Simple Rollover

This type of rollover involves two pieces of artwork. The first graphic appears on the screen initially and the second appears when the mouse “rolls over” it. In JavaScript terminology, this is called a “swap” image.

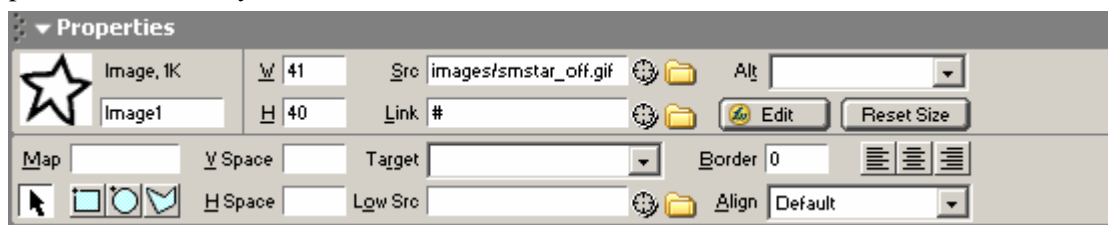
1. Launch Dreamweaver MX. You will have the opportunity to choose which site look you want to work with. Choose the one on the left. Define your site as Rollovers.
2. Open **star\_final.html** in the **html** folder. When you move your mouse over the star, nothing happens, right? Press **F12** to preview the page. When you move your mouse over it in your Web browser, it changes to a yellow star. You can only view a rollover inside a browser because Dreamweaver cannot preview this effect.

- Return to Dreamweaver and close the file.
- Choose **File>New** to create a new Untitled Document. It is always a good practice to save a file before you begin working with it, because Dreamweaver will give you error messages if you don't. Choose **File>Save As** and name this file **simpleroll.html** in the **html** folder.
- Choose **Insert>Interactive Images > Rollover Image**, or click on the **Insert Rollover** button on the **Insert Palette**.
- The **Insert Rollover Image** dialog box will appear. Use the **Browse** button to locate the file **smstar\_off.gif** inside the images folder. Choose it for the **original image**.
- Choose **ssmstar\_on.gif** for the **rollover image**.



- To make pages **ADA compliant**, you must include **Alternate Text** to all graphics. Here we will add the word **star** to the **Alternate Text** field.
- Once your dialog box looks like this one, click **OK**.
- To ensure that graphics always contain **Alternate Text** or an **ALT tag**, turn on the Accessibility reminder.
- From the **Edit** menu, select **Preferences**.
- Select the **Accessibility Category** and click in the box next to **Images**.
- Click the **OK** button.
- Click on the star once. Notice the hash mark (**#**) inside the Link area of the Properties Inspector?

Dreamweaver inserted this symbol in order to create a link even though you didn't specify one. Why? Because a link is necessary for the JavaScript rollover to work. Putting a hash mark in the Link area inserts a stand-in link that doesn't link to anything. It simply acts as a placeholder so that you can still click on it and see the rollover.



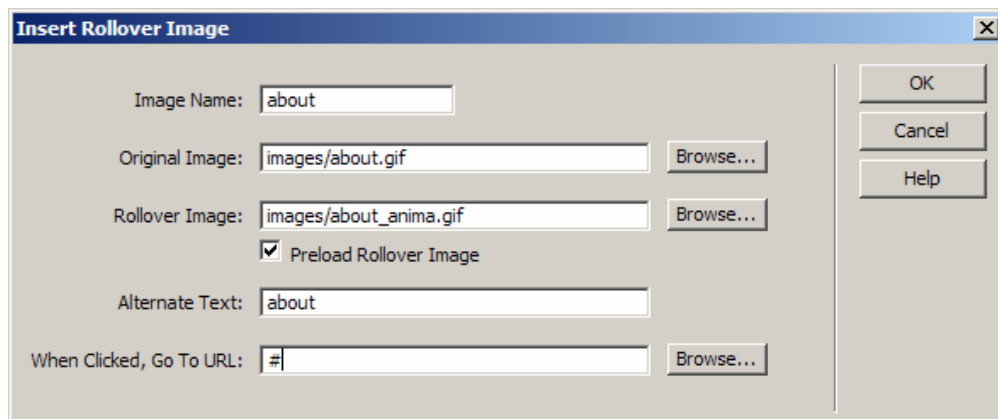
- In the **Link** field in the **Properties Inspector**, click on the yellow folder icon and browse to the **html** folder and select the **rooms.html** file. Click the **OK** button.
- Press **F12** to preview the rollover.
- Click on the link to make sure it works.
- Return to Dreamweaver, and **save** and **close** the document.

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## Animated Rollovers

This next exercise uses the same technique as Exercise 1, only instead of two static images, the Rollover image is an animated GIF. You'll be putting the rollover graphics inside a table to ensure that they don't move around once they're in place.

1. Open **index.html** located in the **html** folder. Notice the empty Table where the navigation elements belong? This is where you're going to insert Rollovers for each button. Click inside Cell A (row 1, column 1) and from the **Insert menu** select **Interactive Images>Rollover Image** (you can also go to the **Insert Palette** and click on the **Insert Rollover** object).
2. You will get the following dialog box. For the **Original Image**, click the **Browse...** button to select **about.gif** located in the **images** folder. For the **Rollover Image**, click the **Browse** button to select **about\_anim.gif** located in the same folder.



3. Click **OK**. Notice that the table got all smushed up after you inserted the image? We will fix it in a minute.
4. Press **F12** to view the results. When you move your mouse over the **about the inn** image, notice that the Rollover state is an animated GIF? Dreamweaver treats the animated GIF as it would any other GIF.
5. Return to Dreamweaver and click to the right of the **about the inn (about.gif)** graphic to make sure it is deselected. Press the Tab key to move the cursor to the next cell which is now scrunched up with the other cells on the right side of the table.
6. Once your cursor is in Cell B (row 1, column 2) choose **Insert> Interactive Images > Rollover Image** again (or go to the **Insert Palette** and click on the **Insert Rollover** object in the **images** folder. For the **rollover image**, click the **Browse...** button to select **rooms\_anim.gif** located in the same folder. Click **OK**,
7. Follow these steps for cell 3 and put **services.gif** for the Original image and **services\_anim.gif** for the rollover image.
8. Use the same steps for cell 4. Put **reservations.gif** for the Original image and **reservations\_anim.gif** for the rollover image.
9. Press **F12** to view the results in a browser.

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## Animated Gif Rollovers and Preload

The previous exercise used animated GIF files for one of the rollover states. Dreamweaver regards these files no differently than static GIFs. If you make your own animated GIF files in an image editor and use them in Dreamweaver as rollover states, there are a couple of GOTCHAS you should know about.

Notice that Dreamweaver automatically checks the **Preload Images** checkbox in the insert rollover image dialog box? What does that mean, exactly? The browser is being instructed to wait until all the graphics for the Rollover have been downloaded before the Rollover functions.

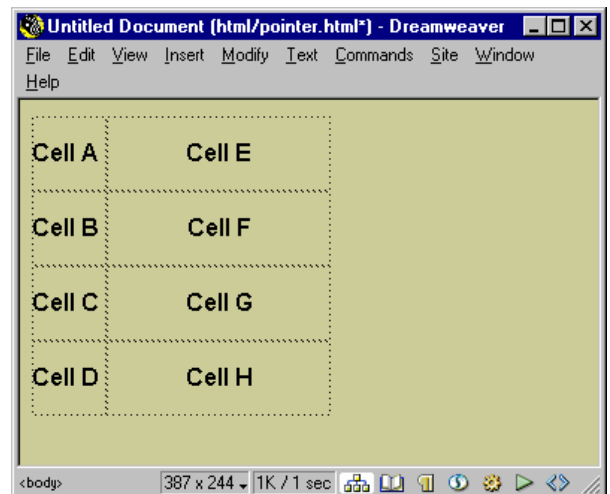
Animated GIFs can be set to play once, any number of times (2x, 3x, etc.) or loop indefinitely. If when you create your animated GIF files you set them to loop indefinitely, then leaving the **Preload Images** box checked will work just fine, as it did here. However, if you have your animated GIF play only one time, it will play when it's preloaded and by the time your end user looks at your rollover it will no longer animate.

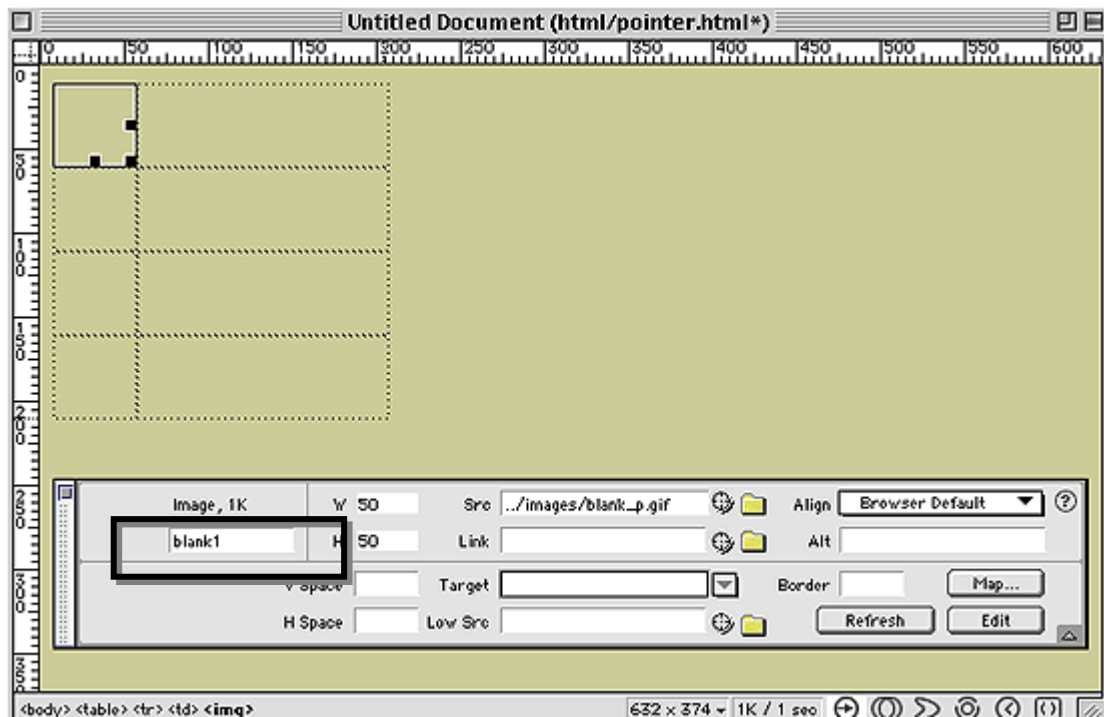
■ \*\*\*\*  
**So the rule is this: leave Preload Images on for looping GIFs and uncheck Preload Images if your GIF is set to play only one time.**  
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## Creating Pointer Rollovers

This next exercise shows you how to create pointer Rollovers, Point Rollovers re-use one piece of artwork (in this example, the star) which follows the mouse as you move over each word. This type of Rollover involves making a Table to hold all the artwork in place. You'll also get to use the Behavior's feature, instead of the Insert Rollover Image button from the Insert Palette.

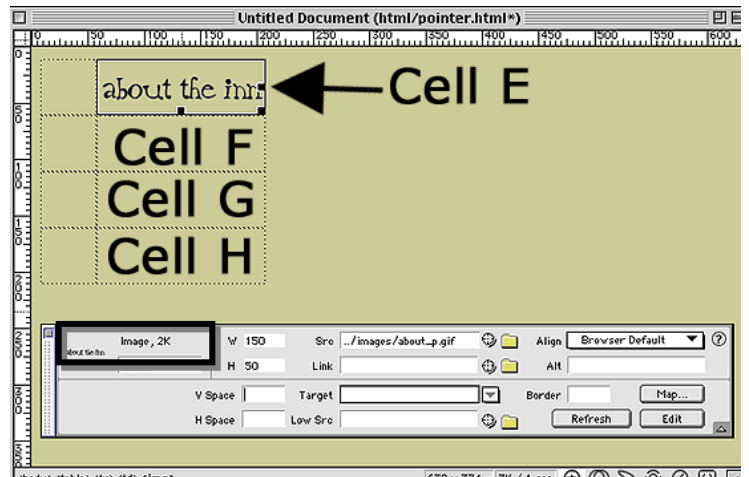
1. View the finished file first. Open **pointerfinal.html** located in the **html** folder and press **F12** to preview it inside a browser. Move your pointer over the text to see the star move from item to item. Return to Dreamweaver and close the file. You're going to recreate this example from scratch.
2. Open **pointer.html** in the **html** folder, which already contains an empty table with 4 rows and 2 columns.
3. Click inside Cell A and select **Insert>Image** and select **blank\_p.gif**. The object of this exercise is to insert the same **blank\_p.gif** image in every location that the pointer will appear. Why? Because Rollovers require two images, the original state and the Rollover state. In this instance, the original state looks like nothing, because it is a transparent gif, which lets the background show through.
4. Repeat this process three times, inserting the same **blank\_p.gif** file inside Cells B,C and D.
5. After you have inserted the **blank\_p.gif** image into each cell, click on the top left cell, as shown below. Inside the Properties Inspector, give it the name **blank1**. It is essential that you assign a unique name to each image by selecting each instance of **blank\_p.gif** and naming it respectively, **blank1**, **blank2**, **blank3**, **blank4**. Make sure that the appropriate **blank\_p.gif** image is highlighted when you name each graphic.





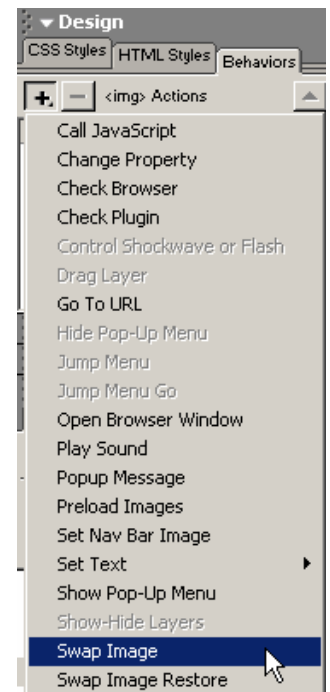
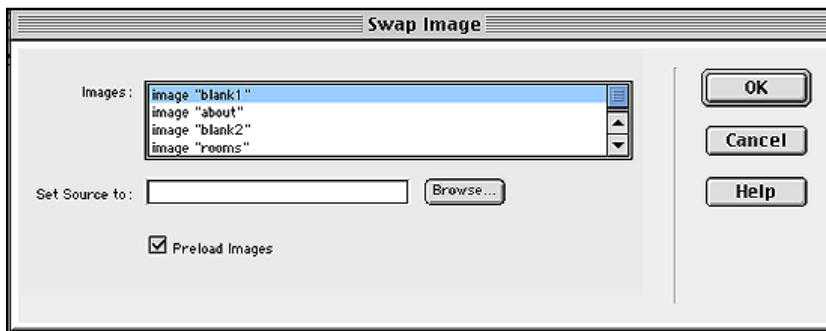
In Exercise #3, Dreamweaver gave the Rollovers a name automatically. When you use the Swap Image Behavior, you have to give each image a unique name, or the Behavior will not work. **Names in Dreamweaver (or HTML) cannot contain any spaces.**

6. Click in Cell E and choose **Insert>Image**, then browse to **about\_p.gif** located in the **images** folder and click **Select**.
7. While the **about\_p.gif** image is selected, enter the name **about** inside the Properties Inspector. **Note:** Naming each image is **essential** to working with Rollovers in Dreamweaver. This is because JavaScript requires a unique name for each source graphic in order to perform Rollover functions. For this reason, you will need to add a unique name for every image that you insert into this table.



8. Click in Cell F and choose **Insert>Image** and browse to **ourrooms\_p.gif**. Inside the Properties Inspector, name the image **rooms**. Click in Cell G and choose **Insert>Image** and browse to **reservations\_p.gif**. Inside the Properties Inspector, name the image **reservations**. Click in Cell H and choose **Insert>Image** and browse to **services\_p.gif**. Inside the Properties Inspector, name the image **services**.
9. Click on **about\_p.gif (about the inn)** to select it. Open the Behaviors window (if it isn't already open) by selecting **Window>Behaviors** (or use the shortcut key **Shift+F3**).

- With the **about\_p.gif (about the inn)** selected, click on the **plus** sign button in the Behaviors tab in (Design Palette); in the drop-down menu, select **Swap Image**.
- Make sure the **blank1** image name is highlighted at the top.



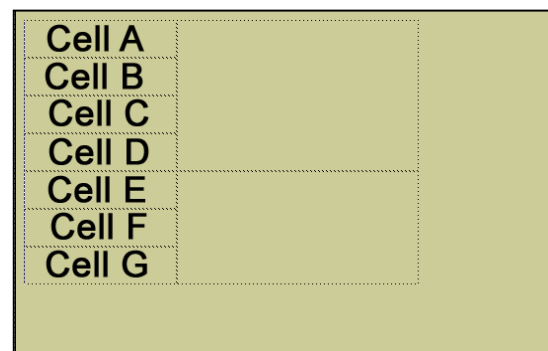
- Click the **Browse...** button and select **star.gif** located in the **images** folder. Click **OK**.
- Next select **ourrooms\_p.gif** and click on the plus sign button to select **Swap Image**. Select **blank2** inside the Images list and click on the **Browse...** button to locate **star.gif**. Repeat this process for **reservations\_p.gif**, selecting **blank3** and **services\_p.gif** for **blank4**.
- Press **F12** to preview in your browser.

This exercise demonstrated the benefit of using a Table to hold together multiple graphics. It also reinforced the fact that you need two images for a Rollover—the original state and the Rollover state. In this instance, the original was a blank image. You must also remember to name the Rollovers in the Properties Inspector.

## Creating Multiple-Event Rollovers

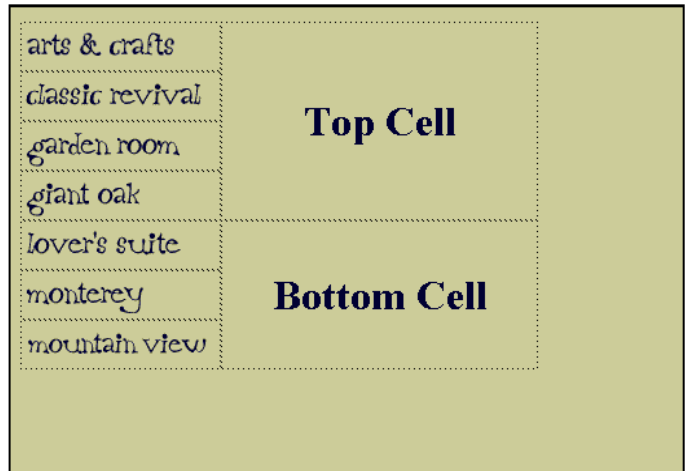
A multiple-event Rollover uses more than two pieces of artwork in the Swap Image Behavior. In this example, three different pieces of artwork change for every rollover. If that sounds complicated, that's because it is. Assembling this type of Rollover can be tedious, but not nearly as tedious as writing all the HTML and JavaScript from scratch.

- Open **multiple\_final.html** located in the **html** folder, and preview this finished exercise in your browser. Roll you mouse over each item in the list, and watch the room change.
- Open **multiple.html** located in the **html** folder. Future steps will refer to the various cells on the picture below.
- Click inside Cell A (row 1, column 1) and choose **Insert>Image** to browse to **arts.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **arts**.
- Click inside Cell B (row 2, column 1) and choose **Insert>Image** to browse to **classic.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **classic**.



5. Click inside Cell C (row 3, column 1) and choose **Insert>Image** to browse to **garden.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **garden**.
6. Click inside Cell D(row 4, column 1) and choose **Insert>Image** to browse to **giant.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **giant**.
7. Click inside Cell E (row 5, column 1) and choose **Insert>Image** to browse to **lovers.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **lovers**.
8. Click inside Cell F (row 6, column 1) and choose **Insert>Image** to browse to **monterey.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **monterey**.

9. Click inside Cell G (row 2, column 1) and choose **Insert>Image** to browse to **mountain.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **mountain**.



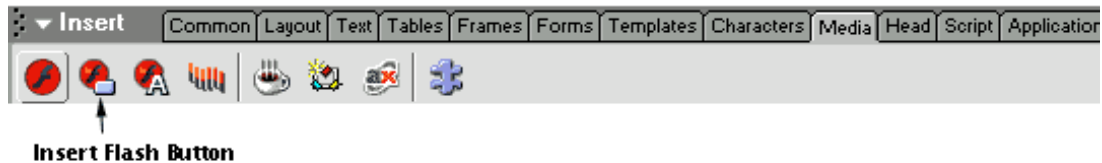
10. Click in the top right cell (Row 1, column 2) and choose **Insert>Image** to browse to **blank1.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **blank1**.
11. Click in the bottom right cell (Row 2, column 2) and choose **Insert>Image** to browse to **blank2.gif** located in the **images** folder, then click **Select**. In the Properties Inspector, name the image **blank2**.
12. Select the image in Cell A (row 1, column 1). With the image selected, click the **plus** sign button in the **Behaviors** window to select **Swap Image**. **Note:** If the Behaviors window is not open, press **F8** to open it. The **Swap Image** window will open. Be sure not to click **OK** until you are instructed to! Notice that **arts** is selected in the Images list.
13. Click the **Browse...** button to **Set Source to: arts\_on.gif**. This sets the Rollover for the graphic **arts & crafts (arts.gif)** to turn red when you move your mouse over it. Don't click **OK** yet!
14. Select **blank1** from the same **Images** list. Click the **Browse...** button again to **Set Sources to: arts.jpg**. You just instructed the Behavior to swap the **blank1 (blank1.gif)** artwork to the picture of the **arts & craft hotel room (arts.jpg)**. *The Rollover now triggers two Behaviors: the lettering for arts & crafts has been instructed to turn red, and an image of the room will appear when the mouse moves over the original image* **Don't click OK YET!**
15. Scroll down the **Images** list to select **blank2**. Click the **Browse...** button again to **Set Source to : artstext.gif**. **YOU MAY NOW FINALLY CLICK OK TO END THIS PROCESS.**
16. At this point, stop and test your rollover in your browser by pressing **F12**. Move your mouse over the words **arts & crafts** The lettering should turn red, and a picture of the room should appear to the upper right, with its description below. You've just set the rollover for **arts & crafts**. There are six more items on the list to go.
17. Return to Dreamweaver and repeat this process for the other images. Start with the Swap Image window in **Step 12**. Below is a chart that outlines the images to uses in each column.

Swap Images At A Glance		
Cell	Images	Set Source To
<b>B (row 2, column 1)</b>	classic.gif blank1 blank2	classic_on.gif classic.jpg classic_text.gif
<b>C (row 3, column 1)</b>	garden.gif blank1 blank2	garden_on.gif garden.gif gardentext.gif
<b>D (row 4, column 1)</b>	giant.gif blank1 blank2	giant_on.gif giant.jpg gianttext.gif
<b>E (row 5, column 1)</b>	lovers.gif blank1 blank2	lovers_on.gif lovers.jpg loverstext.gif
<b>F (row 6, column 1)</b>	monterey.gif blank1 blank2	monterey_on.gif monterey.jpg montereytext.gif
<b>G (row 7, column 1)</b>	mountain.gif blank1 blank2	mountain_on.gif mountain.jpg mountaintext.gif

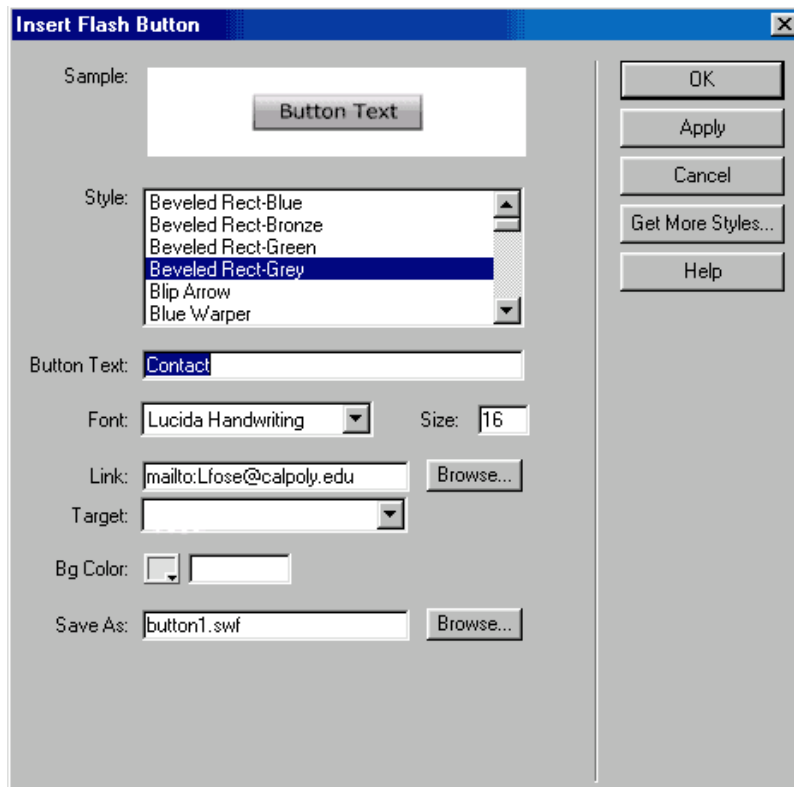
## Adding A Flash Button And An Email Hyperlink

Now we are going to add a **Contact** button at the bottom of this page and attach an email hyperlink to it. We are going to create a Flash button that will act like a rollover.

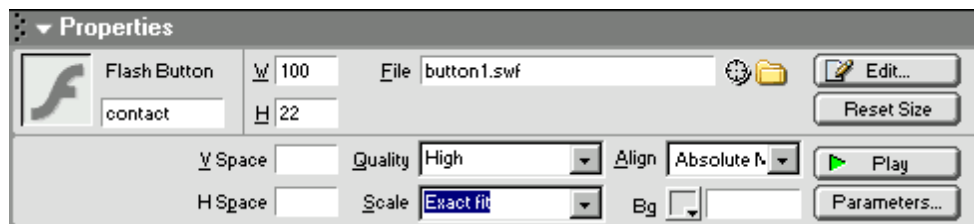
1. Click on the **2nd column/4th row cell**. From the **Insert Bar**, select the **Media** tab and then click on the **Insert Flash button** icon (Figure 25).



2. The **Insert Flash Button** dialog box appears (Figure 26). From the **Style:** area, select **Beveled Rect-Grey** and the picture of the button type will show in the **Sample:** area.
3. In the **Button Text:** text box, type "**Contact**"
4. From the **Font:** pull-down menu, select **Lucida Handwriting** (this is the font that was used for the navigational buttons).
5. In the **Size:** box, type **16**.
6. In the **Link:** box, type **mailto:** and then after the colon, type your email address. (DO NOT place a space between the colon and your email address).
7. In the **Save As:** text box, it should say "**button1.swf**" (.swf is the Flash extension).
8. Click the **Apply** button and then click the **OK** button.



- Now click on the **Contact** button that was created and change the following properties in the Properties Inspector (Figure 27): **Align=Absolute Middle**, **Scale=Exact file**.



- Click on the **Play** button in the Flash Button Properties box and then drag your pointer over the **Contact** button to see it rollover. Click the **Stop** button that appeared when you are finished testing it.
- Preview the page in your browser. Try out the Flash button. If Flash is not installed on your browser, a dialog box will appear asking if you would like to install the plugin. Install the plugin and continue testing the page.