Contents at a Glance

Introduction 1

Book I: An Introduction to Building Web Sites 7

Chapter 1: Why Build a Web Site? 9
Chapter 2: Developing Web Content 17
Chapter 3: Choosing the Right Tools for the Job 23
Chapter 4: Best Practices for Web Development 31

Book II: Dreamweaver MX 2004 41

Chapter 1: Introduction to Dreamweaver MX 2004 43
Chapter 2: Creating Basic Web Pages 55
Chapter 3: Creating and Using Dreamweaver Sites 75
Chapter 4: Punching Up Your Pages with Forms and Frames 95
Chapter 5: Laying Out Pages with Layers 109
Chapter 6: Using ColdFusion MX 6.1 Developer Edition in Dreamweaver MX 2004 121
Chapter 7: Advanced Web Page Design Techniques 135
Chapter 8: Integrating Dreamweaver MX 2004 with Other Macromedia Products 155

Book III: Fireworks MX 2004 169

Chapter 1: Introduction to Fireworks MX 2004 171
Chapter 2: Fireworks MX 2004 Basics 189
Chapter 3: Working with Text, Shapes, and Images 205
Chapter 4: Transforming Text, Shapes, and Images 233
Chapter 5: The Power of Layers and Frames 261
Chapter 6: Slicing Up Content for the Web 289
Chapter 7: Advanced Fireworks MX 2004 Tools 311
Chapter 8: Integrating Fireworks MX 2004 with Other Macromedia Products 329

Book IV: FreeHand MX 345

Chapter 1: Introduction to FreeHand MX 347
Chapter 2: Understanding FreeHand MX Basics 357
Chapter 3: Using the FreeHand MX Text Tools 381

Chapter 4: Creating Illustrations with FreeHand MX 407
Chapter 5: Transforming Text, Shapes, and Images 425
Chapter 6: Exploring the Color Management Tools 449
Chapter 7: Integrating FreeHand MX with Other Macromedia Products 471

Book V: Macromedia Flash MX 2004 483

Chapter 1: Introduction to Macromedia Flash MX 2004 485
Chapter 2: Using the Graphics Tools 507
Chapter 3: Working with Symbols 531
Chapter 4: Making Your Life Easier with Layers 541
Chapter 5: Creating Animation 551
Chapter 6: Adding Sound and Video 565
Chapter 7: Publishing Movies 573
Chapter 8: Getting Interactive with ActionScript 585
Chapter 9: Creating Interfaces with Components and Forms 595
Chapter 10: Integrating Macromedia Flash MX 2004 with Other Macromedia Products 609

Book VI: ColdFusion MX 6.1 Developer Edition.....619

Chapter 1: Introduction to ColdFusion MX 6.1 Developer Edition 621
Chapter 2: Working with the ColdFusion Administrator 635
Chapter 3: ColdFusion MX 6.1 Developer Edition Basics 647
Chapter 4: Understanding CFML Basics 659
Chapter 5: Variables, Functions, and Structured Data 673
Chapter 6: Using Databases with ColdFusion MX 6.1 Developer Edition 695
Chapter 7: Advanced Features in ColdFusion MX 6.1 Developer Edition 705
Chapter 8: Integrating ColdFusion MX 6.1 Developer Edition with Other Macromedia Products 721

Book VII: Contribute 2 731

Chapter 1: Introduction to Contribute 2 733
Chapter 2: Basics for Contributors 747
Chapter 3: Contribute 2 Administration 773
Chapter 4: Contribute 2 and Other Macromedia Products 803

Index 809

Table of Contents

Introduction 1

About This Book 1
How to Use This Book 1
Three Presumptuous Assumptions 2
Macintosh versus Windows 2
How This Book Is Organized 3
Book I: An Introduction to Building Web Sites 3
Book II: Dreamweaver MX 2004 3
Book III: Fireworks MX 2004 3
Book IV: FreeHand MX 3
Book V: Macromedia Flash MX 2004 4
Book VI: ColdFusion MX 6.1 Developer Edition 4
Book VII: Contribute 2 4
Icons Used in This Book 4
Where to Go from Here 5

Book I: An Introduction to Building Web Sites 7

Chapter 1: Why Build a Web Site? 9

Understanding Why People Build Web Sites 9
Finding Your Place on the Web 10
What Drives People to the Web 12
Choosing the Right Type of Web Site 13
Macromedia Studio MX 2004: Your Ally in Development 14
Before You Start: Things to Know 15

Chapter 2: Developing Web Content 17

Developing Content: A Four-Step Process 17
Choosing and Organizing Content 18
Classifying common types of Web content 19
Categorizing your content 19
Creating Content for the Web 20
Prepping Content for the Web 22

Chapter 3: Choosing the Right Tools for the Job 23

Before You Begin: When Not to Use Macromedia Studio MX 2004 23
Using Dreamweaver MX 2004 for Web Development 24

Designing with Fireworks MX 2004 25
Illustrating with FreeHand MX 26
Creating Animation with Macromedia Flash MX 2004 28
Creating a Dynamic Site with ColdFusion MX 6.1 Developer Edition 29
Managing Your Site with Contribute 2 29

Chapter 4: Best Practices for Web Development 31

Following the Best Path of Development 32
Step one: Develop a site concept 32
Step two: Define your requirements 32
Step three: Generate content 33
Step four: Design the site 33
Step five: Build the site 34
Step six: Test and deploy your site 36
Getting the Right People at the Right Time 38
Building a team 38
Involving the right people at the right time 40

Book II: Dreamweaver MX 2004....41

Chapter 1: Introduction to Dreamweaver MX 2004 43

Exploring the New Dreamweaver MX 2004 Interface 43
Selecting a workspace on start-up 44
Introducing the new Start page 44
Introducing the Document Window 46
Choosing among Standard, Expanded Table, and Layout Modes 47
Examining Your Site with the Files Panel 48
Exploring Toolbar Buttons 49
Using Panels and Inspectors 51
Understanding the role of panels 51
Working with the Properties panel 52
Getting Help 52

Chapter 2: Creating Basic Web Pages 55

Setting Ruler and Grid Options in the Document Window 55
Creating and Opening Pages 57
Establishing Page Properties 58
Working with Text 60
Adding, editing, and deleting text 60
Inserting a line break 63
Working with Images 63
Inserting an image 64
Deleting or moving an image 65
Modifying an image 65

Working with Links 67
Inserting a link 68
Deleting a link 68
Using named anchors 68
Working with Tables 70
Inserting a table 70
Deleting a table 72
Using layout tables 72
Storing information in table cells 74
Previewing Your Work 74

Chapter 3: Creating and Using Dreamweaver Sites 75

Defining a Site in Dreamweaver MX 2004 75
Creating Your First Site 76
Creating a site manually 76
Creating a site using a wizard 78
Setting Up a Remote Connection 82
Using Advanced Site Options 85
Testing your server 86
Cloaking 87
Using Design Notes 87
Setting up a site map 87
Selecting columns for the File view 87
Enabling Contribute compatibility 88
Publishing Your Site 89
Maintaining Your Site 90
Running reports 90
Checking links 92
Using Source Control 92

Chapter 4: Punching Up Your Pages with Forms and Frames 95

Incorporating Forms into Web Pages 95
Adding a form 96
Specifying form properties 97
Labeling form objects 98
Using text fields 99
Setting up buttons 100
Adding other form elements 101
Structuring Pages with Frames 102
Adding frames 102
Modifying frames 103
Deleting frames 105
Saving frames 105
Saving framesets 106
Setting no-frames content 106
Targeting content 107

Chapter 5: Laying Out Pages with Layers 109

Adding a Layer 109
Selecting a Layer 110
Deleting a Layer 111
Placing Objects in a Layer 111
Changing Layer Properties 111
Including a background image or color in a layer 112
Naming a layer 112
Aligning layers 113
Changing the visibility of a layer 114
Layering layers: Setting the z-index 115
Moving a layer 117
Resizing a layer 118
Nesting Layers 118
Enabling nesting 119
Creating a new nested layer 119
Nesting an existing layer 120
Collapsing or expanding your view in the Layers tab 120

Chapter 6: Using ColdFusion MX 6.1 Developer Edition in Dreamweaver MX 2004 121

Understanding the Integration of ColdFusion and Dreamweaver 121
Using Features on the Insert Bar 124
Editing a Tag 128
Getting Data from a Database 129
Using the Bindings Tab 131
Introducing Server Behaviors and Components 133
Understanding server behaviors 133
Considering components 134

Chapter 7: Advanced Web Page Design Techniques 135

Creating Clickable Image Maps with Hotspots 135
Creating a hotspot 135
Modifying a hotspot 137
Adding Flash Text Rollovers 137
Adding Flash text 138
Changing Flash text 139
Adding Flash Button Rollovers 139
Adding a Flash button 140
Changing a Flash button 142
Inserting Image Rollovers 142
Setting Up a Navigation Bar 143
Adding Audio and Video to Your Pages 146
Embedding an audio or video clip 146
Embedding background music 147

Linking to an audio or video clip 148
Adding Other Media 149
Using Dreamweaver MX 2004 Templates 150
Validating Your Code 154

Chapter 8: Integrating Dreamweaver MX 2004 with Other Macromedia Products 155

Integrating Dreamweaver with Fireworks 157
Making Fireworks your primary image editor 157
Working with tables 158
Integrating Dreamweaver with Macromedia Flash 161
Inserting a Flash movie into a Dreamweaver document 161
Working with the Property inspector 162
Editing a Flash movie in Dreamweaver 163
Editing a link in an SWF file in Dreamweaver 164
Integrating Dreamweaver with ColdFusion 165
Integrating Dreamweaver with FreeHand 165
Integrating Dreamweaver with Contribute 165

Book III: Fireworks MX 2004 169

Chapter 1: Introduction to Fireworks MX 2004 171

Understanding the Power of Fireworks 171
Making designing easier with layers 172
Creating slices 172
Taking a Quick Tour of the Fireworks MX 2004 Interface 174
The Tools panel: A bird's-eye view 175
The Tools panel: A bug's-eye view 176
Across the aisle: The right-side panels 179
The Property inspector 179
Viewing and Previewing Your Work 179
Customizing Your Work Environment 180
Collapsing and expanding panels 180
Moving, docking, and grouping panels 181
Setting Fireworks Preferences 183
Setting General preferences 184
Setting Editing preferences 185
Setting Launch and Edit preferences 185
Setting Folders preferences 186
Setting Import preferences 186
Getting Help 187

Chapter 2: Fireworks MX 2004 Basics 189

Creating a New Document 189
Changing Views of Your Document 191
Saving Documents 193
Modifying Document Size 194
Changing the image size 194
Changing the canvas size 197
An Introduction to Color Management 199
Hexadecimal numbers 200
Web safe colors 201

Chapter 3: Working with Text, Shapes, and Images 205

Working with Text 205
Creating text with the Text tool 207
Selecting a font and changing its size 208
Adding a little color 209
Manipulating text 212
Working with Vector Shapes 215
Making a good old-fashioned line 216
Making simple shapes 217
Making complex shapes 219
Editing, moving, and deleting shapes 221
Splitting shapes 223
Adding a little color to your shapes 224
Working with Bitmap Images 225
Exploring the bitmap drawing tools 226
Inserting a bitmap image 228
Selecting areas in a bitmap image 228
Editing bitmaps: The basics 231

Chapter 4: Transforming Text, Shapes, and Images 233

Scaling Graphics 233
Using the Scale Transformation tool 234
Resizing by entering numerical values 235
Distorting and Skewing Images and Text 236
Distorting an image 237
Skewing an image 238
Distorting and skewing text 239
Rotating and Flipping Graphics and Text 241
Rotating graphics 241
Rotating text 243
Flipping images 243
Flipping text 245
Adding Gradients and Textures to Shape Fills and Bitmap Selections 245
Introducing gradients 245
Adding textures 250

Adjusting Color Information and More with Filters 251
Fine-tuning your colors 252
Blurring and sharpening 256
Using the other filters: Convert to Alpha and Find Edges 258
Using Extras: Lite Versions Bundled with Fireworks MX 2004 259

Chapter 5: The Power of Layers and Frames 261

Managing Layers 262
Adding and deleting layers 263
Making a layer active 263
Expanding and collapsing layers 264
Making a layer visible or invisible on the canvas 265
Locking and unlocking a layer 265
Renaming a layer 265
Moving a layer in front of or behind other layers 266
Merging layers 268
Using Layers for Masking 268
Creating a bitmap mask 269
Creating a vector mask 272
Using the Web Layer 273
Using the Slice tool 274
Using the Polygon Slice tool 275
Working with Objects 276
Renaming an object in the Layers panel 276
Moving an object between layers 276
Setting an object's opacity/transparency 276
Blending 277
Managing Frames 280
Adding frames 281
Deleting and editing frames 282
Renaming frames 282
Using Frames to Create Rollovers and Animated GIFs 282
Creating a rollover 283
Creating an animated GIF 284

Chapter 6: Slicing Up Content for the Web 289

Exploring the Advantages of Using Slices 289
Creating and Editing Slices 291
Naming a slice 291
Moving a slice 292
Resizing a slice 293
Duplicating a slice 295
Optimizing Your Images for the Web 295
Working with the options in the Optimize panel 296
Making a JPEG 298
Making a GIF 301

Previewing Slices 304
The Preview pane 305
The 2-Up view 305
The 4-Up view 306
Relating Hotspots and Slices 307
Exporting Images 308
Exporting a single image 308
Exporting multiple image slices 309
Exporting an animated GIF 310

Chapter 7: Advanced Fireworks MX 2004 Tools 311

Using Advanced Export Options 311
Readying your PNG for HTML export 313
Exporting HTML with your images 314
Setting the export HTML file options 315
Setting Up Image Maps and Button Rollovers 317
Creating image maps with hotspots 317
Creating advanced button rollovers 319
Bringing Interactivity to Your Pages with Behaviors 322
The Swap Images behavior 322
Generating pop-up menus 324

Chapter 8: Integrating Fireworks MX 2004 with Other Macromedia Products 329

Integrating Fireworks with Macromedia Flash 331
Exporting files from Fireworks to Macromedia Flash 331
Importing files into Macromedia Flash from Fireworks 333
Integrating Fireworks with Dreamweaver 334
Setting preferences 334
Editing PNGs 335
Working with tables 336
Integrating Fireworks with FreeHand 338
Importing FreeHand files into Fireworks 339
Editing Fireworks objects in FreeHand 341
Integrating Fireworks with Director 342

Book IV: FreeHand MX 345

Chapter 1: Introduction to FreeHand MX 347

Introducing FreeHand MX 347
Using Illustration Tools for the Web 348
Understanding the Role of Vector Graphics 348

Investigating the FreeHand MX Interface 349
Exploring the document window 350
Using the drawing tools 351
Working with toolbars 352
Perusing the panels 353
Modifying groups 355

Chapter 2: Understanding FreeHand MX Basics 357

Creating FreeHand Documents 357
Creating a new document 358
Modifying documents with the Properties panel 359
Editing a Master Page 363
Changing the Document Tab Thumbnail Display 363
Using the Page Tool 364
Opening Existing Documents 365
Using the Document Grid 366
Using Rulers 367
Creating guides 367
Editing guides 368
Adding Text to Your Illustration 369
Creating Predefined Shapes 369
Creating Custom Shapes with the Pen Tool 371
Using the Line Tool 372
Coloring Shapes 372
Using the Fill color box 373
Changing a shape's fill color 374
Creating Outlines 374
Using the Stroke color box 374
Changing an object's stroke color 375
Working with Layers 376
Creating layers 376
Editing layers 377
Saving Documents in FreeHand 378
Saving FreeHand files 379
Exporting files in other formats 380

Chapter 3: Using the FreeHand MX Text Tools 381

Creating Text Using the Text Tool 381
Creating auto-expanding text boxes 382
Creating fixed-size text boxes 382
Using Text Rulers 383
Checking the Spelling of a Text Selection 384
Editing Blocks of Text 386
Moving and deleting text 386
Resizing text boxes 386
Changing text box characteristics 387

Formatting Text 388
Choosing a font type, size, and style 390
Creating text styles 391
Choosing a text color 392
Aligning your text 393
Changing paragraph settings 394
Formatting text in columns and rows 395
Scaling text horizontally 396
Copying attributes between text boxes 398
Adding visual effects to text 398
Adjusting the Spacing and Position of Characters and Lines 399
Adjusting leading 399
Adjusting kerning 400
Adjusting baseline shift 401
Working with Text and Paths 401
Converting text to a path 401
Aligning text to a path 402
Aligning text to both sides of an ellipse 403
Modifying the alignment of text along a path 404

Chapter 4: Creating Illustrations with FreeHand MX 407

Using Predefined Shapes 407
Creating rectangles and squares 408
Creating polygons 409
Creating ellipses 410
Creating spirals 411
Creating Freeform Shapes 412
Using the Pencil tool 413
Using the Variable Stroke Pen tool 414
Using the Calligraphic Pen tool 415
Selecting Objects 416
Using the Pointer tool 416
Using the Subselection tool 417
Using the Lasso tool 417
Editing Objects with the Object Tab 418
Grouping and Ungrouping Objects 419
Arranging Objects 420
Aligning Objects with the Align Panel 421
Slicing Objects with the Knife Tool 423

Chapter 5: Transforming Text, Shapes, and Images 425

Working with Bitmap Images 425
Modifying Objects 426
Scaling graphics 427
Skewing and distorting objects 429

Rotating objects 431
Flipping objects 433
Using the Move command 435
Giving an object some perspective 436
Extruding an object 438
Scaling, skewing, and rotating with the Pointer tool 438
Using the Trace Tool 440
Creating New Shapes by Combining Shapes 442
Using the Xtra Tools to Change a Shape 443
Using the Arc tool 444
Using the 3D Rotation tool 444
Using the Smudge tool 445
Using the Shadow tool 445
Using Xtra Operations to Modify Shapes 446

Chapter 6: Exploring the Color Management Tools 449

Using the Mixer Tab 450
Mixing a CMYK color 450
Mixing an RGB color 451
Mixing an HLS color 452
Mixing a color from the System Color Picker 453
Working with the Mixer Tab 454
Using the Mixer tab to apply color to an object 454
Using the Mixer tab to change the current fill or stroke color 455
Adding a color to the Swatches tab of the Assets panel 455
Creating Color Tints 456
Using the Swatches Tab of the Assets Panel 457
Adding preset colors to the Swatches tab 459
Renaming a color 459
Exporting a color palette 460
Adding custom colors to the Swatches tab 461
Using the Eyedropper Tool 462
Modifying Strokes 462
Modifying Fills 464
Creating a basic fill 464
Creating a gradient fill 465
Creating a tiled fill 467
Using FreeHand's other fill types 469

Chapter 7: Integrating FreeHand MX with Other Macromedia Products 471

Integrating FreeHand with Fireworks 471
Integrating FreeHand with Macromedia Flash 472
Creating animations 472
Using ActionScript 474
Exporting Flash movies 475

Integrating FreeHand with Dreamweaver 478
Adding navigation links 478
Publishing a document as HTML 479

Book V: Macromedia Flash MX 2004 483

Chapter 1: Introduction to Macromedia Flash MX 2004 485

Understanding What Macromedia Flash Is and How It Works 485
Recognizing what Macromedia Flash can do 486
Creating content for a Web site in Macromedia Flash 486
Using Macromedia Flash on a Web site 487
Appreciating the Unique Nature of Vector Graphics 487
Exploring Basic Moviemaking Principles 488
The Stage 488
The Timeline and frames 489
Layers 489
Scenes 490
Creating a Flash Document File 490
Taking a Quick Tour of the Macromedia Flash Interface 490
Menus 490
Timeline 492
The Tools panel 494
Panels 495
The Properties panel 496
Library 496
Viewing the Stage 498
Setting Movie and Macromedia Flash Preferences 499
Setting document properties 499
Setting preferences 501
Creating your own keyboard shortcuts 504
Getting Help 506
Tutorial 506

Chapter 2: Using the Graphics Tools 507

Choosing When to Use the Macromedia Flash Tools 507
Creating Shapes and Text 507
Line tool 508
Oval tool 509
Rectangle tool 509
Polystar tool 510
Pencil tool 511
Pen tool 512
Brush tool 513
Paint Bucket tool 514

Ink Bottle tool 514
Text tool 515
Modifying Shapes and Text 516
Selection tool 517
Lasso tool 517
Moving and copying objects 517
Eraser tool 518
Reshaping with the Selection tool 518
Subselect tool 519
Free Transform tool 520
Straightening and smoothing with the Selection tool 522
Optimizing curves 522
Softening edges 523
Flipping 524
Transferring properties with the Eyedropper tool 524
Grouping 525
Breaking objects apart 525
Aligning objects 525
Working with Colors 526
Creating solid colors 527
Creating gradients 528
Editing fills 529
Working with bitmap fills 530

Chapter 3: Working with Symbols 531

Appreciating the Importance of Symbols 531
Working with Graphic Symbols 532
Working with instances of symbols 532
Creating graphic symbols 533
Using graphic symbols 534
Editing graphic symbols 534
Creating and Working with Movie Clip Symbols 535
Working with Button Symbols 537
Creating simple button symbols 538
Adding pizzazz to buttons 539
Testing buttons 540

Chapter 4: Making Your Life Easier with Layers 541

Working with the Layer List 542
Working with Layers 543
Creating layers 543
Using layers 543
Editing layers 544
An introduction to guide layers 546
Using mask layers 547

Changing Layer Options 548
Altering the visibility of objects 548
Locking and unlocking layers 549
Setting layer properties 549
Using Folders to Manage Layers 550

Chapter 5: Creating Animation 551

Getting Familiar with the Timeline 551
Understanding the frame rate 552
Working with the Timeline 552
Onion skinning 553
Using Frames and Keyframes 554
Creating Animation Frame-By-Frame 555
Creating Tweened Motion Animation 556
Preparing to tween 556
Creating a simple tween 557
Motion tweening along a path 558
Creating Tweened Shape Animation 560
Creating a simple shape tween 560
Using shape hints for more control 561
Adding Basic Interactivity to Animation 562
Go To 562
Stop 563
Play 563
On (mouse event) 563
Working with Scenes 563

Chapter 6: Adding Sound and Video 565

Exploring Sound and Video Formats 565
Sound file formats 565
Video file formats 566
Working with Sounds 566
Importing sounds 566
Placing a sound in a movie 567
Editing sounds 569
Setting sound properties 570
Working with Video Clips 571

Chapter 7: Publishing Movies 573

Publishing Movies the Simple Way 573
Optimizing Movies for Speed 576
Simplifying graphics 576
Optimizing text 576
Minimizing the size of sound files 577
Testing download time 577

Generating HTML and Graphics 578
Creating HTML code 578
Creating graphic files 580
Creating QuickTime movies 582
Creating self-playing movies 583
Exporting movies and images 584

Chapter 8: Getting Interactive with ActionScript 585

Exploring the Role of ActionScript 585
Using Actions in Your Movies 586
Timeline Control actions 587
Browser/Network actions 588
Movie Clip Control actions 588
Advanced actions 589
Creating Frame Actions 589
Creating Button Actions 592

Chapter 9: Creating Interfaces with Components and Forms 595

Adding Components 596
Check boxes 598
Radio buttons 598
Push buttons 599
Combo boxes 599
List boxes 600
Scroll panes 600
Label 602
Loader 602
TextArea 602
TextInput 603
NumericStepper 603
Window 603
Setting component properties 604
Creating Forms with Macromedia Flash 604
Collecting data within a Flash movie 604
Posting form data 606

Chapter 10: Integrating Macromedia Flash MX 2004 with Other Macromedia Products 609

Integrating Macromedia Flash with Fireworks 609
Importing a Fireworks PNG into Macromedia Flash 610
Cutting and pasting between Macromedia Flash and Fireworks 611
Integrating Macromedia Flash with Dreamweaver 612
Integrating Macromedia Flash with FreeHand 613
Integrating Macromedia Flash with ColdFusion 615

Book VI: ColdFusion MX 6.1 Developer Edition 619

Chapter 1: Introduction to ColdFusion MX 6.1 Developer Edition 621

Creating Dynamic Web Sites 622
Exploring the Components of ColdFusion 624
Understanding the Role of the Web Application Server 625
    Investigating CFML 625
    The ColdFusion Administrator 626
Setting Up the ColdFusion Environment 626
    Finding an ISP 626
    Installing the application server 627
    Configuring the application server 630
Introducing Databases 631
Taking a Quick Tour of ColdFusion in Dreamweaver 632

Chapter 2: Working with the ColdFusion Administrator 635

Exploring the Functionality of the ColdFusion Administrator 635
Logging On to the ColdFusion Administrator 636
Working with the ColdFusion Administrator 637
Creating Data Sources 638
    Setting up a data source 639
    Other data source tasks 641
Connecting to a Mail Server 642
Controlling Logging on Your Site 645
Debugging Options for Building Your Site 646

Chapter 3: ColdFusion MX 6.1 Developer Edition Basics 647

Understanding the ColdFusion Application Server Model 648
Getting Acquainted with CFML 650
    Introducing CFML tags 650
    Working with variables 654
    Using expressions 656

Chapter 4: Understanding CFML Basics 659

Setting Up Your Page Architecture 659
    Understanding template basics 659
    Using <CFINCLUDE> 661
Using Conditional Processing 662
    Using <CFIF> and <CFELSE> 663
    Using <CFELSEIF> 664
    Using <CFSWITCH> 665

Using SQL Queries 666
Exploring SQL concepts 666
Using <CFQUERY> 668
Using SQL commands 668
Outputting Content to the Screen 671
Using <CFOUTPUT> 671
Looping 671

Chapter 5: Variables, Functions, and Structured Data 673

Working with Variables and Parameters 673
Creating variables with <CFSET> 674
Testing the existence of variables with <CFPARAM> 676
Getting access to variables through <CFQUERY> 679
Using variables generated by ColdFusion 680
Using CFML Functions 680
Using the arrayNew function 682
Using the isDefined function 683
Using the len function 683
Using the DateFormat function 683
Using the Trim function 684
Casting Data into Arrays, Lists, and Structures 684
Creating lists 685
Creating arrays 687
Using structures 692

Chapter 6: Using Databases with ColdFusion MX 6.1 Developer Edition 695

Understanding Relational Databases 695
Understanding ODBC and OLE 698
Creating Queries in ColdFusion 699
Using <CFQUERY> 700
Using <CFINSERT> 700
Using <CFUPDATE> 702

Chapter 7: Advanced Features in ColdFusion MX 6.1 Developer Edition 705

Using <CFFORM> 705
Working with Sessions and Cookies 708
Using session variables 709
Setting and retrieving cookies 711
Sending Mail 713
Creating Graphs 715
Building Custom Tags 718

Chapter 8: Integrating ColdFusion MX 6.1 Developer Edition with Other Macromedia Products 721

Integrating ColdFusion with Dreamweaver 721
Integrating ColdFusion with Fireworks 724
Integrating ColdFusion with Macromedia Flash 724
Using the Macromedia Flash Remoting service 725
Working with CF.query and CF.http 727
Understanding the Macromedia Flash Communication Server 728
Charting 729

Book VII: Contribute 2.....731

Chapter 1: Introduction to Contribute 2 733

Why Contribute? 733
Exploring the Contribute Interface 734
Panel basics 734
Menus 739
Setting Preferences 743
Setting general preferences 744
Setting file editor preferences 745
Setting firewall preferences 746
Setting invisible element preferences 746
Setting security preferences 746

Chapter 2: Basics for Contributors 747

Connecting to a Site 747
Connecting to a site with the connection key 748
Connecting to a site with the Connection Wizard 749
Opening an Existing Page for Editing 752
Creating a New Page 753
Working with Text 754
Adding text 754
Formatting text 754
Working with Tables 759
Inserting a table 759
Adding information to a table 761
Modifying a table 762
Adding Images, Links, and More 766
Inserting an image 766
Inserting a Flash movie 766
Inserting a link 767
Inserting a Document as FlashPaper 768

Previewing Your Work 770
Uploading (Publishing) a Page 770
Collaborating 770

Chapter 3: Contribute 2 Administration 773

Setting Yourself Up as Site Administrator 773
Changing Settings in the Connection Wizard 776
Creating Sitewide Settings 777
Changing the administrator's e-mail address 777
Changing the Administrator password 778
Using the Rollback feature to save file backups 779
Setting up index and URL mapping 780
Deleting all permissions and settings at once 783
Setting Up Groups 784
Opening the Administer Website dialog box 784
Setting up a new group 784
Deleting groups 786
Granting Group Permissions 786
Making general settings 787
Granting access to folders and files 788
Extending file deletion privileges 790
Customizing editing settings 791
Granting styles and fonts permissions 793
Granting permission to create new pages 795
Customizing options for adding new images 798
Creating Connection Keys to Provide Access to Contributors 799

Chapter 4: Contribute 2 and Other Macromedia Products 803

Introducing FlashPaper 803
Teaming Contribute with Dreamweaver 805
Understanding Dreamweaver Templates 805
Working with PayPal 806

Index 809