

PREFACE

Web designers are always comparing notes with each other, studying the code behind Web pages they admire, and trying to figure out how to create the latest rollover effects, pop-up windows, and graphic elements that make a Web page come to life.

As three experienced Web designers, we've been playing this game for years, looking over the shoulders of our colleagues and sharing our best ideas with each other. In our 15+ years of combined experience as professional Web developers, instructors, and authors (including two other Dreamweaver books), we've collected far more than 50 great techniques, and we show you how to create the best ones in this exciting new book.

50 Fast Dreamweaver MX Techniques takes you way beyond Web Design 101 to show you how to quickly enhance your Web projects with the most sophisticated, visually captivating designs that are possible on the Web today. We also show you how Macromedia makes it easy for you to create these features with Dreamweaver. We included a few techniques related to Fireworks and Flash files because we want to help you get the most out of these programs' integrated features. Whether you create your own Flash and Fireworks files, or just use Dreamweaver to pull everything together for your team, this book will help you take Web design to the next level.

In *50 Fast Dreamweaver MX Techniques*, you'll discover the hottest things you can do on the Web (the things other designers are always asking us to show them how we pulled them off). Each technique is fully illustrated and carefully described in step-by-step detail so that you can figure out how to use these cool features right away.

OVERVIEW OF THE TECHNIQUES

The 50 techniques detailed in this book are organized into 10 chapters. You can read them in any order and jump right into the ones that you are most interested in putting to use right away. As a general rule, the techniques do not build on each other, meaning you do not need to learn something from an earlier technique to be able to complete a later one. However, the first two chapters are designed to ease you into things (if that's your preference). Chapters 1 and 2 cover some of the simpler techniques so that you can enjoy instant gratification and pick up some of the basics (or get a quick refresher course) before you

progress into the more complex techniques that make Dreamweaver such a powerful Web design tool.

As we've written these techniques, all three authors have drawn on real-world experience, including their favorite features and elements to show you how to create powerful features that really work on the Web today. We assume that you have some general knowledge of Dreamweaver, but within each section we explain everything you need to know to complete that technique and get it done fast. So dive into Chapter 1 or skip ahead to any chapter and get started right away on that cool feature you always wanted to add to your Web page.

WHAT COMPUTER HARDWARE AND SOFTWARE WILL YOU NEED?

FOR WINDOWS 9X, WINDOWS 2000, WINDOWS NT4 (WITH SP 4 OR LATER), WINDOWS ME, OR WINDOWS XP:

- PC with a Pentium processor running at 120 Mhz or faster
- At least 32 MB of total RAM installed on your computer; for best performance, we recommend at least 64 MB
- Ethernet network interface card (NIC) or modem with a speed of at least 28,800 bps
- A CD-ROM drive

FOR MACINTOSH:

- Mac OS computer with a 68040 or faster processor running OS 7.6 or later
- At least 32 MB of total RAM installed on your computer; for best performance, we recommend at least 64 MB
- A CD-ROM drive.

CONVENTIONS USED IN THIS BOOK

To make this book easy to use so that you can recreate the effects, we use a special format that focuses on the actual steps you need to take to complete the technique. Extraneous discussion is kept to a minimum.

We break each technique into major steps and explain what the step accomplishes. We refer you to the files on the CD-ROM you'll use in the technique. Follow the bullet points and figures to complete the technique on your own. Bold type designates items with which you interact and any text or numbers to be typed. Figure numbers also appear in bold type, as in **Figure 2.1**. If the figure is shown in the color section, the figure number includes a color plate number, such as **CP 2**, in parentheses, so that you can quickly find the image in color.