Preface

reamweaver MX 2004 stands at the center of a complex series of overlapping worlds. In one realm, designers of static Web pages are looking to expand their knowledge base into data-driven sites. Over there, you'll find application developers—some savvy in Active Server Pages and ASP.NET, some in ColdFusion, and others in JavaServer Pages and PHP—anxious to develop for the Internet. The spectrum of experience in both camps runs the gamut from eager novice to experienced professional, all of whom benefit from the advanced style capabilities of Cascading Style Sheets (CSS). There's yet another group of prospective Web craftsmen and artists who want to do it all and are looking for a place to start. Dreamweaver MX 2004 is the one program robust enough for them all, and the *Dreamweaver MX 2004 Bible* is your guidebook to all its features and capabilities.

What's in a name? In the case of Macromedia's Dreamweaver, you find one of the most appropriate product names around. Web page design is a blend of art and craft; whether you're a deadline-driven professional or a vision-filled amateur, Dreamweaver provides an intuitive way to make your Web visions a reality. Dreamweaver implies development, and it excels at producing multifaceted Web pages that bring content locked in a data store to the surface.

To use this book, you need only two items: the Dreamweaver software and a desire to make cutting-edge Web pages. (Actually, you don't even need Dreamweaver to begin; the CD-ROM that accompanies this book contains a trial version.) From quick design prototyping to ongoing Web site management, Dreamweaver automates and simplifies much of a Webmaster's workload. Dreamweaver is not only the first Web authoring tool to bring the ease of visual editing to an HTML-code—oriented world, it also brings a point-and-click interface to complex coding whether server-side or client-side. The *Dreamweaver MX 2004 Bible* is designed to help you master every nuance of the program. Are you styling your pages with CSS? Are you building multipage Web applications? Are you creating a straightforward layout with the visual editor? Do you need to extend Dreamweaver's capabilities by building your own custom objects? With Dreamweaver and this book, you can weave your dreams into reality for the entire world to experience.

What's New in Dreamweaver MX

Since its inception, Dreamweaver has striven to serve two masters: professional Web developers, savvy in technique and used to hand-coding, and beginning designers looking to overcome their lack of HTML and JavaScript expertise. Dreamweaver MX 2004 attempts to continue the balancing act of satisfying the two different markets — and, in large part, it succeeds. Innovations in Dreamweaver MX 2004 can be categorized into three areas: workspace and productivity improvements, CSS capabilities, and Web-application building.

Workspace and productivity enhancements

From your very first launch of Dreamweaver MX 2004, you'll notice the design environment upgrade. The Start Page is not only attractive; it's highly functional and offers one-click access to many of Dreamweaver's starting points. As you continue your tour, you'll find Dreamweaver more streamlined and accessible—from the restructured menus to the revamped Insert bar. One of the changes to the Insert bar is the new Favorites category, where you can make Dreamweaver even more productive by grouping the objects you use most frequently into one convenient location.

Other workspace changes are not as immediately noticeable, but just as significant. Copy and paste part of any Microsoft Word or Excel document, and Dreamweaver transparently transforms the content into lean HTML. Transfer your page with the new Secure FTP (SFTP) protocol, and Dreamweaver automatically protects your vital information.

Some productivity enhancements are optional and available on demand. Dreamweaver's new Expanded mode takes the guesswork out of precise table manipulation by temporarily expanding the cell padding and spacing while forcing the border to display; press F6 to toggle in and out of this new design-time environment. Should your work stretch over multiple sessions, Dreamweaver provides a new saved desktop option. With this option enabled, documents left open when you quit Dreamweaver are automatically re-opened the next time you run the program.

Cutting-edge CSS capabilities

Perhaps the greatest feature in the new release of Dreamweaver is not a feature at all—it's a major shift in design focus. Because its creators recognized the ever-growing role played by Cascading Style Sheets in Web design, Dreamweaver MX 2004 has been re-engineered to be CSS-centric from top to bottom. If you're just starting out using CSS, Dreamweaver helps you make the right choices by creating styles rather than adding deprecated <code>font</code> tags when you format your text from the Property inspector. Moreoever, Dreamweaver won't create unnecessary styles: If you've already got one style that applies Arial type in dark gray at 14 pixels, Dreamweaver uses that style rather than making a new one when you choose those same attributes.

For the designer who is comfortable with CSS, Dreamweaver brings style-sheet editing right up-front. Select any tag and the Relevant CSS panel displays all the applicable CSS rules—it even shows you which ones are applied but overridden so that you can modify your styles as needed. The Relevant CSS panel makes each exposed style attribute and value immediately editable, whether the style is defined on the same page or in an external file.

All this stylistic prowess is immediately apparent during design time. The CSS rendering is vastly improved in Dreamweaver MX 2004 and most CSS level 1 and level 2 features are faithfully reproduced. This enhanced rendering capability means you spend more time designing and less time previewing your design—a major productivity boost.

Web application advancements

Numerous improvements have been applied to the various supported server models. PHP developers can now take advantage of Dreamweaver's Master Detail Page Set object to quickly create the foundation for one of the Web's most common applications. In addition, authentication server behaviors have now been added to the PHP server model, greatly simplifying the task of protecting Intranet and other pages from unauthorized viewing. Developers in the ASP.NET environment will appreciate the added support for various form controls.

Many developers — regardless of their server model of choice — are required to update or otherwise maintain sections of an existing Web site. Because there is no need to create an ongoing site locally, these developers just need a direct connection to the server. Dreamweaver MX 2004 now offers so-called siteless editing for FTP and, for ColdFusion developers, RDS connections.

Who Should Read This Book?

Dreamweaver attracts a wide range of Web developers. Because it's the first Web authoring tool that doesn't rewrite original code, veteran designers are drawn to using Dreamweaver as their first visual editor. Because it also automates complicated effects, beginning Web designers are interested in Dreamweaver's power and performance. *Dreamweaver MX 2004 Bible* addresses the full spectrum of Web professionals, providing basic information on HTML if you're just starting, as well as advanced tips and tricks for seasoned pros. Moreover, this book is a complete reference for everyone working with Dreamweaver on a daily basis.

What Hardware and Software Do You Need?

Dreamweaver MX 2004 Bible includes coverage of Dreamweaver MX 2004. If you don't own a copy of the program, you can use the trial version on this book's CD-ROM. Written to be platform-independent, this book covers both Macintosh and Windows versions of Dreamweaver MX 2004.

Macintosh

Macromedia recommends the following minimum requirements for running Dreamweaver on a Macintosh:

- ◆ Power Macintosh PowerPC 500 MHz (G3 or higher recommended)
- ◆ Mac OS 10.2.6
- ◆ 128MB of available RAM
- ◆ 275MB of available disk space
- ◆ 256-color monitor capable of 800×600 resolution (OS X requires thousands of colors)
- ◆ CD-ROM drive

Windows

Macromedia recommends the following minimum requirements for running Dreamweaver on a Windows system:

- ◆ Intel Pentium III processor, 600MHz or equivalent
- ♦ Windows 98 SE, 2000, XP, or Windows Server 2003
- ◆ 128MB of available RAM
- ◆ 275MB of available disk space
- ◆ 256-color monitor capable of 800 × 600 resolution
- ◆ CD-ROM drive



These are the minimum requirements. As with all graphics-based design tools, more capability is definitely better for using Dreamweaver, especially in terms of memory and processor speed.

How This Book Is Organized

Dreamweaver MX 2004 Bible can take you from raw beginner to full-fledged professional if read cover to cover. However, you're more likely to read each section as needed, taking the necessary information and coming back later. To facilitate this approach, Dreamweaver MX 2004 Bible is divided into seven major task-oriented parts. After you're familiar with Dreamweaver, feel free to skip around the book, using it as a reference guide as you build up your own knowledge base.

The early chapters present the basics, and all chapters contain clearly written steps for the tasks you need to perform. In later chapters, you encounter sections labeled Dreamweaver Techniques. *Dreamweaver Techniques* are step-by-step instructions for accomplishing specific Web designer tasks — for example, building an image map that uses rollovers or eliminating underlines from hyperlinks through Cascading Style Sheets. Naturally, you can also use the Dreamweaver Techniques as stepping stones for your own explorations into Web page creation.

If you're running Dreamweaver while reading this book, don't forget to use the CD-ROM. An integral element of the book, the accompanying CD-ROM offers a vast number of additional Dreamweaver server behaviors, behaviors, objects, commands, and other extensions, in addition to relevant code from the book.

Part I – Dreamweaver MX Basics

Part I begins with an overview of Dreamweaver's philosophy and design. To get the most out of the program, you need to understand the key advantages it offers over other authoring programs and their deficiencies, which Dreamweaver addresses. Part I takes you all the way to setting up your first site. In Chapter 2, you get an overview of one man's Web development process — mine — as an introduction to working with Dreamweaver. The other opening chapters give you a full reference to the Dreamweaver interface and all its customizable features.

Part II – Web Design and Layout: Fundamentals

Although Dreamweaver is partly a visual design tool, its roots derive from the language of the Web: HTML. Part II gives you a solid foundation in the basics of HTML, even if you've never seen code. It also shows you how to get the most out of Dreamweaver's code environment with any language. Chapter 6 describes what you need to know about the overall structure of a Web page, including the all-important <meta> tags.

Reflecting the current emphasis in Web design on Cascading Style Sheets, Chapter 7 lays the foundation to CSS. In this chapter, you learn the basics of CSS, as well as how to define and apply styles in Dreamweaver. Following the introduction to CSS, you learn the three fundamentals of static Web pages: text, images, and links. In Chapters 8, 9, and 10, you explore how to completely incorporate these elements.

Part III – Advanced Design Tools and Techniques

After you master the basics, you're ready to learn about some of Dreamweaver's true power tools in Part IV. First up is one of the most important constructs of HTML: <div> tags, also known in Dreamweaver as layers. Chapter 11 examines this brave new world of pixel-perfect positioning, layers that fly in and then disappear as if by magic, and Web sites that can change their look and feel at the click of a mouse. Chapter 12 offers an in-depth look at the capabilities of Dreamweaver behaviors. These bring a great deal of interactivity to layers specifically and to your Web page in general. Each standard behavior is covered in detail with step-bystep instructions.

Chapter 13 examines the various uses of tables — from a clear presentation of data to organizing entire Web pages. Here you learn how to use Dreamweaver's visual table editing capabilities to resize and reshape your HTML tables quickly. Forms are an essential element in dynamic Web page design, and you learn all about them in Chapter 14. Chapter 15 examines another fundamental HTML option: lists. You study the list in all its forms: numbered lists, bulleted lists, definition lists, nested lists, and more.

Chapter 16 is devoted to image maps and shows you how to use Dreamweaver's built-in Image Map tools to create client-side image maps. The chapter also explains how you can build server-side image maps and demonstrates a revised technique for creating image map rollovers. Chapter 17 investigates the somewhat complex world of frames. You see how Dreamweaver has greatly simplified the task of building and managing these multifile creations, particularly with the Frame objects. You also learn how to handle more advanced design tasks such as updating multiple frames with just one click.

Part IV - Incorporating Dynamic Data

Chapter 18 begins an in-depth investigation of Dreamweaver's power to create dynamic Web pages by describing how to set up your basic connections and recordsets. Chapter 19 explains how to insert text from a data source on to your Web page and how to format it after it's incorporated. You also see how to relate other Web page elements — such as images, Flash movies, and other media files — to a data source. Chapter 20 continues the exploration by delving into Dreamweaver's powerful Repeat Region server behavior as well as discussing techniques for hiding and showing your data at will.

One of Dreamweaver's most useful features, the Live Data Preview, is explored extensively in Chapter 21. Chapter 22 enters the world of multipage applications and explains how variables and other data can be passed from one page to another.

Part V – Adding Multimedia Elements

In recent years, the Web has moved from a relatively static display of text and simple images to a full-blown multimedia circus with streaming video, background music, and interactive animations. Part V contains the power tools for incorporating various media files into your Web site.

Graphics remain the key medium on the Web today, and Macromedia's Fireworks is a top-notch graphics generator. Chapter 23 delves into methods for incorporating Fireworks graphics — with all the requisite rollover and other code intact. Special focus is given to the Dreamweaver-to-Fireworks communication link and how your Web production efforts can benefit from it.

In addition to Dreamweaver, Macromedia is perhaps best known for one other contribution to Web multimedia: Flash. Chapter 24 explores the possibilities offered by incorporating Flash and Shockwave movies into Dreamweaver-designed Web pages and includes everything you need to know about configuring MIME types. You also find step-by-step instructions for building Shockwave inline controls and playing Shockwave movies in frame-based Web pages, as well as how to add Flash Buttons, Flash Text, and the new Flash elements.

Chapter 25 covers digital video in its many forms: downloadable AVI files, streaming RealVideo displays, and panoramic QuickTime movies. Chapter 26 focuses on digital audio, with coverage of standard WAV and MIDI sound files as well as the newer streaming audio formats like MP3.

Part VI – Enhancing Web Site Management and Workflow

Although Web page design gets all the glory, Web site management pays the bills. In Part VI, you see how Dreamweaver makes this essential part of any Webmaster's day easier to handle. Chapter 27 starts off with a look at the use of Dreamweaver Templates and how they can speed up production while ensuring a unified look and feel across your Web site. Chapter 28 covers the Library, which can significantly reduce any Webmaster's workload by providing reusable—and updatable—page elements. Chapter 29 describes Dreamweaver's built-in tools for maintaining cross- and backward-browser compatibility. A Dreamweaver Technique demonstrates a browser-checking Web page that automatically directs users to appropriate links.

Until now, individual Web developers have been stymied when attempting to integrate Dreamweaver into a team development environment. File locking was all too easily subverted, allowing team members to inadvertently overwrite revisions. Site reports were limited in scope and output only to HTML, and, worst of all, version control was nonexistent. Dreamweaver MX 2004 addresses all these concerns while laying a foundation for future connectivity. In Chapter 30, you see how you can tie Dreamweaver into an existing Visual SourceSafe or WebDAV version control system. Other new features covered include custom file view columns and enhanced Design Notes accessibility.

I can't think of any new technology on the Web that has gained widespread acceptance as quickly as XML has. In a nutshell, XML (short for Extensible Markup Language) enables you to create your own custom tags that make the most sense for your business or profession. Although XML doesn't enjoy full browser support as of this writing, it's only a matter of time—and little time at that. Chapter 31 shows you how to apply this fast-approaching technology of tomorrow in Dreamweaver today.

Part VII – Extending Dreamweaver

Dreamweaver is a program with immense capabilities for expanding its own power. Chapter 32 explores the brave new world of Dreamweaver extensibility, with complete coverage of using and building commands as well as custom tags, translators, floaters, and C-level Extensions. With its own set of objects and behaviors, Dreamweaver complements HTML's extensibility. Chapter 33 shows you how you can use the built-in objects to accomplish most of your Web page layout chores quickly and efficiently. And when you're ready for increased automation, the chapter explains how to build your own custom objects. If you're JavaScript-savvy, Chapter 34 gives you the material necessary to construct your own client-side behaviors and reduce your day-to-day workload. Finally, Chapter 35 examines server behaviors, describing every standard one in detail and then exploring the use of the Server Behavior Builder, Dreamweaver's tool for creating custom server behaviors.

Appendix

The appendix describes the contents of the CD-ROM that accompanies this book. Throughout this book, whenever you encounter a reference to files or programs on the CD-ROM, please check this appendix for more information.

Conventions Used in This Book

I use the following conventions throughout this book.

Windows and Macintosh conventions

Because *Dreamweaver MX 2004 Bible* is a cross-platform book, it gives instructions for both Windows and Macintosh users when keystrokes for a particular task differ. Throughout this book, the Windows keystrokes are given first; the Macintosh are given second in parentheses, as follows:

To undo an action, press Ctrl+Z (Command+Z).

The first action instructs Windows users to press the Ctrl and Z keys in combination, and the second action (in parentheses) instructs Macintosh users to press the Command and Z keys together.

Key combinations

When you are instructed to press two or more keys simultaneously, each key in the combination is separated by a plus sign. For example:

Ctrl+Alt+T (Command+Option+T)

The preceding tells you to press the three listed keys for your system at the same time. You can also hold down one or more keys and then press the final key. Release all the keys at the same time.

Mouse instructions

When instructed to *click* an item, move the mouse pointer to the specified item and click the mouse button once. Windows users use the left mouse button unless otherwise instructed. *Double-click* means clicking the mouse button twice in rapid succession.

When instructed to *select* or *choose* an item, you may click it once as previously described. If you are selecting text or multiple objects, click the mouse button once, press Shift, and then move the mouse to a new location and click again. The color of the selected item or items inverts to indicate the selection. To clear the selection, click once anywhere on the Web page.

Menu commands

When instructed to select a command from a menu, you see the menu and the command separated by an arrow symbol. For example, when instructed to execute the Open command from the File menu, you see the notation File ♣ Open. Some menus use submenus, in which case you see an arrow for each submenu, as follows: Insert ♣ Form Object ♣ Text Field.

Typographical conventions

I use *italic* type for new terms and for emphasis and **boldface** type for text that you need to type directly from the computer keyboard.

Code

A special typeface indicates HTML or other code, as demonstrated in the following example:

```
<html>
<head>
<title>Untitled Document</title>
</head>
<body bgcolor="#FFFFFF">
</body>
</html>
```

This code font is also used within paragraphs to designate HTML tags, attributes, and values such as <code>\logonumbercolor()</code>, <code>bgcolor()</code>, and <code>#FFFFFF.</code> All HTML tags are presented in lowercase, as written by Dreamweaver, although browsers are not generally case-sensitive in terms of HTML.

The code continuation character () at the end of a code line indicates that the line is too long to fit within the margins of the printed book. You should continue typing the next line of code before pressing the Enter (Return) key.

Navigating This Book

Various signposts and icons are located throughout *Dreamweaver MX 2004 Bible* for your assistance. Each chapter begins with an overview of its information and ends with a quick summary.

Icons appear in the text to indicate important or especially helpful items. Here's a list of the icons and their functions:



Tips provide you with extra knowledge that separates the novice from the pro.



Notes provide additional or critical information and technical data on the current topic.



Sections marked with a New Feature icon detail an innovation introduced in Dreamweaver MX 2004.



Cross-Reference icons indicate places where you can find more information on a particular topic.



The Caution icon is your warning of a potential problem or pitfall.



The On the CD-ROM icon indicates that the accompanying CD-ROM contains a related file in the given folder. See the appendix for more information about where to locate specific items.

Further Information

You can find more help for specific problems and questions by investigating several Web sites. Macromedia's own Dreamweaver Web site is the best place to start:

www.macromedia.com/software/Dreamweaver/

I heartily recommend that you visit and participate in the official Dreamweaver newsgroup:

news://forums.macromedia.com/macromedia.Dreamweaver

You can also e-mail me at

jlowery@idest.com

I can't promise instantaneous turnaround, but I answer all my mail to the best of my abilities.