

Getting Started Using Dreamweaver Addendum to Lipscomb Handout

Professor Lipscomb's handout offers basic information for setting up and maintaining a site. What I have created here for you is a few simple steps to creating a page and adding links and media. If you choose to use the web as a basis for your final project, you will need to work on your own with the help files (and my help) to understand more subtle aspects of Dreamweaver. Here are two other sources of information:

- Tutorial in the 434 folder on Quia
- Site for more help: http://www.macromedia.com/support/dreamweaver/tutorial_index.html

1. Establishing a folder with all your materials in it for your website is very important. If you scan in new material or you are planning on using music files, be sure they are in your folder. All your html files should be there too. HTML files are the ones created by Dreamweaver itself and must be named in a logical way with the .htm or .html extension.

2. When you open Dreamweaver MX for the first time, the program may ask you for your root directory or site. This is the name of the folder that contains all your documents. If it does not, be sure to go to the Site menu and choose the "New Site" item. Click on the Advanced tab and choose your site. This points Dreamweaver to your folder. **DO THIS EACH TIME YOU WORK ON YOUR SITE NO MATTER WHAT COMPUTER YOU ARE ON!!!** (If you have your own computer at home with Dreamweaver on it, you can be fairly sure that the site will be retained from the last time you used the computer, but if you work in a public lab, you need to always check!)

3. Once you are safely in your root area, choose "site files" under the Site menu so that you can see the files listed on the right hand side of the window. (the left hand side is the listing of the files on the remote server IF you have logged in to your server; not needed in the class right now/).

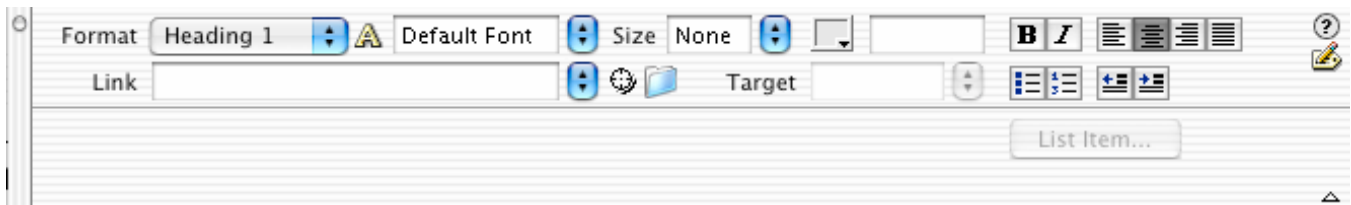
If you are creating a new page for the first time and it is going to be the "home" page where people will go to first when accessing your site, be sure to save the file in the root directory with the name: "index.html" This is not required but it will be easier down the road because you can direct folks to your site more efficiently.

If want to work on a previously created html file, double click on it. **IF YOU MAKE CHANGES AND WANT TO SEE THEM AS THEY WOULD APPEAR IN A BROWSER, SAVE THE FILE. THEN GO TO FILE MENU AND CHOOSE THE "PREVIEW IN BROWSER" OPTION.** (you may need to teach Dreamweaver where your browser software is located on the computer. To do this, use the "Edit Browser List" item.)

4. To add a link to a second page in Dreamweaver, begin by creating the second page and saving it to the root directory. **THIS IS IMPORTANT. BE SURE TO SAVE THE FILE WITH A LOGICAL NAME WITH THE .HTM EXTENSION AND SAVE IT TO THE FOLDER THAT IS YOUR**

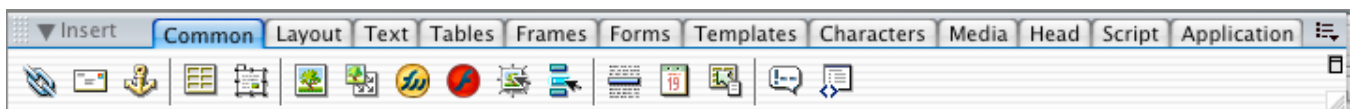
PROJECT!!! BE CONSISTENT ABOUT SAVING THINGS IN YOUR PROJECT TO THIS FOLDER!!

Next, return to the first page and add some text like: Click Here for Next Page. This is what the user will click on to go to a next page. You can use a graphic for this if you want. Highlight the text or graphic. Next, use the Properties Window to add the name of the second page file that you have created. You do this by typing in the Properties window where it says Link or clicking on the little folder icon and navigate to the root folder naming the file.



YOU FOLLOW THE SAME PROCEDURE TO PLAY A MUSIC FILE. JUST BUILD A LINK AND POINT IT TO THE .mp3, .mov, or .mid file

5. To work with adding elements to your page such as tables, rules, and anchors (more on these in class), use the Insert window (new in Dreamweaver MX):



Tables. Notice the “Common” option set has a little table icon, among others. Click on that and a dialog box will appear asking you for dimensions of the table. Choose what you want and then add content to the table as you see fit (words or graphics). Format the table using the Properties box (I will demonstrate this in class because it would take a lot of space to explain it here and it really is easy to play with dynamically in class).

Horizontal Rules. The little “rule” icon is used for that and it’s just a matter of clicking on the icon for inserting a rule graphic to separate content.

Text. Text is added in the normal way of a word processor. Use the Text tab in the Insert window to help adjust heading size and other characteristics. The Properties box can also be used for formatting.

Graphics. To insert a graphic, use the little graphic icon in the Common set to insert a graphic. Clicking on this will reveal a dialog box asking you to find that graphic to insert. **MAKE SURE THAT IT IS RESIZED TO BE AS SMALL AS POSSIBLE AND THAT IT IS A .jpg or .gif file. BE SURE THAT THE GRAPHIC IS IN YOUR ROOT DIRECTORY FOLDER BEFORE INSERTING IT!**