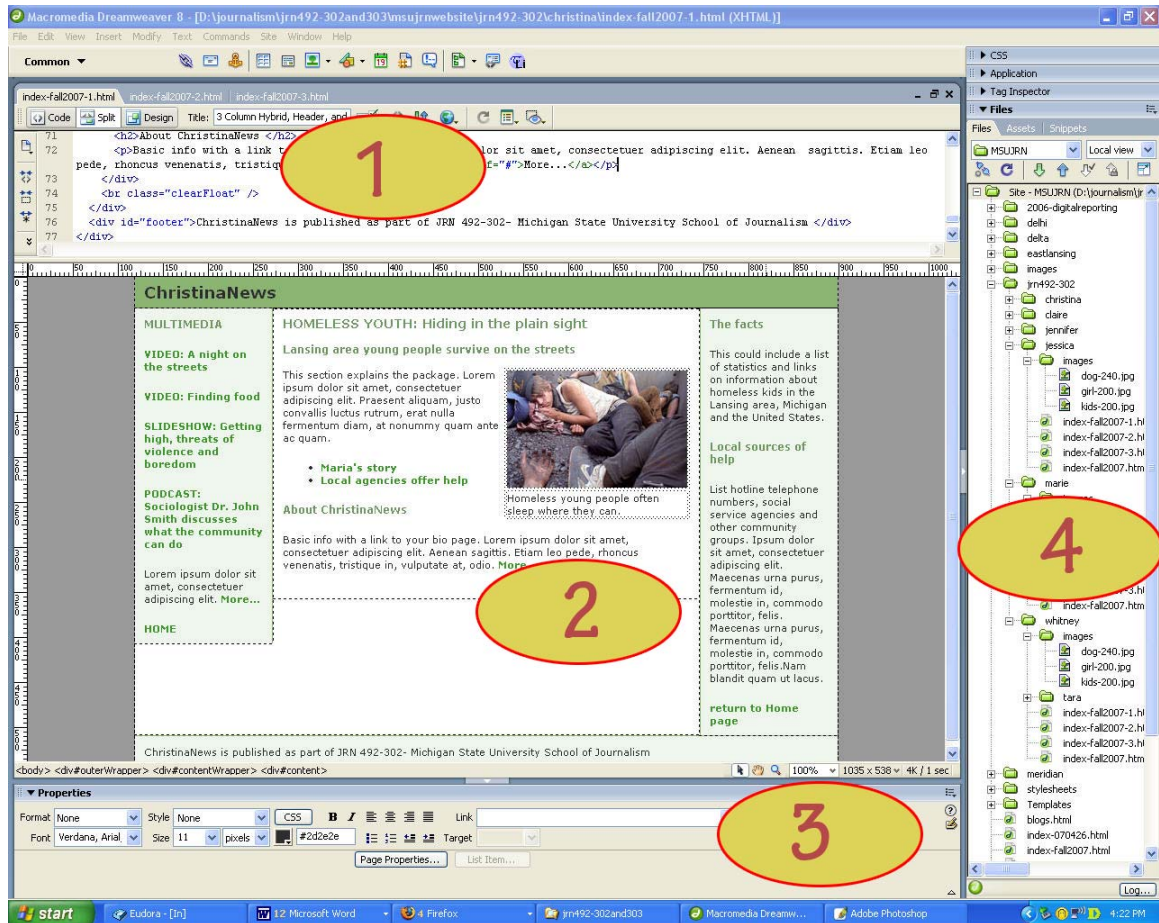




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DREAMWEAVER TIP SHEET



Tour the interface

1. **CODE VIEW** – you can change the code here and immediately see it reflected in the design view below
2. **DESIGN VIEW** – You can also type into this interface and it will automatically change the HTML code view as well.
3. **PROPERTY INSPECTOR** – These handy tools you can use to add links and lists.
4. **SITE MANAGEMENT** – use this to move pages and other assets and links will be automatically updated.



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DEFINING YOUR SITE



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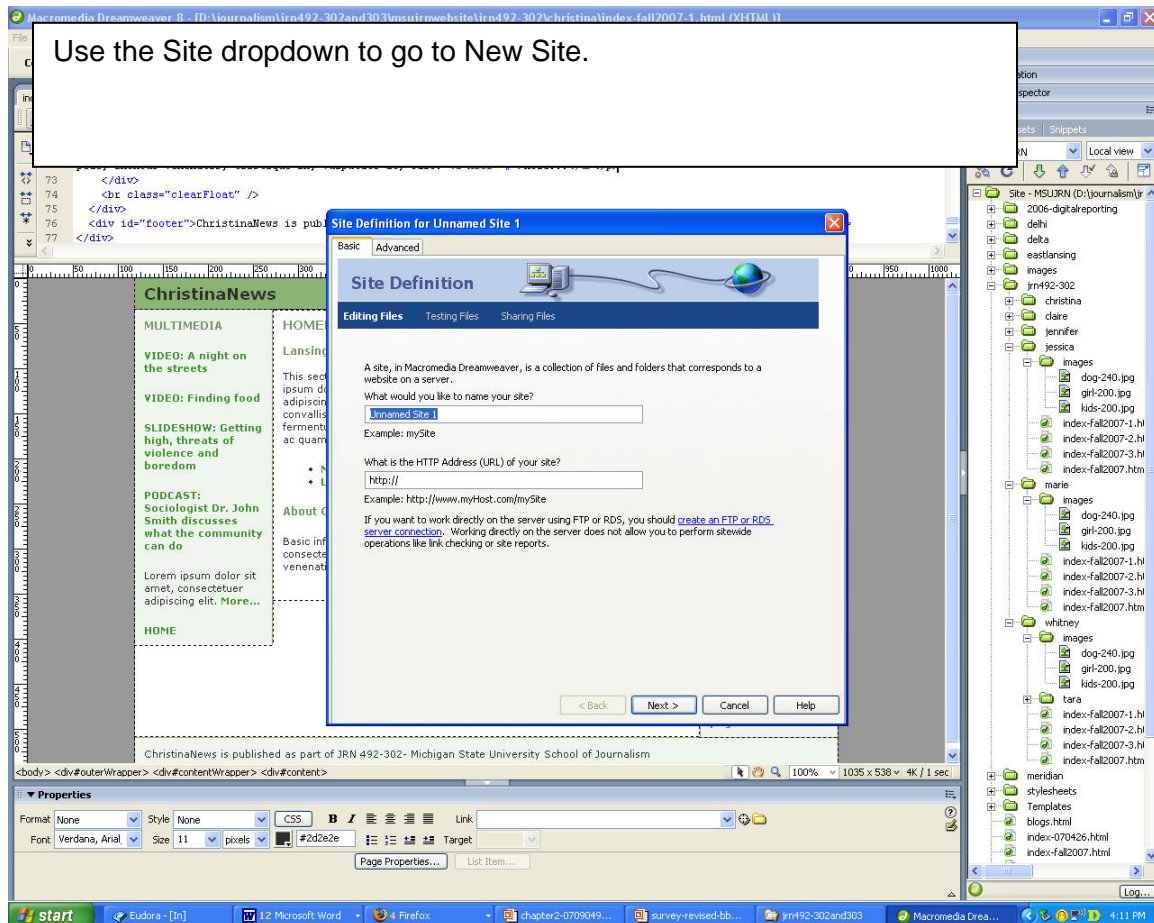
The screenshot displays the Macromedia Dreamweaver 8 interface. The main workspace shows a web page titled "ChristinaNews" with a 3-column layout. The page content includes:

- Header:** "ChristinaNews"
- Left Column:**
 - MULTIMEDIA
 - VIDEO: A night on the streets
 - VIDEO: Finding food
 - SLIDESHOW: Getting high, threats of violence and boredom
 - PODCAST: Sociologist Dr. John Smith discusses what the community can do
 - HOME
- Middle Column:**
 - HOMELESS YOUTH: Hiding in the plain sight
 - Lansing area young people survive on the streets
 - Image: Homeless young people often sleep where they can
 - Local sources of help
 - return to Home page
- Right Column:**
 - The facts
 - Local sources of help
 - return to Home page

The Properties panel at the bottom shows the selected element is a header with a font of Verdana, size 18, and a background color of #2d2e2e. The status bar indicates the page is 1035 x 538 pixels, 4K, and 1 second to load.



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SETTING UP SITE MANAGEMENT

For site name, use your name.

Local root folder: click on the folder icon to find your folder and highlight it.

Default image folder – inside your team folder is your images folder – select it.

HTTP address – leave blank.

Click on OK. This will cache all of your file on this machine. (You must do this again each time you bring up the site on a new machine.)

PAGES IN YOUR FOLDER

There are sample pages loaded into your folders. Keep those pages as samples. Open them and rename them for your stories, so that you can swap out copy and other assets to replace the material on the examples.



CREATING NEW STORY ELEMENTS

HTML Code – Use the codes below to add items to your pages.

Heading Elements

`<h1>Largest Heading</h1>`

`<h2> . . . </h2>`

`<h3> . . . </h3>`

`<h4> . . . </h4>`

`<h5> . . . </h5>`

`<h6>Smallest Heading</h6>`

Text Elements

`<p>This is a paragraph</p>`

`
` (line break)

`<hr>` (horizontal rule)

`<pre>This text is preformatted</pre>`

Logical Styles

`This text is emphasized`

`This text is strong`

`<code>This is some computer code</code>`

Physical Styles

`This text is bold`

`<i>This text is italic</i>`

Links, Anchors, and Image Elements

`This is a Link`

``

`Send e-mail`



A named anchor:

```
<a name="tips">Useful Tips Section</a>
```

```
<a href="#tips">Jump to the Useful Tips Section</a>
```

You Tube Video Embed – note the two places where you swap out your movie’s identifier (aqua) and the places where you can change the size (orange)

```
<object width="425" height="350"><param name="movie" value="http://www.youtube.com/v/RM81VWKDaQY"></param><param name="wmode" value="transparent"></param><embed src="http://www.youtube.com/v/RM81VWKDaQY" type="application/x-shockwave-flash" wmode="transparent" width="425" height="350"></embed></object>
```

Unordered list

```
<ul>
<li>First item</li>
<li>Next item</li>
</ul>
```

Ordered list

```
<ol>
<li>First item</li>
<li>Next item</li>
</ol>
```

Definition list

```
<dl>
<dt>First term</dt>
<dd>Definition</dd>
<dt>Next term</dt>
<dd>Definition</dd>
</dl>
```

Tables



```
<table border="1">
<tr>
<th>someheader</th>
<th>someheader</th>
</tr>
<tr>
<td>sometext</td>
<td>sometext</td>
</tr>
</table>
```

Frames

```
<frameset cols="25%,75%">
  <frame src="page1.htm">
  <frame src="page2.htm">
</frameset>
```

Forms

```
<form action="http://www.example.com/test.asp"
method="post/get">

<input type="text" name="lastname" value="Nixon" size="30"
maxlength="50">
<input type="password">
<input type="checkbox" checked="checked">
<input type="radio" checked="checked">
<input type="submit">
<input type="reset">
<input type="hidden">

<select>
<option>Apples
<option selected>Bananas
<option>Cherries
</select>

<textarea name="Comment" rows="60" cols="20"></textarea>

</form>
```



Entities

< is the same as <

> is the same as >

© is the same as ©

Other Elements

<!-- This is a comment -->

<blockquote>

Text quoted from some source.

</blockquote>

<address>

Address 1

Address 2

City

</address>

ADDITIONAL CODES THAT ARE USEFUL:

The align code (left or right) highlighted in red above can be placed in the Image tag or the Table tag and it will wrap text around the image or the table.

Putting in image in a table allows you to put white space around the image. Tables set up in Dreamweaver easily allow you to add "cellpadding" and "cellspacing." Cellpadding adds pixels around whatever content you have in your table cell. Cellspacing adds blank pixels between table cells.

Source : http://www.w3schools.com/html/html_quick.asp



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PREVIEW – Use File->Preview in Browser to see how your pages will look after you have made changes. Make sure to check your pages this way before you send them to the server. Also check your pages in different browsers, since some are more forgiving than others for HTML coding errors.



STYLE SHEET: Your page is controlled by a CSS stylesheet that determines fonts, link colors, layout, etc. You can ask Bonnie to make changes or add new elements.

SITEMAP/ARCHIVE - You will need to create a sitemap – a list of links (use headlines and bylines, plus dates) for each article.