MP4: Hypermedia Integration- Dreamweaver

Objectives
- Learn more text editing
- Learn how to use Dreamweaver, a web editor, to create web pages
- Learn how to create an Autorun CD.
- Understand more editorial style and ways to design webpages (Textbook2: Ch9 & 10)

Required Readings
- Textbook2: Ch9 & Ch10
- Dreamweaver CS5 – http://www.atomiclearning.com/highed/en/browse (Search for Dreamweaver CS5)

Supported Resources

Since the first week of the class, you have already learned about how to create a website from "scratch" (yes – doing hand-code writing), and now you should have a sense about the nuts and bolts of HTML/XHTML :). I know that some of you already had some experiences in developing website by using web editor. What is web editor? Anything that writes HTML for you like Macromedia Dreamweaver, Netscape Composer, Adobe GoLive, FrontPage, etc.

In this unit, you will learn about the basics of Macromedia Dreamweaver, the most common web editor that is used in this time. It has been a very powerful editor which encompasses both client-side techniques, such as HTML, CSS, and JavaScript, and server-side techniques, such as ASP, PHP, and ColdFusion.

In addition, Dreamweaver provides three types of work views: code, design and split view. What you see in the Design View would be exactly the same with what you see on the web page. You can also use Code View to modify your source code. Split View is a combination of both Code View and Design View. Unlike other WYSIWYG (What You See Is What You Get) web editors, which only support design view, you can take advantage of split view in Dreamweaver to work simultaneously in the source code and the visual display.

However, before we start using Dreamweaver, I would like you to know some basic concepts about table and later in Dreamweaver you will know how to adjust the tags to create specific table width and height.

I. Important Concepts for Using Dreamweaver

1. Hand-Coding v.s. Web Editor
   Some of you may question why we made you learn hand-coding but now we introduce Dreamweaver and require you to use it to create a page in this unit. WYSIWYG web editors seem to be more intuitive than hand-coding at first. However, without knowing any HTML source code, your ability is constrained by the features in web editors. Web editors make web page development more efficient; however, knowing hand-coding empower you to modify the HTML source code directly.

2. How to get Dreamweaver
   In order to complete mini project two, you need to have Macromedia Dreamweaver. The PC computer lab in Zook 335 has the newest version installed. You may also check computers in your school computer labs to see if they have Dreamweaver installed. If you have Dreamweaver CS4, or CS5, you can just use this version. All the .html files can be read by different versions of Dreamweaver. However, if you don’t have access to Dreamweaver, you will need to download a 30-day free trial of Dreamweaver CS5 at: http://www.adobe.com/downloads/. If you feel the benefits of using Dreamweaver during designing/developing your webpage, you may consider purchasing Dreamweaver (CS5) from the website: http://www.adobe.com/products/dreamweaver/.
This unit helps you experience basic functions of Dreamweaver CS4 or CS5 which you will really use in more advanced course. Also, you can use Dreamweaver for developing your final website. But you will apply what you have learned from hand-coding to debug and fix the codes.

3. Getting Started with Dreamweaver

The basic functions of Dreamweaver CS4, and CS5 are similar. Thus, it does not matter if you use either Dreamweaver CS4 or CS5. The illustrations below should be very similar in both versions. The Chapter 2 of ADOBE Dreamweaver CS3 User Guide (required reading) provides you basic concepts of the myriad of windows, panels, inspectors, bars, and menus of Dreamweaver CS4 & CS5. The rest of chapters provide more detailed information of the functions. You are very welcome to use other chapters of the guides to help you play around with Dreamweaver.

Once Dreamweaver is launched, you will be prompted with the Dreamweaver start page as below. Click on "HTML" under "Create New" to create a new .html web page file. You can also open existing pages, such as the pages that you have created in previous units, by clicking on "open" under "open a recent item" to locate the files.

![Dreamweaver Start Page](image-url)
3.1 Preferences Setting for New Document

Once you are in Dreamweaver, go to **Edit (or Dreamweaver for Mac)>Preferences>New Document** under Category. Make sure the setting of new document is the same as the picture shows below.

In this way, when a new document is created, the **basic structural tags** and the **DOCTYPE** will be generated automatically as below. If you don't see the source code as the picture below, make sure that you switch the view mode to “**Split**” view. The code should be looked pretty familiar to you, right?
3.2 **Interface of Dreamweaver**: In addition to the Menu bar, there are three basic parts in the layout of Dreamweaver: Document Window, Insert Bar, and Properties Inspector.
3.2.1 **Document Window:** The document window is where all the actions happen and where you develop the design. Split View is a combination of both Code View and Design View, which allows you to work simultaneously in the source code and the visual display.

3.2.2 **Insert Bar:** Insert Bar is a visual representation of functions of the Insert menu. Basically, it allows users to insert links, tables, images, flash files, date, and etc. in to the document. For example, if you want to create a table, you can go to **Insert > Table** or click on the **table icon** from Insert Bar.

![Insert Bar Image]

Then, a new window will pop up and you need to define how you are going to design the table (how many rows and columns, width, border, and so on).
After you click the OK button, you will be prompted with the outline of the table. So the thing that you need to do is to fill them up with the information you need 😊

3.2.3 Properties Inspector: The properties inspector allows users to adjust its editable properties based on the task at hand. For example, users can edit the font style or size for particular text or modify the URL for a particular link.

3.3 Code Hints
The code hints feature helps you insert and edit code quickly and without mistakes. When you type certain characters in Code view, such as the first letters of a tag or attribute or CSS property name, a list appears, suggesting options to complete your entry. To insert code in Code view using code hints, type the beginning of a piece of code.

3.3.1 To insert a tag: Type a start bracket (<) then a list of tags appears. Scroll through the list using the scroll bar or the Up Arrow and Down Arrow keys. To insert a tag from the list, double-click it, or select it and press Enter.
3.3.2 To insert an attribute tag: Place the insertion point immediately after a tag name and press Spacebar. A list of attributes appears. Scroll through the list using the scroll bar or the Up Arrow and Down Arrow keys. To insert an attribute from the list, double-click it, or select it and press Enter.

3.3.2 Use code hint to close tag: By default, Dreamweaver inserts the closing tag automatically after you type the characters </. You can change this default behavior (Edit>Preferences>Code Hints) so that the closing tag is inserted after you type the final angle bracket (>) of the opening tag, or no closing tag is inserted at all.
4. Working in Dreamweaver

Chapter 4 and 5 in "Dreamweaver 8 – Getting Start with Dreamweaver" OR Chapter 7 and 8 in "ADOBE Dreamweaver CS3 User Guide" have step-by-step instructions on how to add content, such as title, tables, images, links, and text using various features in Dreamweaver. They also discuss how to add the properties panel to set color, border, or alt... etc., of the objects. Use the Mini Project 3 discussion board for help if you have any questions while reading the chapters.

II. How to Create an Autorun CD

If you need to distribute your website in CD, it always looks much more impressive if the CD will autorun when inserted into the computer. This section is also very important for you who need to turn in your ePortfolio with a CD. If you create your ePortfolio CD as an autorun CD, the CD will be open directly on your index.html homepage of your ePortfolio when inserted in a computer. Okay, here is what you need to do in order to create an Autorun CD.

1. Make sure the homepage of your website is save as a index.html

2. Download & Install AutorunPro in your computer

To create an autorun CD, you will need a program that can enable the CD to autostart from the CD ROM drive. There are many free programs available for this on the Internet. The program we will be working with is AutorunPro which is a free software and can be download here: http://www.avdf.com/oct98/art_ot005.html Please scroll down to the bottom on the webpage. In the Updated Utility section, you will find a link: Click here to download. That will be where you can download the program.
Please click on the link and save the autorunpro.zip file to your computer and unzip it. If you cannot unzip the file because you don’t have the WinRAR software, you can find these files in the Content/MP5/AutoRun folder.

3. Copy autorun.inf and AutorunPro.exe into the folder where contain the file you would like to autostart.

   In your case, if you have crate the final website or your ePortfolio and save all the relevant files under a folder, you will just need to put the autorun.inf and AutorunPro.exe files under this folder. You also need to make sure the index.html file is saved under the same folder because index.html is the file that you want it to autostart.

4. Open the autorun.inf with Notepad and edit the code to make it looks like the example below.

   [Autorun]
   open=AutorunPro.exe /s

   [AutorunPro]
   Run1=index.html

   You will need to only need to replace index.html with the actual name of your file. In this case, if you follow my instruction to name your homepage as index.html, you will just need to make a copy of these codes and replace what you have in the autorun.inf file. Below is what you need to have in the autorun.inf file.

   ![autorun.inf with Notepad]

   After you make the changes of the autorun.inf file, you should have this file and AutorunPro.exe save under the same folder with your index.html file. Below is an example for you.
5. What you need to do now is to burn all these files into a CD. Before starting, you will need to insert a CD into your CD Rom. After that, you will need to select all the files: Go to Edit/Select All.

Then, right click on the files. You will see a list of the options. Please select Send To and choose the CD Drive.
After that, you will see all your files are sending to CD Drive.

After all files are sent to the CD Drive, you will open your CD Drive from My Computer. This will be what you see. The last thing you need to do is the click on the “Write these files to CD.”
After you have successfully burn your files to the CD, you will need to insert it to any computer and it should autorun by opening your index.html file.