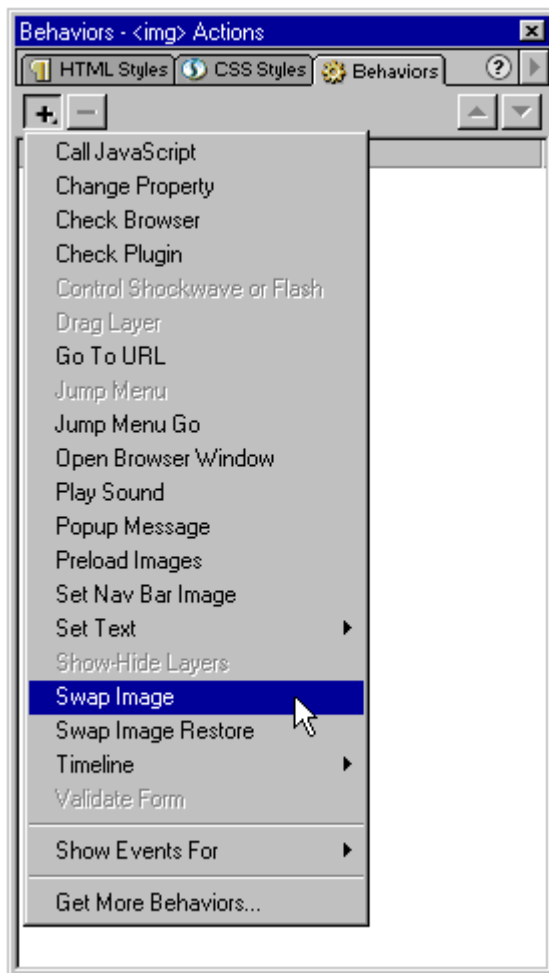


### To use the Swap Image action:

- 1 In Dreamweaver, choose Insert > Image or click the Image button on the Objects panel to insert an image.
- 2 In the Property inspector, enter a name for the image in the leftmost text field.  
The Swap Image action still works if you do not name your images; it names unnamed images automatically when you attach the behavior to an object. However, it is easier to distinguish images in the Swap Image dialog box if all of the images are named beforehand.
- 3 Repeat steps 1 and 2 to insert additional images.
- 4 Select an object (generally the image you're going to swap) and open the Behaviors panel.
- 5 Click the Plus (+) button and choose Swap Image from the Actions pop-up menu.



- 6 From the Images list, select the image whose source you want to change.
- 7 Click Browse to select the new image file, or enter the path and file name of the new image in the Set Source To field.
- 8 Repeat steps 6 and 7 for any additional images you want to change. Use the same Swap Image action for all the images you want to change at once; otherwise, the corresponding Swap Image Restore action won't restore all of them.
- 9 Select the Preload Images option to load the new images into the browser's cache when the page

is loaded. This prevents delays caused by downloading when it is time for the images to appear.

10 Click OK.

11 Check that the default event is the one you want.

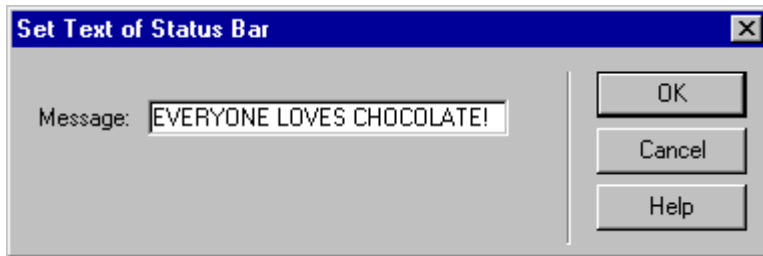
If it isn't, choose another event from the pop-up menu. If the events you want are not listed, change the target browser in the Show Events For pop-up menu.

## Set Text of Status Bar

The Set Text of Status Bar action shows a message in the status bar at the bottom left of the browser window. For example, you can use this action to describe the destination of a link in the status bar instead of showing the URL associated with it. Note, however, that visitors often ignore or overlook messages in the status bar; if your message is important, consider displaying it as a pop-up message or as the text of a layer.

### To use the Set Text of Status Bar action:

- 1 In Dreamweaver, select an object and open the Behaviors panel.
- 2 Click the Plus (+) button and choose Set Text > Set Text of Status Bar from the Actions pop-up menu.
- 3 In the Set Text of Status Bar dialog box, type your message in the Message field.



Keep the message concise. The browser truncates the message if it doesn't fit in the status bar.

4 Click OK.

5 Check that the default event is the one you want.

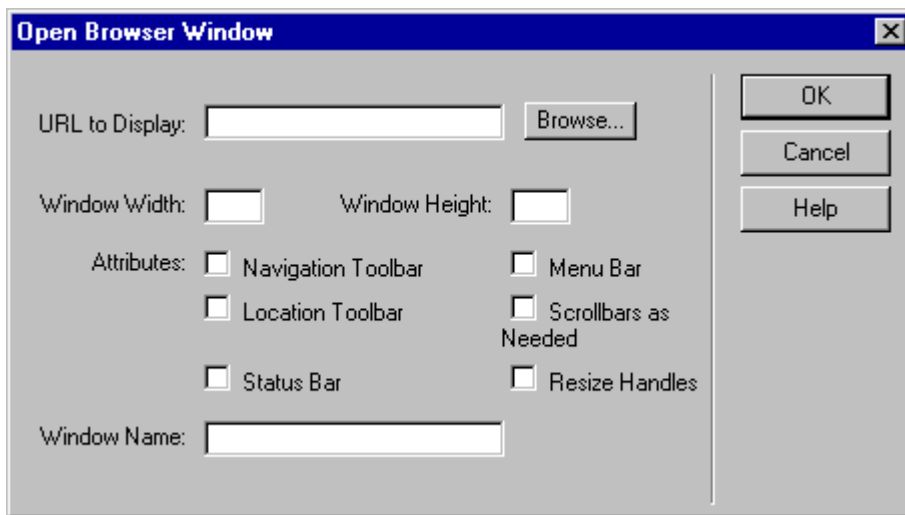
If it isn't, choose another event from the pop-up menu. If the events you want are not listed, change the target browser in the Show Events For pop-up menu.

## Open Browser Window

Use the Open Browser Window action to open a URL in a new window. You can specify the properties of the new window, including its size, attributes (whether it is resizable, has a menu bar, and so on), and name. For example, you can use this behavior to open a larger image in a separate window when the visitor clicks a thumbnail image; with this behavior, you can make the new window the exact size of the image.

### To use the Open Browser Window action:

- 1 In Dreamweaver, select an object and open the Behaviors panel.
- 2 Click the Plus (+) button and choose Open Browser Window from the Actions pop-up menu.  
The Open Browser Window dialog box appears.



- 3 Click Browse to select a file, or enter the URL you want to display.
- 4 Set any of the following options:
  - ▶ **Window Width** specifies the width of the window in pixels.
  - ▶ **Window Height** specifies the height of the window in pixels.
  - ▶ **Navigation Toolbar** is the row of browser buttons that includes Back, Forward, Home, and Reload.
  - ▶ **Location Toolbar** is the row of browser options that includes the location field.
  - ▶ **Status Bar** is the area at the bottom of the browser window in which messages (such as the load time remaining and the URLs associated with links) appear.
  - ▶ **Menu Bar** is the area of the browser window (Windows) or the desktop (Macintosh) where menus such as File, Edit, View, Go, and Help appear. You should explicitly set this option if you want visitors to be able to navigate from the new window. If you do not set this option, the user can only close or minimize the window (Windows) or close the window or quit the application (Macintosh) from the new window.
  - ▶ **Scrollbars as Needed** specifies that scroll bars should appear if the content extends beyond the visible area. If you do not explicitly set this option, scroll bars do not appear. If the Resize Handles option is also turned off, visitors have no easy way of seeing content that extends beyond the original size of the window. (Though they may be able to make the window scroll by dragging off the edge of the window.)
  - ▶ **Resize Handles** specifies that the user should be able to resize the window, either by dragging the lower right corner of the window or by clicking the maximize button (Windows) or size box (Macintosh) in the upper right corner. If this option is not explicitly set, the resize controls are unavailable and the lower right corner is not draggable.
  - ▶ **Window Name** is the name of the new window. You should name the new window if you want to target it with links or control it with JavaScript. This name cannot contain spaces or special characters.
- 5 Click OK.
- 6 Check that the default event is the one you want.

If it isn't, choose another event from the pop-up menu. If the events you want are not listed, change the target browser in the Show Events For pop-up menu.

## Jump Menu

A jump menu is a pop-up menu in a document, visible to your site visitors, listing options that link to documents or files. With jump menus you can create links to documents in your Web site, links to documents on other Web sites, e-mail links, links to graphics, or links to any file type that can be opened in a browser.

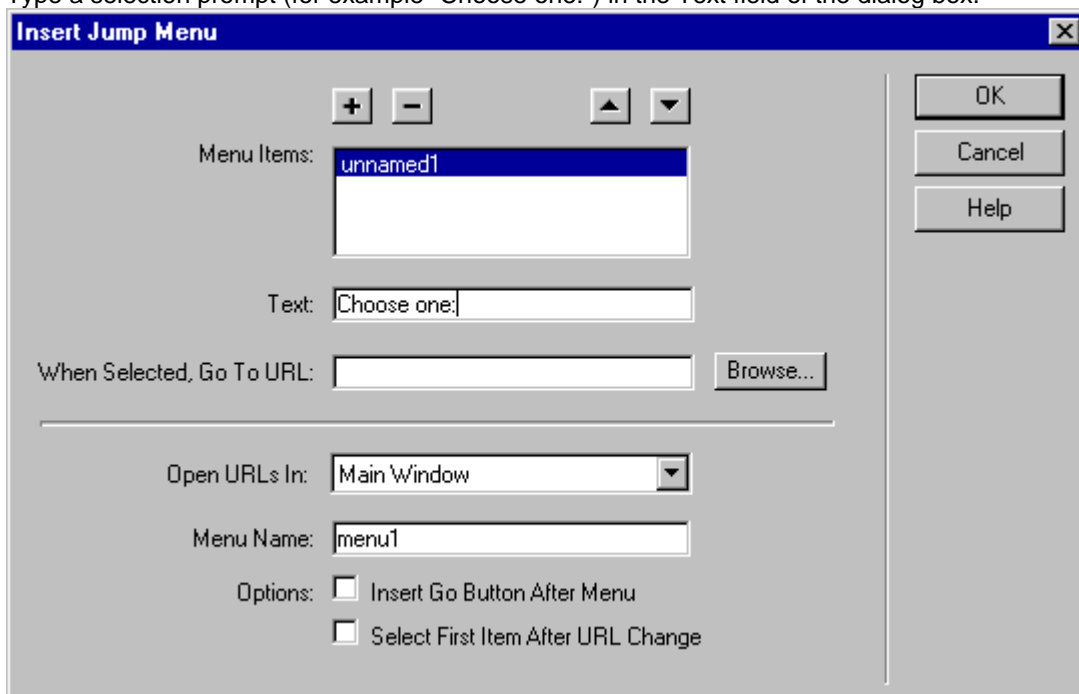
When you create a jump menu by using Insert > Form Objects > Jump Menu, Dreamweaver creates a menu object and attaches the Jump Menu (or Jump Menu Go) behavior to it. There is usually no need to attach the Jump Menu action to an object by hand.

### To create a jump menu:

- 1 In Dreamweaver, choose Insert > Form Objects > Jump Menu.

The Insert Jump Menu dialog box appears.

- 2 Type a selection prompt (for example "Choose one:") in the Text field of the dialog box.



Select the Select First Item After URL Change option, then click the plus (+) button to add the selection prompt to menu.

- 3 In the Text field, type the text you want to appear in the menu list.

- 4 In the When Selected, Go to URL field, select the file to open by doing either of the following:  
Click Browse, then select the file to open.

Type the path of the file to open.

- 5 In the Open URLs In pop-up menu, select a location in which the file will open by doing either of the following:  
Select Main Window to open the file in the same window.

Select a frame in which the file will open.

**Note:** If the frame you want to target doesn't appear on the Open URLs In pop-up menu, close the Insert Jump Menu dialog box and name the frame.

- 6 Select the Insert Go Button After Menu option to add a Go button.
- 7 To add additional menu items, click the plus (+) button and repeat steps 3 through 6 of this procedure.
- 8 Click OK.

Once you've created your jump menu, you can edit it in either of two ways:

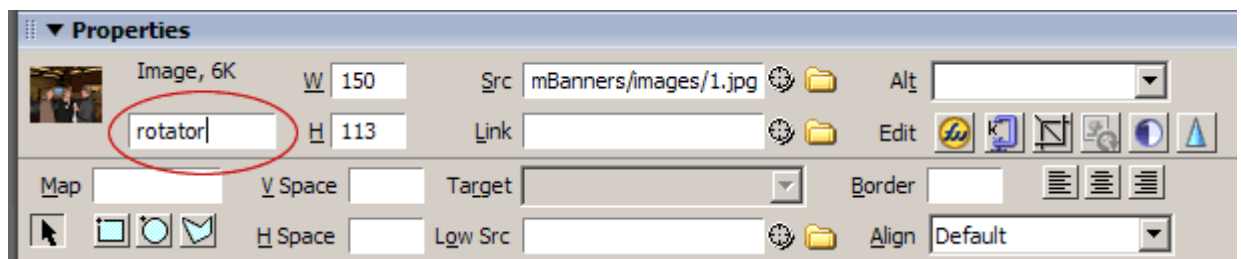
- ▶ You can edit and rearrange menu items, change the files to jump to, and change the window in which those files open, by double-clicking an existing Jump Menu action in the Behaviors panel.
- ▶ You can edit the items in the menu just as you would edit items in any menu, by selecting the menu and using the List Values button in the Property inspector.

#### To edit a jump menu using the Behaviors panel:

- 1 Select the jump menu object and open the Behaviors panel.
- 2 Double-click Jump Menu in the Actions column.
- 3 Make changes as desired in the Jump Menu dialog box, then click OK.

#### Rotating images:

1. Create a new page and save it as **rotatingImages.htm**, or open an existing page where you want rotating images to appear.
2. Insert an image onto your page. This image will be the first image displayed as part of the image rotation.
3. With the inserted image selected, give the image a name and id of **rotator**. Do this through the image Property inspector on the upper left.



**Figure 1:** Image name/id field on the Property inspector

4. Select the `<body>` tag in the Tag Selector at the bottom of the document window.

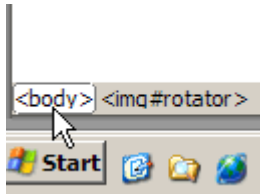


Figure 2: Tag Selector

5. Open the Behaviors panel, **Window > Behaviors**, and click the Add behavior button (+), then choose Swap Image.
6. Browse to and select one of the images in your series. Make sure that Preload images is checked and then click OK.

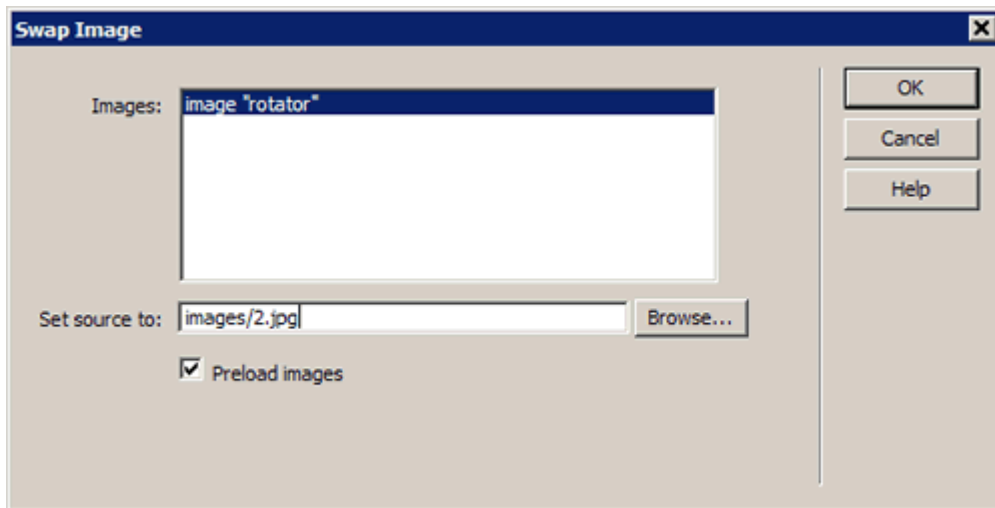


Figure 3: Swap Image behavior dialog

## **Play Sound**

1. The first step is to create a link for the sound to be played on Rollover or on Click. You can make a simple text link with the '#' symbol.
2. The next step is to add a behavior to the link. Open the Behaviors panel by clicking on Windows/Behaviors and click on the '+' symbol in the Behaviors Panel. Click on 'Play Sound'. Browse to find the sound you want to play and click on OK.

Note: If you want the music to play on some other event, go back to the behaviors panel and in the events drop down menu choose another event e.g. If you want the music to play on Rollover then you have to choose *onMouseOver*