

Dreamweaver Behaviors Exercises:

1. Insert an image
2. click to select the image
3. click add behavior button
4. Click "Go to URL
5. Fill in the info (type the URL)
6. Click OK (line added for the new behavior)
7. Click event
8. Click F12 to preview

Change action:

1. Double click the action (previously applied behavior from exercise 1)
2. Change the information in the dialog box
3. Click F12 to preview

Change Event:

1. Click on the inserted image
2. Click behavior
3. Click on the event field
 4. Select event
 5. Click event
 6. Click F12 to preview

Rollover image

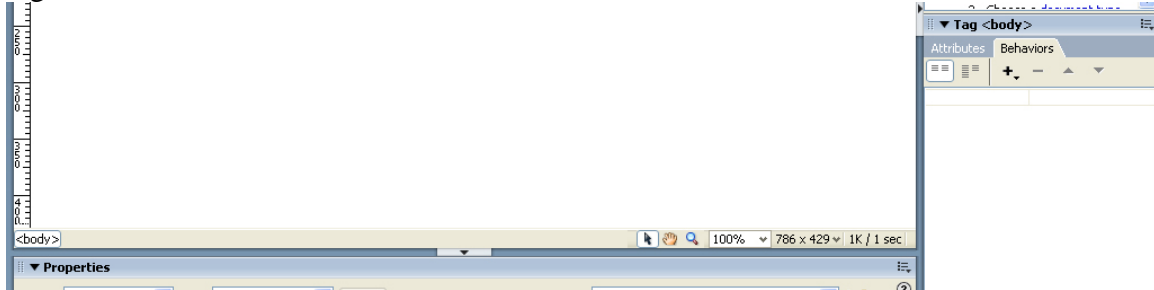
1. Insert an image
2. Click + on the behavior panel
3. Select Swap image
4. type the path (URL) to the rollover image
5. Click OK
6. Two behavior are added onMouseOver and onMouseOut

1. Select image location
2. Select image
3. Click insert image object
4. Click to select rollover image
5. type image name
6. type the path to the two images
7. type ALT text
8. type the URL

Create Status Bar

Click the <body>

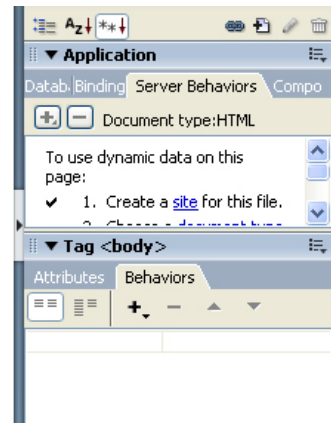
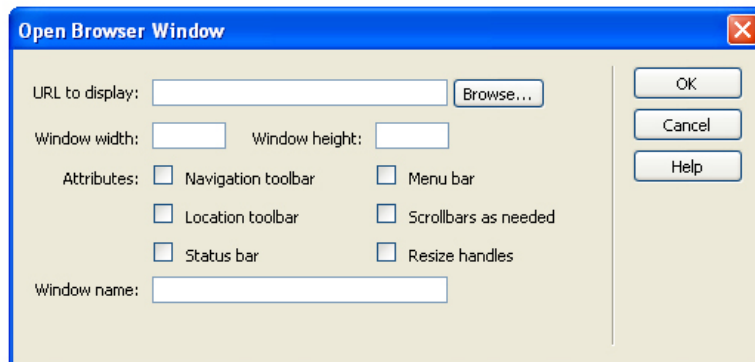
tag



1. Click the + sign
2. Click set text
3. Click set text on status bar
4. Type message
5. Click OK

Open Browser Window (customized)

1. Insert image
2. Click +
3. Select open browser window

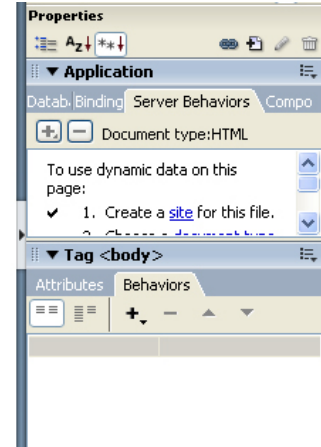
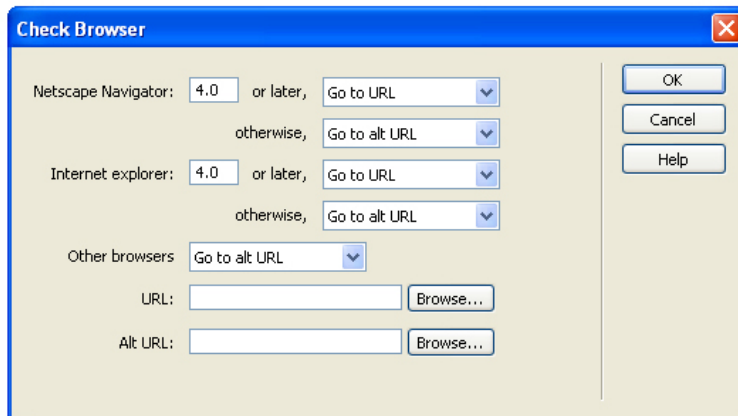


4. Type the URL
5. Type the width and height
6. select attributes
7. type a name
8. Click OK
9. Click F12 to preview

Web page based on browser type (To forward user to a web page build for a particular browser)

1. Click the <body> tag

2. Click
+



3. type version
4. Select choices of the browsers
5. Type URL
6. Type alternative URL
7. Click OK

POPUP message

1. Select an element
2. Click +
3. Click popup message
4. type pop up message
5. click OK

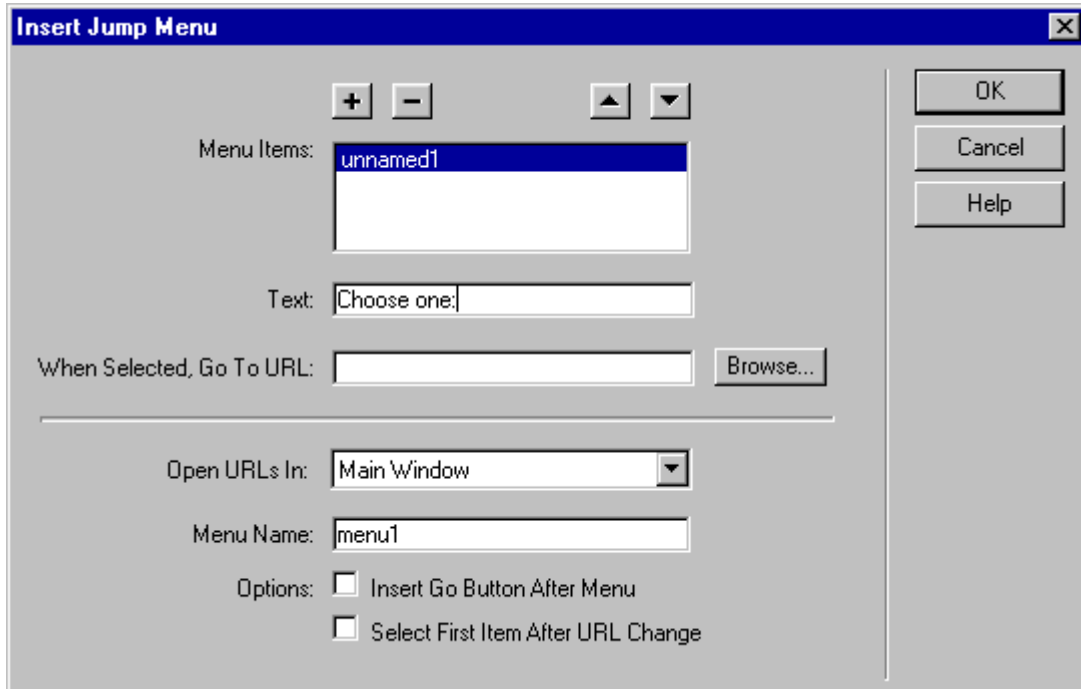
Jump Menu

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.