

Adding Multimedia Elements

Dreamweaver can be used to add multimedia created in other programs to the web pages. Include: Macromedia Fireworks, Macromedia Flash movies, text, and buttons. Macromedia Director, Shockwave movies, java applets, Active X controls, server-side control and plug-ins.

Rich media- "Rich media" is synonymous for interactive multimedia; it is a combination of visual and audio effects. The most common formats are:

1. Windows Media (Microsoft)
2. RealMedia (is a [multimedia container format](#) created by [RealNetworks](#). Its extension is ".rm". It is typically used in conjunction with [RealVideo](#) and [RealAudio](#) and is popular for [streaming](#) content over the Internet.)
3. Quicktime (Apple)
4. MPEG (in particular MPEG-4)
5. Adobe Flash (swf)

You need to identify the file type to know whether it will work on your computer and whether you will need a particular type of software to decompress, play, or view it.

For video, popular extensions are .AVI and .RAM for the PC, .MPG (short for MPEG), which is platform-independent, but requires its own [media player](#), and .MOV and .QT for QuickTime movies.

QuickTime was initially developed by Apple just for the Macintosh, but now plays on Windows and UNIX, too.

Popular audio file formats include .MP3 for both Mac and PC and .WMA for the PC. Other file formats include .AIFF for Mac; .AU for Mac and UNIX; .WAV for the PC; and .RA for Real Audio, a proprietary [system](#) for delivering and playing streaming audio on the Web.

File Extension Description

.wmv	Windows Media based file which contains both video and audio
.wma	Windows Media based file which contains audio only
.wvx	Metafile which points to a Windows Media Video (.WMV) file
.wax	Metafile which points to a Windows Media Audio (.WMA) file
.asf	ASF structured file that contains audio and/or video content compressed with 3rd party codecs
.asx	Metafile which points to an ASF structured file (.ASF)
.wms	Windows Media Skin file, compatible with Windows Media Player 7 or later
.wmz	Compressed Windows Media Skin file, compatible with Windows Media Player 7 or later
.wmd	Windows Media Download package, compatible with Windows Media Player 7 or later

There are two ways to view media on the internet (such as video, audio, animations, etc): *Downloading* and *streaming*.

Downloading

When you download a file the entire file is saved on your computer (usually in a temporary folder), which you then open and view. This has some advantages (such as quicker access to different parts of the file) but has the big disadvantage of having to wait for the whole file to download before any of it can be viewed. If the file is quite small this may not be too much of an inconvenience, but for large files and long presentations it can be very off-putting.

The easiest way to provide downloadable video files is to use a simple hyperlink to the file. A slightly more advanced method is to embed the file in a web page using special HTML code.

Streaming

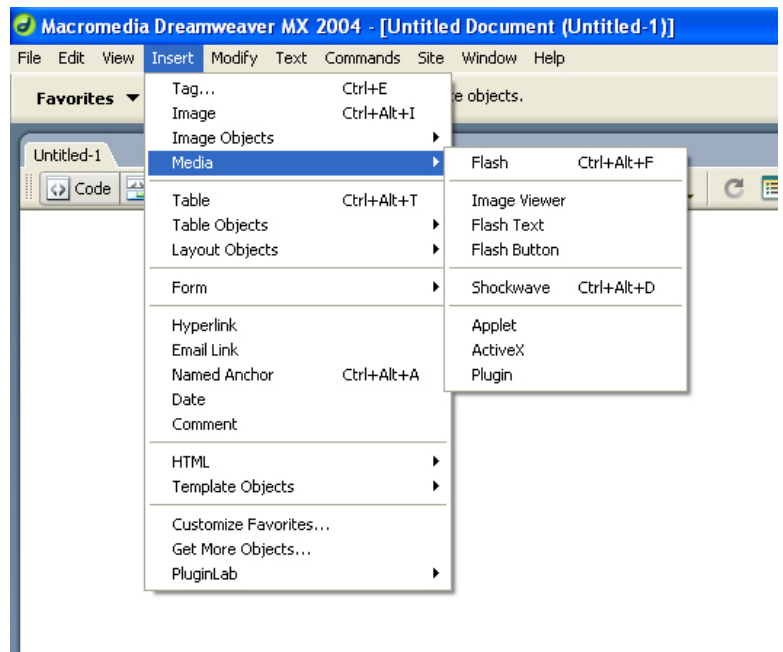
Streaming media works a bit differently — the end user can start watching the file almost as soon as it begins downloading. In effect, the file is sent to the user in a (more or less) constant stream, and the user watches it as it arrives. The obvious advantage with this method is that no waiting is involved. Streaming media has additional advantages such as being able to broadcast live events (sometimes referred to as a webcast or netcast).

True streaming video must be delivered from a specialized streaming server.

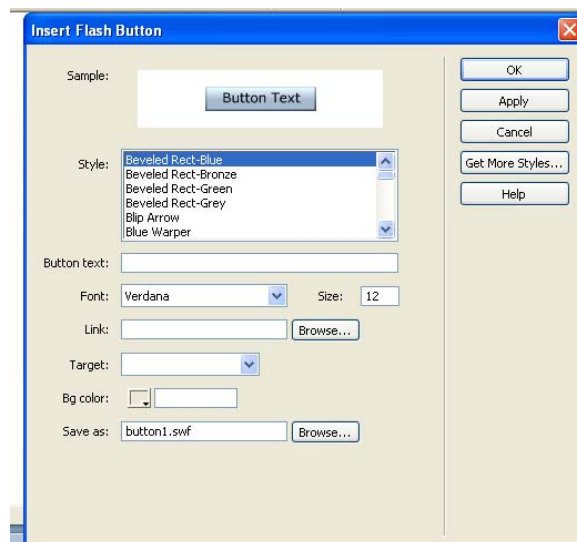
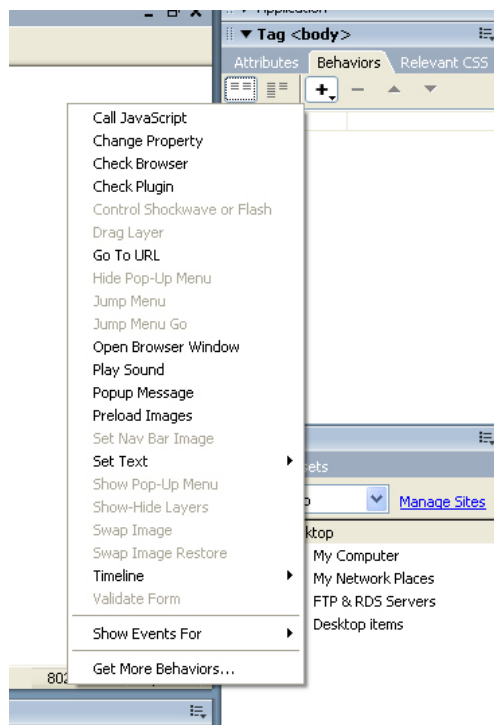
Progressive Downloading

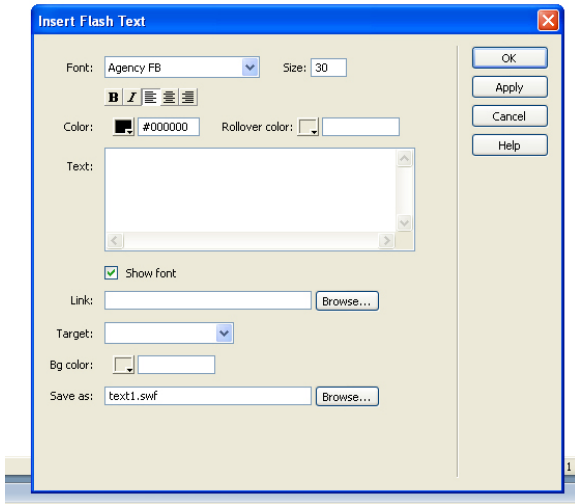
There is also a hybrid method known as progressive download. In this method the video clip is downloaded but begins playing as soon as a portion of the file has been received. This simulates true streaming, but doesn't have all the advantages.

Dreamweaver Tools



Play Sound behavior and Popup Message behavior.

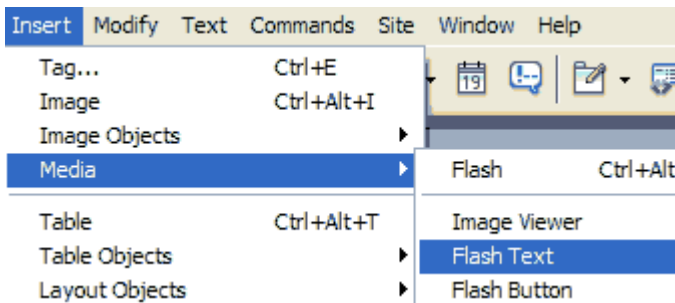




Creating Flash Rollover Text

By: [CivicCX](#)

Objective: This tutorial will demonstrate how to insert a rollover flash text using Dreamweaver.

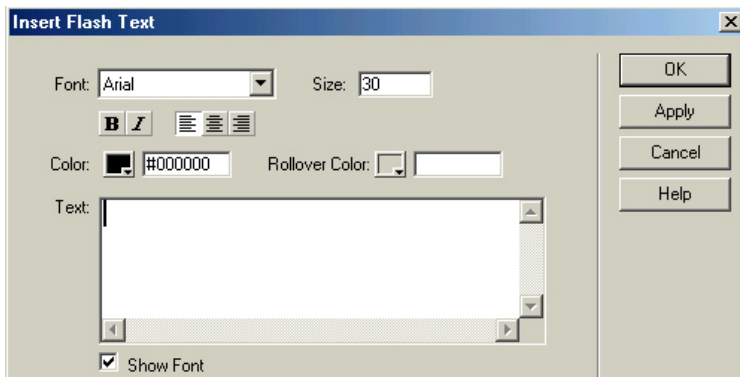


1) Open or create a document on Macromedia Dreamweaver.

2) Scroll your mouse to the top of the screen and select "insert" and scroll down to "Media". Once that is selected another menu will appear, which you should choose the "flash

text option"

3) Now a window dialog box will appear on your screen. In the top portion of this dialog box you will see some fields which need to be completed. Choose a font from the drop down list on "fonts".

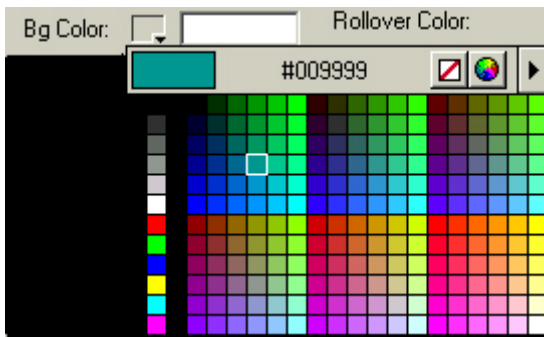


4) Choose a size for your text, as well as the background color and rollover color for it as well. When choosing colors for anything in this window a pallet appears which allows you to choose from a variety of web safe colors.

5) In the bottom portion of that same dialog box will be a place to link that roll over flash text to another web page or portion of your website.



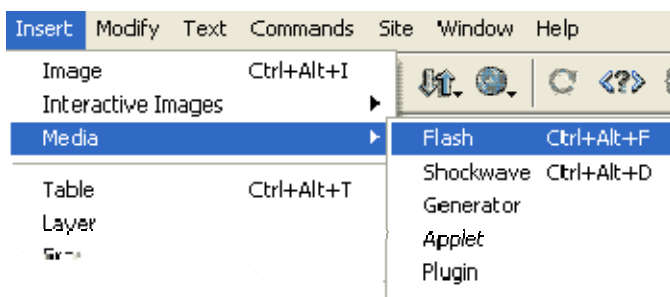
6) Where it says link type in the url of where it is going to be linked to and choose the target form the drop down menu below that.



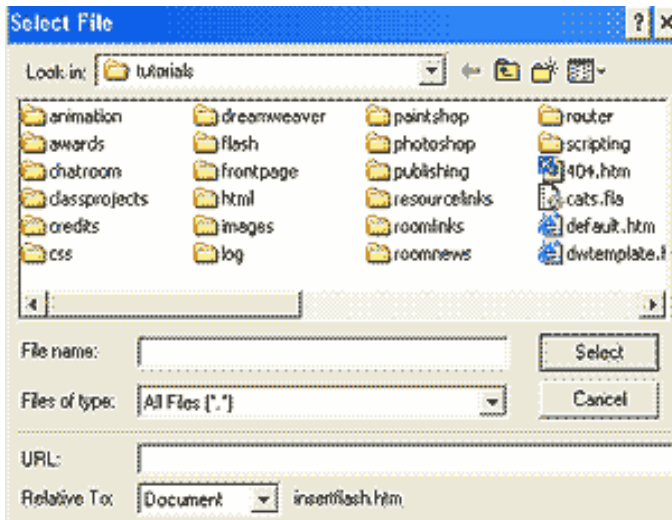
7) At almost the bottom of this window you will see a choice marked Bg Color. This is going to be the color of the background for your flash. Once you have selected your color you can exit the window by clicking on "ok" and returning to your document

Inserting A Flash Movie

1. Click INSERT => Media => FLASH



2. Select the Movie File you want to embed by browsing for it.



3. The movie will show up as a flash icon on your page.

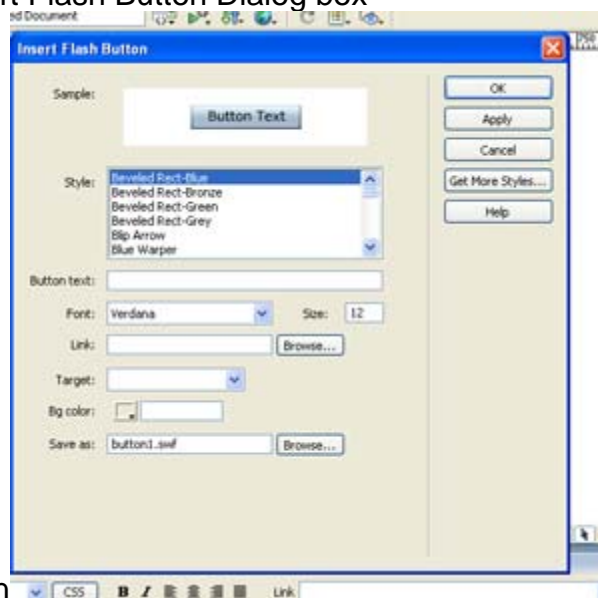


4. Highlight the flash icon and in the Properties panel you will see the name/path of the file. Set the Height and Width. Set the background color for your movie.



Adding Flash Buttons

1. To add a flash button place your cursor on the page where the new button will appear
2. Insert->Media->Flash Button menu option **or** you can use the Media ->Flash Button option in the Common category of the insert bar.
3. Insert Flash Button Dialog box



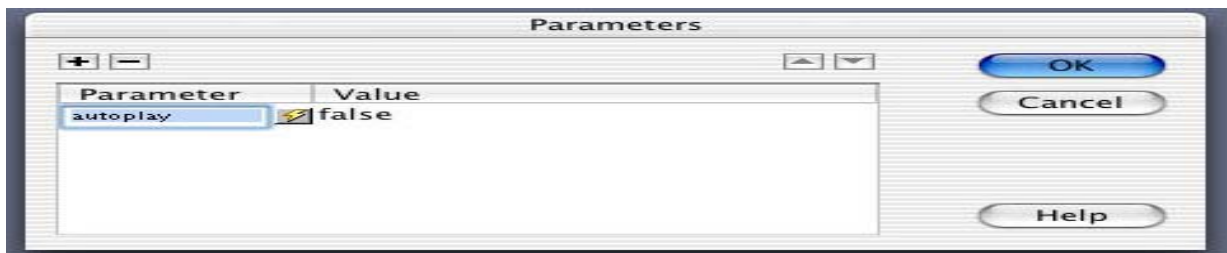
open

4. You can modify text, font size, font, use available styles.
5. Click OK to add object to your page.
6. To edit the button select it and use Property Inspector

Embedding Audio Only

Embedding audio without video is, predictably, a bit simpler.

1. Click in the section of your Dreamweaver document where you want the audio controller to appear.
2. Pull down **Insert | Media | ActiveX**. A small placeholder widget will appear in your document.
3. In the widget's Properties panel, specify a width of 200 and a height of 16. The QuickTime playback controller is designed to be displayed at 16px high -- the 200 dimension can be anything you like, but we find that 200 works well for this purpose.
4. Select the checkbox labeled "Embed"
5. Type the name of your audio file into the "Src" field (or click on the folder icon and navigate to the file).
6. If you don't want your audio to play automatically when the page is loaded, click the Parameters button. Click in the Parameter column and type "autoplay". Click in the Value column and type "false". You should be looking at a Parameters panel that looks something like the image below. Click OK to set the parameter.



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*