

Adobe Dreamweaver 8

Part 4: Working with Layers, Timelines, and Behaviors

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Contents

Introduction	2
Layers	2
Properties Panel of Layers	3
Adding Content into a Layer.....	3
Managing Layers	4
Timelines	5
Behaviors	6
Behavior with Timeline	7
Other Behaviors	9
Drag Layer	9

Introduction

Adobe Dreamweaver® is the widely used industry standard program for Web site creation. Using a design view to create the layout, code views to create scripting and backend, or split screen view to work on both simultaneously, users can easily create the page they desire. The added ability to integrate other Adobe Creative Suite software such as Photoshop, Illustrator, Fireworks, and Flash into the final page design is another benefit of the program.

In Part 4, learn how to create and manipulate layer, an element which gives users flexibility in placing objects on the screen. Layers are also required in working with timelines and behaviors, the two crucial tools that are essential in creating animation. Several basic special effects will also be introduced in this Part.

Layers

Layers are used to lay out the page because they provide a great deal of flexibility in placing content. Users can put content inside a layer and locate the layer anywhere on the screen. Moreover, users can manage layers as desired.

To draw a layer:

1. Change the **Insert** bar to **Layout** category. Select the **Draw Layer** button .

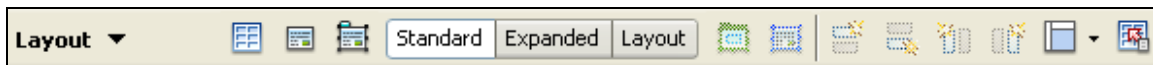
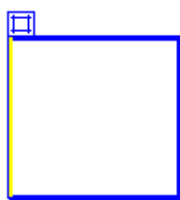
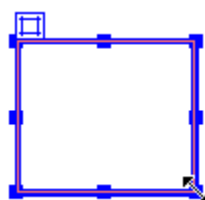


Figure 1 - Layout Category of the Insert Bar

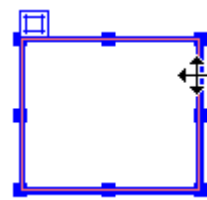
2. Click and drag a rectangle.
3. A layer will show on the screen (see Figure 2).



Draw a Layer



Resize a Layer



Move a Layer

Figure 2 - Layer

To resize a layer:

1. Select a layer and click the border of the layer to show the selection handles.
2. Place the mouse on any one of the selection handles. The mouse becomes a double-headed arrow (see Figure 2).
3. Click and drag to resize the layer.

To move a layer:

1. Select a layer and click the border of the layer to show the selection handles.
2. Place the mouse on the border. The mouse becomes a four-headed arrow (see Figure 2).

3. Click and drag to move the layer.

To delete a layer:

1. Select a layer.
2. Press the **[Delete]** key on the keyboard to delete the layer.

NOTE: When inserting a big picture into a small layer, the layer will expand automatically to fit the picture size.

PROPERTIES PANEL OF LAYERS

The properties panel shows all the information of one particular layer. Depending on which layer is selected, the value on the properties will change accordingly. Table 1 below describes the meaning of every field.

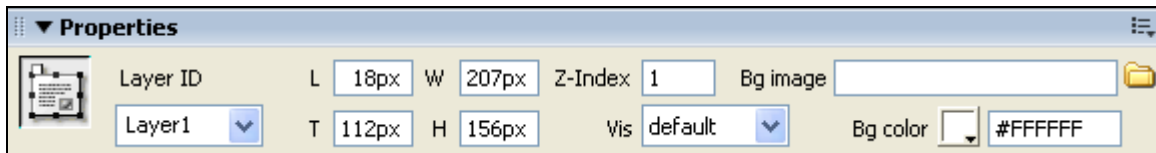


Figure 3 - Properties Panel of Layers


Table 1 - Fields of Properties Panel

Panel Field	Description
Layer ID	Shows the name of the layer so users can identify the layer.
L and T	Left and Top tell the layer's relative position from the upper-left hand corner of the page.
W and H	The layer's Width and Height.
Z-Index	Determines the order of the layers. Higher-numbered layers appear in front of lower-numbered layers.
Vis	This lets the user know if the layer is visible or not. The default is invisible.
Bg image	This sets up the Background image of the layer.
Bg color	This sets up the Background color of the layer.

Adding Content into a Layer

Inserting content inside the layers can help to arrange the interface. Users can add text or pictures inside the layers as a convenient way to arrange their Web pages.

To Add Content into a Layer:

1. Click inside the desired layer.
2. On the **Insert** bar ► Change to the **Common** category.
3. Select the **Image** button . The *Select Image Source* dialog box will appear (see Figure 4).
4. Look for **“arrow.gif”**.
5. Click **OK**.
6. Create another new layer.
7. Repeat step 1 to 6 to add **“target.gif”**, **“ball.gif”**, and **“table.gif”** inside the new layers.

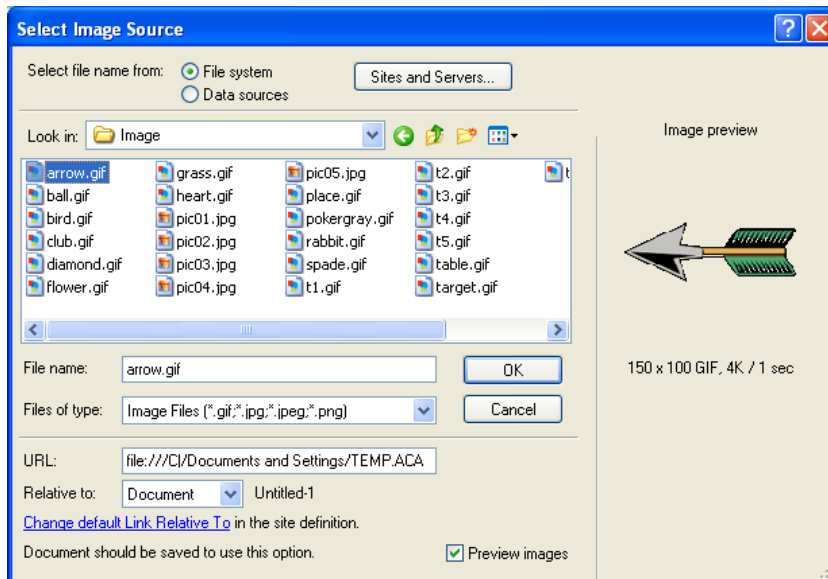


Figure 4 - The Select Image Source Window

MANAGING LAYERS

When using multiple layers, it is important to learn how to manage layers to avoid getting confused. By using the layers panel, users can change the name, stacking order, and visibility of layers.

To open the layers panel:

1. Select **Window** menu ► Click **Layers**.
2. The **Layers** panel shows under CSS window on the right hand side of the screen (see Figure 5).

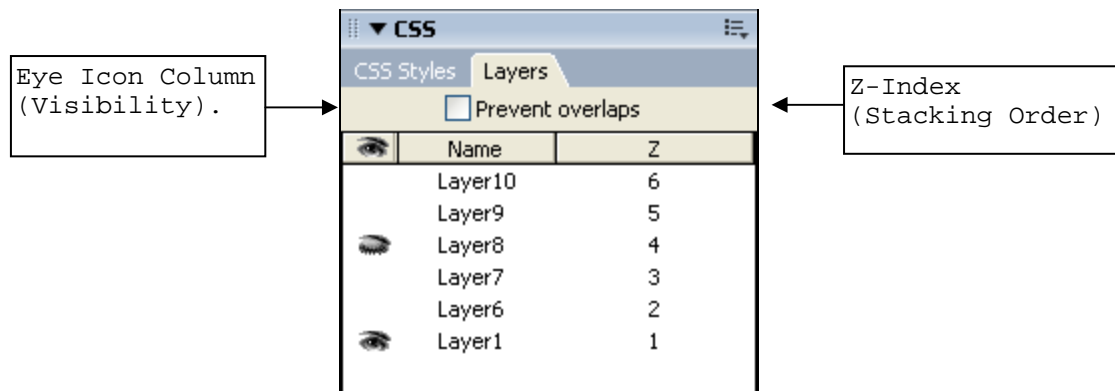


Figure 5 - Layers Panel

To rename a layer:

1. Double-click on the name of the layer.
2. Rename it and click **[Enter]**.

To change the order of a layer:

1. Click on the order of the layer. Enter new value and click **[Enter]**.

OR

Click on the name of the layer and drag up or down to a desired position, then release the mouse to change the order.

NOTE: Checking the **Prevent overlaps** checkbox Prevent overlaps can avoid having layers overlap each other.

To change the layer visibility:

1. Click in the **Eye Icon** column for a layer to change its visibility.
2. The first click will switch from a closed eye to an open eye, followed by no eye icon after the following click.

NOTE: The open eye means the layer is visible, the closed eye means invisible, and when there is no eye icon, the default is visible.

Timelines

Dreamweaver 8 offers a timeline function to create basic animations. With the timelines panel, users can work with separate timelines to control different actions on a page. The simple way to activate a timeline is by dragging a layer inside the panel.

To open the timelines panel:

1. Select **Window** menu ► Click **Timelines**.
2. The **Timelines Panel** shows at the bottom of the screen (see Figure 6 and Table 2).

To add objects to a timeline:

1. Select Arrow layer.
2. Click and drag Arrow layer into Animation channel. The purple Animation bar will appear.

NOTE: Only images and layers can be added into the timeline.

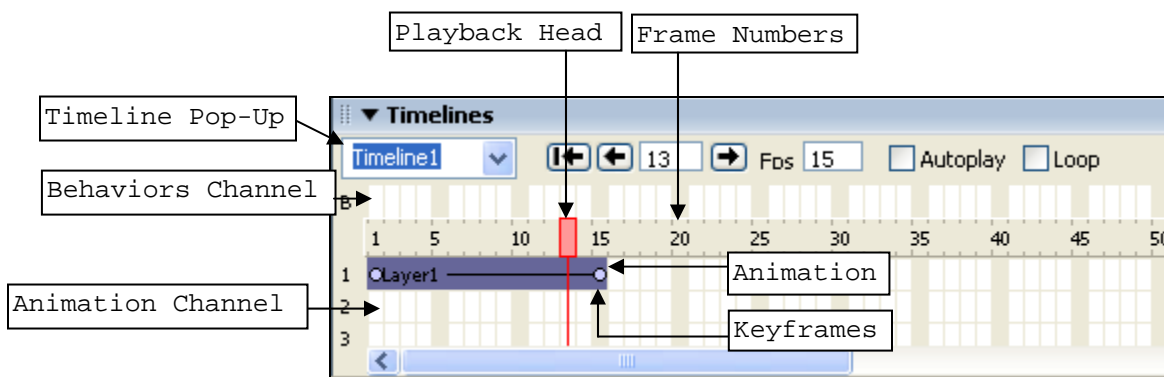


Figure 6 - Timelines Panel

Table 2 - Timelines Panel Introduction

Panel Section	Description
Timeline pop-up menu	It specifies which timeline is currently displayed.
	The meanings (in order from left to right) are: Back to the first frame/Backward one frame/ Current frame number/ Forward one frame.
Fps (Frames per second)	The default setting is 15 frames per second, which is a good average rate for animation.
Autoplay	Check this box to make the timeline play automatically when the page opens in a browser.

Panel Section	Description
Loop	Check this box to make the timeline loop continuously.
Playback head	It indicates which frame is currently displayed.

To edit the timeline:

1. Click frame 1, and set the arrow on the right of the screen (Starting location).
2. Click frame 15, then click and drag to set the arrow on the left of the screen (Ending location). A line will appear on the screen showing the route (see Figure 7).
3. Check the **Autoplay** checkbox Autoplay on the panel. A message window pops up. Click **OK** (see Figure 8).
4. Save the file.
5. Go to the **File** menu ► **Preview in browser** to view the result.

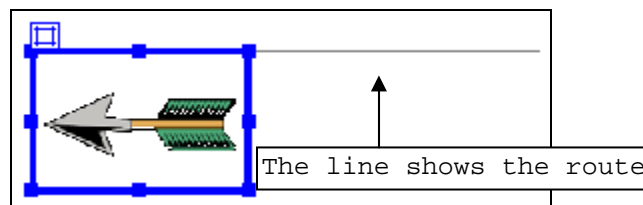


Figure 7 - Animation Route

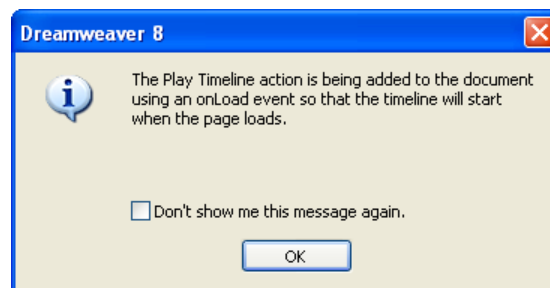


Figure 8 - Dreamweaver 8 Message Window

To add multiple timelines and keyframes:

1. To add a new timeline (Timeline2), go to the **Modify** menu ► **Timeline** ► **Add Timeline**.
2. Click and drag the “**Ball**” layer into the animation channel of Timeline2.
3. To add a new keyframe, click on frame 5 and go to the **Modify** menu ► **Timeline** ► **Add keyframe**.
4. Rearrange the ball’s location for frame 5.
5. Follow the step above to add a keyframe on frame 10 and rearrange the location.
6. Set the ending location on keyframe 15.
7. Use the **Playback head** (see Figure 6) to check the movement. Save the file.

Behaviors

Behaviors are used to add interactivity to the site (see Table 3). Use the **Behaviors** panel to select an action (behavior) and how to trigger it (event). The panel is also used to add, modify, or remove behaviors. Behaviors can be used together with timelines or work along with other objects.

Table 3 - Event Names and Definition

Event	Triggered When
onBlur	A field loses focus or becomes inactive.
onClick	Clicking the object.
onDbClick	Double-clicking the object.
onFocus	A field gains focus or becomes active.
onKeyDown	Pressing a key on the keyboard.
onKeyPress	Pressing any key.
onKeyUp	Releasing a key.
onLoad	When a page, frameset, or image finishes loading.
onMouseDown	Pressing the mouse button.
onMouseMove	Moving the mouse.
onMouseOut	Moving the mouse off an object.
onMouseUp	Releasing a mouse button.
onMouseOver	Placing the cursor over an object.
onUnload	The user goes to a new URL or the browser is closed.

To open the Behavior panel:

Go to the **Window** menu ► **Behaviors**. The **Behaviors** panel will show on the right side of the screen (see Figure 9).

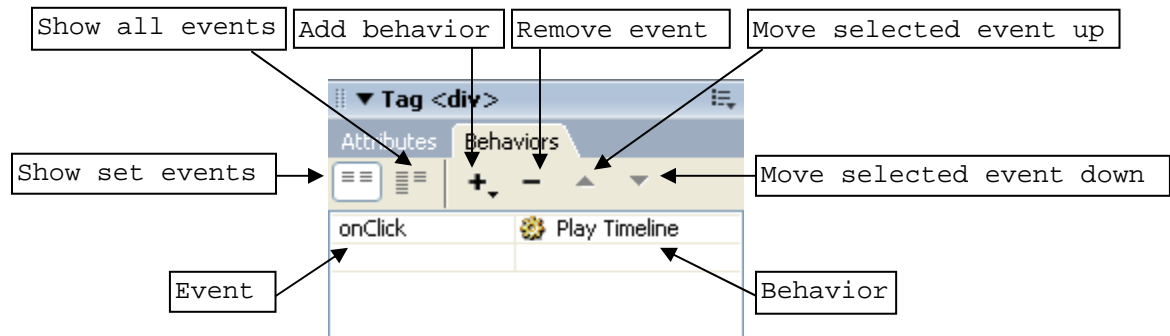


Figure 9 - Behaviors Panel

Behavior with Timeline

1. After setting up a timeline for an animation, select the ball layer and go to the **Behaviors** panel, ► Click the **Add behavior** button **+** to open the actions list (see Figure 10).
2. From the menu, select **Timeline** ► **Play timeline**. The *Play timeline* dialog box opens (see Figure 11).
3. Click the down-point arrow and select **Timeline2**.
4. Click **OK**.

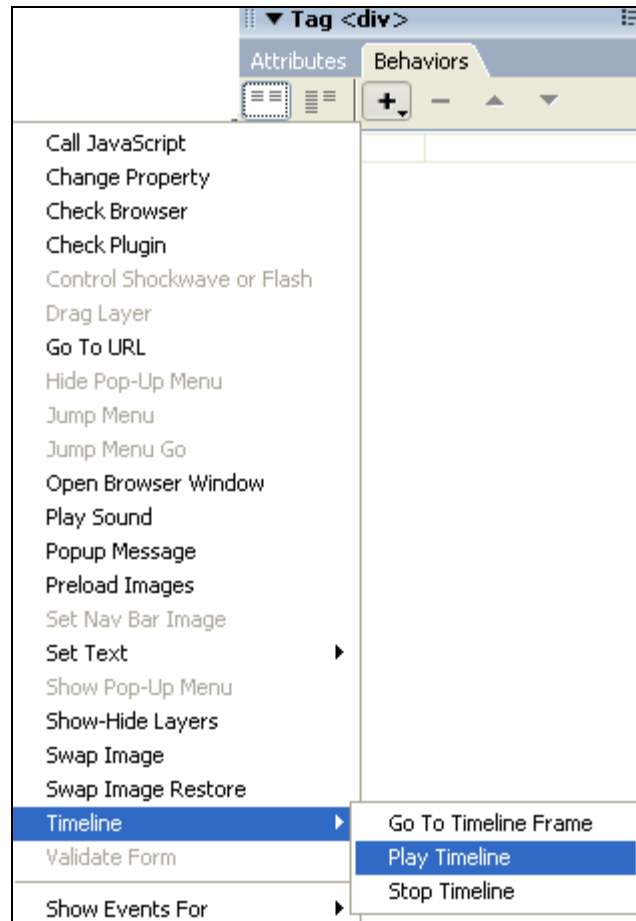


Figure 10 - Insert Behavior

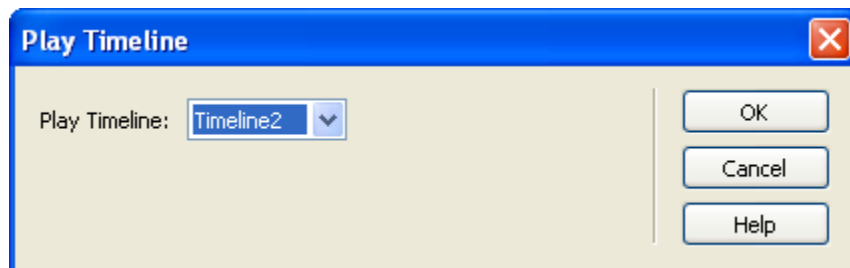


Figure 11 - Play Timeline Window

5. On the **Behaviors** panel, a new behavior is added.
6. Click the down-point arrow on event and select **onClick** (see Figure 12).

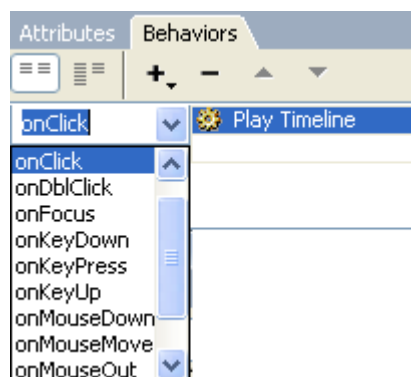


Figure 12 - Change Event

7. Save the file and preview the result.

Other Behaviors

To add a Popup Message:

1. Select the <body> tag (see Figure 15).
2. Click the **Add behavior** button on the **Behavior** panel.
3. Select **Popup Message**. The *Popup Message* window shows (see Figure 13).
4. Inside the Message text box, type the message “Welcome! Let’s learn how to create some interactions.”
5. Click **OK**.
6. Save the file and preview in the browser to see the result.

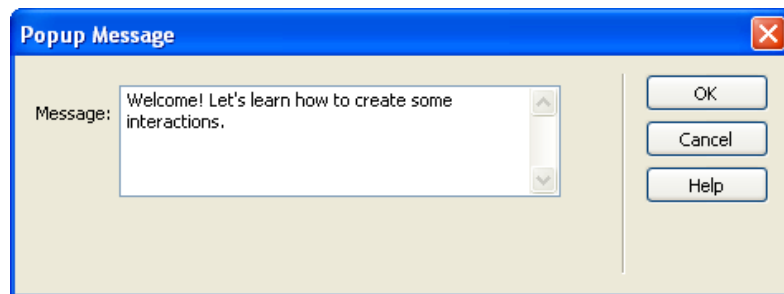


Figure 13 - Popup Message Window

Set Text of Status Bar:

1. Select the <body> tag (see Figure 15).
2. Click the **Add behavior** button on the **Behavior** panel.
3. Select **Set Text** ► **Set Text for Status Bar**. The *Set Text of Status Bar* window appears (see Figure 14).

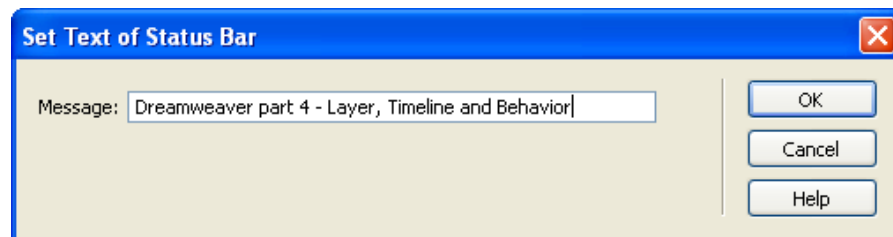


Figure 14 - Set Text of Status Bar Window

4. In the Message text box, type “Dreamweaver part 4- Layer, Timeline and Behavior”.
5. Click **OK**.
6. Save the file and preview in the browser to see the result.

DRAG LAYER

Drag layer allows users to drag any layer and put it into a desired location on the screen. It is usually used for things such as drag and drop games and puzzles.

To create the drag and drop game:

1. Create three new layers. Put the images “*tree.gif*”, “*place.gif*”, and “*flower.gif*” into the layers.
2. Rename the layer names to be “tree”, “flower”, and “ground”.
3. Click on the <body> tag at the bottom of the window (see Figure 15).

4. Go to **Behavior** ► Add Behavior ► **Drag Layer**.
5. Select desired layer name “*tree*” (see Figure 16).
6. Click **OK**.
7. Repeat step 3-6 for “*flower*” layer.
8. Save the file and preview in browser. Inside the browser, users should be able to click and drag the tree and the flower to anywhere.



Figure 15 - The Body Tag

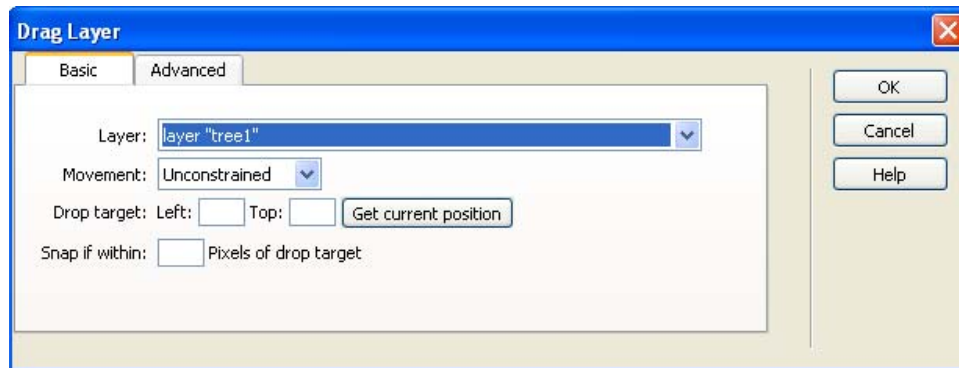


Figure 16 - Drag Layer Window

To create a puzzle game:

1. Put the image “*pokergray.gif*” into a layer. Change the layer name to “pokergray”.
2. Put the image “*heart.gif*” into a layer. Change the layer name to “heart”.
3. Adjust the location so that the heart layer can overlap on pokergray layer.
4. Click on the `<body>` tag at the bottom of the window (see Figure 17).
5. Go to **Behavior** ► Drag Layer.
6. Select the desired layer named “heart”. Press the **Get current position** button to set the destination.
7. Type “70” into the Pixels of drop target text box so when the object approaches the destination, it will snap automatically (see Figure 18).
8. Click **OK**.
9. Move the heart layer to another blank area.
10. Repeat step 2-9 to finish the club, spade, and diamond.
11. Save the file and preview in browser.

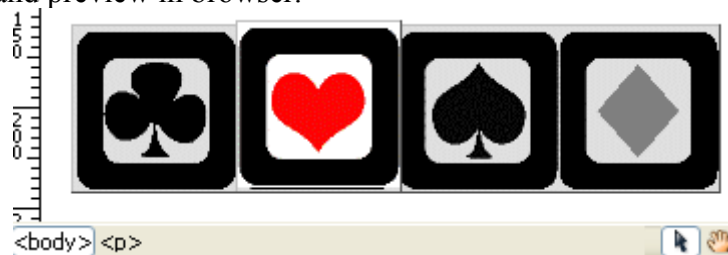


Figure 17 - Overlap Layers

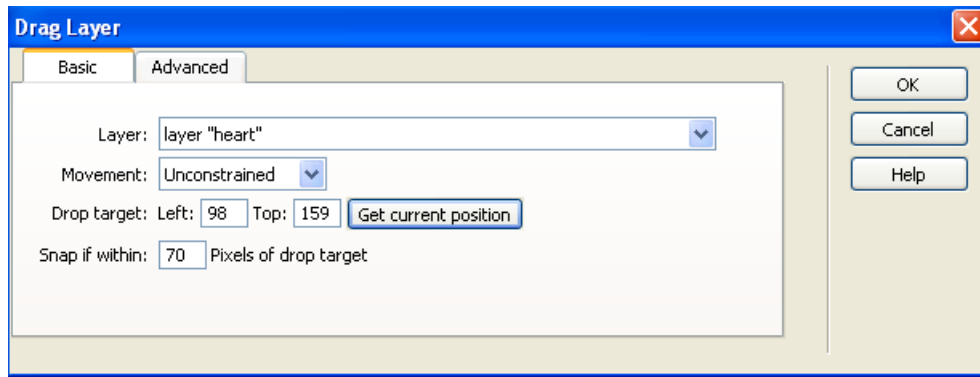


Figure 18 - Drag Layer Window (Puzzle)

Swap Image:

1. Insert a table (2 rows 4 columns). Merge the first row.
2. Insert *“pic01.jpg”* into the first row.
3. Insert *“t2.gif”*, *“t3.gif”*, *“t4.gif”*, and *“t5.gif”* into the second row.
4. Remember to name each image in the **Properties** panel.
5. Select *“t2.gif”* ► Add behavior ► Swap Image to open the window (see Figure 19).

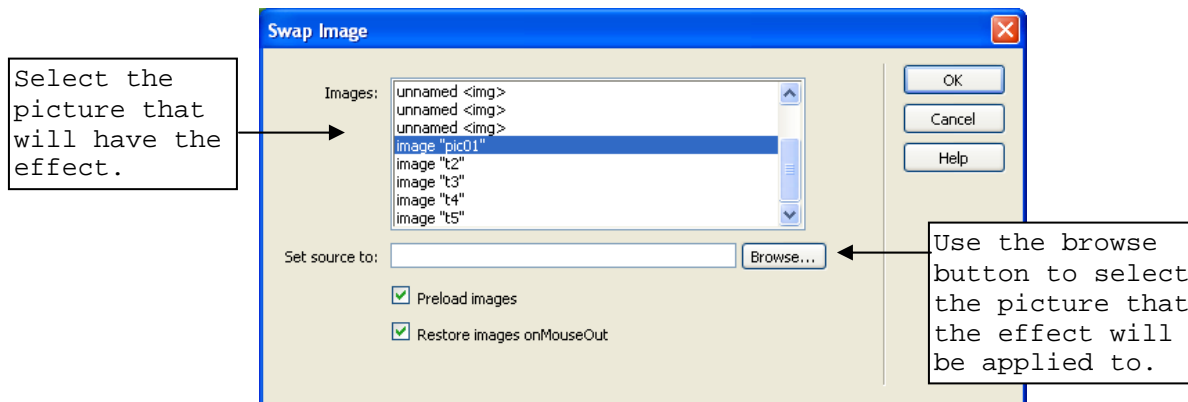


Figure 19 - Set Swap Image

6. Images: select image *“pic01”*.
7. Set source to: click the **Browse** button look for *“pic02.jpg”*. Click **OK**.
8. Click **OK**.
9. Repeat steps 4-8 to click t3, t4, t5 and select pic01 to pic03, pic04, and pic05.
10. Save the file and preview in the browser to see the result.