Chapter 1
Get Started with Dreamweaver
How to Do Everything with Dreamweaver 4

How to...

- Get to know Dreamweaver
- Work with the Document window
- Work with panels
- Work with the Site window
- Get help

What is Dreamweaver anyway?

The name may sound like the title of a sci-fi novel or a term for a spiritualist or shaman that engages in guided imagery. But web developers instantly recognize Dreamweaver as the leading program for web page design and editing. Dreamweaver wasn’t the first program in this class of software, but it’s grown to become the premier web development tool on the market today. Dreamweaver 4, the subject of this book, is the fourth release of the Dreamweaver program, and it continues to get more powerful and sophisticated with each new version.

First and foremost, Dreamweaver is a graphical web page editing program that enables a web author to work with text, images, and other web page elements in a WYSIWYG (What You See Is What You Get) editing environment. Dreamweaver enables web authors to create and edit web pages in much the same way that desktop publishing programs enable layout artists to create page designs for print publication.

Using Dreamweaver, you can design web pages without directly manipulating the HTML code that defines the web page. However, Dreamweaver also provides easy access to the HTML code, so you can work with it when you need to.

Dreamweaver is more than just a web page layout tool—it’s also a complete web site development environment. Besides making it easy to create and edit multiple web pages, Dreamweaver includes powerful features to help web developers build links between pages, map their relationships, manage all the related files, post those files to a remote web server, and keep the local files and the files on the remote server synchronized.

You don’t need to use one program for creating web pages and then a host of separate utilities for diagramming the site, managing files, and transferring files to the web server—Dreamweaver does it all! Dreamweaver even includes features, such as Design Notes and file Check Out, that facilitate collaboration by teams and workgroups developing a web site. Dreamweaver is a complete solution for the web developer needing to build and maintain web sites ranging from simple home pages to sophisticated web sites that include dozens of pages with text, graphics, and rich media.

Dreamweaver is a product of Macromedia, Inc., which also develops and markets a full range of other web and multimedia development tools. The Macromedia programs are designed to complement one another and work together to provide a comprehensive set of media development tools. The following list shows where Dreamweaver fits in the Macromedia product line.
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- **Dreamweaver 4**  The leading graphical web site development tool on the market today
- **Dreamweaver UltraDev 4**  All the features of Dreamweaver, plus tools to develop database-driven web applications using ASP, Java, and ColdFusion
- **Fireworks 4**  The tool for creating and optimizing web graphics
- **Flash 5**  Animation tool for creating vector-based web content
- **Freehand 9**  Artist’s tool for creating vector-based illustrations for use in Flash animations and in print
- **Director 8 Shockwave Studio**  Multimedia authoring tool for creating interactive rich-media content for the web and for distribution on CD-ROM
- **Flash and Shockwave players**  Browser add-ons to enable viewing of Flash animations and Shockwave movies
- **Generator**  Dynamic graphics server
- **Aria**  Customer-behavior analysis system
- **LikeMinds**  Personalization server

In addition, as of this writing, Macromedia is in the process of merging with Allaire, the developers of ColdFusion application server technology, the JRun Java server, and the HomeSite HTML text editor. Even before the merger, Allaire and Macromedia were cooperating in several significant ways. Dreamweaver UltraDev supports both Java and ColdFusion application development, and a copy of HomeSite, an external HTML editor, ships with every copy of Dreamweaver. It’s safe to assume that the merger will lead to even tighter integration of Allaire technologies with future versions of Macromedia products such as Dreamweaver.

This book, of course, is about Dreamweaver 4. And, since Fireworks 4 comes bundled with Dreamweaver 4 in the Dreamweaver Studio package, I’ve also included a couple of chapters on Fireworks. The advanced database connectivity and server-side programming capabilities of Dreamweaver UltraDev are beyond the scope of this book, but all the basic Dreamweaver features covered in this book apply to Dreamweaver UltraDev as well.

Dreamweaver and Fireworks are both cross-platform products that are available in both Windows and Macintosh versions (as are the other Macromedia products). All the figures, examples, and instructions in this book show the Windows versions of the software. However, with few exceptions, the programs look and act the same on both Windows and Macintosh computers. Sure, there are minor cosmetic differences imposed by the different operating systems and some differences in terminology (COMMAND key on the Macintosh versus CTRL key on a Windows machine), but other than that, the Windows and Macintosh versions are essentially the same.

Now it’s time to start learning about the key components of Dreamweaver and how to get around in the Dreamweaver working environment.
Get to Know Dreamweaver

At times, Dreamweaver seems to have a split personality. One moment it’s a web page creation program, and the next moment it’s a web site management program. Creating individual web pages and managing all the files that make up an entire web site are obviously related activities, but they are very different tasks. Given the different natures of those tasks, it’s not surprising that Dreamweaver presents you with different tools for handling them.

You can find a detailed exploration of how to perform all those tasks in other chapters of this book. This section gives you an introduction and overview of the various windows and menus that make up the Dreamweaver user interface, so you’ll know where to find things.

Get Acquainted with the Dreamweaver Work Area

When you’re working on an individual web page, you’re in a Dreamweaver Document window displaying the web page document you’re editing. The Document window is surrounded by an assortment of smaller windows, called panels, which contain the various tools and resources for creating and manipulating objects on the web page.

The combination of a Document window and multiple panels, all open at once, means that the Dreamweaver work area can spread out across your entire screen, as shown in Figure 1-1, even when the main Document window isn’t maximized to full-screen size. You can open, close, and move the panels independent of the main Document window.

This arrangement of a main Document window and separate panels for the various tools you need for editing the document is common to all Macromedia design products (and to many other graphics programs as well). However, it’s a stark contrast to the all-in-one-window approach of common word processor and spreadsheet software. The following sections of this chapter explore Dreamweaver’s Document window and panels in more detail.

NOTE

One of the notable new features of Dreamweaver 4 is improved consistency of the Macromedia user interface as implemented in different programs. Details such as the naming and arrangement of menu commands are now standardized across all the Macromedia products. Attention to such details makes it much easier for users to switch from one product to another. That’s an important consideration because many projects require the capabilities of more than one program. For example, it’s common to use Fireworks to create a graphic that you then insert into a web page that you are editing in Dreamweaver.

When it comes time to deal with site management chores, Dreamweaver presents a somewhat different face. Instead of an individual web page, the key feature of the Site window (see Figure 1-2) is a list of local files in the current web site, which is usually defined as a folder on your computer’s hard drive.

Alongside the list of local files you can view either a Site Map diagram or a list of files on the remote web server that is linked to the local site. From the Site window, you can perform all sorts of site management tasks, including posting newly created or edited files to the remote
As you might expect, the Dreamweaver Document window and Site window exhibit the common characteristics found in the windows of just about every program you’ve ever used. The title bar at the top of the window identifies the contents of the window and includes the standard set of buttons in the right corner to minimize, maximize, and close the window. Below the title bar is the menu bar and, below that, a toolbar with buttons that give you quick access to commonly used commands. The status bar across the bottom of the window displays some status information about the contents of the window but is more notable for the assortment of buttons and special features tucked away in there (more on that later in this chapter).
Most of the window is used to display the web page you’re editing or, in the Site window, the file list and Site Map. If necessary, scroll bars appear along the edge of the window to accommodate lists and pages that are too big to fit completely within the window.

Of course, you can move a window around on the screen by dragging its title bar and resize a window by dragging the window border. You can have multiple Document windows open simultaneously displaying different web pages. However, you can have only one Site window open at a time.

The panels—the smaller windows surrounding the main Document window—are hybrids of a window and a dialog box. The panels display detailed information and options such as you might find presented in a dialog box in some other programs, but, unlike dialog boxes, panels are designed to stay open on your computer desktop while you work on a web page document in Dreamweaver. Some panels contain resources that you can use to develop your web page, while other panels display the properties of selected objects on the page. Panels enable you to do things like drag-and-drop resources from a panel onto the page you are editing and edit the properties of an object in a panel and see the changes reflected immediately in the Document window.
You can move, resize, and close panels just as you can Document windows. However, unlike Document windows, the Dreamweaver panels will disappear from your computer desktop when you open or switch to another program, and you can’t minimize panel windows. You’ll find a list of available panels and more information about working with panels later in this chapter. The details of how to use the individual panels are covered elsewhere in the book, in context with the tasks for which you use the panels.

Use Dreamweaver Menus and Toolbar

Working with the menu bar in Dreamweaver is essentially the same as using the corresponding component of any other Windows (or Macintosh) program, so I won’t rehash the general procedures here. The individual menu commands and what they do are covered in context throughout this book.

In addition to making commands available from the drop-down menus on the menu bar, Dreamweaver makes extensive use of context menus to present menu commands that are applicable to a selected object. To access a context menu, simply right-click on an object in most any Dreamweaver window. A context menu, such as the one shown below, will pop open showing a list of commands that are available for use with that object.

Selecting a command from the context menu has exactly the same effect as selecting the same command from the menu bar—it’s just faster and more convenient. You’ll find context menus available almost everywhere in Dreamweaver. There are context menus available for text, graphics, and other objects on a web page in the Document window, for files and folders in the Site window, and for many of the resources shown in the various floating panels.
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The Dreamweaver toolbar is relatively straightforward. The buttons on the toolbar provide shortcuts to several frequently used commands and options. The standard Dreamweaver toolbar, shown below, includes the following buttons (from left to right):

- **Show Code View**  Switches the Document window into HTML code view
- **Show Code and Design View**  Switches the Document window into the split-screen code view and design view
- **Show Design View**  Switches the Document window into the WYSIWYG design view, which approximates the way the page will appear in a browser
- **Page Title**  A convenient editable display of the current document title
- **File Management**  A drop-down list of file management commands
- **Preview/Debug in Browser**  A drop-down list of available browsers for previewing and debugging pages
- **Refresh**  Refreshes the design view display after you make changes to the HTML code in one of Dreamweaver’s code windows
- **Reference**  Displays context-sensitive reference information about the currently selected object in the Reference panel
- **Code Navigation**  A drop-down list of code navigation commands
- **View Options**  A drop-down list of view option commands

**Work with the Document Window**

The Dreamweaver Document window is where you design and edit web page documents. As such, the Document window is your main base of operations in Dreamweaver—it’s where you’ll spend most of your time as you interact with the program to perform most web page development tasks.

It’s usually easy to identify the Document window as the big window that appears in the middle of your screen when you work with Dreamweaver, but that’s not always so. (Dreamweaver is highly adaptable to individual working styles, so you can configure the program to show the Site window first instead of the Document window.) You can have multiple Document windows open in Dreamweaver, each showing a different web page—even pages from different sites. You can also resize, move, and minimize each Document window independent of the others.

The Dreamweaver Document window can display a web page using one of three different views:

- **Design View**  Approximates the way a page will display in a browser
- **Code View**  Displays the HTML code for the page
- **Code and Design View**  Presents a split screen with Design view in one portion and Code view in the other
Views are simply different ways of looking at the same document—the web page you’re editing. Dreamweaver enables you to view and work with a web document in a graphical environment that looks much like the way the web page will display in a browser; you can view and work with the underlying text-based HTML code; or you can use a split-screen mode that displays both the HTML code and a graphical representation of that code in the same Document window.

You can select which view Dreamweaver displays in the Document window by selecting the corresponding commands from the View menu of any Document window. (Choose View | Code for Code view, View | Design for Design view, and View | Code and Design for Code and Design view.) You can also select a view by clicking one of the first three buttons on the Document window toolbar. The button that looks depressed indicates the current view. You can change the view in one Dreamweaver Document window without affecting other Document windows.

The following sections of this chapter explore the three views of the Dreamweaver Document window in more detail.

Design View

Dreamweaver’s Design view, shown in Figure 1-3, provides an intuitive graphical user interface for creating and editing web pages. Design view enables you to work with a graphical representation of your web page that approximates the way the page will look when viewed in a web browser. In Design view, text on your web page appears as formatted text, images and graphics appear as full-color images, and tables appear as rows and columns complete with gridlines.

In general, you interact with Dreamweaver in Design view in much the same way you use a modern word processor—with perhaps a little page layout program thrown in for good measure. For example, you can type text directly into the Document window, just as you would with a word processor. You can add graphics, tables, and other objects to the page with menu commands and with drag-and-drop techniques. You drag the mouse pointer across some text or an image to select it; then you can edit, move, delete, or reformat the selected object. In short, Dreamweaver Design view does just what you expect it to do under most circumstances.

However, the view of your web page that you see in Design view only approximates the page as it will appear in a web browser. Sometimes the Dreamweaver view and the browser view are a fairly close match, and other times the Dreamweaver view is significantly different. It all depends on the complexity of the page you’re designing and on the Dreamweaver settings you choose.

Dreamweaver displays text and simple objects (such as images) in pretty much the same way as a web browser (aside from the subtle—and sometimes not so subtle—differences in the way different web browsers render web pages). Consequently, if you’re working on a very
simple page, the Dreamweaver Design view might look similar to the same page viewed in a web browser.

But Dreamweaver is intended for creating and editing web pages, not just viewing them. So Dreamweaver includes an assortment of onscreen tools and visual aids to help you find, identify, and manipulate various objects on your web page.

For example, Dreamweaver Design view can include rulers and grids to aid in positioning objects on the page. Icons representing various hidden elements appear in Design view to give you easy access to otherwise invisible page elements. Table borders can be made visible in Design view, even when they are configured not to display in a browser. The same goes for the borders of frames, layers, and the hot spots in image maps. And Dreamweaver uses color coding and other visual clues to identify page elements and areas that are linked to templates and library objects.

The result is a Design view display, such as the one shown in Figure 1-4, that is rich in information about the page on which you’re working. However, all this extra information makes the Design view representation of your web page look significantly different from what you expect to see in a browser. (Compare Figure 1-4 to Figure 1-5, which shows the same page in a browser window.)
The difference between the appearance of your page in Design view and in a browser is no problem as long as you are aware of it and frequently check the page in a browser to see how the page will look to your viewers. Fortunately, Dreamweaver makes it very easy to preview your page in your favorite browser as you work.

All the extra stuff that you see on your page in Design view can be a little distracting or disorienting at first. But there’s no need to worry about it. As you work with Dreamweaver, you’ll quickly become familiar with the onscreen markings and what they mean, and when you do, Design view ceases to be confusing at all.

I won’t attempt to enumerate all the different symbols you might see in the Design view. It’s more appropriate to cover them in context with their use. However, there are a few view settings that apply to the Design view window in general. Those are rulers, grids, visual aids, and the new Layout view that Macromedia introduced in Dreamweaver 4.
As you might surmise from the name, rulers provide a convenient means of measuring things in the Design view window. When rulers are turned on, they appear as graduated scales on the top and left sides of the Design view window, as shown in Figure 1-6. As you move the pointer around on your page in Design view, a line moves on each ruler to indicate the precise position of the pointer. This enables you to accurately measure the size and position of objects on the page.

As you can with most features in Dreamweaver, you can reconfigure rulers to meet your individual needs and preferences. You can show or hide rulers, change the origin point (move...
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the zero mark), and display measurements in your choice of pixels, inches, or centimeters. Here’s how:

- Choose View | Rulers | Show (or press CTRL+ALT+R) to turn the ruler display on. Repeating the same command hides the rulers.
- Choose View | Rulers | Pixels to display measurements in pixels.
- Choose View | Rulers | Inches to display measurements in inches.
- Choose View | Rulers | Centimeters to display measurements in centimeters.
- Choose View | Rulers | Reset Origin to return the rulers’ origin (the zero marks) to the default position at the upper-left corner of the page.

To move the rulers’ origin, click and drag from the origin box (the place where the top and left rulers intersect in the upper-left corner of the Design view window) to the location on the page where you want the origin to be. When you release the mouse button, Dreamweaver adjusts the ruler scales so that the origin (the zero point) jumps to the pointer position.
Grids

The grid is another handy tool to help you position objects on your page in Design view. When you activate the grid, Dreamweaver displays a series of evenly spaced horizontal and vertical lines on your page. Figure 1-7 shows the Design view window with grids visible.

You can use these grid lines to help you align and position various elements on the page. The grid lines are a feature of the Design view window and don’t become a permanent part of the web page—they are simply a visual reference that helps you position the objects that do become a part of the page.

If you need a little help aligning objects to the grid, you can activate the Snap to Grid feature. With Snap to Grid enabled, all you have to do is place or move an object close to a grid line—Dreamweaver automatically aligns the object precisely with the nearest grid line.

Dreamweaver gives you complete control over the grid. You can turn the grid display on and off and adjust the spacing and color of grid lines. You can also choose whether to enable Snap to Grid. Here’s how:

- Choose View | Grid | Show Grid (or press CTRL+ALT+G) to toggle the grid display on or off.
- Choose View | Grid | Snap to Grid (or press CTRL+ALT+SHIFT+G) to toggle the Snap to Grid feature on and off.

![Design view with grids](image_url)
Choose View | Grid | Edit Grid to display the Grid Settings dialog box.

In this dialog box, you can adjust the color of the grid lines by selecting a color with the color picker or by entering the color value in the text box. The check boxes enable you to change the settings to show the grid and snap objects to the grid. To change the grid spacing, enter a number in the Spacing text box and select the appropriate measurement to go with it. The Display radio buttons enable you to choose between displaying the grid as lines or only as dots at each grid intersection. Adjust the settings and then click OK.

If you try to place or move an object on your page and it moves slightly from where you placed it, check the Snap to Grid setting. The grid is always a part of the Design view window, even when it isn't visible. Therefore, if you have Snap to Grid turned on when the grid itself is hidden, it can cause objects to move from where you place them because Snap to Grid dutifully tries to align objects to the invisible grid.

**Visual Aids**

**Visual Aids** is a catchall term for the various onscreen indicators that Dreamweaver uses to make otherwise invisible objects visible in Design view. Visual aids include outlines to mark the borders of tables, layers, and frames; indicators for the hotspots in image maps; and icons that show the location of invisible elements such as anchors, comments, embedded objects, and line breaks.

You have complete control over which visual aids are visible as you work with your page in Design view. You can activate some, or all, of the visual aids to make it easier to see and manipulate invisible page elements. Or you can hide the visual aids to reduce the clutter in the Design view window.

- Choose View | Visual Aids | Table Borders to toggle the table border display on or off.
- Choose View | Visual Aids | Layer Borders to show or hide the outlines showing the size and location of layers.
- Choose View | Visual Aids | Frame Borders to toggle the frame border display on or off.
- Choose View | Visual Aids | Image Maps to show or hide the hotspots in image maps.
- Choose View | Visual Aids | Invisible Elements to toggle the invisible elements icon display on or off. Invisible elements include named anchors, scripts, comments, hidden
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form fields, and more. See Chapter 20 for information on how to select which icons Dreamweaver displays when you enable viewing Invisible Elements.

Choose View | Visual Aids | Hide All (or press CTRL+SHIFT+I) to suppress the display of all the visual aids. Repeat the command to restore the previously selected assortment of visual aids.

Layout View

Layout view is an alternate way of viewing and working with tables in Design view. It’s a new feature of Dreamweaver 4 that makes tables easier to use as a layout tool for controlling the position of objects on your page. Chapter 7 covers Layout view in detail, but it’s appropriate to introduce the feature here since it’s a major variation of the Design view window.

Basically, Layout view changes the way table borders appear in Design view. Instead of the default borders around table cells or the dashed lines that appear as a visual aid to indicate table borders that are set to zero, Layout view (shown in Figure 1-8) displays table cells surrounded by

![Figure 1-8](image)

**FIGURE 1-8** Layout view facilitates using tables to control page layout.
a thin colored line. When you click a Layout Table cell, the top border displays the size of the cell and sizing handles appear on the sides. The result is a table cell that is easier to create, move, and resize with the mouse in Design view. There’s lots more to Layout view, as you will discover in Chapter 7. Here are the basic ways to switch between Layout view and Standard view:

- Choose View | Table View | Layout View (or press CTRL+F6) to choose Layout view.
- Choose View | Table View | Standard View (or press CTRL+SHIFT+F6) to switch back to normal rendering of table borders.
- You can also switch between Layout view and Standard view by clicking one of the View buttons at the bottom of the Objects panel. Standard view is the left button and Layout view is the right button.
- Choose View | Table View | Show Layout Table Tabs to toggle the display of the small tab that appears at the upper-left corner of each table labeling it a Layout Table. Hiding the tabs also hides the information bar that appears at the top of the selected table.

**Code View**

A web page may appear to be a graphically rich document when viewed in a web browser or in Dreamweaver’s Design view, but that’s only an illusion. When you peak behind the curtain, you find a file containing plain text and a bunch of embedded codes that tell the web browser how to format the text, where to find graphics files, and how to execute various special effects. Code view (shown in Figure 1-9) enables you to see your web document in its raw form so you can work directly with the HTML code.

Having access to the HTML code is essential for troubleshooting and highly desirable for routine page creation and editing. Previous Dreamweaver versions made the HTML code accessible through a separate panel window called the Code Inspector. In Dreamweaver 4, the Code Inspector is still available, but the new Code view feature brings the HTML code right into the main Document window where it’s even more accessible and convenient.

In Code view, you can edit the text and HTML code for your web page without the distraction or interference of a graphical user interface. Code view includes numerous features to facilitate working with the HTML code for your web page. Chapter 5 explores Dreamweaver’s code handling capabilities in more detail.

**Code and Design View**

Design view works well for many web page development tasks, and Code view is more appropriate for others. But sometimes it’s nice to use a combination of the two views. That’s when Code and Design view (shown in Figure 1-10) comes in handy. Code and Design view divides the Document window into two panes and displays your web page in Design view in one pane and Code view in the other. The split-screen effect enables you to see simultaneously the page’s HTML code and a graphic representation of the code instructions.
No matter which view you choose, the Document window isn’t usually large enough to show an entire web page. That means that you need to use the Document window’s scroll bars to select what portion of the page appears in the window. Splitting the Document window into two panes, as in the combined Code and Design view, further reduces the portion of the web page you can see in either pane, so you need to do more scrolling to access various portions of your web page. Each pane of the Code and Design view has separate scroll bars that act independently of the other pane’s. However, selecting an object (or simply clicking) in either pane automatically scrolls the other pane so that it displays the corresponding portion of the page. You can click an object or text passage in the Design view pane and let Dreamweaver move the Code view pane to that portion of the page’s HTML code, or you can select an HTML tag in Code view and watch as Dreamweaver highlights the corresponding object in Design view.
Pay attention to which pane of the Code and Design view has the focus before you start editing your page. Entering plain text is pretty much the same in both panes, but other editing actions can be quite different—especially within HTML codes. You can tell which pane is the active editing pane by the blinking insertion point cursor in that pane.

You can make changes in one pane—either the Design view pane or the Code view pane—and see those changes reflected in the other pane. This capability makes Code and Design view a great way to troubleshoot the HTML code; and it’s also an invaluable tool for learning more about HTML.

Choose View | Design View on Top to swap the locations of the Design view pane and the Code view pane. Choose the command again to return the Document window to its default configuration with the Code view pane on top.
Drag the border between the two panes up or down to resize the panes.

After editing HTML code in the Code view pane, you need to tell Dreamweaver that you want to update the Design view pane to reflect those changes. To do so, click in the Design view pane, click the Refresh button in the Property Inspector panel, choose View | Refresh Design View, or press F5.

Edits that you make in the Design view pane are immediately and automatically reflected in the Code view pane, but you must manually refresh the Design view pane to reflect any changes that you make in Code view.

The Document Window Status Bar

You’re probably accustomed to looking to the status bar at the bottom of a Document window for information about the current document and the selected object. But the status bar in the Dreamweaver Document window is more than a simple informational display; it’s an interactive toolbox packed with useful features. The status bar, shown below, includes the Tag Selector, Window Size Selector, Download Speed Indicator, and Launcher.

Here’s a summary of the status bar tools and what they do:

- **Tag Selector** Enables you to identify (and select) objects in Design View by the HTML tags enclosing them.

- **Window Size Selector** Shows the current window size and enables you to set the Document window to one of several preset sizes.

- **Download Speed Indicator** Shows an estimate of how long it will take to download and display the current web page.

- **Launcher** Presents a row of icons representing Dreamweaver’s various floating panels. Use the Launcher to help you keep track of which panels are open and to launch panels.

The Tag Selector and Window Size Selector are visible only when the Document window is displaying your page in Design view or Code and Design view. They’re absent from the status bar when the Document window is in Code view. (You don’t really need the Tag Selector when the tags are directly available in Code view; and the window size is irrelevant in Code view.) The Download Speed Indicator and Launcher are visible in all three views.

You can customize the status bar tools with settings in the Preferences dialog box. (See Chapter 20 for details on how to change these and many other Dreamweaver preferences.) You can add or modify sizes in the Window Size Selector, change the connection speed that
Dreamweaver uses to calculate download times for the Download Speed Indicator, and choose whether to display the Launcher. You can also select which panels to include in the Launcher.

The Tag Selector

The Tag Selector occupies the left half of the Document window status bar. You may barely notice it at first, but once you become aware of its existence and how helpful it can be, you’ll probably find yourself using it more and more. The Tag Selector provides important information about the objects you work with in the Document window. If that were all the Tag Selector did, it would be enough to justify its existence in the status bar. But like so many other things in Dreamweaver, the Tag Selector has hidden talents: in addition to being an informational display, it’s an interactive tool that enables you to select page content for editing.

The structure of an HTML document relies on tags—embedded HTML codes—to define portions of the document and to convey instructions to the web browser on how to format and display the web page. The visible portion of the web page is enclosed between the `<body>` and `</body>` tags that define the beginning and the end of the page body and separate it from the page header. Similarly, paragraphs, text formatting, graphics, hyperlinks, tables, table rows, table cells, and forms all have their own tags. Tags are often nested within other tags. For example, a hyperlink tag might be nested within a paragraph. The nesting can get pretty deep when you start working with tables. A paragraph might be nested within a table cell, which is within a table row, which is within a table, which is nested within the body tag.

The Tag Selector shows all the HTML tags enclosing the object or text that is currently selected in the Document window when you’re in Design view.

```
<body> <table> <tr> <td> <center> <table> <tr> <td> <table> <tr> <td> <b> <font>
```

This gives you a visual reference of all the tags that affect how the selected object will be rendered by the web browser. Thus, the Tag Selector supplies information that you might otherwise get only by carefully perusing the web document’s HTML code in Code view.

While the Tag Selector is certainly useful as a status display, it’s even more useful as a tool for selecting things on your web page in Design view.

Selecting a few words of text in Design view is easy—you just drag the pointer across the text you want to select to highlight it. But selecting an object and its accompanying HTML tags can be tricky because the tags aren’t visible in Design view. Another challenge is trying to select large objects, such as a table, that require scrolling the Design view window to view the entire thing.

The Tag Selector gives you a quick and easy way to use the HTML tags to make your selections. Simply click on (or anywhere within) the object you want to select, then click a tag in the Tag Selector. Dreamweaver highlights the contents of that tag in Design view.

The Tag Selector is very handy for precisely selecting text and objects within a single HTML tag. It’s also the best way to select large objects such as a whole table. You can instantly select everything on a web page by clicking the `<body>` tag in the Tag Selector.
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The Window Size Selector
The Window Size Selector is both a status display and a tool for adjusting the window size. Knowing the size of the Document window is a handy bit of information when you’re working in Design view because it helps you gauge the relative size of your web page and the objects on it. You can adjust the size of the Document window to approximate the size of a web browser window at different screen resolutions to get an idea of how much of your page will be visible at those resolutions.

The Window Size Selector displays the current size of the Document window when you are using Design view. In Code and Design view, it displays the size of the Design view pane. In Code View, the Window Size Selector disappears from the status bar because window size is irrelevant to the HTML code.

You can resize the Document window by dragging the window border. When you do, the Window Size Selector displays the new window size in pixels.

But the Window Size Selector does more than provide a readout of the window size. It also allows you to control the size of the Document window. When you click the Window Size Selector, Dreamweaver displays a pop-up menu of preset window sizes.

![Image of window size selector menu]

Just select a size from the list and Dreamweaver instantly resizes the Document window to match your selection.

Dreamweaver comes preprogrammed with an assortment of window sizes that correspond to typical browser window sizes at various standard screen resolutions. You can add to and edit the list of sizes in the Preferences dialog box. See Chapter 20 for instructions on adding custom sizes to the Window Size Selector.

The Launcher
The Launcher is a simple but useful tool. Basically, it provides an alternative to the Window menu for opening and keeping track of Dreamweaver’s floating panels. The Launcher consists of a row of icons at the right end of the status bar that represent the Site window and Dreamweaver’s various floating panels. At first, the icons may be cryptic, but you’ll soon learn to recognize which icon corresponds to which panel.
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Using the Launcher is easy:

- To open a panel or bring it to the foreground, click the corresponding Launcher icon.
- A Launcher icon that looks like a depressed button indicates a panel that is currently open.
- To close an open panel, click its Launcher icon.

By default, the Launcher shows icons for most, but not all, of Dreamweaver’s floating panels. The idea is to have easy access to all the frequently used panels via the Launcher. If a panel isn’t represented in the Launcher, you can always open it using Dreamweaver’s Window menu.

You can customize the Launcher to show as many (or as few) of the available panels as you want. For example, if you rarely use the CSS Styles panel, you can remove its icon from the Launcher; and you can easily add an icon for a panel that you use more often. You can customize the Launcher using settings in the Preferences dialog box. See Chapter 20 for instructions.

Browser Preview

Although Dreamweaver’s Design view displays a graphical representation of your web page, it isn’t an accurate rendering of the page as it will appear in a web browser. Even if Dreamweaver could match the output of one particular web browser, you’d still have to contend with significant differences in the way web pages are rendered by different web browsers and by different versions of the popular web browsers. As a result, it is absolutely essential to preview your web pages in a web browser so you can see your pages as visitors to your site will see them.

Dreamweaver enables you to quickly and conveniently preview your web page as you work on it. You don’t need to manually save your page in a temporary file, open the web browser, then locate and open the saved page so you can view it in the web browser window. With a single key press or mouse click, you can instruct Dreamweaver to do all that for you automatically.

Dreamweaver gives you several ways to activate the browser preview feature:

- Press F12 to preview the current page in your system’s default browser.
- Press CTRL+F12 to preview the current page in the secondary browser (if you have defined a secondary browser).
- Choose File | Preview in Browser | browser name to preview the page in the selected browser.
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    Click the Preview/Debug in Browser toolbar button and then choose the desired browser
from the menu that appears.

The Dreamweaver installation routine normally detects your system’s default browser and
automatically configures Dreamweaver to use it as the primary browser for Browser Preview
duties. However, most web authors use more than one web browser to preview pages under
development. At the very least, you probably have copies of both Internet Explorer and Netscape
Navigator—you may have a couple of versions of those browsers and some other browsers
as well. Dreamweaver can work with these other browsers, but first you must add them to
Dreamweaver’s browser list in the Preferences dialog box. See Chapter 20 for instructions.

NOTE
You can have more than two browsers in the Preview in Browser list. However, only
two of the browsers are accessible via the F12 and CTRL+F12 keyboard shortcuts. All
the browsers in the list are available from the menus that appear when you choose
File | Preview in Browser or click the Preview/Debug in Browser toolbar button.

Work with Panels
Dreamweaver keeps the main Document window relatively clean by moving most all the tools
and resources that you use as you design and edit web pages out of the Document window and
into a collection of smaller satellite windows called panels. The panels are sometimes called
floaters or floating panels because they “float” around and over the Document window. Some
panels (the ones that enable you to view and edit object attributes) are sometimes called inspectors,
and some people use that term for all panels. But no matter what you call them, they are the
collection of smaller windows surrounding the document that enables you to tap into
Dreamweaver’s power and versatility.

The Dreamweaver panels are diverse. They vary significantly in appearance depending on
the content and how you use them to create web pages.

The Objects Panel
The Objects panel is basically a free-floating toolbar stocked with buttons that enable you to
insert objects into your web page. By default, the Objects panel starts out in the upper-left corner
of your screen, immediately to the left of the Document window. It’s the tall skinny panel filled
with an assortment of colorful icons. (Of course, you can move and resize it any way you like,
so it doesn’t have to stay in the default shape or location.)
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The objects you can insert from the Objects panel run the gamut from major page structural components, such as tables and forms, to images and multimedia objects, to special text characters.

There are far too many icons in the Objects panel to show them all at once, so the panel is divided into categories. The button at the top of the Object panel is the category selector. Click the button and then select a category from the menu that appears to display the icons from that category. The default category list includes the following items:

- **Characters**  Special text characters such as copyright symbol (©), em-dash (—), line break, and nonbreaking space
- **Common**  Commonly used objects such as images, horizontal rules, and tables, plus multimedia objects such as Flash and Shockwave
- **Forms**  Forms and form components such as text box, check box, and radio button
- **Frames**  Eight predefined framesets that you can create with a click of your mouse
- **Head**  Icons for adding meta tags to the page header
- **Invisibles**  Icons for inserting invisible objects: anchors, comments, and scripts
- **Special**  Icons for inserting ActiveX, plug-ins, and Java Applets

In addition to the standard objects, you can download and install Dreamweaver Extensions that add objects and categories to the Objects panel.

The Objects panel buttons are labeled with graphic icons instead of text descriptions, but it’s relatively easy to decipher the meaning of most of the icons. If you’re in doubt about what kind of object a button represents, just point to the icon and let your pointer hover there a moment—Dreamweaver pops open a tooltip box with a text description of the object.

**Insert an Object from the Objects Panel**

To insert an object from the Objects panel, simply drag the Objects panel button for the kind of object you want and drop it onto your page in the desired location, or position the insertion point on the page first and then simply click the Objects panel button. Depending on the kind of object you are inserting, Dreamweaver may open a dialog box where you supply necessary information about the object (such as selecting a filename for an image file) before inserting the object into your page at the insertion point. Inserting objects from the Objects panel is really just an alternative to selecting a command from the Insert menu. But most users find the Objects panel a little faster and easier to use—especially when inserting several related objects, one after the other.
Use the Layout View Buttons

The buttons at the bottom of the Objects panel are new to Dreamweaver 4. They provide easy access to the new Layout view feature, which changes the way tables are shown in Design view. The bottom two buttons (labeled View) enable you to switch between Standard Table view and Layout Table view. Click the left button to select Standard view, and click the right button to select Layout view. The Layout buttons located just above the View buttons are available only in Layout view. When they are active, you can click the right button to add a layout table to the current web page, or you can click the left button to insert a layout table cell. Chapter 7 explores layout tables in detail.

The Property Inspector

If there is one panel that you use more than any other in Dreamweaver, it’s the Property Inspector panel. The Property Inspector is where you can view and edit all the attributes of the object that is selected in Design view. The Property Inspector is where you format text, define hyperlinks, and adjust image attributes.

The default location of the Property Inspector is at the bottom of the screen below the Document window. It’s one of only two panels with its title bar on the left side instead of across the top. You can move the Property Inspector panel around on your desktop, but you can’t resize the Property Inspector by dragging its border. You can only click an arrow button in the lower-right corner to show or hide the optional detail settings in the lower half of the panel.

The contents of the Property Inspector change depending on what object is selected in your web page. If you select text, the Property Inspector displays the properties of a text object as shown below. Buttons and list boxes in the Property Inspector enable you to adjust the style, font, size, color, attributes such as bold and italics, paragraph alignment, and more.

If you select an image, you see an entirely different set of options in the Property Inspector. Image properties include height and width, vertical and horizontal space, border thickness, and alignment, among others.
When you select an object in the Dreamweaver Document window, the Property Inspector panel immediately displays the attributes of that object. You can change any of the object attributes by editing the settings in the Property Inspector panel. When you do, Dreamweaver immediately updates the web page in the Document window. You can see the effect of your changes in Design view and you can observe the code changes in Code view.

Other Floating Panels

In addition to the Objects panel and the Property Inspector panel, Dreamweaver provides an assortment of other panels that provide tools for performing a variety of tasks. When you first start Dreamweaver, the program opens a couple of these panels to the right of the Document window, against the right side of your screen. You can move the panels anywhere, but if you’re like most Dreamweaver users, you’ll probably keep a panel or two open in that location. Of course, the selection of panels that are open at any given time will vary depending on the kind of work you’re doing at the time.

Here’s a list of the Dreamweaver panels and a brief summary of their purpose. I’ll cover the features of the various panels in more detail elsewhere in this book.

Launcher Panel  The Launcher panel is a larger version of the Launcher that appears in the Dreamweaver Document window status bar. The only difference is that the Launcher panel is housed in a separate panel window instead of the status bar, and that means you can move it around to any convenient location. To open the Launcher panel, choose Window | Launcher.

Assets Panel  The Assets panel is a new addition to Dreamweaver 4. It creates a master list of resources such as image files, templates, and Flash files located both in your current site and in a Favorites list. The Assets panel enables you to quickly find and reuse images and other resources that you’ve used on other pages in the site. The Assets panel not only lists the available assets, it also enables you to see a thumbnail preview of the selected asset and makes it easy for you to edit and use the selected item in your web page. To open the Assets panel choose Window | Assets or click the Assets button in the Launcher. See Chapter 19 for more information about using the Assets panel.
Behaviors Panel  The Behaviors panel enables you to attach behaviors to HTML tags on your web page and to edit existing behaviors. You can learn about Behaviors and using the Behaviors panel in Chapter 16. To open the Behaviors panel choose Window | Behaviors, or click the Behaviors button in the Launcher.

Code Inspector Panel  The Code Inspector panel is a holdover from previous versions of Dreamweaver. It enables you to view and edit the HTML code for your web page in a separate...
window. That function is now largely taken over by Code view in the Document window, but
the Code Inspector panel is still available as a fully operational alternative if you prefer to use it.
To open the Code Inspector panel choose Window | Code Inspector, or click the Code Inspector
button in the Launcher.

CSS Styles Panel  The CSS Styles panel provides a place to manage Cascading Style Sheet styles
and apply them to your web page. To open the CSS Styles panel choose Window | CSS Styles, or
click the CSS Styles button in the Launcher. See Chapter 14 for information on using styles.

Frames Panel  The Frames panel is a handy reference showing the arrangement of the frames in
a document. You can use the Frames panel to select frames and framesets. To open the Frames
panel choose Window | Frames, or click the Frames button in the Launcher. You can find more
information on frames and using the Frames panel in Chapter 8.
History Panel  The History panel is where Dreamweaver keeps track of your recent actions as you create and edit your pages. To open the History panel choose Window | History, or click the History button in the Launcher. You can select actions from the History panel and replay them to perform repetitive tasks. Chapter 19 provides more information on using the History panel.

HTML Styles Panel  You can define custom styles in the HTML Styles panel and apply them to the text on your web page. To open the HTML Styles panel choose Window | HTML Styles, or click the HTML Styles button in the Launcher. Refer to Chapter 3 for information on using HTML styles.
Layers Panel  The Layers panel is where you keep track of layers on your web page. To open the Layers panel choose Window | Layers, or click the Layers button in the Launcher. You can use the panel to select a layer for editing and to make layers visible or hidden. Chapter 15 explores some of the things you can do with layers.

Reference Panel  The Reference panel is your access point for the online library of HTML reference materials that Dreamweaver makes available. To open the Reference panel choose Window | Reference, or click the Reference button in the Launcher. You can find instructions on how to use the Reference panel in the Help section of this chapter.
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Timelines Panel  The Timelines panel is the tool you use to create and edit animation effects. To open the Timelines panel choose Window | Timelines, or click the Timelines button in the Launcher. To find out more about using Timelines, see Chapter 15.

Arrange Panels
Each Dreamweaver panel is a separate window that you can show, hide, move, and resize independently. If you run Dreamweaver on a large, high-resolution monitor, you may have room for several panels arranged around a good-sized Document window without any of the windows overlapping. In that case, you might elect to keep several panels open at all times so you have instant access to the panel contents. On a smaller monitor, things tend to be more crowded, and you may find it easier to open panels one at a time as you need them.

Panels are normally configured to stay on top of the Dreamweaver Document window when the windows overlap, so that the panel contents are accessible and the panel doesn’t get lost behind the larger Document window. However, as you can with so many things in Dreamweaver, you can customize that setting in the Preferences dialog box. See Chapter 20 for instructions.

Dreamweaver tries to keep your computer desktop tidy with neatly aligned panels and windows. If you move or resize a panel so that the window border is close to another panel, Dreamweaver automatically snaps the panel into position so that the panel window borders abut perfectly. Dreamweaver does the same automatic alignment trick with Document windows and with the edges of the computer desktop.

Show and Hide Panels
Here’s a quick summary of techniques you can use to open, close, and align panels in Dreamweaver.

- Choose Window | Panel Name to open or close an individual panel.
- Click a panel’s icon in the Launcher to open or close the panel.
- Click the Close (×) button in a panel’s title bar to close the panel.
- Choose Window | Hide Panels (or press F4) to instantly close all open panels.
- Choose Window | Show Panels (or press F4) to reverse the effect of the Hide Panels command. This restores all previously open windows to their former size and location.
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Choose Window | Arrange Panels to automatically position all open panels against the outer edges of your computer desktop.

Dock Panels

There are so many panels available in Dreamweaver that it’s impractical to have them all open in individual windows. To avoid a hopelessly cluttered desktop, Dreamweaver added a feature called docking to most panels. Docking enables you to consolidate multiple panels into a single window. When panels are docked, the individual panels are stacked on top of one another with the individual panels each represented by a tab labeled by an icon. Simply click the panel’s tab to bring it to the top, where you can work with it.

The following illustration shows three panels (HTML Styles, CSS Styles, and Behaviors) docked in a single panel window. The HTML Styles panel is active, as indicated by the title bar and the color of the tab. Tabs for the background panels are shaded gray.

To dock a panel into another window, drag the panel’s tab from its current window and drop it on the destination panel window.

To remove a docked panel from a window, drag the panel’s tab from the docked window and drop it on the desktop. Dreamweaver creates a new panel window for the undocked panel.

Docking works with most, but not all, panels. You can’t dock the Objects panel, the Property Inspector panel, or the Launcher panel. You can dock all the other panels in any combination that makes sense to you.

Work with the Site Window

While the Dreamweaver Document window is for creating and editing individual web pages, the Dreamweaver Site window is for creating and managing entire web sites. The Site window, shown in Figure 1-11, is where you manage the collection of web documents and all the supporting files and folders that make up a web site.
Chapter 2 explores the important concept of defining a site in Dreamweaver and the procedures for doing so. Chapters 17 and 18 cover publishing, testing, and maintaining your web site with Dreamweaver. Those chapters show the Dreamweaver Site window in action; this chapter gives you a brief get-acquainted tour of the user interface.

The Dreamweaver Site window is divided into two panes. One pane (usually the right) displays a list of files and folders in the local copy of your web site. The contents of the other Site-window pane changes depending on which of the two views you choose to display. Site Files view (refer to Figure 1-11) shows a list of files and folders on the remote web server. Site Map view (shown in Figure 1-12) shows a flow chart–style graphic representation of the pages in your web site.

**Menus and Toolbar**

The menu bar near the top of the Dreamweaver Site window is an abbreviated version of the menu bar that appears in the Dreamweaver Document window. The Site window menu bar is missing a few menus (Insert, Modify, Text, and Commands) that apply only to the contents of individual web pages.
The Site window also has a toolbar, like the one in the Dreamweaver Document window. But naturally, Dreamweaver populates the Site window toolbar with a different set of buttons.

Here’s a list of the Dreamweaver Site window toolbar buttons and what they do.

- **Site Files**  Selects Site Files view.
- **Site Map**  Selects Site Map view.
- **Site Selector**  Drops down a list of sites that are defined in Dreamweaver. Select a site from the list to display it in the Site window.
Connect to Remote Establishes a connection to the remote web server and updates the remote file list.

Refresh Updates the Site window display after you make changes in the site.

Get Files Downloads selected files from the remote web server to the local site.

Put Files Uploads selected files from the local site folder to the remote web server.

Help Opens a window displaying a help file with information about the current window view.

Site Files View
Behind the scenes, a web site is really a collection of computer files and folders, so it makes sense that the key feature of the Dreamweaver Site window is a file list. Two of them, in fact. Site Files view (Figure 1-11) shows a split-screen view of your web site with a list of files on the remote web server in one half of the screen and a list of files in your local copy of the site in the other pane. This arrangement mirrors the way many web developers work: creating and editing web documents on your local hard drive and then publishing the site by copying documents to the main web server.

To select Site Files view click Window | Site Files or press F8. (These techniques work even if the Site window isn’t open.) You can also click the Site Files button in the toolbar if the Site window is already open.

The Dreamweaver Site window shares some obvious similarities to the file lists in Windows Explorer and Macintosh Finder. The file lists provide a tree-structured view of the hierarchical system of nested files and folders that comprise your web site. The file list will probably look familiar to anyone who has used the file management windows of the Windows or Macintosh operating systems. Icons identify folders and the various kinds of document files.

Clicking the plus sign (+) beside a folder icon expands the file list to show the contents of that folder. Clicking a minus sign (-) beside a folder collapses that branch of the tree and hides the contents of the folder. The various columns show details about the files such as file size and the date the file was last modified. In addition to the standard assortment of columns, the file lists in the Dreamweaver Site window have a couple of special-purpose columns—you’ll learn what they’re for in later chapters.

Normally, the Local Folder file list appears in the right pane of Site Files view, and the Remote Site file list occupies the left pane. However, you can swap the file lists with a setting in the Preferences dialog box. See Chapter 20 for instructions.

Site Map View
Site Map view is a handy way to get an overview of your web site and the connections between the pages. In Site Map view, Dreamweaver generates an organization chart–styled representation of your site as shown in Figure 1-12. The Site Map diagram appears in one pane of the Site window (usually the left) and the local files list usually appears on the right side.

To select Site Map view click Window | Site Map or press SHIFT+F8. (These techniques work even if the Site window isn’t open.) You can also click the Site Map button in the toolbar if the Site window is already open.
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The Site Map diagram starts with the site’s home page at the top and shows the pages linked directly to your home page in a row beneath it.

- Click the plus (+) box next to a page icon to expand the diagram to show the pages linked to that page. You can keep expanding the Site Map diagram as needed to show the detail you need. Click the minus (–) box to collapse the diagram and hide the linked pages.
- Click the percent display in the left end of the Site window status bar and choose a new magnification to reduce the size of the icons in the Site Map diagram and make room for more detail.
- Right-click a linked page and choose View as Root from the context menu that appears to redraw the Site Map with the selected page as the root page at the top of the diagram. This hides other pages at the same level and above the selected page and makes more room available for a detailed examination of the pages below. The Site Navigation bar at the top of the Site Map pane shows the navigation links to the current root page.

- Click the leftmost page icon in the Site Navigation bar to return the Site Map to the original root home page.
- Click the small arrowhead at the left end of the Site window status bar to hide the one pane of the Site window. Click the arrow again to return to the normal two-pane display.
- Drag the border between the two panes left or right to resize the panes.
Get Help

Dreamweaver supplies a rich selection of online reference and resource materials to help you learn to use the program and its many features. Macromedia even supplies online reference information about HTML tags, CSS Styles, and JavaScript and installs it along with the Dreamweaver program. In addition to the online help and reference materials installed on your hard drive, the Dreamweaver help menu includes links to several online resources available from the Macromedia web site.

Use Dreamweaver Help Index

Unlike many programs that use the standard Windows help system, the main Dreamweaver help system is HTML-based and appears in a browser window, as shown in Figure 1-13. You can launch the Help window by selecting Help | Using Dreamweaver or by pressing F1.

The Dreamweaver help system is context sensitive, which means that the program displays the portion of the help files that apply to the window or task you were in when you requested help.
help. Often, the applicable help topic appears immediately. When it doesn’t, you can use the following techniques to navigate through the Using Dreamweaver help file:

- Click the Contents button in the navigation frame at the left side of the Help window. Scroll through the list of general help topics. Click on any bold topic to reveal a list of subtopics. Click a topic to display the related text in the main Help window frame.
- Click the Index button; then click a letter to display a list of keywords and phrases that start with that letter. Click a keyword to display the related help topic.
- Click the Search button to open a separate Search dialog box. Type a keyword in the text box at the top of the dialog box; then click List Topics. Dreamweaver displays a list of related topics in the large list box. Select a topic from the list and click Display to display the topic in the main Help window.

Use Reference
The Reference panel enables you to search the text of three reference works for information about HTML tags, CSS Styles, or JavaScript. Click Help | Reference to open the Reference panel. You can also open the Reference panel by clicking Window | Reference or by clicking the Reference icon in the Launcher.
Use the three drop-down lists at the top of the panel to select the topic. First select the book in the top list, and then select the tag, style, or object in the list on the left, and finally narrow the topic by making a selection in the right list (if there is more than one subtopic available). The text of the selected topic appears in the main text box.

**Other Help Resources**

In addition to the main Dreamweaver help system and the Reference panel, Dreamweaver offers several other help resources.

**Welcome**  Click Help | Welcome to launch the introductory product overview. This is the same splash-screen introduction that appears automatically when you first run Dreamweaver after installing the program. It provides links to What’s New, Guided Tours, Tutorial, and Lessons. Choosing Tutorial from the Welcome screen opens a browser window and displays the first page of a step-by-step tutorial on how to create a simple web site with Dreamweaver.

**What’s New**  Choose Help | What’s New to open a mini-browser window where you can view a series of pages summarizing the new features of Dreamweaver 4. This is more of a marketing presentation than something that will help you learn to use the program.

**Guided Tour**  Click Help | Guided Tour to open a mini-browser window where you can view a presentation outlining Dreamweaver’s key features. Like the What’s New presentation, Guided Tour is a marketing piece instead of an instructional presentation.
Lessons  Choose Help | Lessons to open a mini-browser window where you can select one of seven lessons on how to perform tasks such as creating an image map or a page with frames. Click a lesson to go to the first page of that lesson. Click the arrow buttons at the bottom of the window to step through the instruction pages, one by one.

Online Resources In addition to the other help resources that you can access from your own hard disk, the Dreamweaver Help menu provides links to the following web-based resources:

- **Dreamweaver Exchange**  Opens a browser window and goes online to the Dreamweaver Exchange at the Macromedia web site
- **Manage Extensions**  Launches Macromedia Extension Manager
- **Dreamweaver Support Center**  Opens a browser window and goes online to the Dreamweaver support area of the Macromedia web site
- **Macromedia Online Forums**  Opens a browser window and goes online to the Macromedia online discussion forums on the Macromedia web site
- **Extending Dreamweaver**  Displays help on Dreamweaver extensions and programming interfaces
- **Creating and Submitting Extensions**  Displays instructions on how to create and submit extensions