

# A GUIDE TO DREAMWEAVER CS4

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## Working with Images

In this guide you will learn how to:

- Insert an image
- Create a photo gallery using pop up windows
- Create rollover images
- Set up an image map

## INSERTING AN IMAGE

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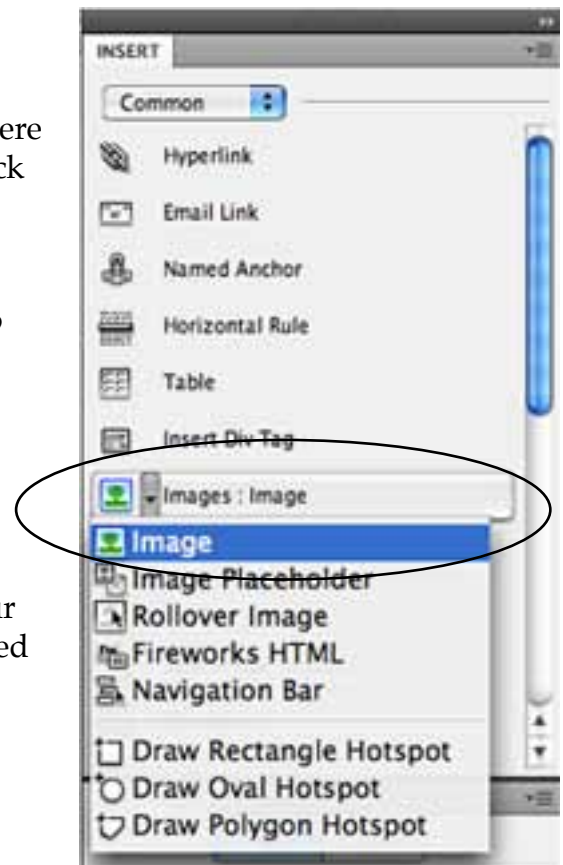
To add an image to your Web page place your cursor where you'd like the image to appear in your page and then click on the image button in the insert menu.

The image button houses a number of related buttons, be sure to select the "image:image" button from the drop down list.

A file selector box will pop up. Browse for and select your image. Before adding the picture be sure that you've saved it in the folder containing your Web site.

After selecting the file the "image tag accessibility attributes" box will pop up.

To make your Web site more accessible you need to add alternative text. Simply insert text describing the image in the area provided.



## CREATING A PHOTO GALLERY

When adding images to a Web site one must always keep in mind that images take a long time to download. If a Web page has a number of full size pictures on it the page will take considerable time to load, especially when a user has a dial-up connection. To reduce download time Web sites often create a photo gallery using thumbnails, or small copies of the images. Users can then click on a thumbnail to view a larger version of the picture.

To create a photo gallery using thumbnails you first need to collect all of your images and save them in the folder containing your Web site.

Now you need to create smaller versions of the originals. Use Photoshop or another photo editor to resize the pictures into small thumbnails, often just 1 or 2 inches wide. Save the smaller image using a different file name, like "name-small." Save these thumbnails to the same folder as your full size images.

Now insert the thumbnails into your Web page. You may want to use a table to layout your photo gallery, inserting a thumbnail into each separate cell.

Once you've added all the thumbnails its time to create links to your larger images. In this example the larger pictures will open in a new window.

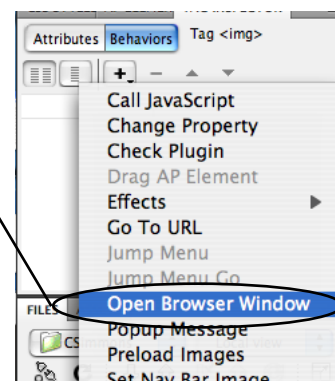
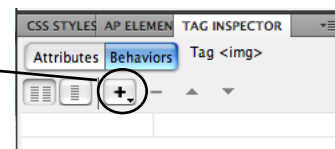
First, we'll be using the behaviors menu to create pop-up windows. To bring up the "behaviors" menu select "behaviors" from the window menu.

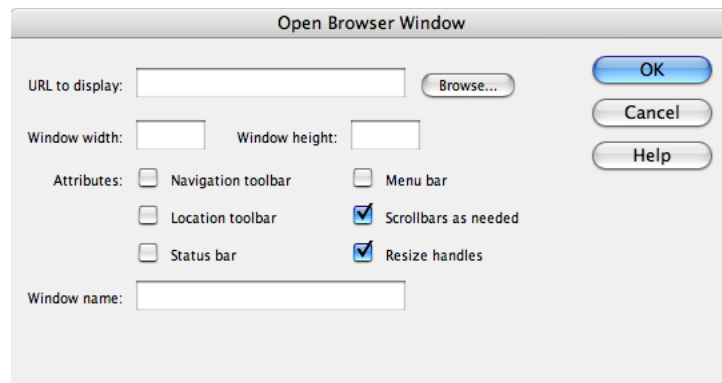
Next, select or highlight an thumbnail image.

With the image selected, click on the add a behavior button (the plus sign) in the behaviors menu.

From the behaviors menu select "open browser window."

A pop-up window will appear to step you through the process of creating a pop-up window.





First, identify the image you would like to open in the pop-up window (this will be the large version of your image). You can use the “browse” button to locate the file.

Next, enter the width and height of the image (enter in pixels - you can get this info by opening the image in Photoshop and looking up the image size).

Under the list of attributions check “scrollbars as needed” and “resize handles” - this will allow the user to resize the pop-up window as needed.

Finally, enter information in the “window name” area - this text will appear in the title area of the pop-up window.

Repeat these steps for each thumbnail.

## CREATING ROLLOVER IMAGES

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Ever been to a Web site where you see a picture and when you roll your cursor over the picture the image changes? This is called a roll over image.

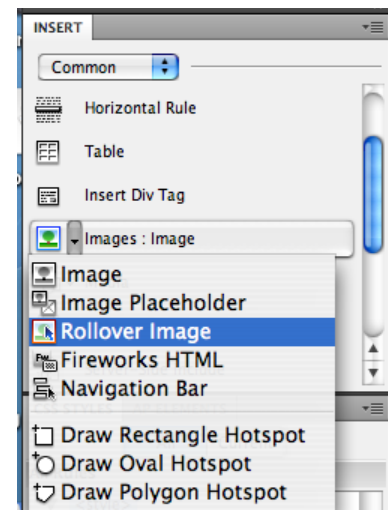
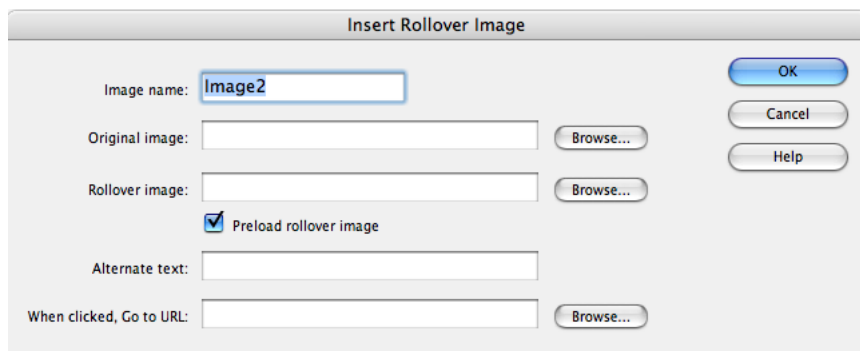
To create a roll over image you need two images - the first image that will appear when the Web page loads and the second image will appear when a cursor rolls over the image.

Both images should be the same size or else the second image when be squeezed into the space of the first, creating a distorted picture.

Finally, users expect rollover images to serve as links, so only use roll overs when you want the image to serve as a link to another Web page.

To create a roll over place you cursor where you'd like the rollover to appear. Then select "Images - Rollover Image" from the insert menu.

A pop-up window will appear to step you through the process of creating the rollover image.



Select the "original image" - this will be the image that appears when the page loads. Use the "browse" button to select the image.

Then select the "rollover image" - this is the image that will appear when users roll their cursors over the image.

Make sure the "preload rollover image" option is checked - this option allows the rollover images to react faster to the cursor rolling over the image.

Be sure to include alternative text for the image. The alternative text should tell the user that the image is a link to another page.

Finally, identify the Web page the image is linking to.

The image will now function as a rollover image when you view the Web page in a Web browser.

## SETTING UP IMAGE MAPS

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Another option, when working with images, is to use an image map to create areas of the picture that link to different Web pages and files.

To create an image map begin by adding the image you wish to map to your Web page just like a regular picture.

Then pick up a hotspot tool from the map section of the properties menu. Use the rectangle, circle, or polygon hotspot tool to highlight a section of the image to serve as a link.



Once you've mapped a hotspot you need to specify the link's file name or URL in the link area.

If you want to the link to open in a new window set the "target" to `_blank`.

Finally, add alt text describing the link in the provided area.

Continue highlighting hot spots and entering URLs until you have mapped as much of the image as you would like. Make sure the hot spots do not overlap.

Although you can see the actual hot spots in Dreamweaver, when you preview the Web page in a Web browser the hot spots will disappear but the links will work.