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PHOTOSHOP AND IMAGEREADY WITH GOLIVE AND DREAMWEAVER

IN THIS CHAPTER

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BEYOND IMAGEREADY: GOLIVE AND DREAMWEAVER

Adobe® GoLive™ and Macromedia® Dreamweaver™ are considered "what you see is what you get" (WYSIWYG) applications. They enable you to create more complex Web sites than you can with only ImageReady and give you the flexibility to create a layout on a grid—just click and drag your visual elements around on the page. With this click-and-drag approach, beginners never have to look at a piece of HTML code to create an attractive Web page. You can also import other media elements, such as Flash, Shockwave, and QuickTime movies, as well as ImageReady slice elements and Photoshop or ImageReady images and animations. ImageReady is a great start to laying out a page design, however, and you can easily import slice elements from it into either GoLive or Dreamweaver. A quick overview of using Photoshop and ImageReady images or animations in these applications is covered later in this chapter.

For more detailed information and to download a working demo of Adobe GoLive and Macromedia Dreamweaver, go to their Web sites at www.adobe.com and www.macromedia.com.

What's more important to note is that GoLive and Dreamweaver offer much more in the way of site management tools. You can create site maps, diagrams, and style sheets and incorporate custom scripting languages, such as JavaScript, DHTML, XML, PHP, ASP, JSP, and ColdFusion. You don't have to be a "code warrior" to use these custom development tools, either. GoLive and Dreamweaver have special wizards and tools to help guide you through the process.

This chapter covers some of the basics of preparing images and HTML output from Photoshop and ImageReady. It also shows you some of the basic steps for importing these images and HTML code into GoLive and Dreamweaver. For a more detailed explanation of the Save For Web and Save Optimized As options, refer to *Special Edition Using Photoshop 7*. You'll find the details in Chapter 23, "Photoshop, ImageReady, and Web Design," Chapter 24, "Save for Web and Image Optimization," and Chapter 25, "ImageReady Basics."

EXPORTING IMAGES FROM PHOTOSHOP AND IMAGEREADY FOR HTML EDITORS

If you are using an HTML editor such as GoLive or Dreamweaver to create your Web pages, you don't necessarily need all the HTML coding that ImageReady produces in the Save Optimized As options. You might consider using the HTML table generated from ImageReady, especially if you have a complicated layout with several slices that make up your Web page design. This saves you time in generating a table that all the images will fit into with even spacing.

Exporting a Table and Slices with Rollovers

The example in this chapter is a simple page layout with several rollover slices. Remember that each slice in ImageReady is actually an individual cell in a table that appears when it's opened in the HTML editor. To export images that you can identify in a list later, make sure to give each slice a name that logically fills each cell of the table (see Figure 1).

Figure 1
Name the slices logically so that you can identify the exported images through a menu in the HTML editor.

To be sure that the rollover graphics are exported correctly, create a rollover state for each rollover slice (see Figure 2). This still generates JavaScript code in the exported HTML document, but it can easily be removed in the HTML editor.

Figure 2
The rollover states need to be created to make sure the images are sliced up and exported.

JavaScript Coding in the HTML Editor

To eliminate the need to edit out JavaScript coding in the HTML editor, you can forgo setting the rollover states and select the HTML and Images option from the Format pop-up menu in the Save Optimized As dialog box. To create only the rollover state images, make the graphics for the rollover states visible, select only the slices that the rollovers reside in, and then select the Images Only option from the Format pop-up menu in the Save Optimized As dialog box. This requires a few more steps, but you won't need to remove the JavaScript coding in the HTML editor.

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To generate the leanest HTML from ImageReady, open the Output Settings dialog box and select the Slices option from the pop-up menu. Select Layer Name or Slice Name in the first Default Slice Naming field, and select None for the rest of the fields (see Figure 3).

Select Saving Files from the Output Settings pop-up menu and simplify the file naming as much as possible. In this example, I've cut the naming options down to only the slice name, an underscore, and the rollover state (see Figure 4). This generates graphic files that will be easy to identify through an image menu in an HTML editor.

Importing HTML and graphic files into GoLive and Dreamweaver is covered in more detail later in this chapter.

In some situations, usually involving complex pages with a variety of menus, you might need to further identify individual slices by adding naming elements. Generally speaking, however, keep the names as simple as possible to avoid bloating your HTML and making the file larger.

Figure 3
Keep the default slice naming simple by selecting only the slice names.

Figure 4
Simplify the graphic file naming to be as short as possible but still identifiable by name.

Exporting Animations

Raster (pixel-based) animations can be easily imported into an HTML editor in two formats: an animated GIF or a QuickTime movie. Although animated GIFs are preferred for most Web animations, such as banners or loops on a page, QuickTime movies can be implemented with Shockwave or Flash or directly imported into the HTML editor.

To export a QuickTime movie from ImageReady, open an animation sequence. With the preview window set to Original, select the File, Export Original menu command. Select QuickTime Movie from the Format pop-up menu (see Figure 5).

Figure 5
When the ImageReady preview window is set to Original, you can export the animation as a QuickTime movie.

QuickTime movies play back at a different rate than animated GIFs, so it is important to test them and make adjustments in ImageReady, and then re-export. Preview the exported movie in QuickTime Movie Player to test the animation's playback and timing (see Figure 6).

Figure 6
Test the animation's playback in QuickTime Movie Player.

To create an animated GIF, open the Save Optimized As dialog box, and select Images Only in the Format pop-up menu (see Figure 7). Preview the animation in a Web browser to make sure the playback and timing are acceptable.

Importing animated GIFs into GoLive and Dreamweaver is covered later in this chapter.

Figure 7
Select the Images Only option for an animated GIF.

Exporting a Transparent GIF in Photoshop

As explained in Chapters 23 and 24 of *Special Edition Using Photoshop 7*, there are many options for saving transparent GIFs in Photoshop and ImageReady. Refer to these chapters for more information on image optimization, dithering, color depth, and transparency dithering features.

To create a simple transparent GIF from a Photoshop file, start with a floating image layer that has a transparent background, and select Save For Web to open the dialog box. Select the image optimization settings you want to use for the image you're exporting, making sure the Transparency check box is selected (see Figure 8).

Figure 8
Select the Transparency check box in the Save For Web dialog box when choosing the optimization settings.
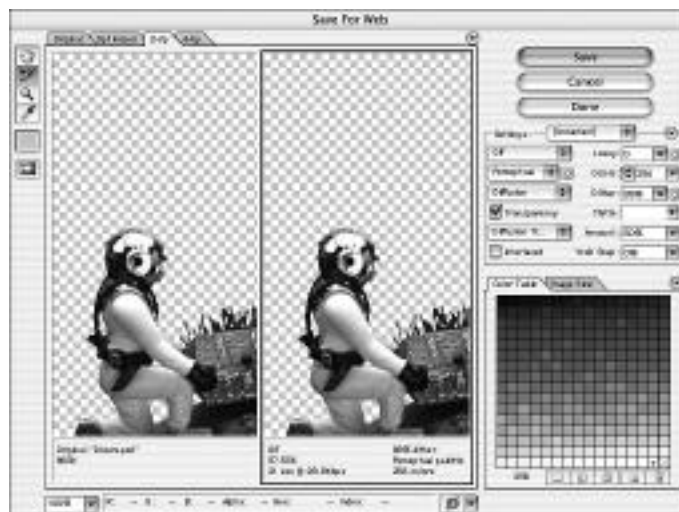
IMPORTING IMAGES INTO GOLIVE

Adobe GoLive 6.0 might not be as popular as Dreamweaver, but it's quickly gaining ground. If you're familiar with other Adobe applications, such as Photoshop, Illustrator, and PageMaker, you'll feel right at home with its logical tools and palettes.
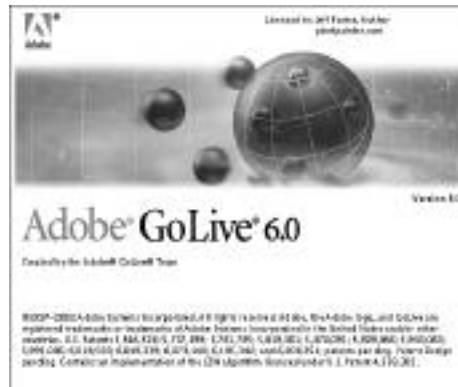
If you aren't familiar with GoLive and would like to take it for a test drive, go to `www.adobe.com` and download a free trial version.

Converting Rollover Code from ImageReady

To use GoLive's rollover scripts on an HTML file you've created in ImageReady, first you need to remove the JavaScript that ImageReady produces if you want to keep the rest of the HTML code, such as table and cell dimensions. Open the HTML ImageReady file in GoLive, and open the Source window. Select the ImageReady Preload Script in the HTML head and delete it (see Figure 9):

GoLive offers the Adobe Smart Objects technology, which enables you to add .psd files directly to the Web layout. See your GoLive User Guide or Help for instructions.

```
<SCRIPT TYPE="text/javascript">
<!--

function newImage(arg) {
    if (document.images) {
        rslt = new Image();
        rslt.src = arg;
        return rslt;
    }
}

function changeImages() {
    if (document.images && (preloadFlag == true)) {
        for (var i=0; i<changeImages.arguments.length; i+=2) {
            document[changeImages.arguments[i]].src = changeImages.arguments[i+1];
        }
    }
}
```

```
var preloadFlag = false;
function preloadImages() {
    if (document.images) {
        Tour_03_over = newImage("images/Tour_03_over.gif");
        Maps_06_over = newImage("images/Maps_06_over.gif");
        Pricing_08_over = newImage("images/Pricing_08_over.gif");
        GoJump_09_over = newImage("images/GoJump_09_over.gif");
        BoatTrips_10_over = newImage("images/BoatTrips_10_over.gif");
        preloadFlag = true;
    }
}

// -->
</SCRIPT>
```

Figure 9
Delete the ImageReady Preload
Script in the Source window.

Next, locate each rollover cell and select the rollover code, as shown in Figure 10. It is placed right after the cell code in the table and just before the image name and dimension information.

Figure 10
Delete the rollover code in each
rollover cell location.

Open the Layout window and click on a rollover cell to select it. Open the Inspector palette and click on the Rollover tab. Click the Over check box to activate it. Click the folder icon to select the "over" graphic image associated with the rollover (see Figure 11).
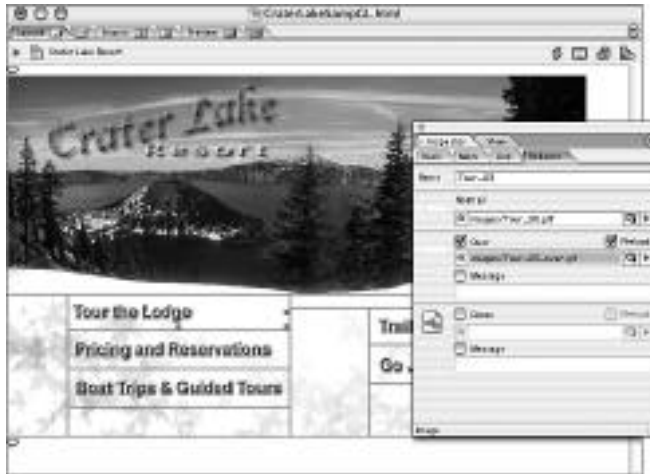
After you've selected the rollover images for the cells containing rollovers, open the Source window to see the JavaScript code that was inserted (see Figure 12):

```
<csscriptdict import>
          <script type="text/javascript" src="file:///G3BW/Users/jeff/Library/Prefer-
ences/Adobe/GoLive/Settings/JScripts/GlobalScripts/CSScriptLib.js"></script>
      </csscriptdict>
      <csactiondict>
          <script type="text/javascript"><!--
var preloadFlag = false;
function preloadImages() {
    if (document.images) {
        over_Tour_03 =
➥newImage(/*URL*/'images/Tour_03_over.gif');
        over_Maps_06 =
➥newImage(/*URL*/'images/Maps_06_over.gif');
        over_Pricing_08 = newImage(/*URL*/'images/
➥Pricing_08_over.gif');
        over_GoJump_09 =
➥newImage(/*URL*/'images/GoJump_09_over.gif');
        over_BoatTrips_10 =
➥newImage(/*URL*/'images/BoatTrips_10_over.gif');
        preloadFlag = true;
    }
}

// --></script>
      </csactiondict>
```

Remember, too, that GoLive offers the Detect Rollover Images feature, which automatically finds and assigns rollover states. You must name the images according to the appropriate convention and place them in the same folder. Use _Base_, _Over_, and _Down_ as part of the filenames and include the file type extension. You'll find all the details in your GoLive User Guide.

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Figure 12
Note how the leaner GoLive
JavaScript code compares to the
ImageReady code.

Importing GIF Animations into GoLive

Using a layout grid in GoLive makes page design and layout a snap. Open the Objects palette and drag the Layout Grid icon onto the Layout window to place a grid (see Figure 13). Drag the edges of the grid to the size you want to use for your design.

Figure 13
Drag a Layout Grid icon onto the
Layout window.
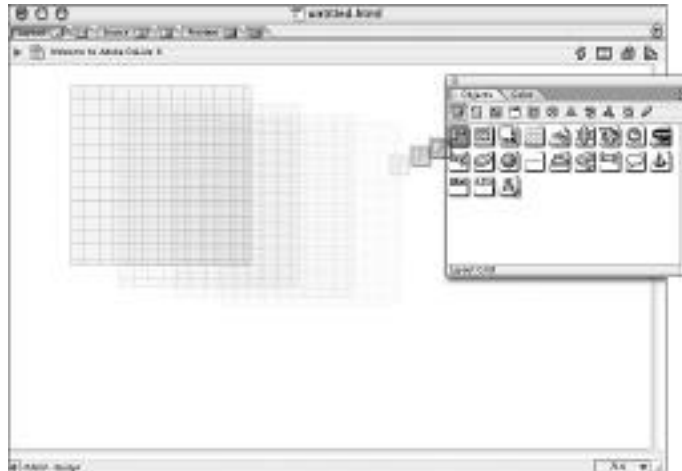
To import an animated GIF image, drag the Image icon from the Objects palette onto the grid (see Figure 14). The image hasn't been selected yet, so an icon-sized square will be drawn in the grid. Position the square in the approximate upper-left corner of the location in which the animation will be placed.
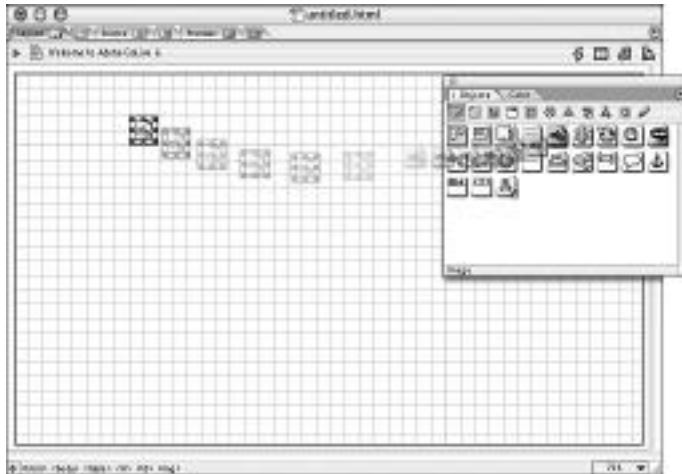
Figure 14
Drag an Image icon onto the grid in the approximate location the animation will be placed.

Open the Inspector palette and click the Basic tab. Click the folder icon in the Source field and select the animated GIF file from the pop-up menu (see Figure 15).
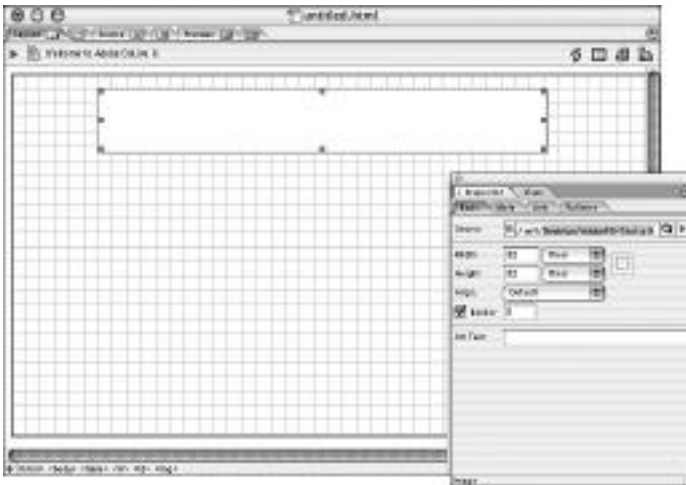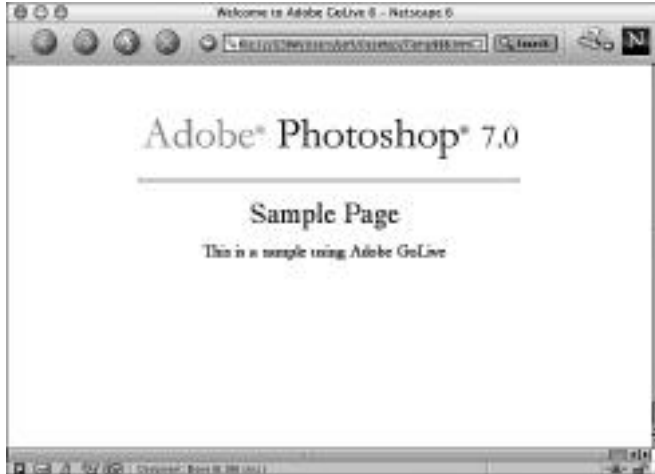

Figure 15
Select an animated GIF file and reposition it on the layout grid, if needed.

Place any other desired design elements and text on your page and preview the animation in a Web browser (see Figure 16).

Figure 16
Preview the page with the anima-
tion in a Web browser.

Importing Transparent GIFs into GoLive

Transparent GIFs look best when placed against a background image or tiled pattern that helps
mask the edges of the GIF image. When using a layout grid in GoLive, it's easy to move the GIF
images around and position them where they'll look best against the background.

First, select a background texture or image. Open the Inspector palette and click the Page tab. Select
the Image check box in the Background section, and then click the folder icon to select an image file
(see Figure 17).

Figure 17
Select a background image or
texture in the page layout.
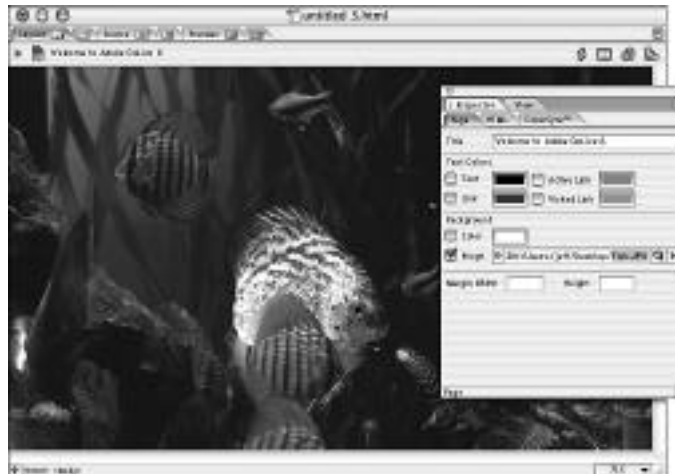
Open the Objects palette and drag a Layout Grid icon onto the Layout window (see Figure 18). Drag the grid sides out to the full screen area of the background image.
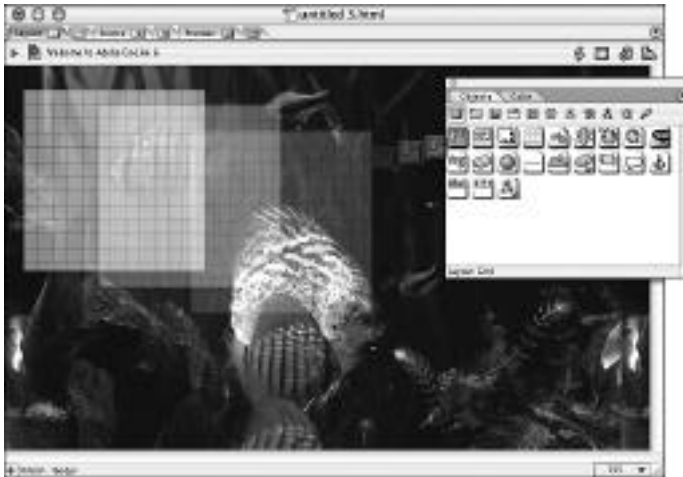
Figure 18
Place a Layout Grid icon onto the page and size it to the full screen area.

Open the Inspector palette and click the Basic tab. Click the folder icon in the Source field, select the transparent GIF file from the pop-up menu, and position the image on the grid (see Figure 19).

Figure 19
Position the transparent GIF image using the layout grid in GoLive.

Preview in a Web browser to see how the transparent GIF looks against the background image (see Figure 20).

Figure 20
Check the transparent GIF against
the background in a Web browser.

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IMPORTING IMAGES INTO DREAMWEAVER

Macromedia Dreamweaver MX is the newest version of the most popular HTML editor on the market. It has advanced coding capabilities and a bit steeper learning curve than GoLive, but many similar design features.

To learn more about
Dreamweaver MX and download
a trial version, go to
`www.macromedia.com`.

Converting Rollover Code from ImageReady

To use the rollover scripts in Dreamweaver on an HTML file you've created in ImageReady, first you need to remove the JavaScript that ImageReady produces if you want to keep the rest of the HTML code, such as table and cell dimensions. Open the HTML ImageReady file in Dreamweaver and open the Source window. Select the ImageReady Preload Script in the HTML head and delete it (see Figure 21):

```
<SCRIPT TYPE="text/javascript">
<!--

function newImage(arg) {
    if (document.images) {
        rslt = new Image();
        rslt.src = arg;
```

```
        return rslt;
    }
}

function changeImages() {
    if (document.images && (preloadFlag == true)) {
        for (var i=0; i<changeImages.arguments.length; i+=2) {
            document[changeImages.arguments[i]].src = changeImages.arguments[i+1];
        }
    }
}

var preloadFlag = false;
function preloadImages() {
    if (document.images) {
        Tour_03_over = newImage("images/Tour_03_over.gif");
        Maps_06_over = newImage("images/Maps_06_over.gif");
        Pricing_08_over = newImage("images/Pricing_08_over.gif");
        GoJump_09_over = newImage("images/GoJump_09_over.gif");
        BoatTrips_10_over = newImage("images/BoatTrips_10_over.gif");
        preloadFlag = true;
    }
}

// -->
</SCRIPT>
```


Figure 21
Delete the ImageReady Preload
Script in the Source window.

Next, locate each rollover cell and select the rollover code, as shown in Figure 22. It is placed right after the cell code in the table and just before the image name and dimension information:

```
<A HREF="#"
ONMOUSEOVER="changeImages('Pricing_08', 'images/Pricing_08_over.gif'); return true;"
ONMOUSEOUT="changeImages('Pricing_08', 'images/Pricing_08.gif');
return true;">
```

Figure 22
Delete the rollover code in each rollover cell location.

Open the Layout window and click on a rollover cell to select it. Click the Rollover Image icon on the toolbar to open the Insert Rollover Image dialog box. Click the Browse buttons to select the rollover images, and insert any ALT text and links in this dialog box (see Figure 23).

Figure 23
Select the rollover graphic associated with the selected cell.
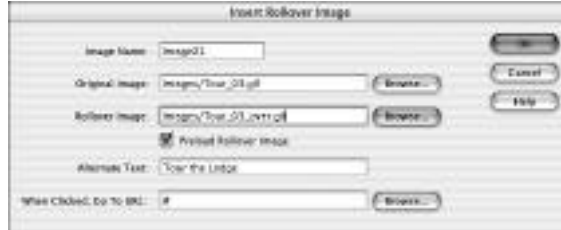
Because Dreamweaver forces you to import both rollover graphics in this dialog box, you need to eliminate the original image from each rollover cell. Open the Layout View window and delete the original graphics in the rollover cells (see Figure 24).
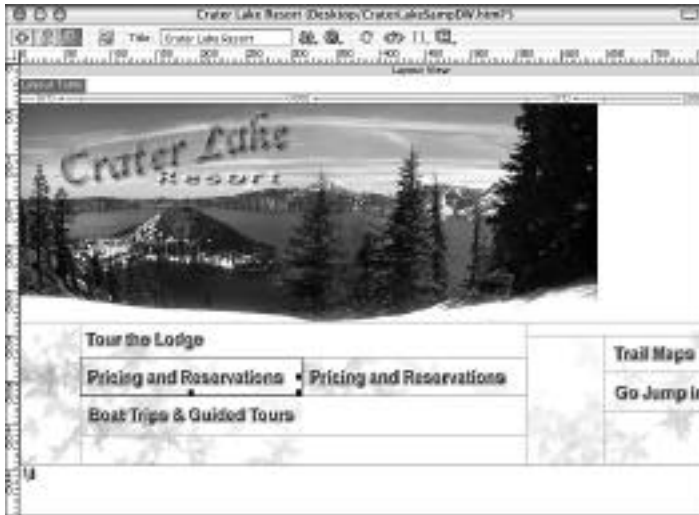
After you've selected the rollover images for the cells containing rollovers, open the Source window to see the JavaScript code that was inserted (see Figure 25):

```
<script language="JavaScript" type="text/JavaScript">
<!--
function MM_swapImgRestore() { //v3.0
  var i,x,a=document.MM_sr; for(i=0;a&&i<a.length&&(x=a[i])&&x.oSrc;i++) x.src=x.oSrc;
}

function MM_preloadImages() { //v3.0
  var d=document; if(d.images){ if(!d.MM_p) d.MM_p=new Array();
    var i,j=d.MM_p.length,a=MM_preloadImages.arguments; for(i=0; i<a.length; i++)
    if (a[i].indexOf("#")!=0){ d.MM_p[j]=new Image; d.MM_p[j++].src=a[i];}}
}

function MM_findObj(n, d) { //v4.01
  var p,i,x;  if(!d) d=document; if((p=n.indexOf("?"))>0&&parent.frames.length) {
    d=parent.frames[n.substring(p+1)].document; n=n.substring(0,p);}
  if(!(x=d[n])&&d.all) x=d.all[n]; for (i=0;!x&&i<d.forms.length;i++) x=d.forms[i][n];
  for(i=0;!x&&d.layers&&i<d.layers.length;i++) x=MM_findObj(n,d.layers[i].document);
  if(!x && d.getElementById) x=d.getElementById(n); return x;
}

function MM_swapImage() { //v3.0
  var i,j=0,x,a=MM_swapImage.arguments; document.MM_sr=new Array; for(i=0;i<(a.length-
2);i+=3)
   if ((x=MM_findObj(a[i]))!=null){document.MM_sr[j++]=x; if(!x.oSrc) x.oSrc=x.src;
x.src=a[i+2];}
}
//-->
</script>
```
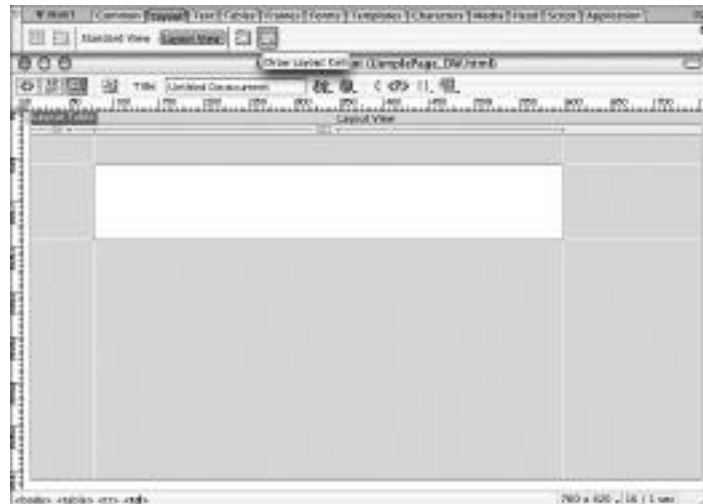
Figure 25
The JavaScript code from Dreamweaver is quite complicated compared to the original ImageReady code.
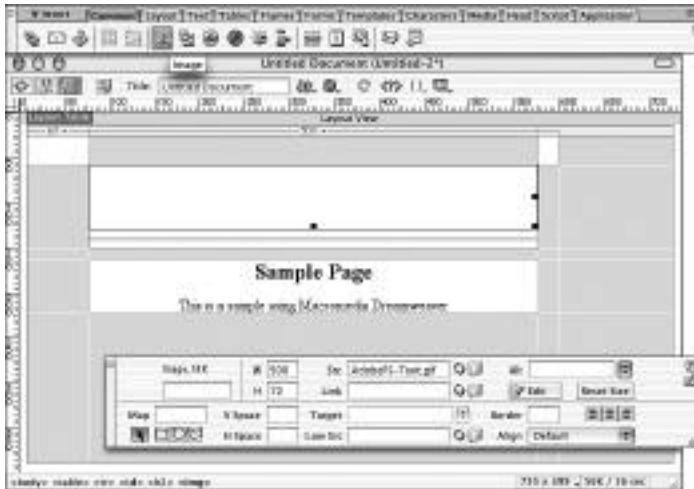

Importing GIF Animations into Dreamweaver

Using the Layout View in Dreamweaver makes it fairly easy to place image and design elements on your page. The layout shows the boundaries of each cell and the overall table. To import an animated GIF into the layout, click the Layout tab, click the Draw Layout Table icon, and resize it to the full screen of the Layout window. Next, click the Draw Layout Cell icon and drag an approximate area in the Layout window where you want to place the animation (see Figure 26).

Figure 26
Drag an area for the animation in the Layout window.

Click the Common tab on the toolbar, and then click the Image icon to open the menu and select the animation file. You can edit the image palette to include any ALT text or links (see Figure 27).

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Place any other desired design elements and text on your page and preview the animation in a Web browser (see Figure 28).

Importing Transparent GIFs into Dreamweaver

Transparent GIFs look best when placed against a background image or tiled pattern that helps mask the edges of the GIF image. When using the layout table in Dreamweaver, it's easy to move GIF images around and position them where they'll look best against the background.

Start by creating a new page and selecting File, Page Properties to open the dialog box (see Figure 29). Click the Browse button for the background image and select the image names from the pop-up menu.

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Figure 29
Open the Page Properties dialog box and select a background image.

Click the Image icon under the Common tab on the toolbar and select a transparent GIF (see Figure 30).

Figure 30
Use the Select Image Source dialog box to import the transparent GIF.

Drag the imported transparent GIF around in the Layout window to position it (see Figure 31).

Preview in a Web browser to see how the transparent GIF looks against the background image (see Figure 32).

Figure 31
Position the transparent GIF against the background.

Figure 32
Check the transparent GIF against the background in a Web browser.