

Timeline Animations

You can create some simple animations in DreamWeaver using the TIMELINE feature which is technically called DYNAMIC HTML. Timelines use AP Elements and as such can only be viewed in 4.0 browsers or later.

The animation is created by setting an AP Element at the start position of the animation, then setting its end position. DreamWeaver can then be set to move the AP Element between the two points when viewed in a browser.

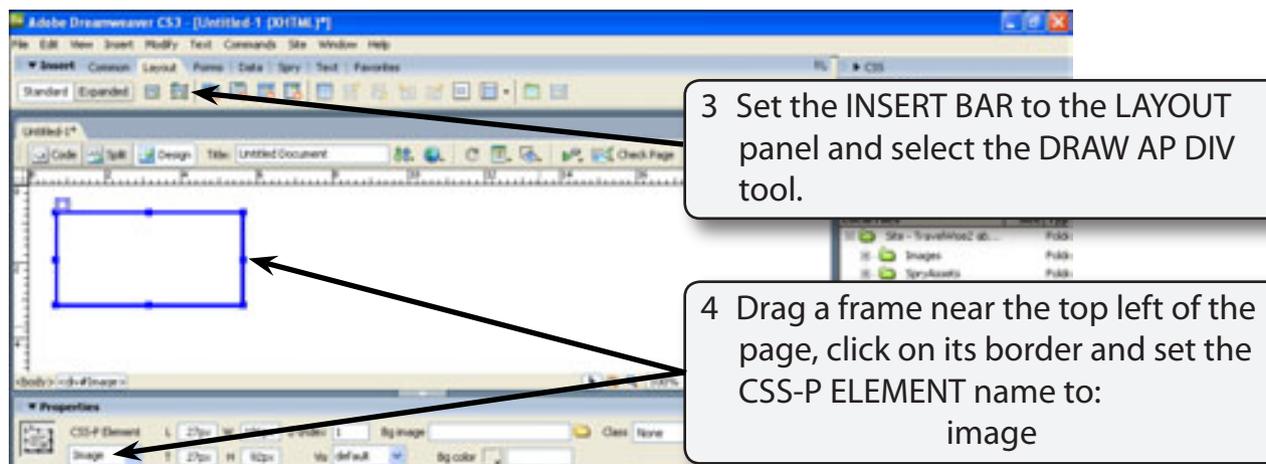
The TIMELINE feature of DreamWeaver is fine for simple animations such as moving a logo or for creating a slide show of images. For more detailed animations programs such as Macromedia Flash need to be used and that animation imported into DreamWeaver.

Creating a Simple Animation

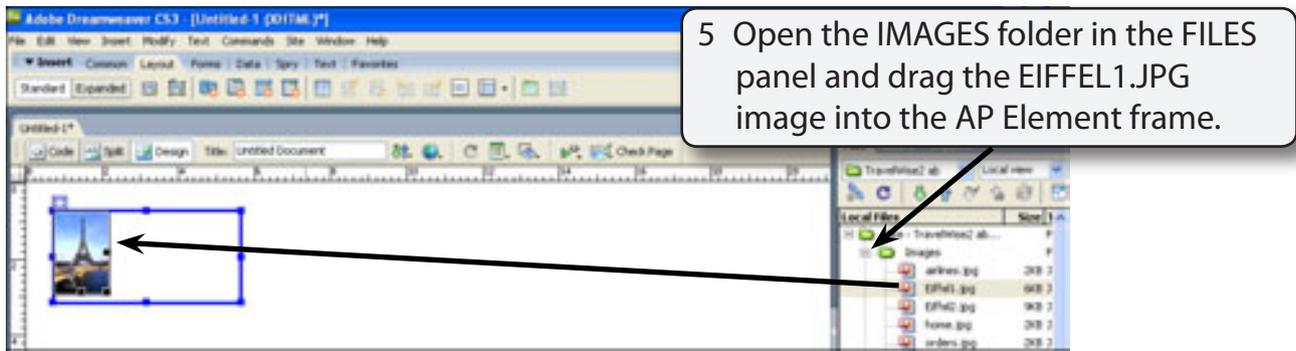
Let's make an image move across the top of the screen when the page is opened in a browser.

A Setting the AP Element

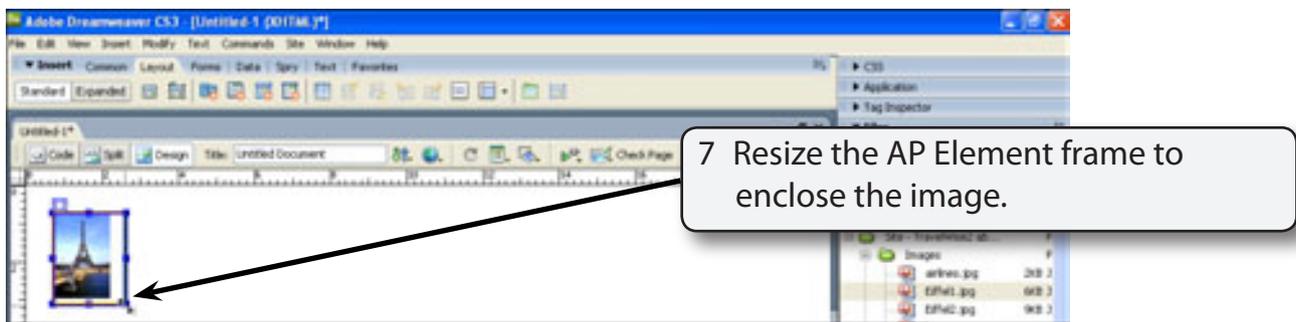
- 1 Load DreamWeaver and set the FILES panel to the TRAVELWISE2 site.
- 2 Start a new HTML page.



NOTE: If you cannot select the DRAW AP ELEMENT tool, set the VIEW to STANDARD VIEW by clicking on the STANDARD button in the LAYOUT panel.



6 Select OK to the SAVE message, if it is displayed.



8 Save the page in the TRAVELWISE2 folder as:
Animations or Animations.html

B Opening the Timelines Panel

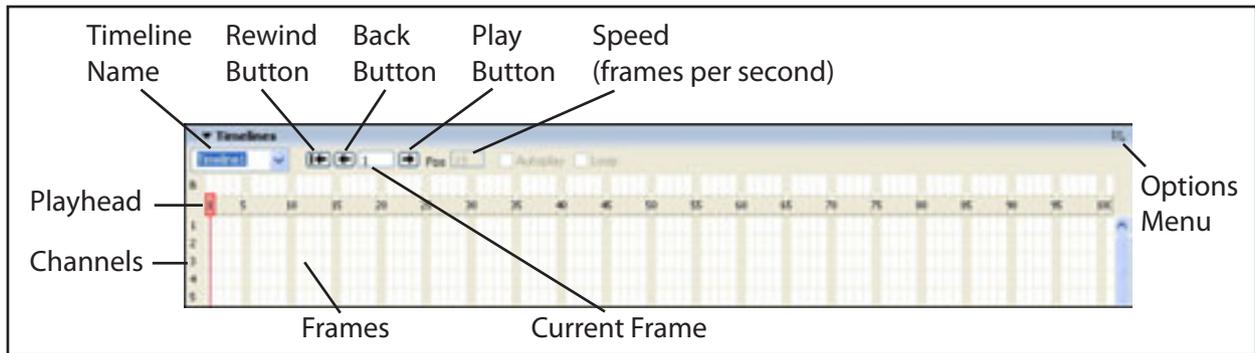
The TIMELINES PANEL is used to animate layers.

1 Display the WINDOW menu and select TIMELINES to open the TIMELINES panel.

NOTE:

- i On the Windows system the TIMELINES panel will be inserted above or below the PROPERTIES INSPECTOR. Expand the panel.
- ii On the Macintosh system the TIMELINES panel is a floating panel. Move the panel to the bottom of the screen.

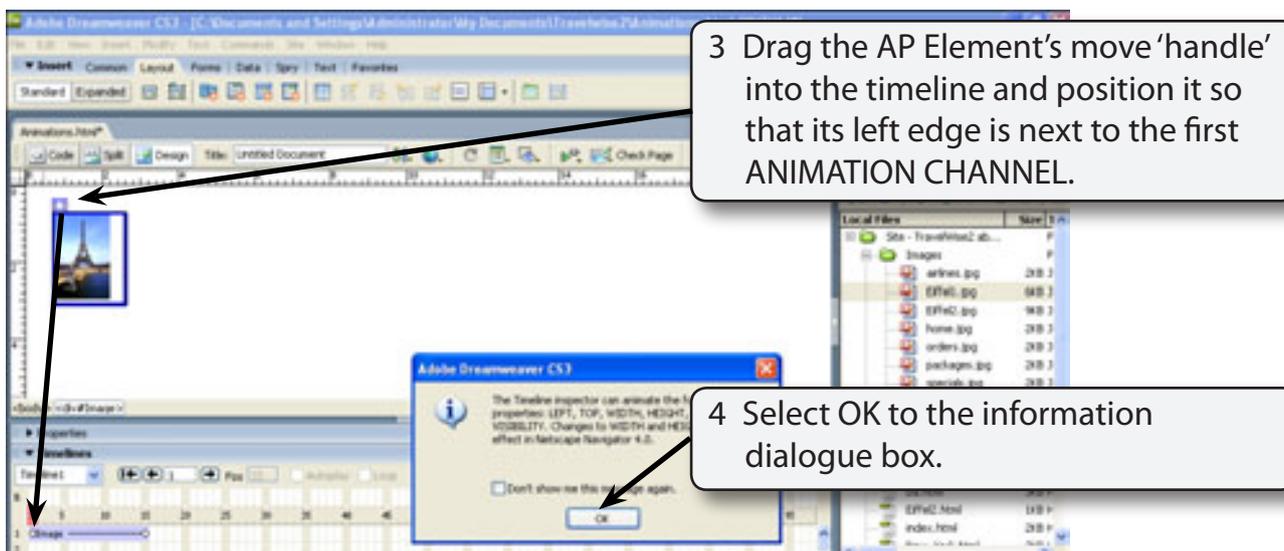
- The TIMELINES panel has the following sections:

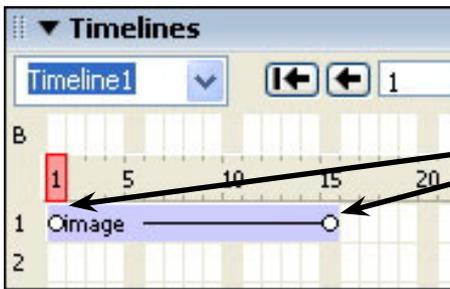


C Setting the Animation Start Position

The first step in the animation process is to insert the AP ELEMENT into the TIMELINES panel. When you do this the program will add KEY FRAMES to the beginning and end of the AP ELEMENT. KEYFRAMES are frames that have an important event attached to them. Let's set the image to start at the left of the screen and move to the right once the page is opened in the browser.

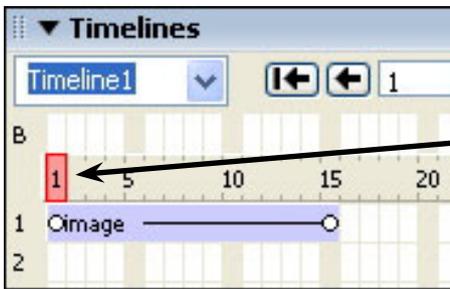
- The image should be at the left of the screen at the moment. This will be its start position.
- Collapse the PROPERTIES INSPECTOR so that the TIMELINES panel is easier to view.



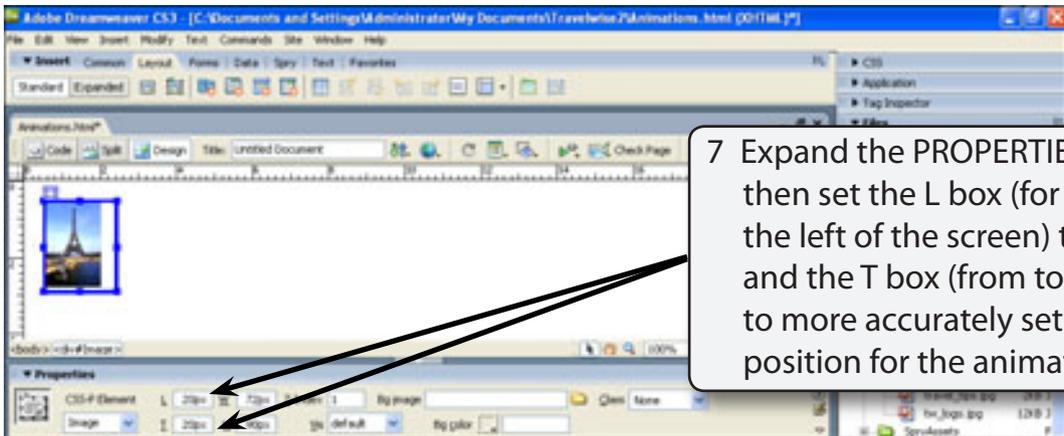


5 There are two solid circles at the beginning and end of the image marker in the TIMELINES panel. These are the START and END KEYFRAME MARKERS.

NOTE: The TIMELINE is preset to play 15 frames per second and the image covers 15 frames. This means the logo will take 1 second to move across the top of the screen. This can be increased if necessary by dragging the END KEYFRAME MARKER (right circle) to the right, but in this case 1 second is adequate.



6 The red marker is the PLAYHEAD. It should be over FRAME 1 at the moment.

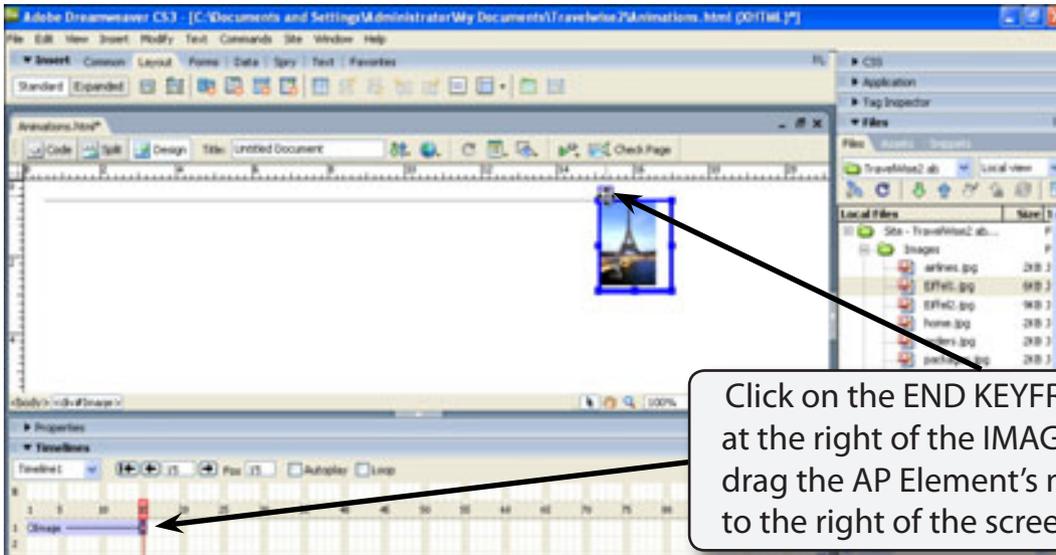


7 Expand the PROPERTIES INSPECTOR then set the L box (for position from the left of the screen) to 20 pixels and the T box (from top) to 20 pixels to more accurately set the start position for the animation.

8 Collapse the PROPERTIES INSPECTOR again.

D Setting the Animation End Position

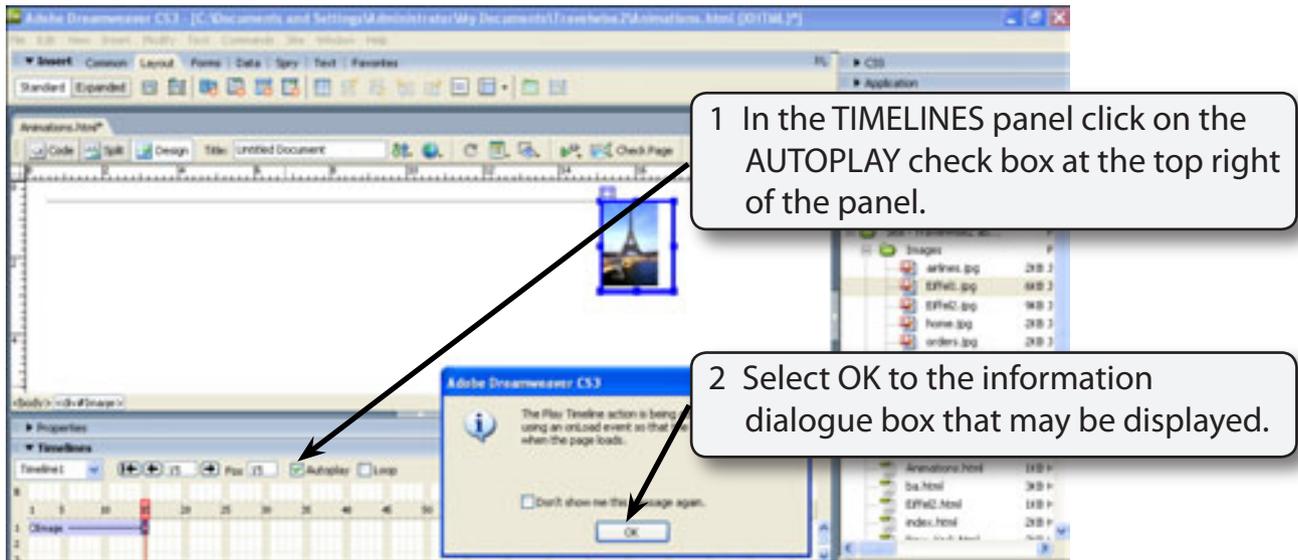
We want the animation to end at the top right of the screen.



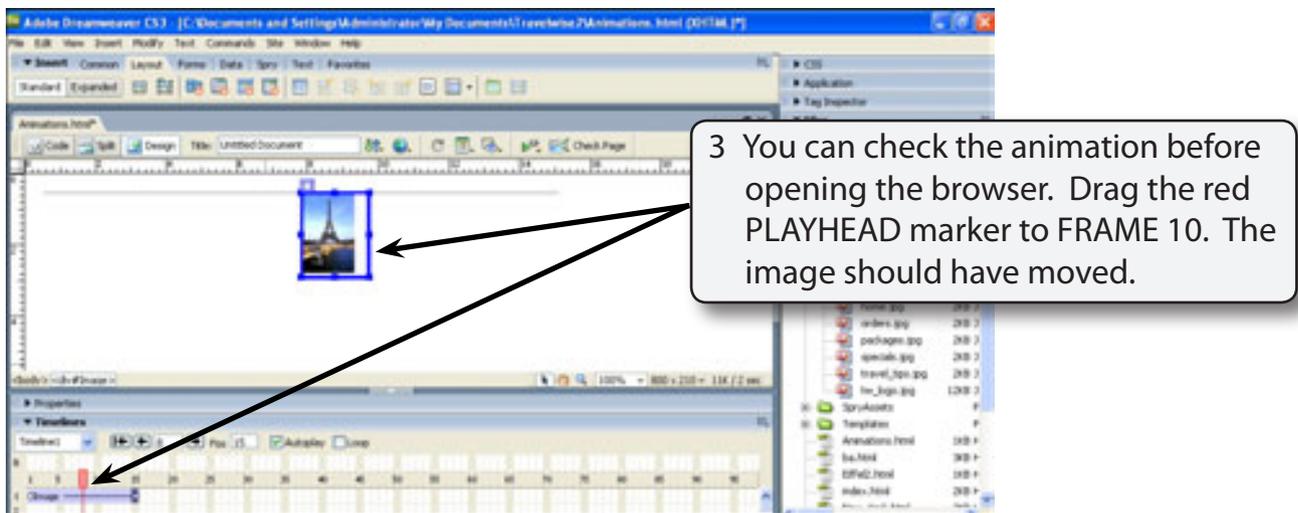
- NOTE:**
- i The line on the screen shows the path that the animation will take.
 - ii You can set the T box (for top position) in the **PROPERTIES INSPECTOR** to 20 pixels to ensure that the image is level at the top of the screen.

E Animating the Image

If you were to preview the page at the moment no animation would be observed. In order for animations to occur the AUTOPLAY button must be turned on.



NOTE: The information box is telling you that a behaviour is being inserted to allow the animation to proceed when the page is opened in a browser.



4 Try moving the PLAYHEAD to other positions to check the animation.