

Using Behaviours

Java Script is a web programming language that is much more powerful than plain old HTML (HyperText Markup Language). In DreamWeaver you are able to utilise Java Script commands without the need to understand the Java Script language. You do this through the Behaviours panel. Behaviours allow you to set events to occur on actions such as mouse presses or a page loading, etc. You have already used Java Script when you created Navigation Bars.

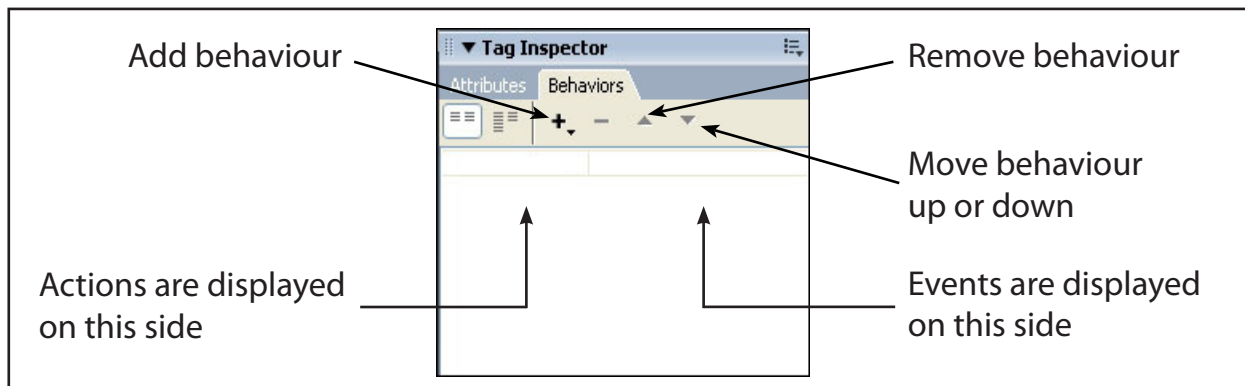
As usual with web pages, not all browsers can understand Java Script. It started to be used when version 3.0 browsers were introduced, but became more common with 4.0 or later browsers.

There are two sections to a BEHAVIOUR:

- an ACTION which might be a mouse click or a key press, and
- an EVENT which might be to add a popup message or validate fields in a form.

The Behaviours Panel

- 1 Load DreamWeaver and set the FILES panel to the TRAVELWISE2 site.
- 2 Start a new HTML page. Open the TAG INSPECTOR panel in the PANEL GROUP and its name will change to TAG <body> or TAG <image> depending on what is selected on a page.
- 3 Click on the BEHAVIOURS tab and its sections are labelled in the following diagram.



NOTE: If the BEHAVIOURS panel is not in the PANEL GROUP use the WINDOW menu to select BEHAVIOURS.

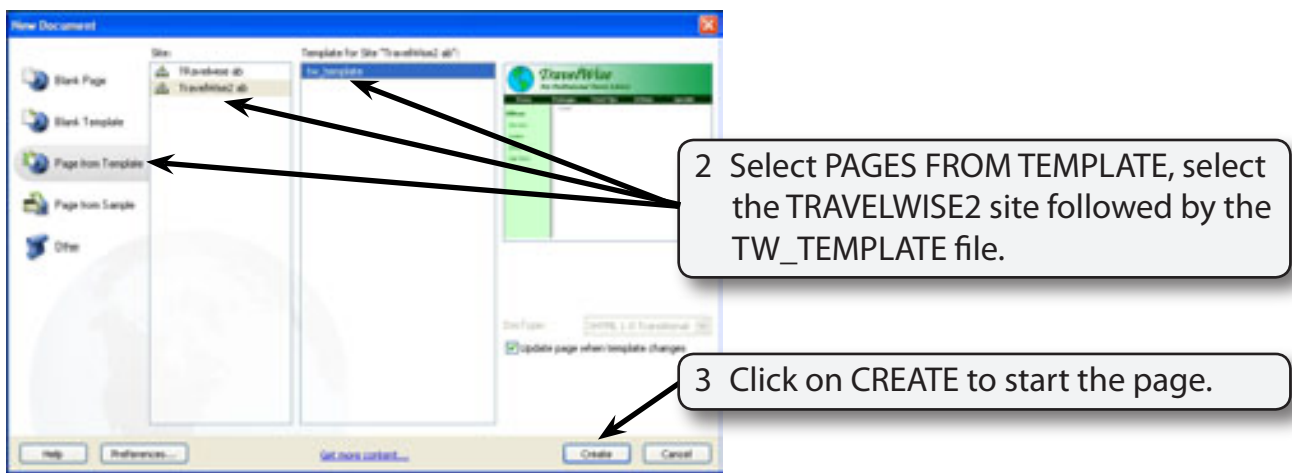
Popup Messages

A variety of popup text messages can be produced using the BEHAVIOURS panel. These popup messages can be set when a mouse is clicked or moved over an image.

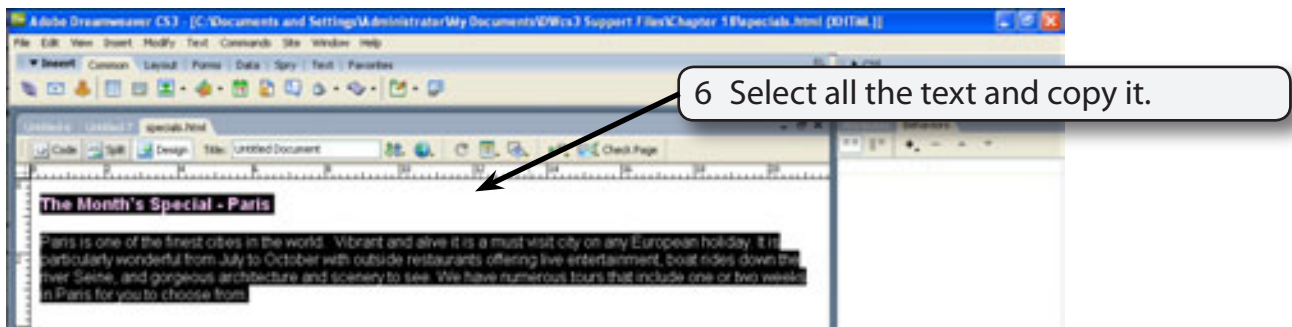
A Setting up a Page

A simple page will be created from the template so that behaviours can be set on it. The content of the page has been prepared for you.

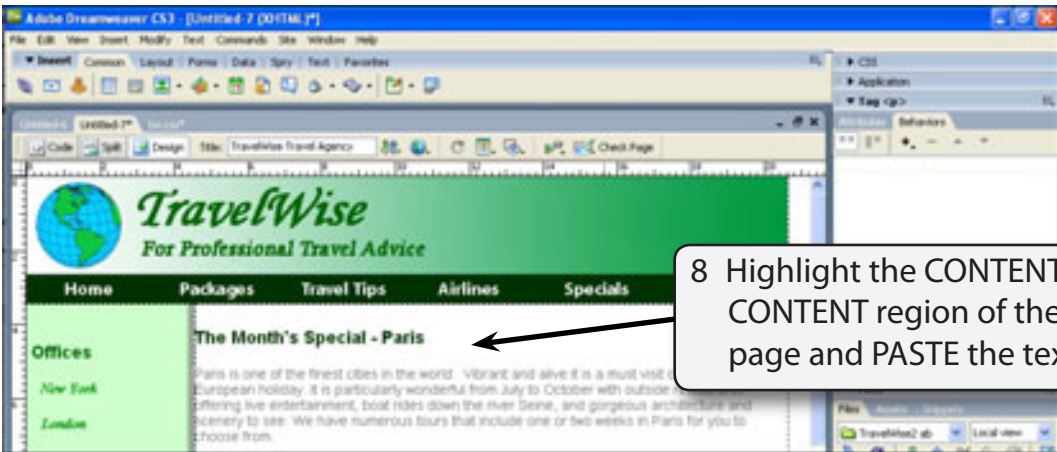
- 1 Display the FILE menu and select NEW.



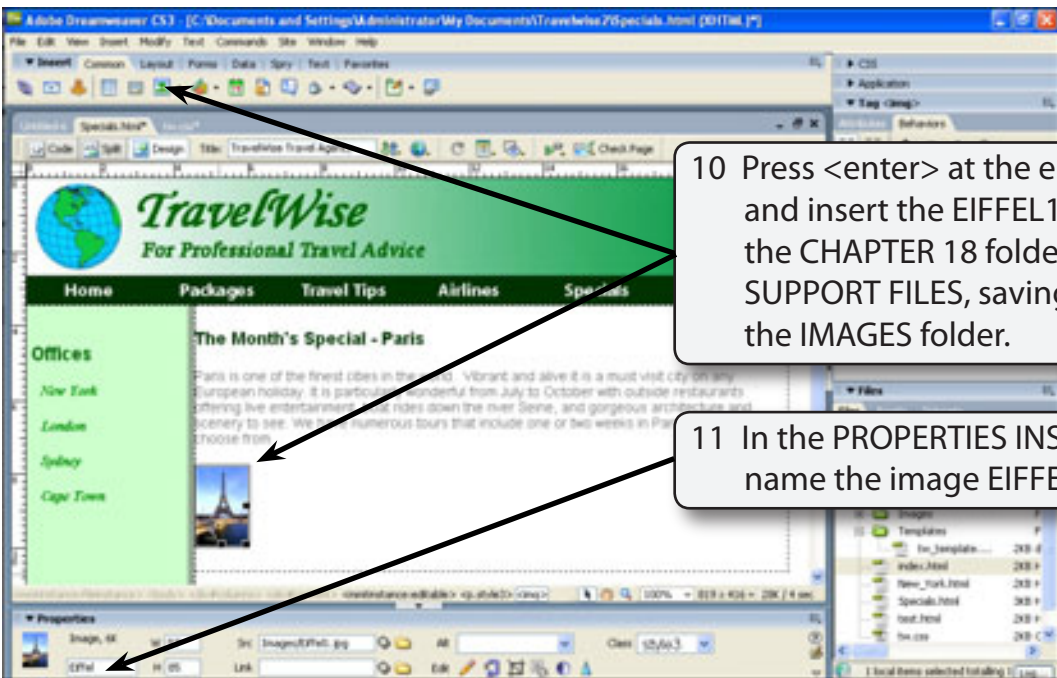
- 4 Display the FILE menu and select OPEN.
- 5 Access the CHAPTER 18 folder of the DWcs3 SUPPORT FILES and open the SPECIALS.HTML page.



- 7 Close the SPECIALS,HTML file.



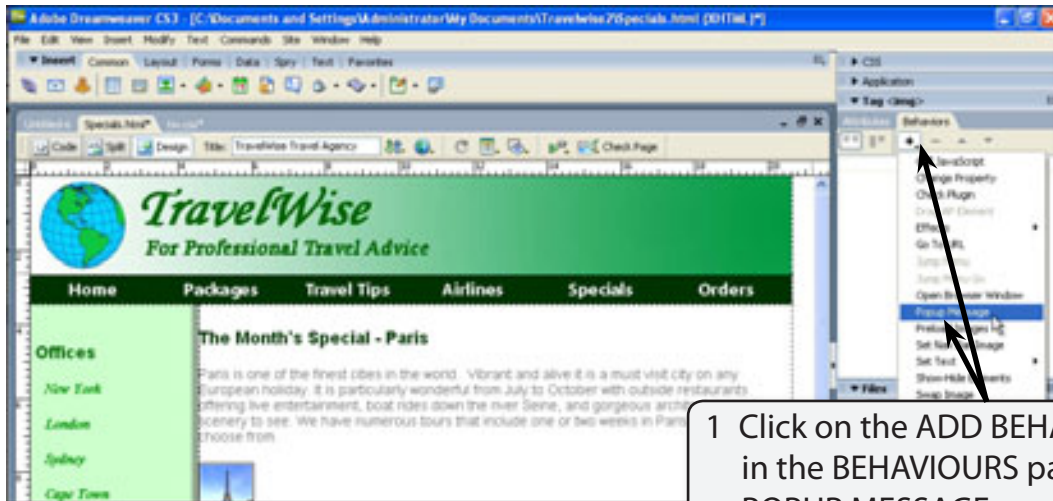
- 9 Save the page in the TRAVELWISE2 folder as:
Specials or Specials.html



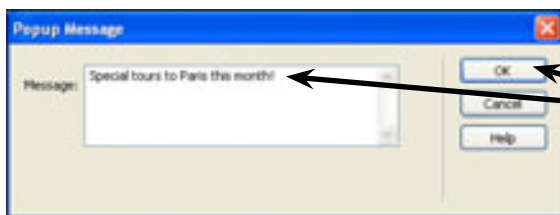
NOTE: In an actual page quite a number of small images could be inserted and behaviours set on each.

B Popup Dialogue Boxes

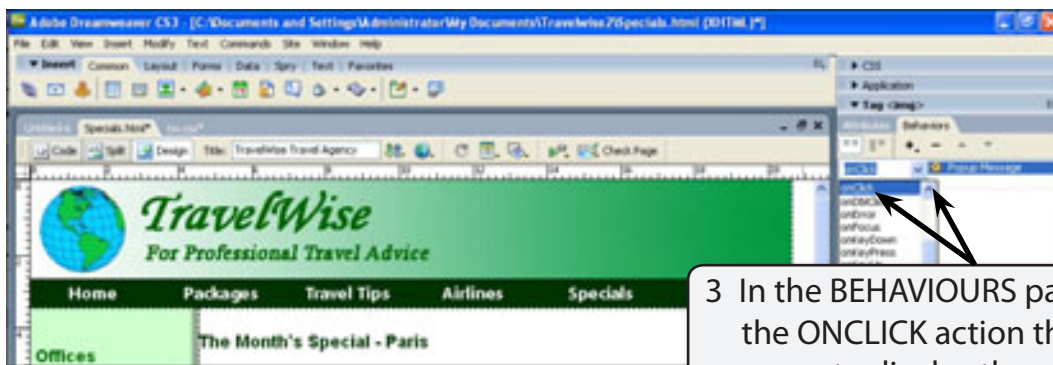
You can set a behaviour to show a message when a user clicks on the image.



1 Click on the ADD BEHAVIOUR button in the BEHAVIOURS panel and select POPUP MESSAGE.

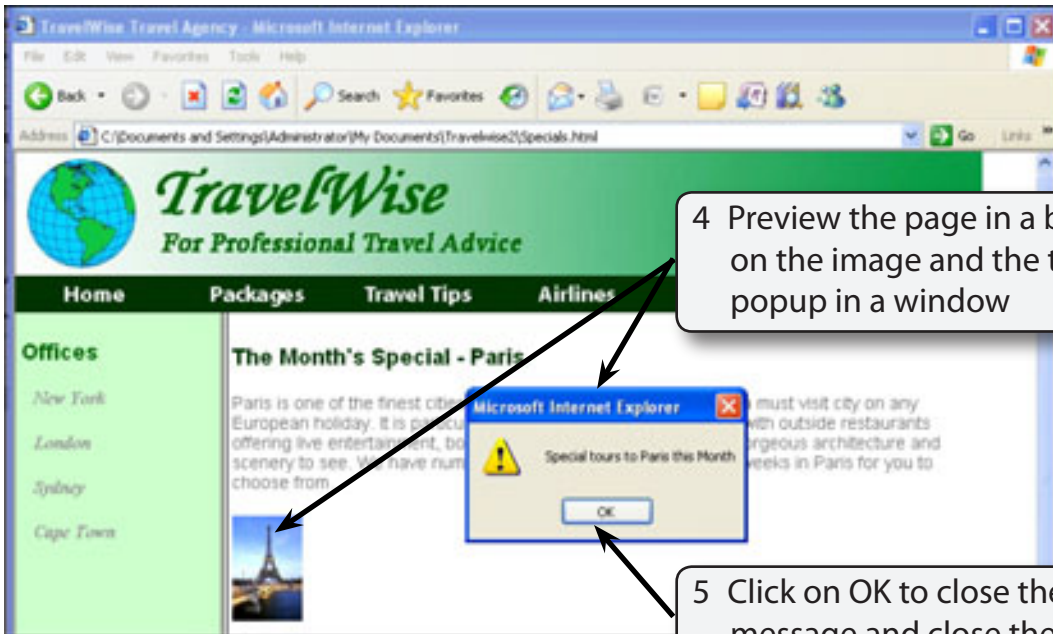


2 In the POPUP MESSAGE dialogue box enter:
Special tours to Paris this month!
and select OK.



3 In the BEHAVIOURS panel click on the ONCLICK action then click on its arrow to display the possible actions. In this case leave ONCLICK selected.

NOTE: If your BEHAVIOURS panel is set to a later browser type, a different ACTION may be displayed. Set the ACTION to ONCLICK.

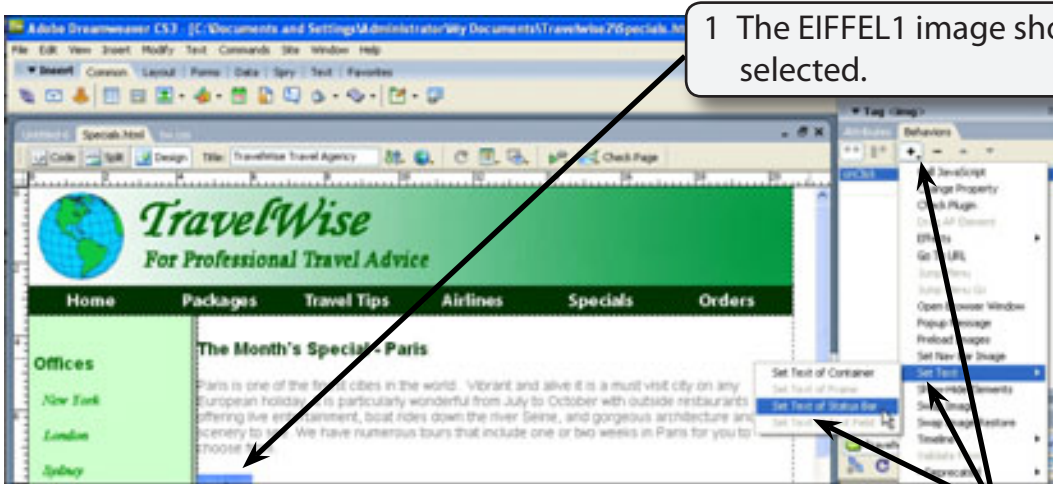


4 Preview the page in a browser, click on the image and the text should popup in a window

5 Click on OK to close the popup message and close the browser.

C Status Bar Messages

A more subtle way to provide help messages is to place them in the STATUS BAR at the base of the browser window.



1 The EIFFEL1 image should still be selected.

2 Click on the ADD BEHAVIOUR button in the BEHAVIOURS palette, highlight SET TEXT and select SET TEXT OF STATUS BAR.



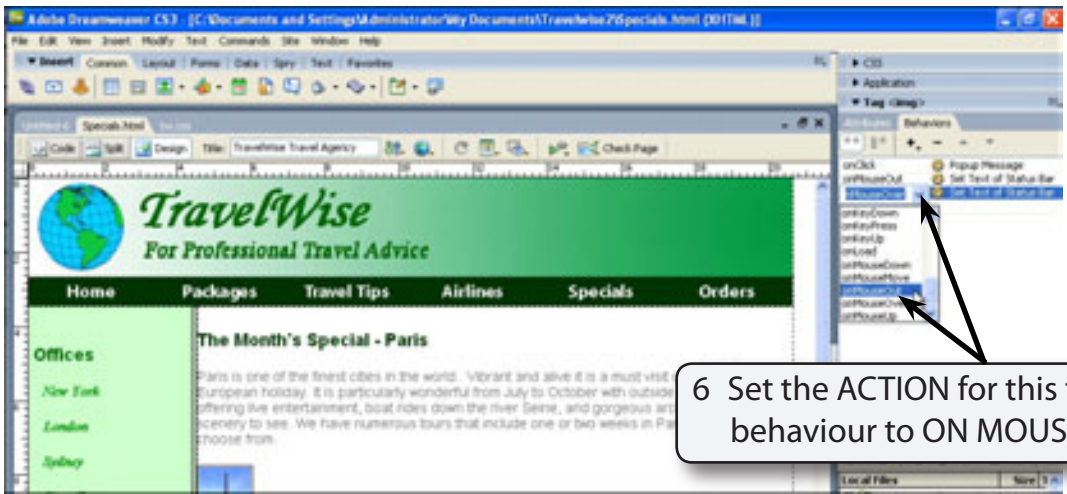
3 In the MESSAGE box enter:
Click on image for more details.
and select OK.

NOTE: You can build multiple behaviours on the one item. You now have 2 behaviours on the EIFFEL1 image.

4 Another behaviour can be added to remove the message once the mouse pointer is moved away from the image. Click on the ADD BEHAVIOUR button again, highlight SET TEXT and select SET TEXT OF STATUS BAR.



5 Leave the message box blank and select OK.



6 Set the ACTION for this third behaviour to ON MOUSE OUT.

NOTE: Setting a blank message means that, when someone moves the mouse pointer away from the EIFFEL1 image, the status bar message will be removed.