

# APPENDIX C

## Defining Preferences

As you become more involved with the development of your web pages, defining preferences will become increasingly important and, at times, essential. Let's face it; no one likes to develop in a rigid environment where you're forced to work with a predetermined interface that stifles adaptation to your workflow process. After all, everyone is different, everyone develops differently, and most important, everyone uses certain tools within Dreamweaver more than others. To this end, Dreamweaver is unusual in the sense that just about everything can be customized. From workflow processes, to keyboard shortcuts, code hints for tags, favorite objects, commands, dialog interfaces, the menu bar, and so on—all can be customized to suit the way you like to work, and not necessarily the way someone at Adobe thinks that you should work.

In this appendix we'll look at the various preferences you can set to further enhance your website development experience. Specifically, we'll explore the following:

- ▶ The Preferences dialog box and categories for defining preferences
- ▶ Keyboard shortcuts
- ▶ Tag libraries

### Using the Preferences Dialog Box

Dreamweaver offers numerous methods for workflow customization, but in reality, everything begins with the Preferences dialog box (see Figure C.1). Available by choosing

#### IN THIS CHAPTER

- ▶ Using the Preferences Dialog Box
- ▶ Setting Keyboard Shortcuts
- ▶ Working with Tag Libraries

Edit, Preferences (Dreamweaver, Preferences on a Mac), the Preferences dialog box includes numerous categories for fine-tuned workflow customization.

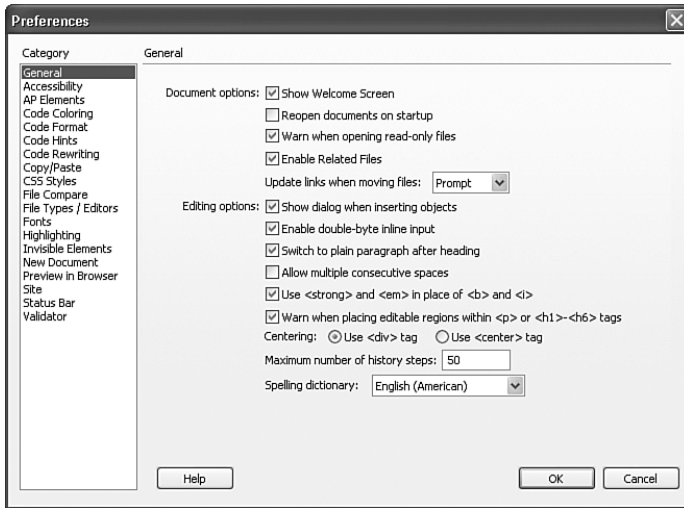


FIGURE C.1 The Preferences dialog box includes numerous categories for fine-tuned workflow customization.

As you can see from Figure C.1, everything from how you interact with the Document window to how code is written within Code view can be customized from this dialog box. A complete list follows:

- ▶ Setting general preferences for Dreamweaver
- ▶ Optimizing the workspace for accessible page design
- ▶ Setting AP element preferences
- ▶ Setting code-coloring preferences
- ▶ Setting code-formatting options
- ▶ Setting code hints preferences
- ▶ Setting code-rewriting preferences
- ▶ Setting copy-and-paste preferences
- ▶ Setting CSS Styles preferences
- ▶ Defining a file-compare program
- ▶ Setting file types and external editors
- ▶ Setting fonts preferences for Dreamweaver display

- ▶ Setting highlighting preferences
- ▶ Setting invisible elements preferences
- ▶ Setting options for new document creation
- ▶ Setting preferences for previewing in browsers
- ▶ Setting site preference options
- ▶ Setting status bar preferences
- ▶ Setting validator preferences

#### NOTE

Most Dreamweaver categories can be accessed from specific panels and dialog boxes while you're working. For instance, because the Preview in Browser category allows you to set web browsers for previewing your pages, it can be accessed directly by selecting the Edit Browser List option located within the Preview in Browser list on the Document toolbar. Most of the categories you see within the Preferences dialog box function that way. It's simply a matter of convenience to select Edit, Preferences (Dreamweaver, Preferences) to quickly and easily have access to everything.

Let's discuss each of these preferences in more detail. You might find some preferences that you'll want to customize to improve the way you work with Dreamweaver.

## The General Category

As you can see from Figure C.1, basic preferences will appear within the General category of the Preferences dialog box. As you've seen in chapters up to this point, options including enabling the Welcome screen and setting the spell checker dictionary language can all be customized within this category. A complete list of customizable functionality follows:

- ▶ **Open Documents In Tabs**—This Macintosh-only preference tells Dreamweaver whether to open documents in tabs or to open each document in its own window that you can freely position on the screen.
- ▶ **Always Show Tabs**—This preference, which is also Macintosh-only, tells Dreamweaver whether to always show the Tab bar in the Document window or to only show it when there's more than one document open in tabs. This option is switchable only when the previous preference is enabled. I recommend that you select this option or else you will find that your Document window will be resizing itself every time you open or close a second document. This jumping can become distracting.

- **Show Welcome Screen**—As you saw in Chapter 2, “Building a Web Page,” the Welcome screen is a handy window that allows you to quickly open recently opened files, create new files, and create new files from prebuilt Dreamweaver skeleton files. Choose this option to enable or disable the Welcome screen when Dreamweaver opens for the first time or when all Document window instances have been closed.

## NOTE

The Show Welcome Screen preference can be disabled from the bottom of the Welcome screen itself. By default, the Welcome screen is displayed after a new installation. If you know you don’t want to use it, simply click the Don’t Show Again check box from the lower-left corner of the Welcome screen. A dialog then pops up to remind you that you can re-enable it here, in the General category of the Preferences dialog box.

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- **Reopen Documents On Startup**—Enable this option if you want Dreamweaver to automatically open the last file(s) you had open when you closed Dreamweaver. If you disable this option, Dreamweaver either opens the Welcome screen, if you have that option selected, or a blank screen.
- **Warn When Opening Read-Only Files**—Checking this option forces Dreamweaver to alert you when opening files that are set as read-only. When the alert appears, you are given the option to unlock the file, check it out, open the file with read-only status, or to cancel completely.
- **Enable Related Files**—This option lets you see which files are connected to the current document (for example, CSS or JavaScript files). Dreamweaver displays a button for each related file at the top of the document and opens the file if you click the button.
- **Update Links When Moving Files**—This option determines how Dreamweaver should handle the moving, renaming, or deleting of files within your defined site. From the menu, you have the option of choosing whether to have Dreamweaver update links automatically, never, or to prompt you before performing any operations.
- **Show Dialog When Inserting Objects**—Disable this option if you don’t want to see a dialog box when inserting objects such as images, tables, and so on from the Insert panel. If this option is disabled, all properties for the object must be set within either the Property inspector, Code view, or the Attributes panel located within the Tag Inspector panel group.
- **Enable Double-Byte Inline Input**—Choosing this option enables you to enter double-byte text directly into your pages if you are using a language that facilitates double-byte text (such as Japanese characters). When this option is deselected, a text input dialog box appears for entering and converting double-byte text.

- ▶ **Switch to Plain Paragraph After Heading**—Enabling this option causes Dreamweaver to insert a new paragraph (represented by the `<p>` tag) when you press Enter after a heading (represented by the `<h1>` and `<h2>` tags, and so on). If this option is not selected, pressing Enter (Return) after a heading creates a new paragraph with the same heading tag.
- ▶ **Allow Multiple Consecutive Spaces**—By default, inserting a normal space into a web page is represented by the Non-Breaking Space (`&nbsp;`) special character. The Non-Breaking Space is accessible by choosing Insert, HTML, Special Characters, Non-Breaking Space or by pressing the keyboard shortcut Ctrl+Shift+space. Check this option to insert a Non-Breaking Space when the spacebar is pressed.
- ▶ **Use `<strong>` and `<em>` In Place of `<b>` and `<i>`**—For standards compliancy, this option should remain enabled. In fact, the World Wide Web Consortium (W3C) discourages the use of the `<b>` and `<i>` tags. Choosing this option guarantees that the `<strong>` tag (Bold) is used in place of the `<b>` tag, and that the `<em>` tag (Italic) is used in place of the `<i>` tag when their respective buttons are selected from either the Property inspector or from the Text, Style submenu.
- ▶ **Warn When Placing Editable Regions Within `<p>` or `<h1>`-`<h6>` Tags**—This option specifies whether Dreamweaver displays a warning message whenever you save a Dreamweaver template that has an editable region within a paragraph or heading tag. The message tells you that users will not be able to create more paragraphs in the region. It is turned on by default.
- ▶ **Centering**—This option group allows you to specify how the centering of content should be handled when the Align Center icon within the Property inspector is selected on an element. Choose the standards-compliant Use `<div>` Tag option when you want to wrap your element within a `<div align="center">` tag, attribute, and value. Choose the Use `<center>` Tag option when you want to use the deprecated `<center>` tag. The latter option is not recommended by the W3C.
- ▶ **Maximum Number of History Steps**—Specifies the maximum number of history steps to store in memory. These steps, also represented by repeatedly choosing Edit, Undo (or by pressing Ctrl+Z/⌘-Z) are also visible within the History panel. Although you can increase this number, be aware that these steps are stored in memory. The higher you increase this number, the more of your computer's memory Dreamweaver will consume.
- ▶ **Spelling Dictionary**—Lists the various dictionaries to use with the spell checker. By default this option is set to English (American).

## The Accessibility Category

As you can see from Figure C.2, the Accessibility category of the Preferences window enables you to customize how you work with various accessibility features within Dreamweaver.

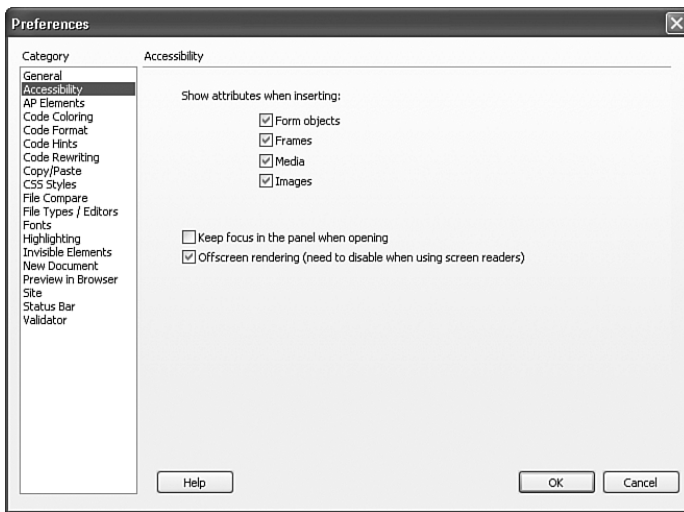


FIGURE C.2 The Accessibility category enables you to customize how you work with accessibility features in Dreamweaver.

## NOTE

More information on accessibility can be found in Appendix A, “Accessibility.”

The following is a complete list of customizable functionality:

- ▶ **Show Attributes When Inserting**—As you can see in Appendix A, form objects, frames, media elements, and images all carry accessibility attributes that you can set. Checking these boxes guarantees that whenever we insert a form object, create a frame, or insert a media or image element, a dialog box appears allowing for customization of accessibility attributes for the respective element. If these check boxes are left unchecked, an accessibility dialog box will not automatically appear when you insert the previously mentioned elements onto the page.
- ▶ **Keep Focus in the Panel When Opening**—Maintains focus on any panel, which makes it accessible to screen readers. If you use a screen reader and don’t select this option, the focus remains on the Document window when you open a panel, and the screen reader won’t know anything is different. (Windows only).
- ▶ **Offscreen Rendering**—Select this Windows-only option if you use a screen reader and Dreamweaver.

## The AP Elements Category

*AP Elements* are HTML elements that can contain text, images, media, and so on. The benefit to using AP Elements is that they are stackable and moveable within the design window, enabling pinpoint accurate designs. As shown in Figure C.3, the AP Elements

category in the Preferences dialog box allows you to customize the look of the AP Element when it's inserted into the design window.

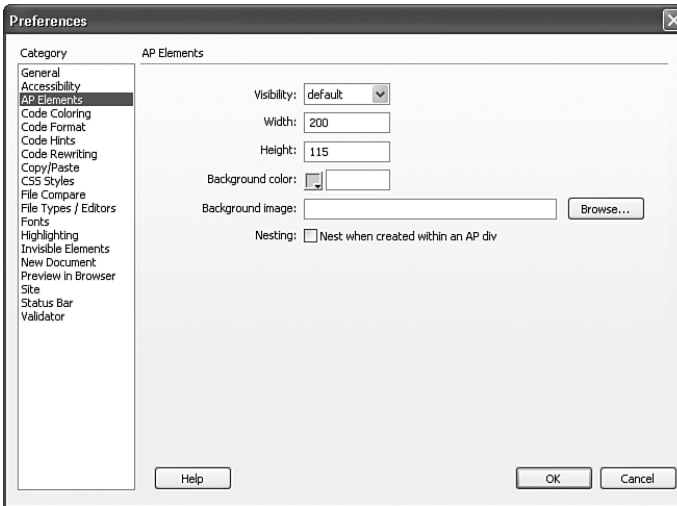


FIGURE C.3 Use the AP Elements category to customize the initial look of <div> tags as they are inserted into your page.

## NOTE

Most of these customizable features are also available from the Property inspector after an AP Element has been inserted into the Document window. The options in the Preferences merely customize the look of AP Elements when inserted for the first time.

A complete list of functionality exposed by the AP Elements category is listed here:

- ▶ **Visibility**—Choose an option from this menu to set the initial display properties of the AP Element. Options include default, inherit, visible, and hidden.
- ▶ **Width**—Sets the width in pixels of the AP Element when it's first inserted into the Document window.
- ▶ **Height**—Sets the height in pixels of the AP Element when it's first inserted into the Document window.
- ▶ **Background Color**—Sets the background color of the AP Element when it's first inserted into the Document window.
- ▶ **Background Image**—Sets the background image of the AP Element when it's first inserted into the Document window. If a background image is set and is smaller than the width and height of the AP Element, the image will tile vertically and horizontally.

- **Nesting**—Enable this option to automatically nest an AP Element within another AP Element if it is initially created within the boundaries of an existing AP Element. Disabling this option causes the AP Element to stack instead of nest.

## The Code Coloring Category

One of the subtle benefits to working in the code environment within Dreamweaver is that all code is separated into colors. For instance, most ordinary HTML elements appear as blue, styles appear as maroon, scripts appear as red, form elements appear as orange, literal text appears as black, and so on. You might want to pursue these colors even further and customize them to your liking. Even better, you might want to create more color combinations for tags. If this is the case, the Code Coloring category of the Preferences dialog box is for you. As you can see from Figure C.4, the Code Coloring category allows you to customize how elements within a specific tag library are displayed.

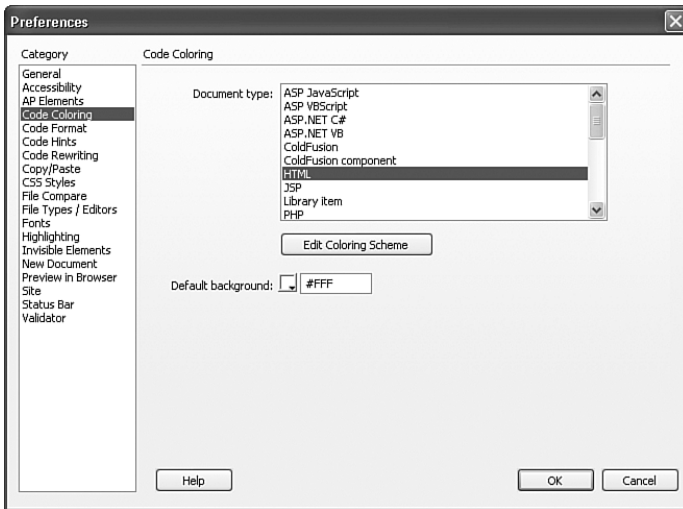


FIGURE C.4 The Code Coloring category allows you to customize the color of elements within various tag libraries.

A complete list of customizable functionality follows:

- **Document Type**—This list includes all the document libraries that are supported and can be customized within Dreamweaver. After you've found the tag library whose colors you'd like to customize, select it, and click the Edit Coloring Scheme button (discussed next).
- **Edit Coloring Scheme**—After you've selected a tag library from the Document Type list box and you've clicked the Edit Coloring Scheme button, the Edit Coloring Scheme dialog box appears. As you can see from Figure C.5, the Edit Coloring Scheme for *<your tag library>* dialog box allows you to pick from a Tag list on the left and customize the color of that tag on the right. Dreamweaver also gives you the options



of adding a background color to the tag and changing the weight to Bold, Italic, and even Underline. After you've customized how you want the tag to look, review it within the Preview pane and click OK to apply the changes.

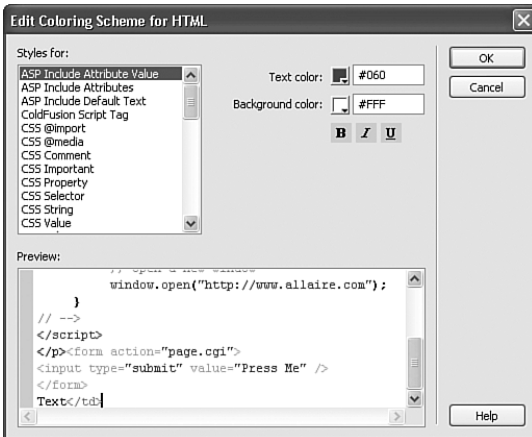


FIGURE C.5 The Edit Coloring Scheme for HTML dialog box allows you to customize tag colors as they will appear within the Code view in the Document window.

- **Default Background**—Sets the background color of the Code view. By default, the color is set to white (represented by the hexadecimal value #FFFFFF).

## The Code Format Category

Although the Code Coloring category allows you to make tailored changes that affect the color of code as it's added to the coding environment, the Code Format category of the Preferences dialog box, shown in Figure C.6, allows you to customize how the code is added and subsequently formatted within the coding environment.

A complete list of customizable functionality follows:

- **Indent**—Enable this option to allow Dreamweaver to automatically indent HTML code according to the rules specified to the right of this check box. If this option is enabled, specify how many spaces or tabs Dreamweaver should indent code.
- **Tab Size**—The value in this text box determines how many characters wide each tab character appears in the Code view. For example, with the Tab Size set to 4 (the default), each tab is displayed in Code view as a four-character-wide blank space.
- **Automatic Wrapping**—Enable this check box to have Dreamweaver insert a line-break character when a line reaches the specified column width within the code. Because Dreamweaver inserts line-break characters only in places where they don't change the appearance of the document in browsers, some lines might remain longer than the Automatic Wrapping option specified.

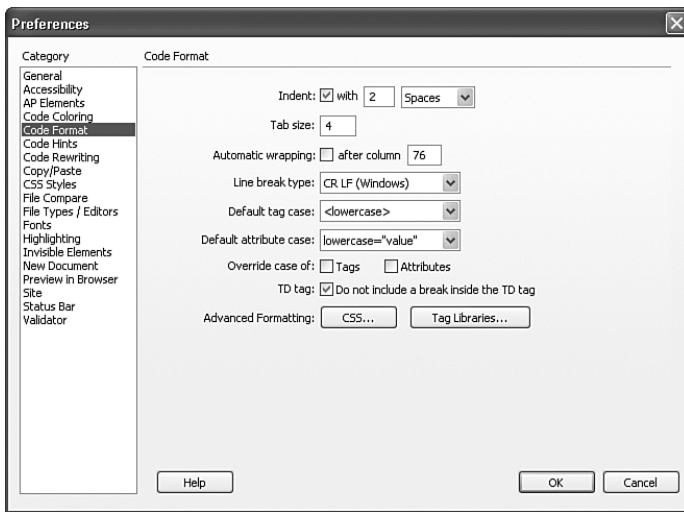


FIGURE C.6 HTML code is formatted within the coding environment based on modifications you make within the Code Format category.

- ▶ **Line Break Type**—Choose from one of the three options within this list to set the type of line break based on the remote server's operating system. Choosing the correct version ensures that your pages are accurately formatted on the remote server. Options include Carriage Return Line Feed (CR LF) for Windows, Carriage Return (CR) for Macintosh, and Line Feed (LF) for UNIX.
- ▶ **Default Tag Case**—Choose from one of the two options in this menu to force Dreamweaver to add tags in either uppercase or lowercase format. Because of XHTML compliancy standards, it's generally a good idea to stick with lowercase.
- ▶ **Default Attribute Case**—Choose from one of the two options in this menu to force Dreamweaver to add tag attributes in either uppercase or lowercase. Again, because of XHTML compliancy, it's generally a good idea to stick with lowercase.
- ▶ **Override Case of: Tags and Attributes**—Use these powerful check boxes to always enforce the two uppercase/lowercase rules mentioned previously. By enabling this option, Dreamweaver converts the case of code in any document opened within Dreamweaver to lowercase/uppercase. This is a great way to enforce the rules that you set previously, even for documents you open within Dreamweaver that weren't created in Dreamweaver.
- ▶ **No Break After TD**—Choose this option if you don't want Dreamweaver to add a line break after the `<td>` (table data for the parent `<table>`) tag is inserted in code, such as: `<td>Hello World</td>`. Disabling this option simply adds a line break after the opening `<td>` tag and then again after the literal text.

- ▶ **Advanced Formatting (CSS)**—Click this button to launch the CSS Source Format Options dialog (shown in Figure C.7). Within this dialog, you can set generic properties for how Dreamweaver writes and formats CSS code. Options within this dialog include the following:
  - ▶ **Indent Properties With**—Sets the indentation value for properties within a rule. You can specify tabs or spaces.
  - ▶ **Each Property on Separate Line**—Places each property within a rule on a separate line.
  - ▶ **Opening Brace on Separate Line**—Places the opening brace for a rule on a separate line from the selector.
  - ▶ **Only if More Than 1 Property**—Places single-property rules on the same line as the selector.
  - ▶ **All Selectors for a Rule on Same Line**—Places all selectors for the rule on the same line.
  - ▶ **Blank Line Between Rules**—Inserts a blank line between each rule.
  - ▶ **Advanced Formatting (Tag Libraries)**—As you will see later in the appendix, selecting this option opens the Tag Library Editor, which lets you set the formatting of individual tags in contrast to global settings that appear within this preferences category.

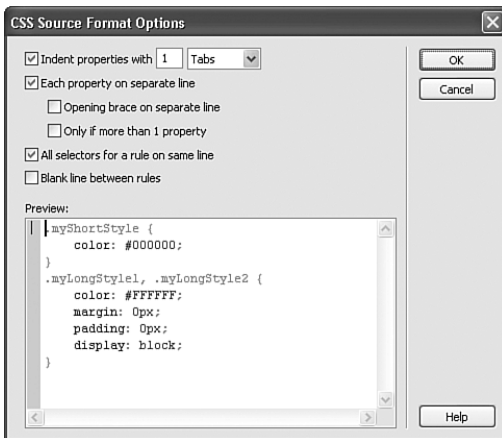


FIGURE C.7 The CSS Source Format Options dialog box allows you to customize how Dreamweaver writes and formats CSS code.

## The Code Hints Category

You can set options within the Code Hints category of the Preferences dialog box to customize how Dreamweaver helps you along in the coding environment. Shown in Figure C.8, the Code Hints category allows you to enable or disable automatic tag completion, as well as delay in milliseconds the time it will take for the Code Hints drop-down menu to appear as you write code in the Code view.

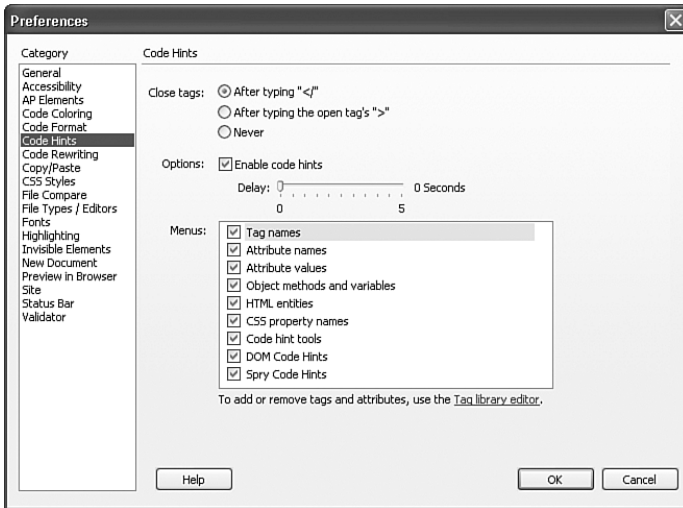


FIGURE C.8 Set preferences in this category to customize how Dreamweaver works with tag completion and code hints.

A complete list of customizable functionality follows:

- **Close Tags**—Choose from one of the options in this option group to set how and whether Dreamweaver will automatically close tags for you as you type. For instance, selecting the first option button (after typing "</") guarantees that if you type the <td> tag, the closing tag won't automatically appear until you type "</". Selecting the second option button (after typing the open tag's ">") guarantees that if you type the <td> tag, the closing tag will automatically appear when you close the opening tag with the ">" symbol. Selecting the Never option guarantees that Dreamweaver will never automatically close tags.
- **Options: Enable Code Hints**—The Code Hints menu is a collection of tags, attributes, and values for various languages supported within Dreamweaver. This option enables or disables the Code Hints menu that appears when you write code in the Code view.
- **Delay**—Choose a time in seconds from this slider to set the delay of the Code Hints menu. If you prefer the Code Hints menu to appear instantly, set the slider to 0; if you prefer a longer delay, move the slider to the right.

- **Menus**—Choose from the check boxes in this list box to set which type of code hints you want displayed while typing. You can enable a few or all of these options.

## The Code Rewriting Category

As you can see, each code category within the Preferences dialog box allows you customize the look, formatting, and in general, the interaction of Dreamweaver and code within Code view. The Code Rewriting category, shown in Figure C.9, is no different. It is within this category that you will customize how Dreamweaver rewrites code of a certain type, encodes special characters, encodes URLs, and so on.

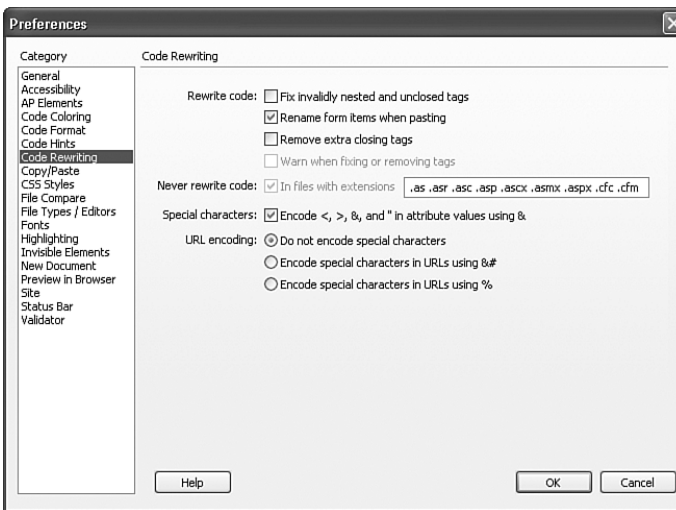


FIGURE C.9 Use the Code Rewriting category to customize how Dreamweaver should handle the rewriting of code of a certain type, how it should encode URLs, and how it should encode special characters.

A complete list of functionality is listed here:

- **Fix Invalidly Nested and Unclosed Tags**—Choose this option to rewrite tags that are invalidly nested or accidentally left unclosed. For instance, the code `<strong><em>Hello World</strong></em>` is rewritten as `<strong><em>Hello World</em></strong>`.
- **Rename Form Items When Pasting**—This option ensures that forms are always given unique names when pasting. For instance, if you have `<form name="form1"><form>` and you copied and pasted that form somewhere else on the

page, it would be renamed to `<form name="form2"></form>` automatically. If this option were disabled, the new form would be pasted in with the same name giving you duplicate form names.

- ▶ **Remove Extra Closing Tags**—Choose this option to force Dreamweaver to delete closing tags that have no corresponding opening tag.
- ▶ **Warn When Fixing or Removing Tags**—When the Fix Invalidly Nested and Unclosed Tags option or the Remove Extra Closing Tags option is enabled, this option becomes available and can be enabled or disabled. Enabling this option forces Dreamweaver to display a list of attempted fixes within the Results panel.
- ▶ **Never Rewrite Code**—Useful when working with languages that have third-party tags, this option ensures that Dreamweaver doesn't rewrite code in files with the file-name extensions that you list in the In Files with Extensions text field.
- ▶ **Special Characters (Encode)**—Enabling this option ensures that attribute values that you enter or edit using Dreamweaver tools such as the Property inspector contain only legal characters.
- ▶ **URL Encoding (Do Not Encode Special Characters)**—Select this option button to prevent Dreamweaver from changing URLs to use only legal characters.
- ▶ **URL Encoding (Encode Special Characters in URLs Using &#)**—Enabled by default, this option guarantees that URLs edited with tools within Dreamweaver such as the Property inspector contain legal characters.
- ▶ **URL Encoding (Encode Special Characters in URLs Using %)**—Similar to the previous option, this option simply uses a different method of encoding more suited to older browsers, but less compatible with some languages.

## The Copy/Paste Category

You can use the Copy/Paste category, shown in Figure C.10, to set how Dreamweaver handles the pasting of text by default when using Edit, Paste or pressing Ctrl+V (⌘-V).

A complete list of functionality is outlined here:

- ▶ **Text Only**—Check this box to have Dreamweaver paste unformatted text. If the original text is formatted, all formatting, including line breaks and paragraphs, will be removed, and all text will flow into one continuous line.
- ▶ **Text with Structure**—Check this box to have Dreamweaver paste text and retain structure, but not retain basic formatting. For example, you can paste text and retain the structure of paragraphs, lists, and tables without retaining bold, italic, and other formatting.

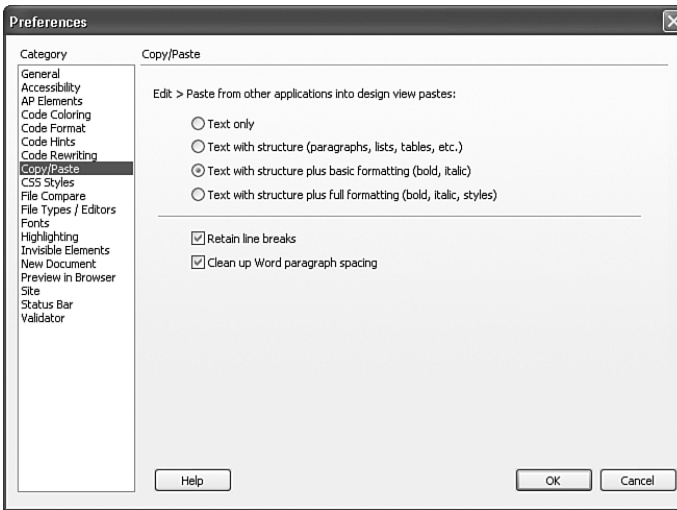


FIGURE C.10 Use the Copy/Paste category to set how Dreamweaver should handle the pasting of text when using the Edit, Paste option.

- ▶ **Text with Structure Plus Basic Formatting**—Check this box to have Dreamweaver paste both structured and simple HTML-formatted text such as paragraphs and tables, as well as `<b>`, `<i>`, `<u>`, `<strong>`, `<em>`, `<hr>`, `<abbr>`, and `<acronym>`.
- ▶ **Text with Structure Plus Full Formatting**—Check this box to have Dreamweaver paste text that retains all structure, HTML formatting, and CSS styles.
- ▶ **Retain Line Breaks**—Enable this check box to have Dreamweaver retain line breaks in pasted text. This option is disabled when pasting with the Text Only option enabled.
- ▶ **Clean Up Word Paragraph Spacing**—Select this check box if you selected the Text with Structure option or Text with Structure Plus Basic Formatting option and want to eliminate extra spaces between paragraphs when pasting text from Microsoft Word.

## The CSS Styles Category

The CSS Styles category controls how Dreamweaver writes the code that defines CSS styles. As you can see from Figure C.11, the CSS Styles category is heavily centered around CSS shorthand preferences. CSS shorthand, which is a cleaner and more concise way of writing CSS, is not correctly interpreted by older browsers. Because this is the case, format the options in this category respective to what you think your target audience's browsers will be.

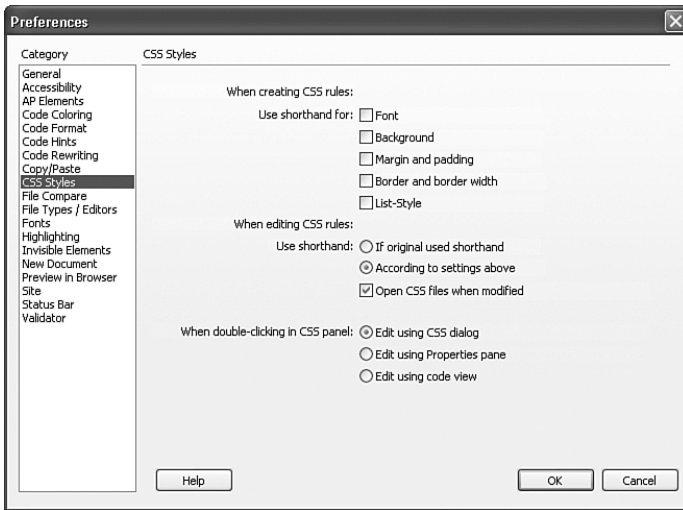


FIGURE C.11 Use the CSS Styles category to define how Dreamweaver writes the code that defines CSS styles.

A complete list of functionality is given here:

- **When Creating CSS Rules (Use Shorthand For)**—Choose from this list of options to declare the CSS styles for which Dreamweaver should use shorthand. Options include Font, Background, Margins and Padding, Border and Border Widths, and List Styles.
- **When Editing CSS Rules (Use Shorthand)**—Choose from these options to control whether Dreamweaver rewrites existing CSS styles in shorthand. Choose the If Original Used Shorthand option to keep styles as they are when CSS styles are edited, or check the According to Settings Above option to rewrite CSS based on settings you choose from the Use Shorthand For check boxes. This is the option that is selected by default. Keep the Open CSS Files When Modified option checked if you want Dreamweaver to automatically open the CSS file when a change to the file has been detected from within a CSS styles editing tool in Dreamweaver, such as the CSS Styles panel. Personally, I find it rather annoying that the CSS file opens every time I make edits. For this reason, I always uncheck this box.
- **When Double-Clicking in CSS Panel**—Choose an option from this list to set which built-in CSS editor opens when you double-click within the CSS Styles panel. Options include the CSS dialog box, the Properties pane, and Code view.

## The File Compare Category

A *file compare program* is a software application that allows you to compare, line by line, differences between two files. For instance, if you've made changes to a file, saved it with a different name, and then want to compare the changes in the new file versus the structure of the original file, you can easily compare the two using a file compare program. The



file compare program scans the files line by line and presents both files side by side with the differences highlighted. Although file compare programs have been around for some time, Dreamweaver's directly integrated support for file compare programs is a real time-saver. In the next two sections, we'll walk through identifying and installing a file compare program and then setting Dreamweaver to use the file compare program from within the Preferences dialog box.

### **Installing a File Compare Program (Windows)**

Although numerous file compare programs exist for you to download and try, the one that I've been using for years, **WinDIFF**, is a program that is arguably rather archaic in its implementation but is simple to install and use. Even better, it's free! To download and install WinDIFF, follow these steps:

1. Go to [www.dreamweaverunleashed.com/dw/resources\\_software.htm](http://www.dreamweaverunleashed.com/dw/resources_software.htm) and choose the WinDIFF option. The WinDIFF.zip file will begin to download.
2. Create a folder called **WinDIFF** within the Program Files directory of your computer.
3. Open the ZIP file you just downloaded and extract the windiff.exe and gutils.dll files, copying them into the C:\Program Files\WinDIFF folder.

That's it! You're now ready to begin using WinDIFF.

### **Installing a File Compare Program (Macintosh)**

On the Macintosh side of things, a number of choices also are available to you for file comparison utilities. The one that seems most popular, and is also free, is called TWDiff, and it comes with a text editor called TextWrangler. To download and install TextWrangler and TWDiff, follow these steps:

1. Go to [www.barebones.com/products/textwrangler/download.shtml](http://www.barebones.com/products/textwrangler/download.shtml) and choose a server to download from. TextWrangler will begin to download.
2. When the download finishes, the disk image should mount on its own. Drag the TextWrangler program icon to your Applications folder and run it.
3. The first time TextWrangler gets run, it brings up a registration dialog box. The important option on this dialog box is the Install the Current Command-Line Tools check box. Keep it selected and choose Register Now, Later, or Skip Registration to finish loading TextWrangler and install TWDiff.

That's it! You're now ready to begin using TWDiff.

### **Setting Dreamweaver to Use the File Compare Program**

After you've installed your file comparison utility, you're ready to set the File Compare preferences within Dreamweaver. Doing this will allow Dreamweaver to automatically

open the external program when you want to compare two files within Dreamweaver. To set up your file compare program within Dreamweaver's preferences, follow these steps:

1. If you closed the Preferences, reopen it by choosing Edit, Preferences (Dreamweaver, Preferences) or by pressing Ctrl+U (⌘-U).
2. Select the File Compare category.
3. Click the Browse button and navigate to C:\Program Files\WinDIFF\windiff.exe (usr/lib/twdiff on a Mac), or you can type the path directly into the text field.
4. Click OK to close the Preferences dialog box.

You can now compare files within Dreamweaver.

### Comparing Files

Now that you've successfully downloaded the file comparison utility and referenced the executable from within the Preferences dialog box, you're ready to compare files.

Although the situation for comparing files will differ for each user, this section aims to expose the process so when that situation arises, you'll understand how to do it. To compare two files in Dreamweaver, follow these steps:

1. If you don't have the Files panel open, open it now by choosing Window, Files or by pressing F8.
2. From the Local Files list, choose both the `contactus.html` and `index.html` pages by holding down the Ctrl (⌘) key and clicking to select both files.
3. Right-click (Control-click) one of the files and choose the Compare Local Files option from the context menu.

After you've clicked the Compare Local Files option, your file compare program opens and displays the differences in code between the two files.

### The File Types/Editors Category

One of the more important categories within the Preferences dialog box is the File Types/Editors category. Shown in Figure C.12, the File Types/Editors category allows you to set preferences for specific file types as well as external editors that should be opened when an element of a specific file type is edited directly from Dreamweaver.

A complete list of functionality is given here:

- **Open in Code View**—Use this text box to maintain a list (separated by spaces) of specific file extensions that should be opened directly in Code view.
- **Enable BBEdit Integration**—When checked, this Mac-only preference tells Dreamweaver to beef up its collaborative efforts when BBEdit is set as the External

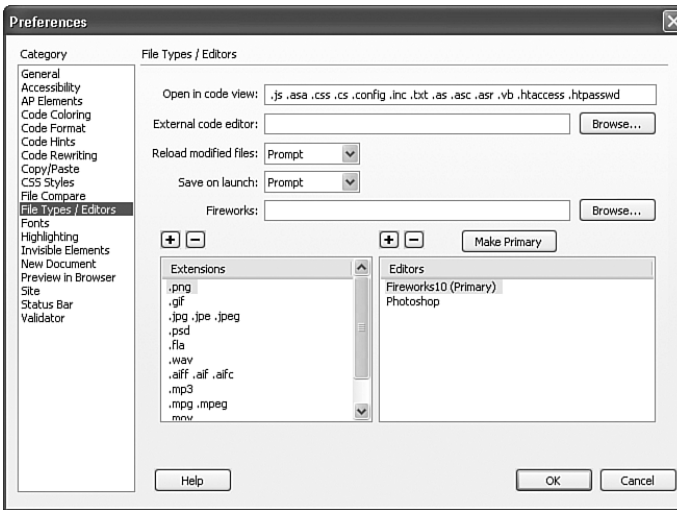


FIGURE C.12 Use the File Types/Editors category to configure how Dreamweaver handles the direct editing of elements with specific file types.

Code Editor. This causes Dreamweaver to track what goes on in BBEdit and notify you if you try to return to Dreamweaver with a more recently modified version of your file than what is currently loaded in Dreamweaver.

- ▶ **External Code Editor**—Assuming that you’re using a language that contains third-party tags not supported in Dreamweaver, you can set the program to be used as the external editor by browsing to it from here.
- ▶ **Reload Modified Files**—Use this option to specify what you want Dreamweaver to do when it detects that changes have been made externally to a document that is open in Dreamweaver.
- ▶ **Save on Launch**—Use this option to specify whether Dreamweaver should always save the current document before starting the editor, never save the document, or prompt you to ask whether to save each time you start the external editor.
- ▶ **Fireworks**—Specify the path to your Fireworks installation within this text box. Numerous Dreamweaver operations depend on Fireworks—for instance, the image optimizing options within the Property inspector when an image is selected in the Document window.

You can also set external editor preferences for specific file types. Consuming the bottom half of the File Types/Editors screen, the Extensions and Editors panes allow you to quickly browse for and set external editors for specific file types. To set an external editor for a file type, follow these steps:

1. Select the extension for which you would like to configure an external editor within the Extensions list box. If an extension you're using is not listed within this pane (not likely), click the Add (+) icon to manually add it. For the sake of demonstration, I'll choose the .gif extension.
2. Click the Add (+) icon located above the Editors pane.
3. The Select External Editor dialog box appears, allowing you to browse to the executable of the program. In my case, I'll add Photoshop as an editor. On my computer, Photoshop is located at `C:\Program Files\Adobe\Photoshop CS3\photoshop.exe`. Yours may differ. After you've found the program, click OK.
4. Dreamweaver will then add the program to the Editors list. You can then choose between primary/secondary editors by choosing the editor and clicking the Make Primary button.

That's it! You can repeat the process for the other file types that appear within the Extensions pane if you'd like.

Although the benefit of adding an external editor won't be immediately clear, it does become obvious when you have an image that you want to edit quickly. To demonstrate this, close the Preferences dialog box, create a new HTML page, insert an image. (I'll insert `header.gif` because I set the file editor options for the .gif image type in the previous steps.) Then immediately select the image. Right away, you'll notice one unique feature. Because I specified Photoshop as the primary editor of choice for the .gif file type, the Photoshop icon appears within the Edit button list in the Property inspector. Furthermore, if I right-click (Control-click) the image, I can quickly choose the Photoshop option from the Edit With submenu. Secondary editors will also appear within this list.

#### NOTE

If you don't specify an editor for a file type, Dreamweaver instead displays a small pencil icon where the Photoshop icon currently resides. Clicking the pencil icon doesn't produce a result. Additionally, had we chosen Fireworks as the editor of choice, the Fireworks icon would be displayed within the Property inspector. And, obviously, selecting the Fireworks icon would open the image directly within Fireworks for editing purposes.

## The Fonts Category

You can use the Fonts category, shown in Figure C.13, to change the fonts that Dreamweaver uses within the Document window, Code view, and within certain tags.

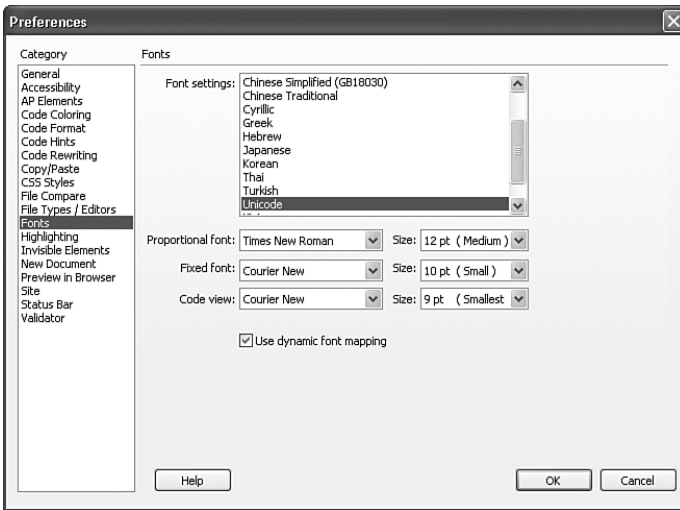


FIGURE C.13 Use the Fonts category to change the fonts Dreamweaver uses for display.

Remember, Dreamweaver uses the fonts listed here for display purposes only. Ultimately, these settings have no effect on what end users see in their browsers. End users always have the power of customizing the fonts they see on all web pages by customizing the browser to use one of *their* system fonts rather than the one you specify. For a complete list of functionality exposed through the fonts category, refer to the following list:

- ▶ **Font Settings**—Choose a language from this list to specify the set of fonts to be used in Dreamweaver for documents that use a given type of encoding.
- ▶ **Proportional Font**—Choose an available system font and size to set the display of most text elements within the Design view.
- ▶ **Fixed Font**—Choose an available system font and size to set the display of text within `<pre>`, `<code>`, and `<tt>` tags.
- ▶ **Code View**—Choose an available system font and size to set the display of the Code view and Code inspector.
- ▶ **Use Dynamic Font Mapping**—Choose this option if you prefer Dreamweaver to check whether the selected font family has the necessary glyphs (images) to render each character. If the font family lacks the glyphs, Dreamweaver substitutes an appropriate font family that can display the needed characters. This prevents unwanted characters from appearing when you use multiple languages in a single document. Enabling this option results in a slight increase in the amount of time pages take to load into a browser. This option is available only on the Windows platform. On the Mac, fonts are always dynamically mapped.

## The Highlighting Category

You can use options available from the Highlighting category of the Preferences dialog box, shown in Figure C.14, to customize the colors Dreamweaver uses to identify template regions, library items, third-party tags, layout elements, and code.

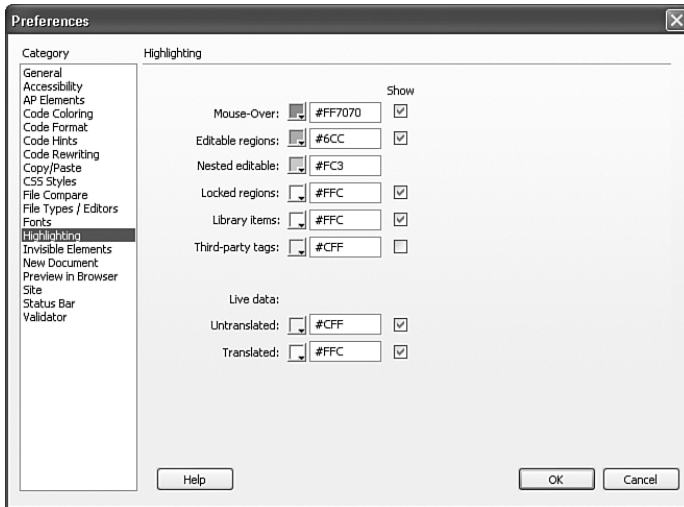


FIGURE C.14 Use the Highlighting category to customize the colors Dreamweaver uses to identify special elements.

### NOTE

Although the Highlighting category might appear similar to the Code Coloring category, they are in fact different. The Code Coloring category outlines how specific *tags* in code should be colored. The Highlighting category specifies how *certain elements* within Design view will be color coded to distinguish them from others.

Specific customizations that can be made include mouse-over, editable regions, nested editable, locked regions, library items, third-party tags, and translated and untranslated live data elements. You might need to make various changes within this category as you progress through the book and begin to pick up on the functionality of these various elements. To make a change, identify the element's highlight color that you'd like to change, choose a custom color from the Color picker, and then enable the Show check box to highlight the specific element. Alternatively, you can decide not to highlight a specific element by unchecking the Show text box next to the specific element name.

## The Invisible Elements Category

Invisible elements are HTML components that, in most cases, don't have visual interfaces. Instead, invisible elements, such as the Named Anchor you saw in Chapter 2, are represented by various yellow shield icons. You can use the Invisible Elements category of the Preferences dialog box, shown in Figure C.15, to customize which, if any, invisible elements are displayed in Design view.

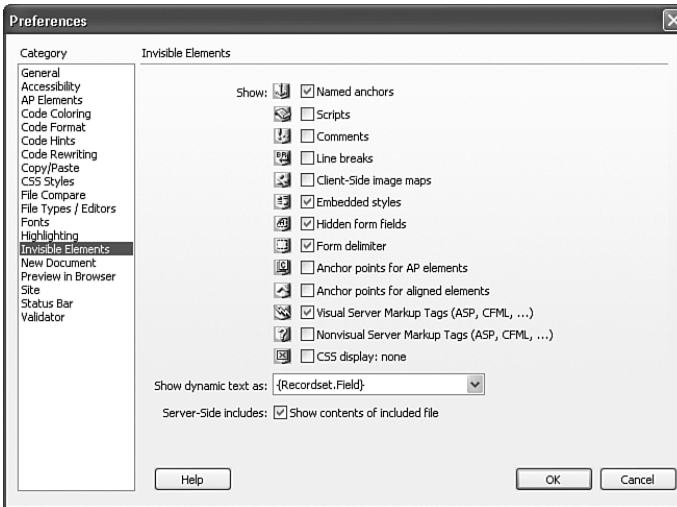


FIGURE C.15 Use the Invisible Elements category to customize which, if any, invisible elements will be displayed.

The following is a complete list of functionality exposed by the Invisible Elements category:

- **Show**—Enable or disable the display of the following invisible element types: Named Anchors, Scripts, Comments, Line Breaks, Client-Side Image Maps, Embedded Styles, Hidden Form Fields, Form Delimiter, Anchor Points for AP Elements, Anchor Points for Aligned Elements, Virtual Server Markup Tags, Nonvisual Server Markup Tags, and CSS Display: None. When working in Design view, you'll be able to differentiate the invisible elements by their representative shield icons.
- **Show Dynamic Text As**—As you saw in Part V, “Dynamic Web Page Development,” Dreamweaver displays dynamic text directly within the Design view using either brackets or the text `Recordset.Field` within brackets. You can choose which to display using this drop-down menu. Occasionally I'll choose the bracket option alone. The reason for this is simple: If I'm working with an intricate design, it's more important to conserve on space than it is to display the text `Recordset.Field`.

- **Server-Side Includes**—Server-side includes are text files that you can reference within an HTML file using the `<!--#include file="filename" -->` tag. The benefit to using server-side includes is that they let you “include” large amounts of text, HTML elements, and so on into any HTML file without taking up a lot of visual space within the Code view. The downside to using server-side includes is that they can be used in excess, ultimately becoming unmanageable. Enable this check box to show the contents of the server-side include within the document. Disable this check box to display an invisible element icon instead.

## The New Document Category

You can use the New Document category of the Preferences dialog box, shown in Figure C.16, to specify default properties for a newly created document. Everything from the default extension of the document to its encoding type can be specified here.

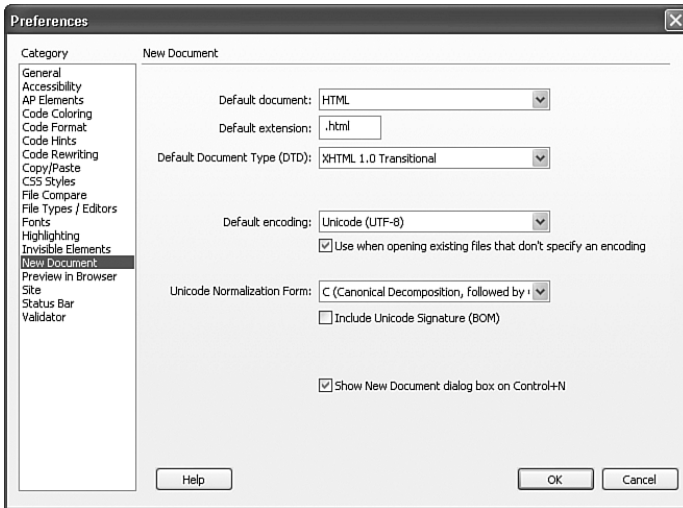


FIGURE C.16 Use the New Document category to specify default properties for a newly created document.

A complete list of functionality exposed by the New Document category is given here:

- **Default Document**—Choose an option from this list to set a default document type. Whenever you create a new document, this is the file type that it will default to. The default is HTML. If you work primarily in PHP, you could set this to PHP to save you from having to select it from the New Document dialog box every time.
- **Default Extension**—Enter the three- or four-letter extension within this text box. For instance, if you're working with HTML, you may elect to enter **.htm** or **.html**.
- **Default Document Type (DTD)**—Enter the DTD that will initially appear within the New Document dialog box. The default is XHTML 1.0 Transitional.



- ▶ **Default Encoding**—As you saw from the Modify Page Properties dialog box in Chapter 2, a document's encoding specifies how characters and fonts within a document should be rendered within Dreamweaver and the browser. Although you can change this option on a per-page basis, you can also set it here to default every page to a specific encoding type. You can also enable the check box below the Default Encoding menu to have Dreamweaver automatically add the `<meta>` tag that's used to set the encoding on pages that do not specify an encoding type.
- ▶ **Unicode Normalization Form**—Dreamweaver lets you specify which Unicode Normalization Form to use with your selected encoding type in this menu. Four Unicode Normalization Forms are listed as options, but the most important is Normalization Form C (NFC) because it's the most common form used in the Character Model for the World Wide Web. For completeness, Adobe provides the other three Unicode Normalization Forms. You can also include the Unicode signature (Byte Order Mark, or BOM) by enabling the check box directly below the Unicode Normalization Form menu. The BOM is 2 to 4 bytes at the beginning of a text file that identifies a file as Unicode, and if so, the byte order of the following bytes.
- ▶ **Show New Document Dialog Box on Control+N**—Enable this option to show the New Document dialog box when you press the Ctrl+N (⌘-N) shortcut key combination.

## The Preview in Browser Category

Throughout the book you saw how easy it was to preview your web pages in a browser by choosing the Preview/Debug in Browser button located within the Document toolbar, or File, Preview in Browser. Within that list resides the names of the browser(s) available on your computer at the time Dreamweaver was installed. If you ever install new browsers or find that you use one browser more than another, you can customize those preferences within the Preview in Browser category (see Figure C.17).

The following is a complete list of functionality exposed by the Preview in Browser category:

- ▶ **Browsers**—Use the Browsers functionality to add, remove, and edit existing browsers for use within Dreamweaver's Preview in Browser functionality.
- ▶ **Defaults**—Use these options to determine whether a selected browser within the Browsers list should be set as a primary or a secondary browser. By default, the primary browser assumes the F12 (Option-F12) shortcut key, and the secondary browser uses the Ctrl+F12 (⌘-F12) shortcut key.
- ▶ **Options: Preview Using Temporary File**—If a file hasn't been saved before selecting the Preview in Browser option, Dreamweaver will ask you to save the file first. You can prevent this from happening by enabling this check box. This causes Dreamweaver to create a temporary file when a user selects the Preview in Browser option. The downside to using this option is that every time you preview your page in the browser (which could be dozens of times), a new file is created. If

Dreamweaver ever unexpectedly quits, the temporary files (which are set as hidden by default) will linger within the site, forcing you to manually remove them. An advantage to keeping this unchecked is that you can preview your page once and then switch to the browser and refresh the local file anytime you've saved changes in Dreamweaver.

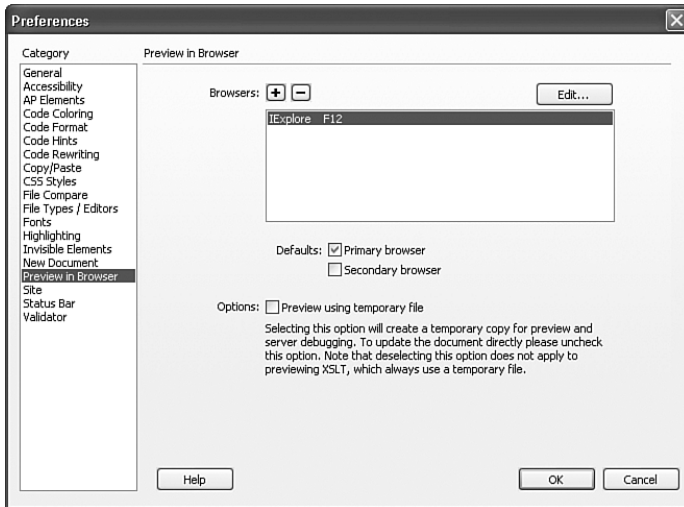


FIGURE C.17 Use the Preview in Browser category to add, remove, and edit browsers for use within Dreamweaver.

Adding a browser to the Browsers list is simple. As you can see from Figure C.17, I already have Internet Explorer set up as my primary browser. As a secondary browser, I'll browse for and add Firefox. You can do this yourself by following these directions:

1. Click the Add (+) icon to add a new browser to the list. The Add Browser dialog box appears.
2. Skip entering the name of the browser within the Name text box for now because if you type **Firefox**, it'll be replaced with the name of the actual application—in this case **firefox.exe** on Windows.
3. Browse to the application by clicking the Browse button. The path to Firefox is `C:\Program Files\Mozilla Firefox\firefox.exe (/Applications/Firefox)`. Yours may be different. Click OK. The path to the application will appear within the Application text box.
4. Now you can name your browser, thus replacing `ieexplore.exe` and `firefox.exe` with Internet Explorer and Firefox. You might want to add version numbers for your reference as well, but that's totally up to you.
5. Because I already have Internet Explorer set as my primary browser, I'll select the secondary browser check box.
6. Click OK to return to the Preview in Browser category within the Preferences dialog box.

Back in the Preview in Browser screen, the new secondary browser appears within the list. You can return to the Add Browser dialog box to configure options for a specific browser by either double-clicking a browser within the list or by selecting the browser and clicking the Edit button. Furthermore, you can remove a browser from the list by selecting the browser and clicking the Remove (–) button. If you want to add other browsers, follow steps 1 to 3. Click OK within the Preferences dialog box to return to the Document window. You'll notice that the new secondary browser now appears within the Preview in Browser list within the Document toolbar. You can define up to 16 browsers but only configure one as primary and one as secondary; the rest must be selected by choosing File, Preview in Browser and then the browser name or from the Preview/Debug in Browser button on the Document toolbar.

## The Site Category

As you saw in Chapter 3, “Dreamweaver Site Management,” Dreamweaver integrates numerous site-management features, including an FTP client, site synchronization, file check in/check out, source control integration, and so on. You learned that accessing these features was as simple as defining a site. During the site-definition process, you saw that various preferences could be set for a specific site. The Site category of the Preferences dialog box, shown in Figure C.18, allows you to customize initial preferences for sites as they are created.

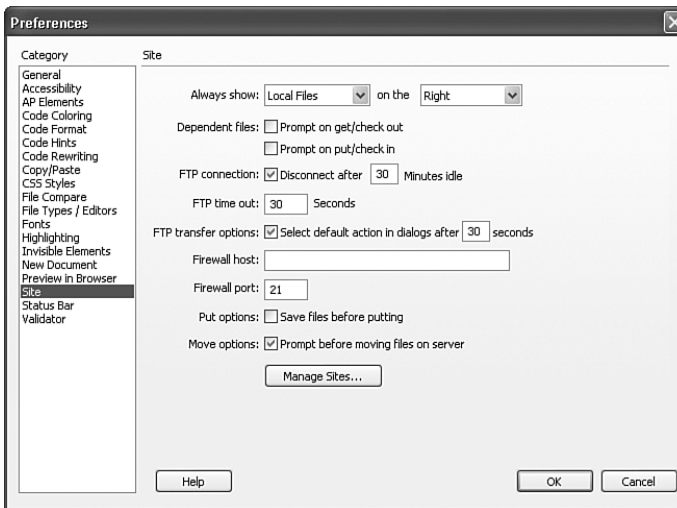


FIGURE C.18 Use the Site category to define initial preferences for sites as they are created.

A complete list of functionality exposed by the Site category is given here:

- **Always Show**—Choose options from these two lists to customize the placement of the local and remote file panes either on the left or right of the site-management window. Ironically, changing both of these options has no effect because it switches from Local Files on the Right to Remote Files on the Left, which is the same thing.

- ▶ **Dependent Files**—Remember the Dependent Files dialog box that appeared when we transferred an HTML file from the Local pane to the Remote pane in Chapter 3? Selecting Yes from the Dependent Files dialog box guarantees that files referenced by a specific HTML file will also be transferred without having to manually select them and drag them over. If this functionality is important to you, keep these check boxes selected.
- ▶ **FTP Connection**—Entering a value in minutes within this text box guarantees that the FTP client's connection to the remote site is terminated after the specified number of minutes have passed with no activity.
- ▶ **FTP Time Out**—Specify the number of seconds in which Dreamweaver attempts to make a connection with the remote server within this text box. If there is no response after the specified amount of time, Dreamweaver displays a warning dialog box alerting you that a timeout has occurred. If you find that initial connections to your server are slow, you can increase this time limit to tell Dreamweaver to wait longer before giving up.
- ▶ **FTP Transfer Options**—Enabling this check box guarantees that Dreamweaver will select the default option after the specified number of seconds when a dialog box appears during a file transfer and there is no user response. This helps in allowing unattended site uploads to complete if the site is large and you are no longer at the computer. Check the FTP log after you upload a large site without being present, in case files were missed because of an error.
- ▶ **Firewall Host**—In this text box, enter the address of the proxy server through which you connect to outside servers if you are behind a firewall.
- ▶ **Firewall Port**—Enter the port number your firewall uses to connect to the remote server. The default port number for FTP connections is 21. If yours is different, enter that value here.
- ▶ **Put Options**—Enabling this check box guarantees that Dreamweaver will save the open file before “putting” to the remote server.
- ▶ **Move Options**—Enable this check box if you want Dreamweaver to prompt you with a warning dialog box when you attempt to move files on the remote server.
- ▶ **Manage Sites**—Clicking this button launches the Manage Sites dialog box where you can edit existing sites or create new ones.

## The Status Bar Category

In Chapter 1, “The Dreamweaver CS4 Interface,” we discussed the Window Size and Download Time options integrated within the lower-right corner of Document window (see Figure C.19).

These options allow you to set the width and height of the Document window according to the screen resolutions of your target audience. In addition, the Download Time status indicator calculates all the elements within the Document window and presents a time, in

kilobytes, that the page would take to download based on a connection speed set within the Status Bar category (see Figure C.20).

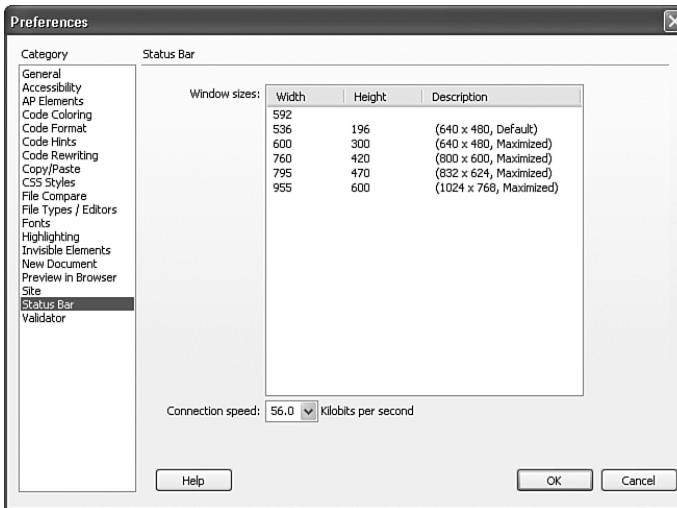


FIGURE C.19 The Window Size and Download Time options are integrated into the Document window.

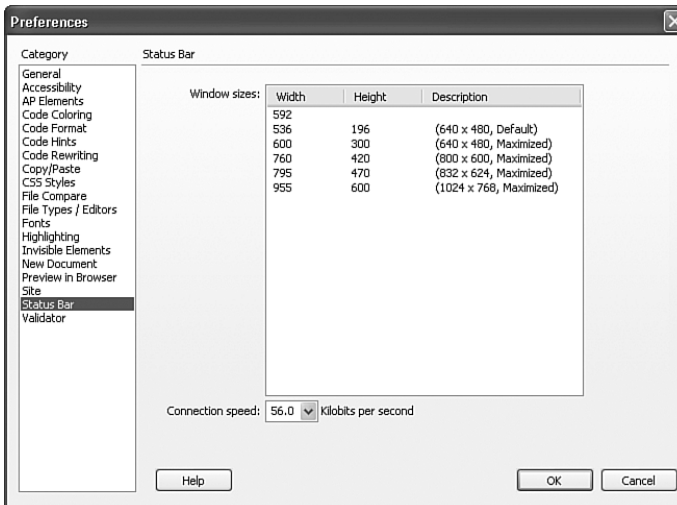


FIGURE C.20 The Window Size and Download Time options can be set within the Status Bar category.

A complete list of functionality exposed by the Status Bar category is given here:

- ▶ **Window Sizes**—This menu lists all the common screen resolutions and the width and height settings Dreamweaver will accordingly use. If you'd like to add your own dimensions and description, place your cursor within the white area after the last entry for each column and enter a number value for width and height. The Description field is a free-form text field in which anything can be entered.
- ▶ **Connection Speed**—Select a connection speed from this menu. Dreamweaver then takes that value and divides it by the sum of the file sizes of all the elements on the page. The time in seconds that the page would take to download is presented within the Download Time indicator within the Document window's status bar.

## The Validator Category

You can use the Validator feature, available by choosing the Validate Markup option from the Document toolbar, to quickly locate tag and syntax errors in your code. The errors are then presented to you within the Validation tab in the Results panel. You can use the Validator category of the Preferences dialog box, shown in Figure C.21, to specify the tag-based languages against which the Validator should check, the specific problems that the Validator should check for, and the types of errors that the Validator should report.

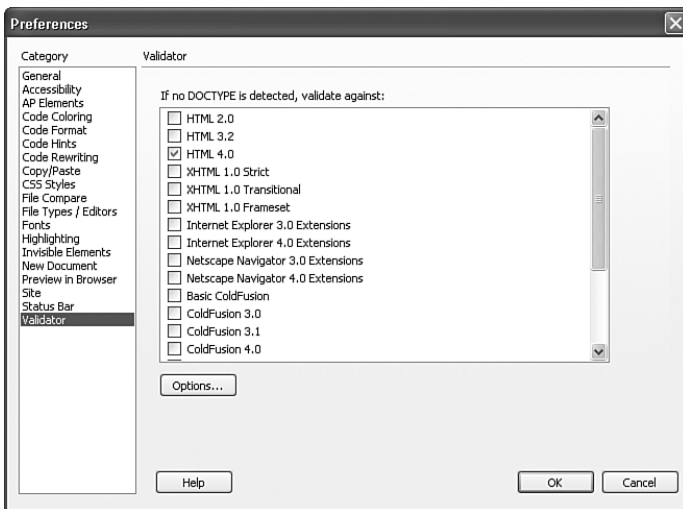


FIGURE C.21 Use the Validator category to specify the tag-based languages against which the validator should check.

Specifying a language that the validator should check against is merely a matter of checking the box for the specific language within the Validate Against list. You can further customize options for a specific language by choosing the Options button located just below the Validate Against list. Shown in Figure C.22, the Validator Options dialog box

allows you to customize what the Validator checks for and ultimately what is displayed by the validator within the Validation tab in the Results panel.

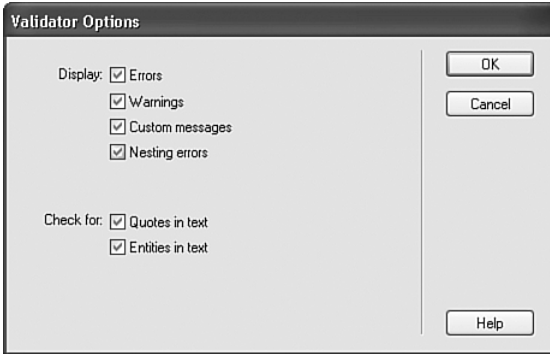


FIGURE C.22 Define the types of errors the Validator checks for and how errors are displayed within the Validation Options dialog box.

## Setting Keyboard Shortcuts

In line with configuring preferences is the ability to customize your own keyboard shortcut keys. Out of the box, Dreamweaver maps most of its functionality to specific keyboard shortcut keys. Although some keyboard shortcuts might not seem all that familiar, most operations, such as Ctrl+O/⌘-O (Open), Ctrl+S/⌘-S (Save), Ctrl+A/⌘-A (Select All), Ctrl+C/⌘-C (Copy), Ctrl+X/⌘-X (Cut), and Ctrl+V/⌘-V (Paste), are used in countless other programs and are easily recognizable within Dreamweaver. Others, however, might seem new and unfamiliar and might even be too long to remember. For this reason, Dreamweaver allows you to remap all keyboard shortcut keys to your liking and then print them out to use as a reference while you develop.

Mapping your own keyboard shortcuts is easy and begins with the Keyboard Shortcuts dialog box, available by choosing Edit, Keyboard Shortcuts (Dreamweaver, Keyboard Shortcuts), as shown in Figure C.23.

At first glance, the Keyboard Shortcuts dialog box features a menu of various keyboard shortcut sets; icons for duplicating, renaming, and deleting sets; a list of keyboard shortcut keys based on menu options; and text boxes for changing existing keyboard shortcuts. The following is an overview of the features within this list:

- ▶ **Current Set**—Out of the box, Dreamweaver includes four different sets of keyboard shortcut keys, including BBEdit, Dreamweaver MX2004, Dreamweaver Standard, and HomeSite. Naturally, Dreamweaver defaults to Dreamweaver Standard, but if you're accustomed to using shortcuts from the other programs, feel free to change this menu to the specific shortcut set that you're most comfortable with.
- ▶ **Duplicate Set**—Dreamweaver doesn't allow you to remap "factory set" shortcut keys. Instead, you'll have to use this button to create a custom duplicate set.



FIGURE C.23 The Keyboard Shortcuts dialog box allows you to create your own custom keyboard shortcut set.

- ▶ **Rename Set**—Click this button to rename an existing custom shortcut set. Again, Dreamweaver will not allow you to rename “factory set” shortcut sets.
- ▶ **Export Set As HTML**—Click this button to export your newly created shortcut set as a cleanly formatted HTML document. You can then make this document available on the website or print it out as a reference for your newly created keyboard shortcut keys.
- ▶ **Delete Set**—Click this button to delete an existing custom shortcut set. Remember, you can’t delete “factory set” keyboard shortcut sets.
- ▶ **Commands**—After you’ve selected a shortcut set from the Current Set menu, this list populates with a collection of choices available from the selected set. For instance, choosing the Dreamweaver Standard Set reveals the Menu Commands, File Panel Options Menu, Site Panel, Code Editing, Document Editing, Site Window, and Snippets shortcut subsets (Menu Commands, Code Editing, Document Editing, and Snippets on a Mac). Selecting an option from this menu reveals a hierarchical view of menu items organized within an expandable/collapsible tree.
- ▶ **Shortcuts**—Selecting an action from the menu tree in the Commands list reveals its respective shortcut key here. You can add or remove shortcut keys for menu items by choosing the Add (+) or Remove (–) icons, respectively.
- ▶ **Press Key/Change**—After you’ve selected the menu item for which you would like to remap the shortcut key, place your cursor within this text box, press the desired shortcut key combination on your keyboard, and click Change. Immediately, the new shortcut key is added to the Shortcuts list, mentioned previously.



Now that you have an idea as to the functionality within the Keyboard Shortcuts dialog box, let's walk through creating a shortcut for the Insert, Date option. Because the Date option has no existing shortcut key, it's the perfect candidate to practice with. To create the new shortcut key, follow these steps:

1. If the Keyboard Shortcuts dialog box isn't open, open it now by choosing Edit, Keyboard Shortcuts.
2. With the Dreamweaver Standard shortcut set selected, click the Duplicate Set button. The Duplicate Set dialog box appears.
3. Give your new shortcut set a new name. I'll name mine **Zaks Shortcuts**. Click OK.
4. Make sure that you have the Menu Commands option selected within the Commands menu and drill down through the Insert menu until you find the Date option. Select it.
5. Place your cursor within the Press key text box and press the key combination Ctrl+Shift+D (⌘-Shift-D). Dreamweaver will alert you that this key is already assigned to the command Get.
6. Because Ctrl+Shift+D (⌘-Shift-D) is already assigned to a command, try pressing the combination Ctrl+Alt+D (⌘-Option-Control-D). This time, the message goes away. To assign the key combination to the Date option, click the Change button.
7. As you can see from Figure C.24, the shortcut key is assigned to the Date option within the Command list as well as the Shortcuts list.



FIGURE C.24 The new shortcut key combination is added within the Commands and Shortcuts lists.

That's all there is to it! If you want to add another shortcut key combination, feel free to do so. In the meantime, click OK to close the Keyboard Shortcuts dialog box and experiment with your new shortcut key.

## Working with Tag Libraries

Another powerful customization feature built in to Dreamweaver is that of tag libraries. *Tag libraries* serve as the foundation for Code Hints, the Tag Chooser, and the Quick Tag Editor. If you remember, toward the end of Chapter 2 we looked at various coding options, including code hints. You saw that code hints appear as you author your HTML (or whatever language you use) within the Code view. When you typed the < symbol and as you pressed the spacebar between attributes, the Code Hints menu appeared, allowing you to choose from a variety of tags and attributes supported by specific tags. This organization of tags, attributes, and attribute values is stored in a tag library located within Dreamweaver's Configuration folder. Although the storage mechanism is irrelevant at this point, what is important is that Dreamweaver allows you to access these tag libraries using a unique and easy-to-use dialog box.

Why would you want to modify a tag library? For the most part, if you're working with HTML, you wouldn't. Dreamweaver's organization of tags, attributes, and attribute values are such that they conform to HTML, XHTML, accessibility, and W3C specifications exactly. You would, however, want to create your own custom tags if you were working with a tag-based technology such as ASP.NET or Java that supported the development of third-party tags. Let's briefly review the power and flexibility offered by the Tag Library Editor so that you can begin to familiarize yourself with the customization of tags, attributes, and values that appear within the code hints menu. You can open the Tag Library Editor by choosing Edit, Tag Libraries.

The Tag Library Editor features three editing modes for customizing tag libraries, tags, and attributes. From Figure C.25, you can see that the editor opens in the default attribute editing mode with the <a> tag selected from the HTML tag library. This mode exposes the following functionality:

- ▶ **Tags**—Displays a hierarchal list of tag libraries, tags, and attributes. Expand and collapse the tree to get a better idea as to the collection of tag libraries, tags, and attributes Dreamweaver supports out of the box. You can also create your own custom tag libraries, tags, and attributes by selecting the appropriate options from the Add submenu, represented by the Add (+) icon. Furthermore, you can delete a tag library by selecting the Remove (–) icon.
- ▶ **Tag Format: Line Breaks**—Choosing options from this menu formats the line breaks before, within, and/or after the tag. Experiment with these options and observe the sample within the Preview pane to get an idea as to what your code will look like and what you feel most comfortable with.

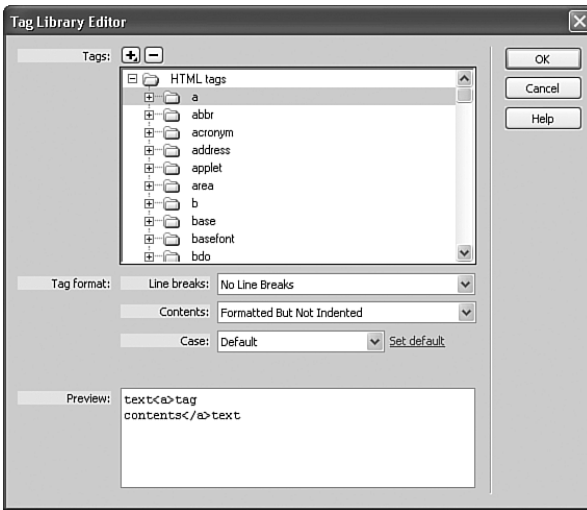


FIGURE C.25 The Tag Library Editor allows you to customize the way that the tags for various technologies are displayed in Code view.

- ▶ **Tag Format: Contents**—This menu changes the formatting of the content within the enclosed tag. Options include Not Formatted, Formatted but Not Indented, and Formatted and Indented.
- ▶ **Tag Format: Case**—These options allow you to set the case that attributes should be written in. Options include Default, Lowercase, Uppercase, and Mixed Case. The Default option depends on the value set within the Default Tag Case menu within the Code Format category in the Preferences dialog box. Choosing Mixed Case opens the Tag Name Mixed Case dialog box, which allows you to explicitly set the case of the tag. For example, you might choose to have the first letter uppercase with the remaining letters in lowercase.
- ▶ **Preview**—Displays a simple preview of the formatted tag based on values set in the previously mentioned menus.

The Tag Library Editor mode becomes visible when you select a tag library. Figure C.25 shows the Tag Library Editor the way it appears when initially opened.

Aside from the same Tags option mentioned previously, the following two editing options are exposed:

- ▶ **Used In**—Check the technologies in which you want your tag library to be available.
- ▶ **Tag Prefix**—Technologies such as ASP.NET and JSP rely on precompiled controls that are written with tag prefixes. As a general rule, the ASP.NET tag prefix is `asp:` and

the JSP tag prefix is `jsp:`. For instance, a text box is represented in ASP.NET as `<asp:textbox>`, where `asp:` is the tag prefix and `textbox` is the tag name. This tells the ASP.NET runtime to render a text box, available from the ASP web control library. If your custom tag library is based on a tag prefix, you would enter that here.

Finally, you can see the features exposed by the attribute editing mode by expanding a specific tag from the tree. To demonstrate this, I'll expand the `<a>` tag. Doing so displays a list of attributes supported by the `<a>` tag, also shown in Figure C.26.

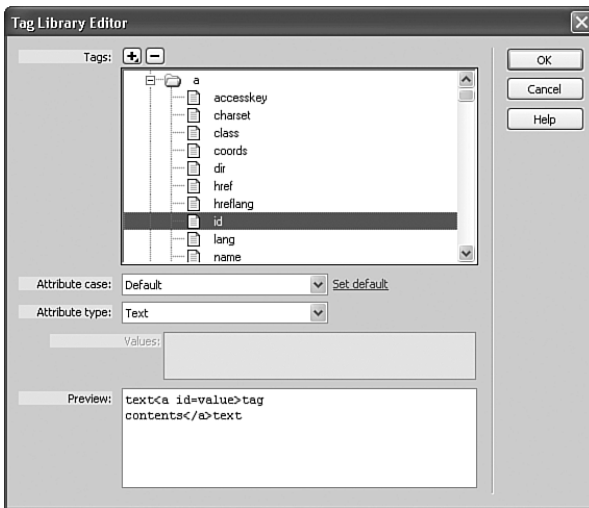


FIGURE C.26 Expand a tag from the tree to see all the attributes supported by the tag.

As you can see from Figure C.26, most of the features within this interface are similar to the previous two. The one difference that you see is the Attribute type and Values options. These features are described in more detail here:

- ▶ **Attribute Type**—Choose one of 10 options from this menu to assign a specific type to the selected or custom-made attribute. For instance, choosing the Color option exposes the Color Picker when the attribute is added; choosing Font displays a list of selectable web-based fonts.
- ▶ **Values**—Selecting the Enumerated option from the Attribute type menu enables this text box, which allows you to enter comma-separated values. As you can see, with the target attribute selected and the Enumerated attribute type option chosen, the four targets discussed in Chapter 2 become available.

## NOTE

Remember, the four targets are `_top`, `_blank`, `_self`, and `_parent`.

Again, you probably won't find yourself making too many changes, if any, to the HTML tag library. In reality, the Tag Library Editor makes the most sense when you're working with your own custom tags. To create your own tag library complete with tags, attributes, and values, follow these steps:

1. Start by minimizing any open tag libraries so that you can see your new tag library at the bottom of the list. Select the New Tag Library option from the Add (+) submenu (see Figure C.27).

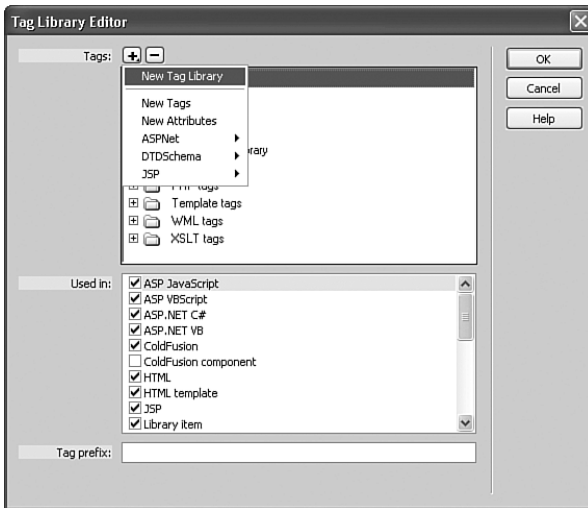


FIGURE C.27 Select the New Tag Library option from the Add submenu.

2. When the New Tag Library dialog box appears, enter a unique name. I'll enter **Vehicle Tags**. Click OK.
3. The new tag library will be added at the bottom of the list. Next, let's add a tag to the library. With the Vehicle Tags library selected, I'll choose the option **New Tags** from the Add (+) submenu. The New Tags dialog box appears.
4. Within the dialog box, make sure the Vehicle Tags option is selected from the Tag Library menu. Now enter a new tag name within the Tag Names text box. I'll enter **car**. Ensure that the Have Matching End Tags check box is checked. This guarantees that after you've added the closing > symbol within Code view, the end tag is automatically added. Click OK.
5. As you can see from Figure C.28, the new tag is added within the Vehicle Tags library. Use the options outlined within this interface to format how the tag is added and formatted within Code view.

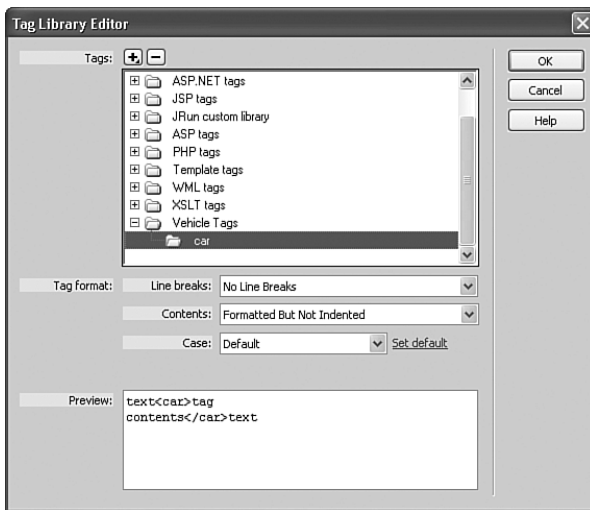


FIGURE C.28 The new tag is added within the tag library.

6. Now you'll want to add attributes for the new tag. To do this, select the tag within the list and choose the New Attributes option from the Add (+) submenu. The New Attributes dialog box appears.
7. Enter the attribute **types** within the Attributes Name text box. Click OK.
8. With the attribute selected within the list, choose the Enumerated option from the Attribute Type menu. Follow that up by entering comma-separated values (I've entered **Acura, BMW, Honda, Toyota**) within the Values text box, similar to Figure C.29.

That's it! You've successfully created your own tag library, complete with one tag and an attribute for that tag. Now click OK to close the Tag Library Editor and return to the Document window.

To test your new tag, create a new HTML page, and then immediately switch to Code view. Within the <body> tag, type the <c symbol. The Code Hints menu will immediately become available, displaying your <car> tag within the list, as shown in Figure C.30.

After you've found the tag within the list, highlight it and press Tab to insert it. Now press the spacebar to open the Code Hints menu again, revealing the attribute (types) supported by the tag. Press the Tab key again to insert the types attribute; immediately, the list of attribute values is revealed (see Figure C.31).

Select a value and press the Enter/Return key. Finish the tag off by entering the > text and then type the </ text to have Dreamweaver automatically close the tag for you.

Of course, under the HTML context, this tag won't do much. However, it will come in handy when working with technologies such as ASP.NET and JSP that support the development of custom tags such as the one we've created here.

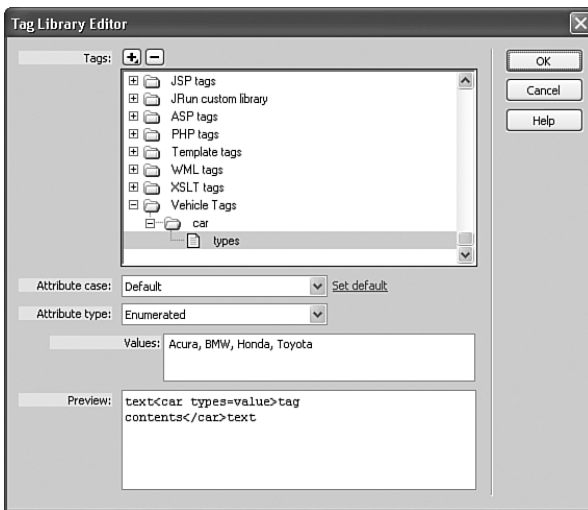


FIGURE C.29 Enter a list of comma-separated values within the Values text box.

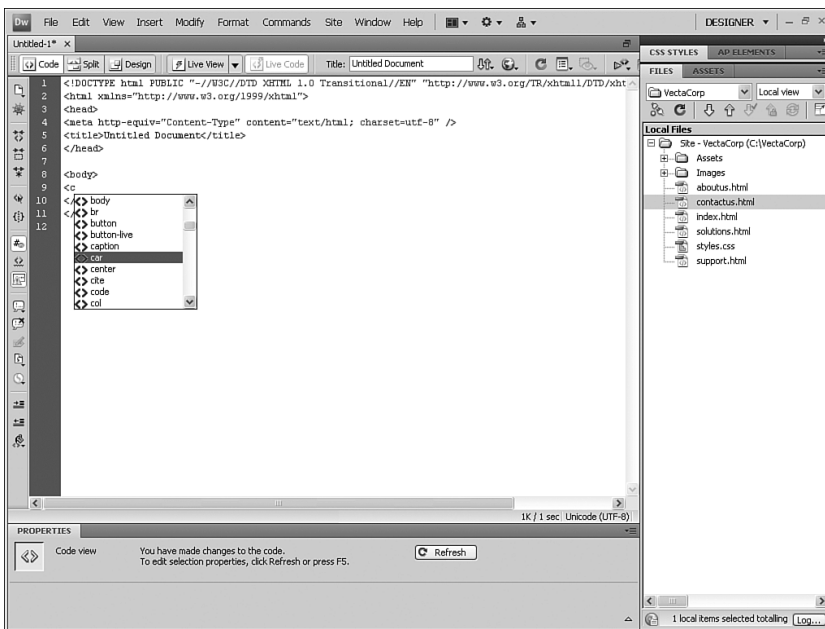


FIGURE C.30 Your newly created tag appears within the Code Hints list.

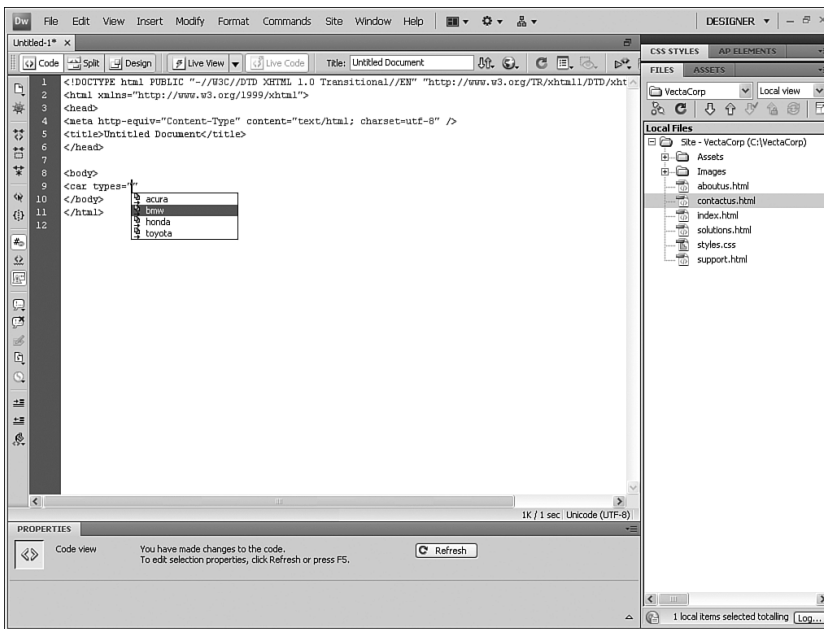


FIGURE C.31 Adding the attribute and pressing the spacebar reveals the list of custom attribute values.

## Summary

Throughout this chapter you saw how Dreamweaver preferences, keyboard shortcuts, and tag libraries can help you improve your workflow process. With some simple tweaks and fine-tuning, you can set up Dreamweaver to function the way *you* want it to instead of the way Adobe wants you to. And although this is only the beginning in terms of interface customization, it serves as a foundation for workflow improvement and as ground-work for similar concepts.