

# Creating Simple Links

Linking to another place is one of the most used features on web pages. Some links are internal within a page. Some links are to pages within the same web site, and yet other links take the viewer to pages on different sites. In Dreamweaver there is more than one way to create links, and they're all pretty easy.

## Defining Our Site

For this exercise we will be using the Links folder, located in **Class Docs**  $\oslash$  **Dreamweaver**  $\oslash$  **Links**. Inside the Links folder are six already created web pages and an images folder containing all the images on those six pages. We need to define this Links folder as our Site for this exercise.

1. Open the document **index.html**, located in the Links folder. If you remember how to define a folder as a Site, do so. If not, follow the instructions below.
2. Press F8 to open the Site Window.
3. From the **Site:** pop-down box at the top of the window, choose **Define Sites...** (it's at the bottom of the list.)
4. Click on the **New...** button.
5. Give the site a name. **Links** works well.
6. To choose the Local Root Folder, click on the little folder icon next to the 2<sup>nd</sup> box. Find and click on the Links folder (**Class Docs**  $\oslash$  **Dreamweaver**  $\oslash$  **Links**). Click on the **Choose** button.
7. Click **OK** to close the Site Definitions window. Click **Done** to close the Define Sites window. Press **F8** to close the Site Window and return to the **index.html** document.

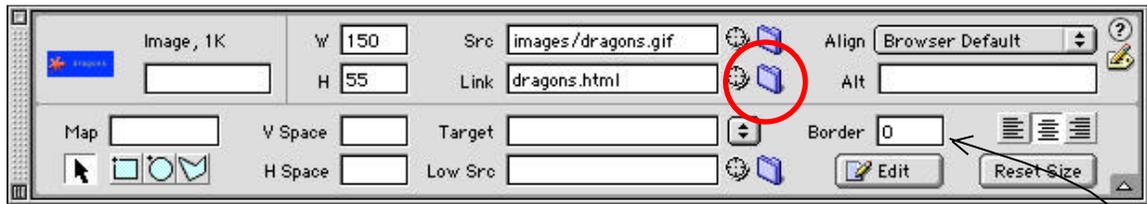
This document looks like the one we created in our last workshop. It is the introductory page to the Flights of Fantasy web site. There are 6 images (splashy colored buttons) that we want to be links to our other pages. There is also a navigation bar at the bottom of the window that we need to create the links for.

## Making an Image a Link

1. Click once on the **dragons** color splash image in the middle of the group of splashy buttons. (We'll skip the **home** button for now.)



- In the Property Inspector, click on the little folder to the right of the white Link box. That's the Browse for File icon.



- Locate the **dragon.html** document. It is in the Links folder, but *not* inside the Images folder. Click on the file to select it and then click the Open button to create the link.



- The **dragons.gif** image is now a link. We don't want a border box around our images, so in the Properties Inspector, put a 0 in the Border box. Image links look more professional without borders.
- In a similar manner, link the following images their corresponding documents:

<b>fairies.gif</b>	☒	<b>fairies.html</b>	<b>friendly.gif</b>	☒	<b>friendly.html</b>
<b>nobility.gif</b>	☒	<b>nobles.html</b>	<b>unfriendly.gif</b>	☒	<b>unfriend.html</b>

## TIP

Be sure that you are linking the images to the created web pages. They end with the .html suffix. Don't get into the images folder and starting making links to anything that ends with .gif or .jpeg.

6. The first color splash image, **home.gif**, will be a link back to this page. Later in this exercise we are going to copy all of the link buttons and paste them on each of the other five web pages. Since the links will already be created, we won't have to re-create the links. From each of those pages we'll want to return to the home page. That's why we're setting up this image to link, even though it won't do much by clicking on it in this page.

So, following the procedure above, link the **home.gif** image to **index.html**.

## Creating a Text Link

We've just used one method of creating links, using the Browse for File area in the Properties Inspector. There are other ways to create links, one of which we'll try now, using the **Point to File icon**.

1. Press **F8** to open the Site Window. Arrange your document window to the left and the Site Window to the right. Resize the Site Window so that you can see the list of documents in your folder even when the document is in front. (Or at least try to do that. You need to be able to see part of both windows at the same time.)
2. Highlight just the word **home** at the bottom in the Nav bar. (No spaces or pipes.)
3. In the Properties Inspector next to the small folder we used in the last example (by the Link box), there is a small target icon (   ). Place your cursor on that icon and hold down your mouse button. Drag your mouse over to the Site Window. As the mouse hits the Site Window, it will pop in front of your document. Continue dragging over to the **index.html** document. When it becomes black, let go of your mouse. This will link the text to the document.



4. Repeat this process for each word in the nav bar as follows:

<b>fairies</b>	⌘	<b>fairies.html</b>	<b>friendly creatures</b>	⌘	<b>friendly.html</b>
<b>nobility</b>	⌘	<b>nobles.html</b>	<b>unfriendly creatures</b>	⌘	<b>unfriend.html</b>
<b>dragons</b>	⌘	<b>dragons.html</b>			

5. Save your document!

## Previewing Your Page

Now that you have something worth previewing, it's time to look at your page in a browser. You should check your work on a regular basis in the browser because links and other things don't work in Dreamweaver.

1. Click the **F12** key at the top of your keyboard. That will launch the default browser. (Note: you can assign either Netscape or IE to be the default browser in the Preferences Window.)
2. Click on the various links you just created to see how they work. Hit the back button on the browser to return to your page to check another link. (*The links on the other pages don't work.*)
3. Close your browser to return to DreamWeaver. If you wish, click on Command-F12 (**⌘+F12**) to launch your less favored browser and view the document in that application. It's a good idea to view your pages in both browsers because they sometimes react differently to HTML.
4. When you're done viewing your pages in the browser, close the browser window to return to DreamWeaver.

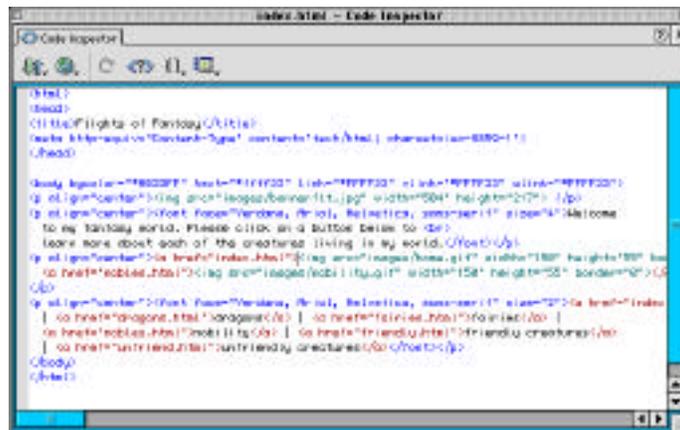
# Viewing the HTML Source Code

Sometimes you might want to view the HTML source code. If you are familiar with HTML language, then you can tweak the code yourself. If you don't know HTML and have no desire to learn, that's OK, too! Using Dreamweaver allows you to create cool, custom pages without having to code anything yourself.

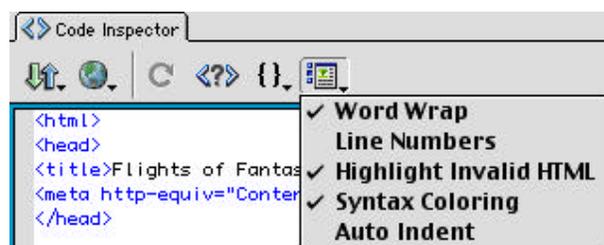
1. With the **index.html** page still open, click on the Show Code Inspector icon. It looks like a couple of brackets and it's located in the mini-launcher at the bottom right of your window. (You can also press the **F10** key to view source code.)



2. A new page opens up, showing your code. Aren't you glad you didn't have to type that all in by hand?



3. At the top of the Code Inspector window there are several little icons. The one I've found most valuable is the one on the far right. Sometimes your coding lines go on and on without ever wrapping around. Or maybe you'd like the lines to be numbered. Both of these features and more can be adjusted in that little icon on the right:

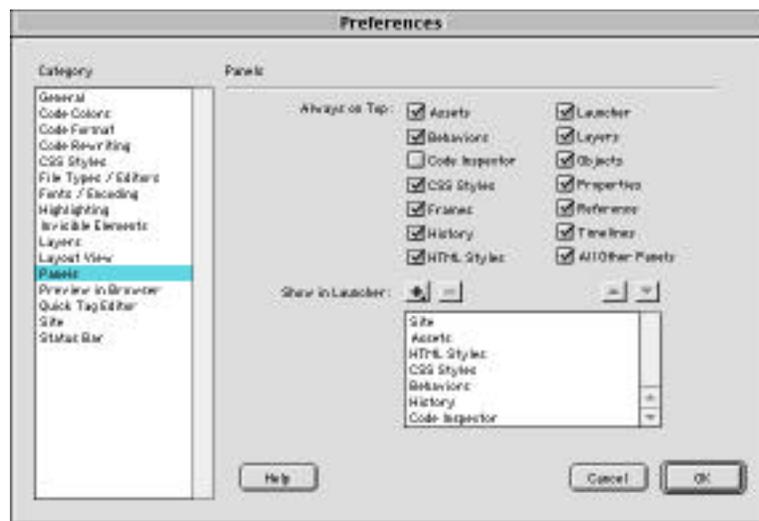


- In your document window, highlight some text. The coding for that image becomes highlighted on the Show Code Inspector page. Click on another object on the web page. The highlighted coding changes. That makes it very easy to find the code for whatever item you want to modify.



- You may notice that the coding page stays in front of the document page. In order to see your document you have to either close the coding page or move it over to the side. How inconvenient!

If that is happening to you, you can change the way it works in Preferences. Choose Edit > Preferences. Choose the Panels category from the list on the left. There will be a check in the Code Inspector Always on Top: Click in that box once to remove the check. When you return to your document, the coding page will pop behind the document page, making it much easier to leave open while you work.



- Save and close your document.

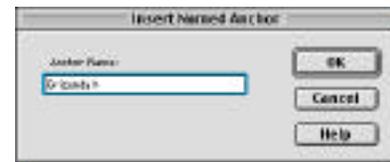
# Named Anchors

Named Anchors are used to link from one spot to another on the same web page. If you create a long page, the viewer has to scroll a lot. By using anchors, one can click on links to return to a spot more quickly than scrolling.

1. Open **fairies.html** from the Site window. (Which is probably still open. If it's not, click on **F8** to open it.)
2. This page has pictures of each fairy creature, along with a short description. In the box describing Grizundal click in the space at the top of the box above his name.



3. Hold down the Option and Command keys while typing an A (**Option+⌘+A**). The Insert Named Anchor box will open up. Give your anchor a name (Grizunal) and click OK.



4. A small yellow Anchor Marker appears where you had your cursor.



5. Place anchors above each fairy description. I'd just name the anchor the same name as the Fairy.
6. Click at the very top of the page to the left of the graphic image. Place an anchor here that is named **top**, for the top of the page.
7. Now that all the anchors have been created, we can start linking them up. Drag across Grizundal's name at the top of the page below the banner (in the Nav bar). In the Properties Inspector, click on the Point to File icon and drag up to the anchor you placed above Grizundal's description. Release the mouse to set the anchor. Notice that Grizundal's name in the Nav bar is now underlined to indicate a link.



8. Drag across the rest of the nav bar words one at a time and use the Point to File icon to drag a link up to the anchor. Link each fairy with the appropriate anchor.

9. Scroll if necessary to see the little box between Grizundal and Flossie. In that box are the words **Return to Top of Page**. Drag across that phrase and use the Point to File icon to link up to the top of page anchor (**top**).
10. Instead of creating and linking the top of page phrase in each description box, let's copy and paste the one we already made. Drag across the phrase you just linked and choose **Edit** ⌘ **Copy**.
11. Move down to the little area between each description box and paste the copied text by doing **Edit** ⌘ **Paste**. Click at the bottom of Frogwart's description and hit the **TAB** key to insert another row. Tab over two more times to get to the correct position and paste the **return to top of page** phrase one more time.
12. Save your work. Preview (**F12**) and make sure the links all work. Return to DreamWeaver but don't close your document yet.



## Copying Linked Objects

We're nearly done with this web page, but there's one more thing I want to do. Remember all those image links and Nav bar links we created at the beginning on our **index.html** page? Well, it would be nice if those same links appeared on this **fairies.html** page. Right now we're linked within the page, but we're not linked to anywhere outside this page.

We could always go to all the trouble of inserting each of those graphics and typing up the Nav bar again, and then creating all those links again. After doing it several times, we'd all be real experts at linking.

But, wouldn't you know it, **There Is A Better Way!**

1. From the Site Window, open up **index.html**.
2. Click and drag across the splashy color buttons and the Nav bar at the bottom of the document.
3. Press **⌘+C** to copy the selection.
4. Return to the **fairies.html** page.
5. Place your cursor at the bottom of the page and press **⌘+V** to paste the selection.
6. Save your work. Preview (**F12**) and make sure the links all work. Return to DreamWeaver and close your document.

## On Your Own

This will just be a little review exercise. There are four more web pages in your links folder (nobles, dragons, friendly creatures and unfriendly creatures). There are no working links on any of them, but the pages are set up with things to be linked. Pick any one of these pages and create all the links we learned about in our workshop. Be sure to preview your page to make sure the links work correctly.

If you feel really ambitious, go ahead and create the links for all the pages. The more you do, the faster you'll get and the better you'll remember for next time.