Using Behaviours

JavaScript is a web programming language that is much more powerful than HTML (HyperText Markup Language). In DreamWeaver you are able utilise JavaScript commands without the need to understand the JavaScript language. One way you do this is through the Behaviours panel, which allows you to set events to occur on actions such as mouse presses or a page loading, etc. You have already used JavaScript when you created rollover buttons.
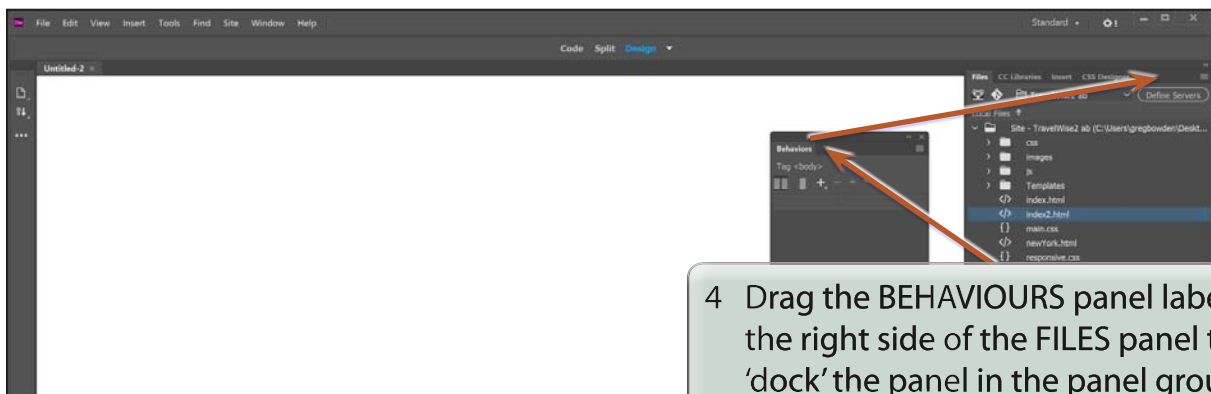
There are two sections to a BEHAVIOUR:

- an **ACTION** which might be a mouse click or a key press, and

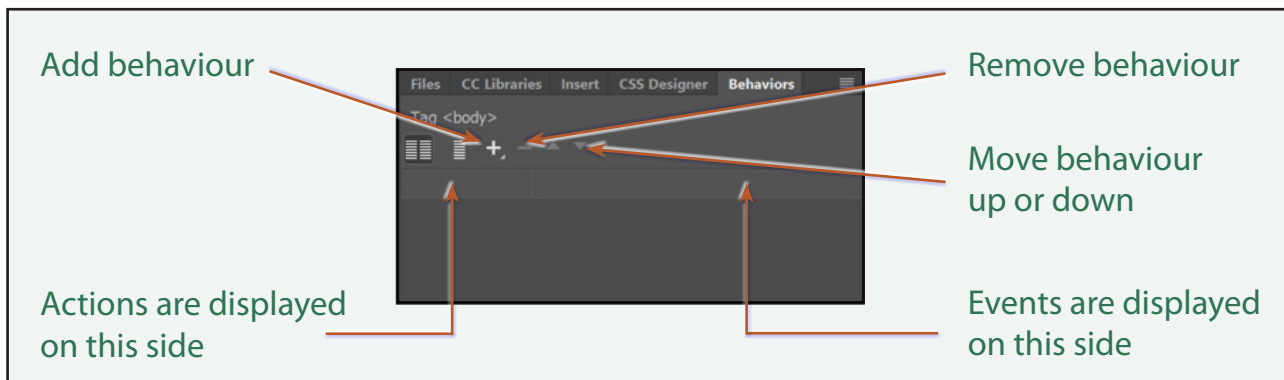- an **EVENT** which might be to add a popup message or validate fields in a form.

The Behaviours Panel

To simplify the use of behaviours, the static web layout will be used.

1   Load DreamWeaver or close the current files and set the FILES panel to the TRAVELWISE2 site.

2   Start a new HTML page and set the screen to DESIGN VIEW.

3   Display the WINDOW menu and select BEHAVIOURS to open the BEHAVIOURS panel (you can also press SHIFT+F4 to open the BEHAVIOURS panel).

4   Drag the BEHAVIOURS panel label to the right side of the FILES panel to 'dock' the panel in the panel group.

5   The BEHAVIOURS panel sections are labelled in the following diagram.

Add behaviour

Remove behaviour

Move behaviour
up or down

Actions are displayed
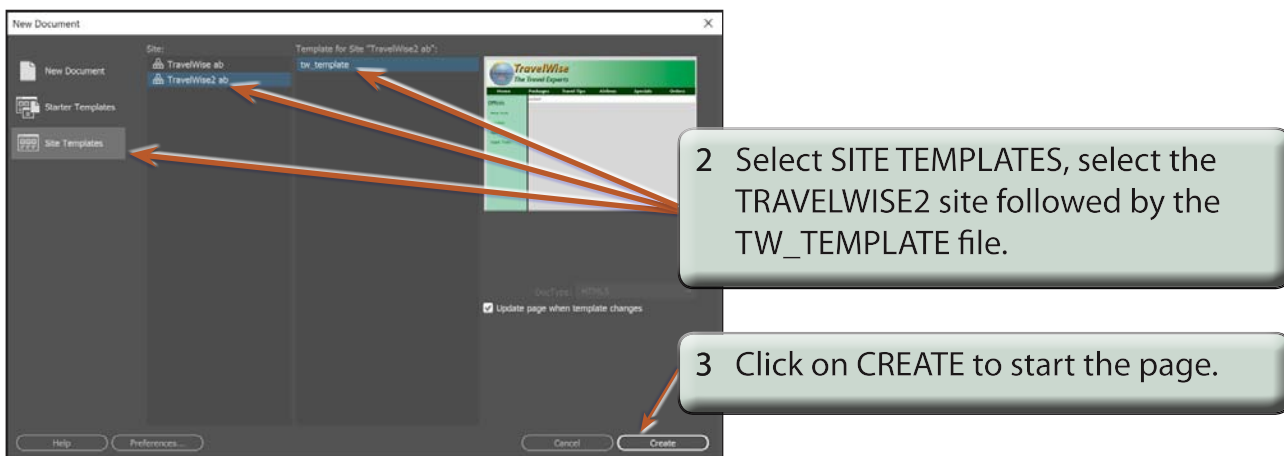on this side

Events are displayed
on this side

Popup Messages

A variety of popup text messages can be produced using the BEHAVIOURS panel. These popup messages can be set to occur 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.

2   Select SITE TEMPLATES, select the TRAVELWISE2 site followed by the TW_TEMPLATE file.

3   Click on CREATE to start the page.

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4   Display the FILE menu and select OPEN.

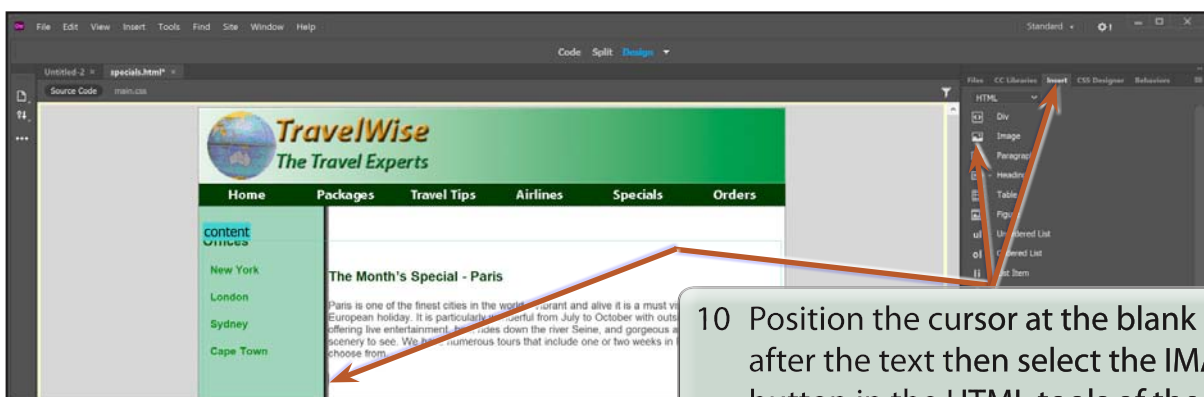5   Access the CHAPTER 20 folder of the DW SUPPORT FILES and open the SPECIALS.
      HTML page.
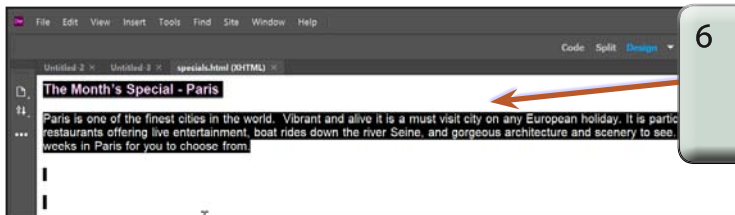
6 Press CTRL+A or COMMAND+A to
    select all the text and copy it by
    pressing CTRL+C or COMMAND+C.

7   Close the SPECIALS.HTML page.
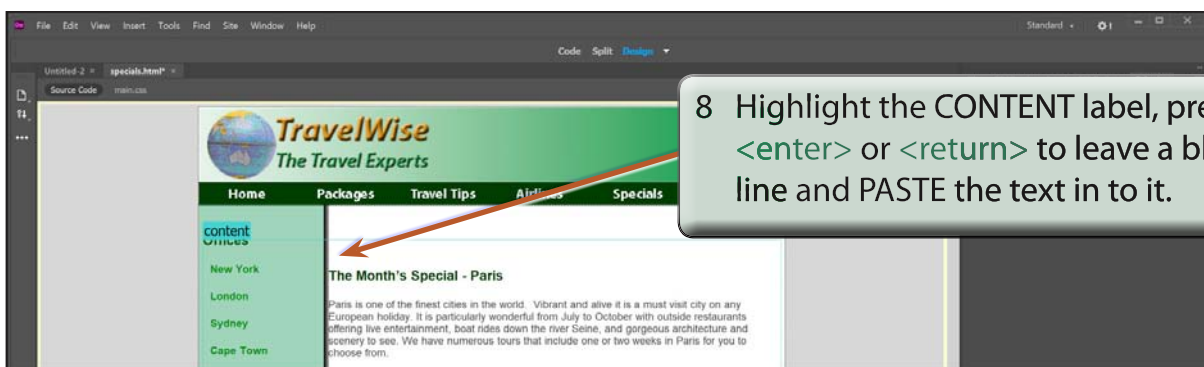
8 Highlight the CONTENT label, press
    <enter> or <return> to leave a blank
    line and PASTE the text in to it.

9   Save the page in your TRAVELWISE2 folder as:

specials.html


10 Position the cursor at the blank line
     after the text then select the IMAGE
     button in the HTML tools of the
     INSERT panel.

11   Insert the EIFFEL1 image from the CHAPTER 20 folder of the DW SUPPORT FILES and save the image in the IMAGES folder of your TRAVELWISE2 site.
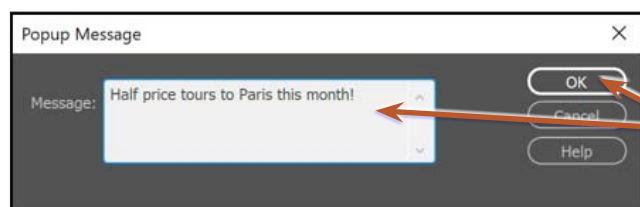

12   Select the image and, in the PROPERTIES INSPECTOR, set the image ID to EIFFEL1.

B   Popup Dialogue Boxes

You can set a behaviour to show a message when a user clicks on the image.
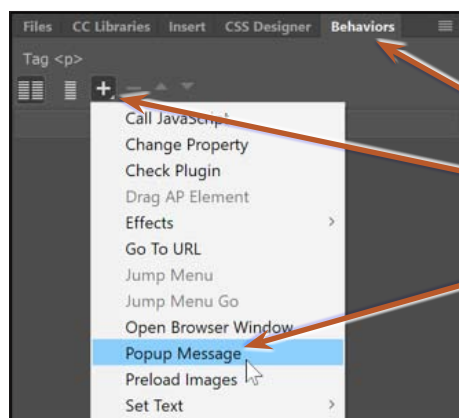
1   Open the BEHAVIOURS panel, click on the ADD BEHAVIOUR (+) button and select POPUP MESSAGE.

2   In the POPUP MESSAGE dialogue box enter:

     Half price tours to Paris this month!

     and select OK.