

LINKS

Link Types

There are three major types of links:

Internal Links (Bookmarks)

Are links within a document. They help in the navigation of large documents, meaning documents with a lot of content in them.

Local Links (Relative)

Are links to documents on the local web server. Local links are relative URLs, related to the location of your document in the directory tree and the location of the file you are linking too. (E.g. /sales/report.htm).

External Links (Absolute)

Link to pages on other web servers. External links are always absolute URLs, such as <http://www.macromedia.com>.

Creating Internal Links

An Internal Link or "Bookmark", is a named location within a web page that is the target of a hyperlink. In the URL, a bookmark is preceded by a number sign character (#).

To create a "Bookmark", follow these steps:

Select text in the document you would like to create a link to. Select Insert/Invisible Tags/Named Anchor, or *{Click}* the *Insert Named Anchor* icon  in the *Invisibles* section of the *Objects Palette*. The *Insert Named Anchor* dialog box appears.

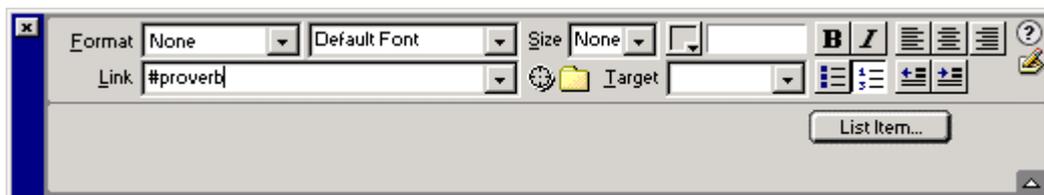


In the *Anchor Name* field, input the name of the bookmark. You can include spaces in the bookmark name, however spaces in the name are not standard practice best practice is **'no caps no gaps'**. In this case we have selected "Chinese Proverb" text in the *Document Window* and named the bookmark "proverb."

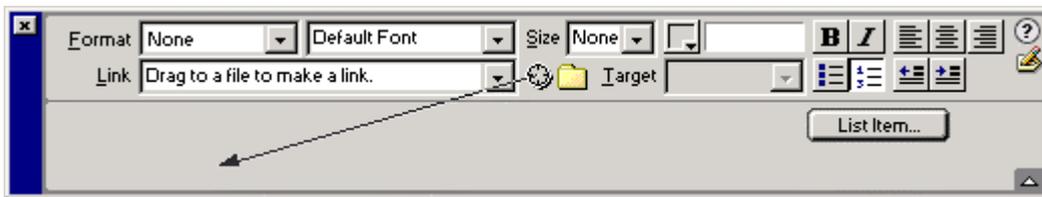
{Click} OK when you have chosen a name. Dreamweaver places an Anchor icon beside the text to indicate a Bookmark has been applied.

Chinese Proverb

Next select the text you would like to create as a link to the bookmark. We've added "back to top" at the bottom of current page and highlighted it. Use the *Properties Inspector* to link "back to top" to the "proverb" bookmark by *{Clicking}* inside the *Link* field and inputting "#proverb".



Alternately, with the bookmark still selected, in the *Document Window* scroll to the text you've designated as a bookmark and *{Click}*, hold, and drag a link interactively with the *Drag to File* icon . *{Release}* the mouse button over the *Anchor* icon that designates a bookmark.



Drag and drop the "Drag to File" on bookmarks and other web pages in the *Site Window* to create links interactively.

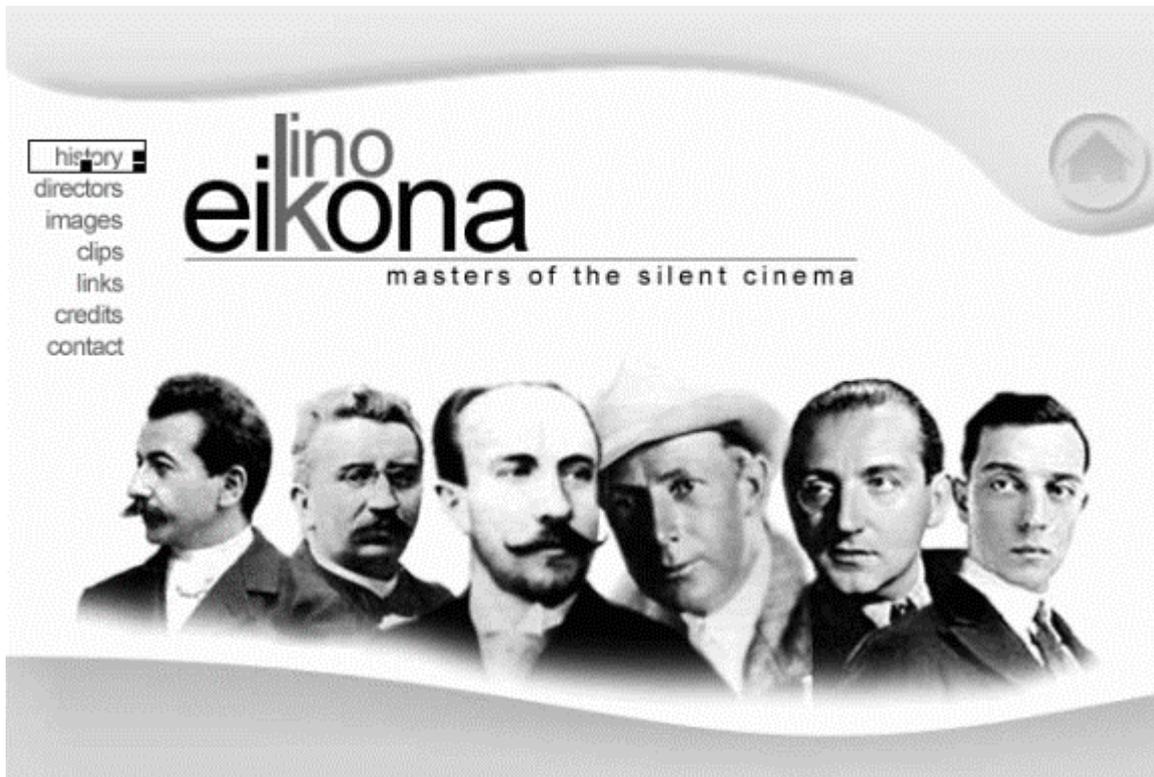
The following HTML code results:

```
<P><A href="#proverb">back to top</A></P>
```

Notice the URL is "#proverb". When you click on the text "back to top" in a browser you return to the Chinese Proverb section of the web page.

Creating Local Links

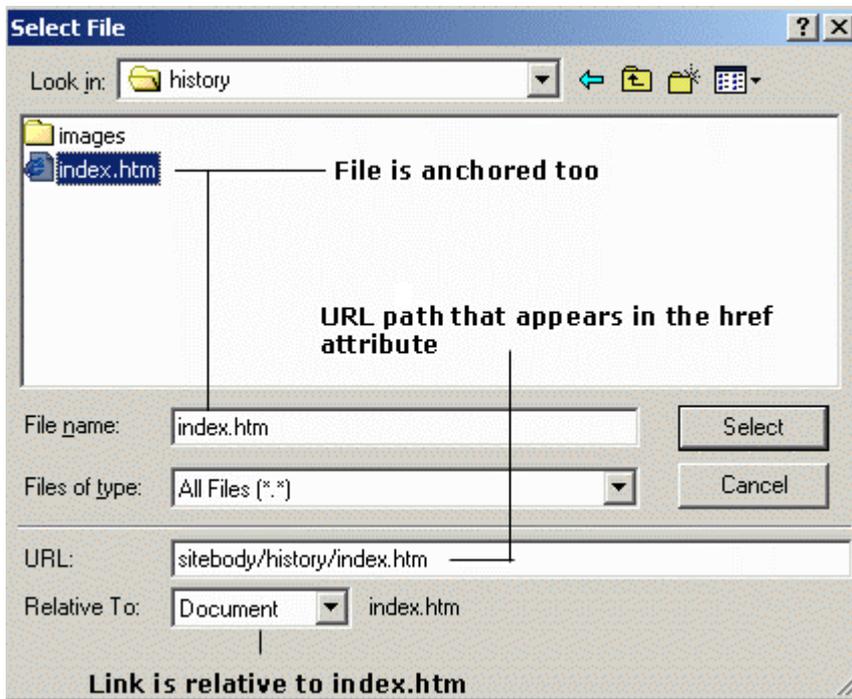
Local or relative links are hyperlinks to documents within the Site Root on a web server. This type of link is created by selecting the content you wish the user to *{Click}* as a link, and using the Properties Inspector to specify the location of the page by using the *Drag to File* icon, or *{Clicking}* on the browse icon .



Select content in your web page that you want to act as a link to another page.

In this case, we've selected an image "history" that will act as a link to the file "index.htm" in sitebody/history.

{Click} the browse icon in the *Properties Inspector* and use the *Select File* dialog-box to link to another page within the root folder of your website.



Note that the path appears in the *URL* field; in this case the path is relative to the document "index.htm". The path is "sitebody/history/index.htm" from index.htm at the root level of the folder. If you move the file within the *Site Window* this link will be updated automatically.

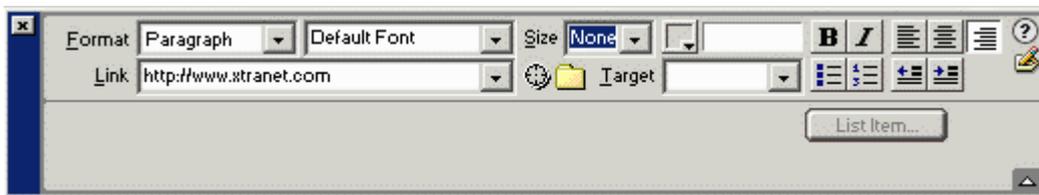
Creating External Links

External Links are created by selecting the content you wish the user to *{Click}* as a link, and use the *Properties Inspector* to input the URL of the link into the *Link* field.



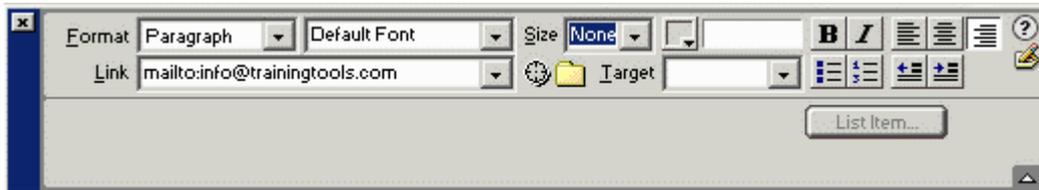
The index.htm page in the *contact* folder. External links to other sites and to email need to be made.

If we highlight the text www.xtranet.com, we would need to input <http://www.xtranet.com> into the *Link* field in the *Properties Inspector*.



Email

For email, the URL is `mailto:emailaddress@wherever.com`. Again, simply select the image or highlight the text you wish to act as a link and input the URL into the *Link* field in the *Properties Inspector*.



The links are colored according to your specification. If you did not specify a link color, the default color is blue.

Image Formats

GIF

Graphic Interchange Format uses a maximum of 256 colors, and uses combinations of these to simulate colors beyond that range. The GIF format is best for displaying images such as logos, icons, buttons and other images with uniform colors and tones.

GIF images come in two different versions and have some extra functionality that JPEGs do not. You can save GIF images in GIF 87 or GIF 89a format. GIF 89a has the following features that GIF 87 and JPEG files do not:

Interlacing

If you save a GIF 89a image as interlaced, the browser will be able to display the image as it loads, gradually getting crisper and clearer until it has loaded. Interlaced GIFs have slightly larger file sizes than non-interlaced GIFs, so you will have to decide whether the interlacing effect is worth the extra download time for your images.

Transparency

With GIF 89a format images you can set a single color to be transparent, that is, it will allow the background color or image to show through it. Transparency is most commonly used to make the rectangular background canvas of an image invisible; this feature can be very effective in web page design.

Animated GIFs

GIF 89a images can also be animated using special software. Animated GIF images are simply a number of GIF images saved into a single file and looped. Netscape Navigator and Microsoft Internet Explorer both display animated GIFs, but many other browsers cannot, and may not be able to display even the first image in the loop. Animated GIFs also take longer to download, therefore, use animated GIFs with caution.

JPG, JPEG

Joint Photographic Expert Group is the best format for photographs because JPEG files contain millions of colors.

JPEG images don't give you the option of including transparency or of interlacing images, but they do allow you to specify the degree of file compression so that you can create a balance between image quality and file size.

A new addition to the JPEG format is Progressive JPEG. Progressive JPEGs boast superior compression to regular JPEGs. They also give you a wider range of quality settings, and support interlacing.

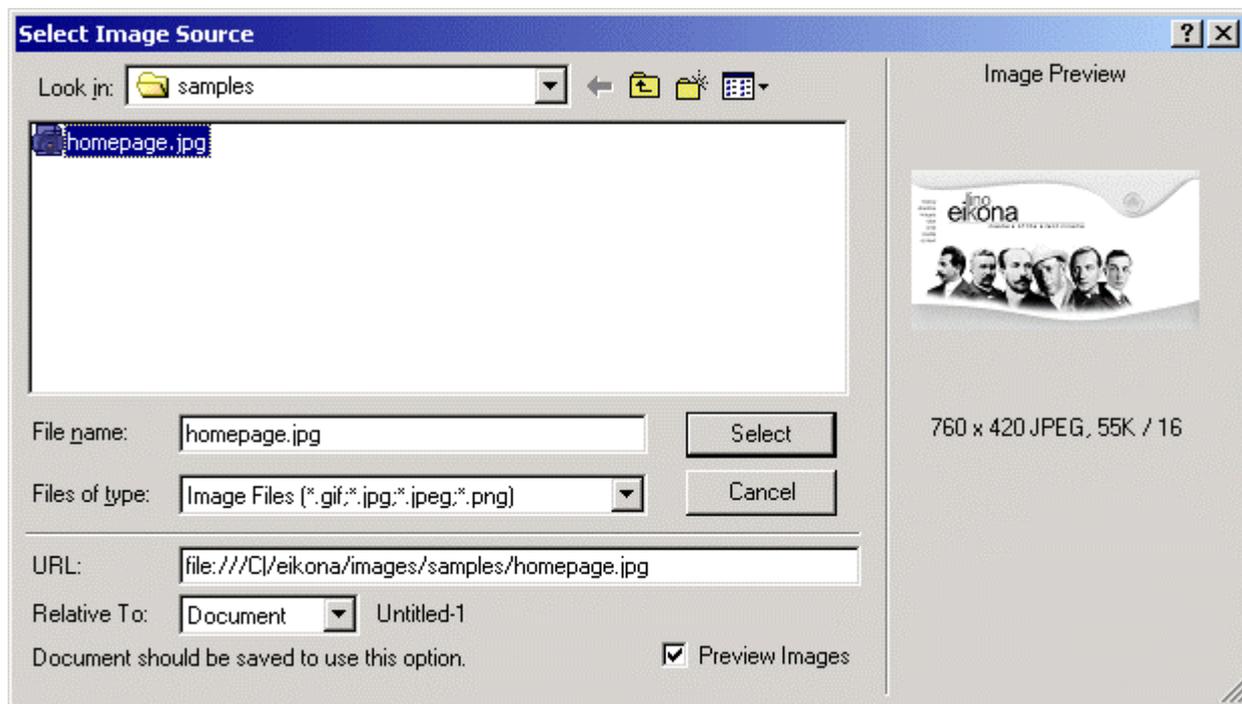
PNG

Portable Network Graphic is a new file type developed in part with the Internet in mind. There are two PNG sub-types, PNG-8 and PNG-24 (the file type extension remains .png for both.) Both use the same compression method and support alpha channels or variable transparency, meaning areas of the image can be partially transparent, similar to tinted windows. PNG-8 is limited to 256 colors (8-bit color depth) and PNG-24 can have up to 16 million colors (24-bit color depth.) Unfortunately, neither Netscape Navigator nor Microsoft Internet Explorer offers full support for PNG images. As a result, using PNG images for your web site at this time is not recommended.

Inserting Images

The image element defines a graphic image on a web page. Be aware that some browsers may not be able to display images, or the user has chosen to disable images. In that case, the description you include in the ALT attribute is displayed.

Place your cursor at the location you wish to insert an image in the Document Window and {Click} the “Insert Image” icon  in the Objects Palette. Alternately, you can select Insert/Image from the main menu. The Select Image Source dialog-box appears.



Navigate to the directory or folder where your image is stored. The dialog-box lists the URL or location of the image file in the “URL” field. Make sure that Document is selected in the Relative To menu. Check Preview Images to see a preview of the image in the dialog-box.



The image is inserted in the Document Window

Image Properties

{Clicking} on an image causes the Properties Palette to present us with common image properties. Properties include Image Name, Width and Height, Source, Link, Alignment, Alternative text, V and H Space, Target, Low Resolution Source, Border, Map, Refresh, and Edit.



Image Name (optional)

Input a name for the image when using Dreamweaver's Behaviors. Names are required by JavaScript, the language that Dreamweaver's Behaviors use. Behaviors are covered in a later chapter.

W (Width) and H (Height)

Modify the width and height of the image with the W and H fields. Modifying an images width and height in HTML is not recommended. A better solution is to modify the dimensions in an imaging program and place it in your documents.

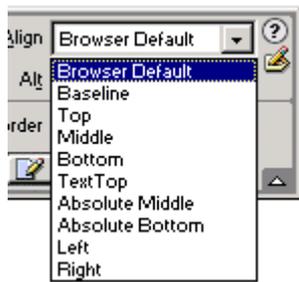
Src

The Src field contains the path to the image relative to the current document.

Link

To make an image act as a hyperlink (instead of text), browse to the file you wish to link to or input a URL into the Link field. Users can {Click} on the image in the web page to link to another page or site.

Align



Select from standard image alignment settings. These alignment settings affect the way text is aligned relative to the image as it sits to the left or right of an image. Keep in mind that the baseline of text is an imaginary line that characters sit on. For instance, the baseline of the letter “a” sits at the bottom of the “a”. The baseline of the letter “y” does not sit at the bottom of the letter, but rather at the bottom of the “v” shaped part of the “y”. Select from Browser Default (text aligns to the base of the image along the text’s baseline), Baseline (text aligns to the base of the image along the text’s baseline), Top (text aligns to the top of the image), Middle (text aligns to the middle of the image), Bottom (the same as Baseline), Text Top (text aligns to the top of the image relative to the top of the text (as in the word to, the top is at the top of the “t”)), Absolute Middle (text aligns to the middle of the image and the middle of the text), Absolute Bottom (text aligns to the bottom of the image and the bottom of the text, below the baseline if characters such as “y” are part of the content), and Left and Right to shift the text to the left or right of the image. This feature is rarely used. When we cover Tables, you’ll be exposed to a better method of aligning images and text.

Alt

Input a name for the image in the Alt field. This name differs from the name you designate for use by Behaviors. The value of the “alt” attribute is displayed in a small pop-up box when users pass their pointer over the image. It is also used as an indicator for non-graphics browsers and for browsers that users have designated should not display graphics. To keep your website compatible with the widest possible audience, it’s a good idea to input a name into the Alt field.

V Space / H Space

The V Space and H Space attributes are used to place a value, in pixels, around the image that designates invisible space. Any other content, such as text for example, is pushed away from the edges of the image by setting V Space (for top and bottom) and H Space (for left and right).

Target

The Target attribute is used with Frames. Frames are covered in a later chapter.

Low Src

Select a lower resolution version of the image to display while the higher resolution image loads. This feature is seldom used in current web development.

Border

When you make an image act as a hyperlink, HTML, by default, places a blue border around it (or whatever color you’ve designated as the link color). To eliminate the border, you must input a value of “0”. Dreamweaver does this for you automatically. If you want to make the border visible input “1” into the Border field. Borders around images are seldom, if ever, used in current web development.

Align

{Click} the Align Left, Center, or Right icons to set the alignment of the image on the web page.

Map

The Map controls are used to create image maps. Image maps are covered later in this chapter.

Edit

{Click} Edit to launch the external image editor you can designate in Preferences in the External Editors category. The image is placed in the image-editing program where you can perform modifications and resave it. When you return to Dreamweaver the latest version of the image is in the Document Window. Usually however, you will not use this feature as any changes to an image are best done with the uncompressed production version of the image, rather than the version optimized for display and download on the Internet.

Reset Size

{Click} Reset Size to return the selected image to its original proportions. This can be useful if you have accidentally resized the image while editing your document. If possible, resize your graphics in an image-editing program as resizing through HTML almost always compromises image quality.

Remember If you want to use an image on your website save a copy of it in the images folder that is in the www folder that in turn is in the mikehanrahan.com folder on your hard disc. And also remember when you upload the page with the image, you must also upload the image itself.