

## Using Behaviours

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

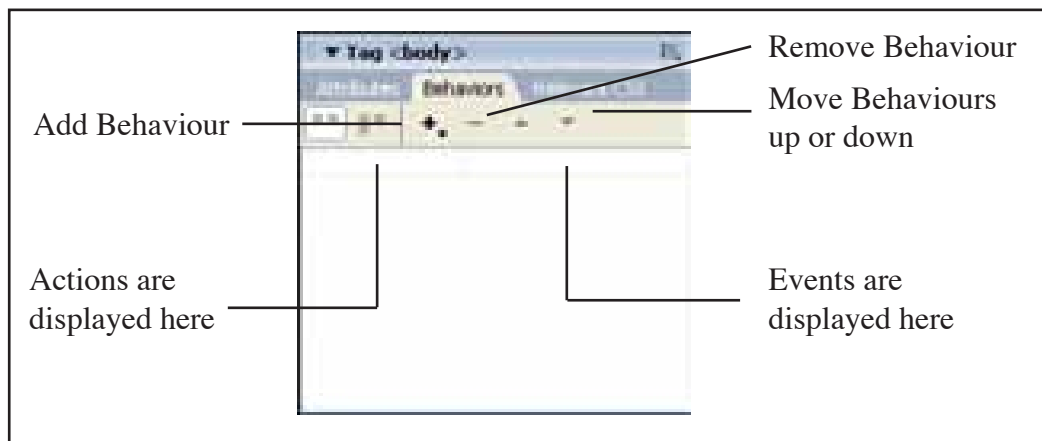
As usual with web pages, not all browsers can understand Java Script. It started to be used when version 3.0 browsers were introduced, but became more common with 4.0 or later browsers. In this chapter we will look at some examples of the use of Behaviours.

There are two sections to a BEHAVIOUR:

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

### The Behaviours Panel

- 1 Open the TAB INSPECTOR panel in the PANEL GROUP and its name will change to TAB <body> or TAG <image> depending on what is selected on a page.
- 2 Click on the BEHAVIOURS tab and its sections are named in the following diagram.



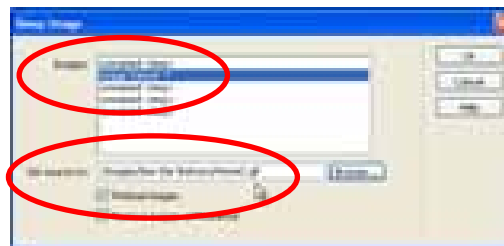
## Setting Rollover Images

You can set a behaviour to make a button change when the mouse is moved over it. It is a similar effect used in creating a Navigation Bar.

- 1 Ensure that the FILES panel is set to your eTRAVEL site.
- 2 Close the current page and open your eTRAVEL\_TEMPLATE file from the TEMPLATES folder of your eTRAVEL site.
- 3 Click on the HOME button and in the PROPERTIES INSPECTOR set the IMAGE name to HOME.
- 4 In the BEHAVIOURS panel click on the ADD BEHAVIOUR button (+) and select SWAP IMAGE.

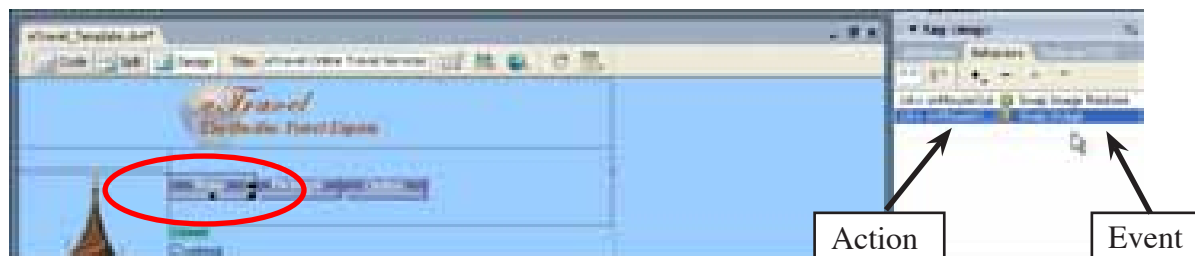


- 5 Your HOME image should be highlighted in the SWAP IMAGE dialogue box.
- 6 Click on the BROWSE button, access your NAV BAR BUTTONS folder within the IMAGES folder of your eTRAVEL folder and select the HOME3.GIF image followed by OK or OPEN to insert the image.



- NB:**
- i The \* next to the IMAGE "HOME" in the IMAGES box indicates that this image will be displayed when the page opens.
  - ii If you don't have the HOME3.GIF in your site's folder you can insert it from the CHAPTER 8 folder from the DW SUPPORT FILES.

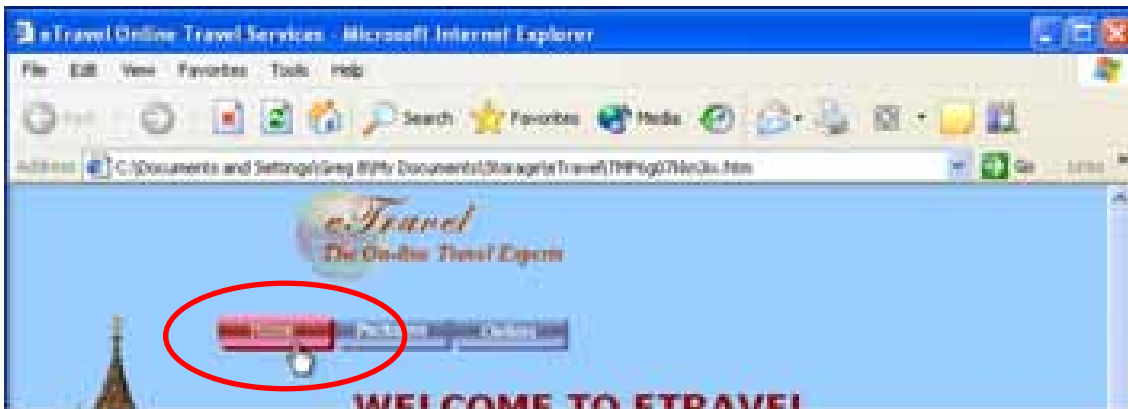
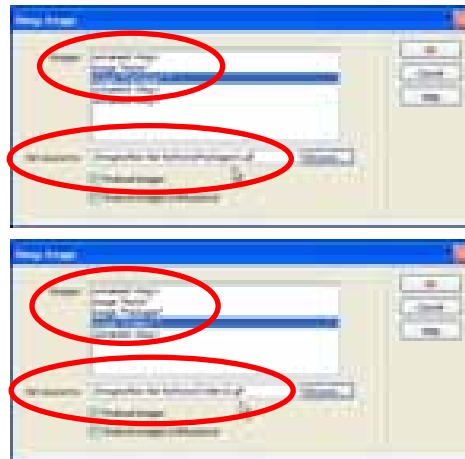
- 7 Select OK and the behaviour should be created.



- 8 The behaviour says when the mouse is away from the button (On Mouse Out) display the original image. When the mouse is over the image (On Mouse Over) swap to the second image.

**NB: The ON MOUSE is the ACTION and the SWAP IMAGE is the EVENT.**

- 9 Repeat steps 3 to 7 for the PACKAGES button to swap them with the PACKAGES3.GIF from your NAV BAR BUTTONS folder. Remember to name the button Packages.
- 10 Repeat steps 3 to 7 for the ORDERS button to swap them with the ORDERS3.GIF from your NAV BAR BUTTONS folder. Remember to name the button Orders.
- 11 Save the template, update the pages linked to it then close it.
- 12 Open the INDEX.HTM page and preview it in a browser. Move the *pointer* over the buttons and each should change in turn.



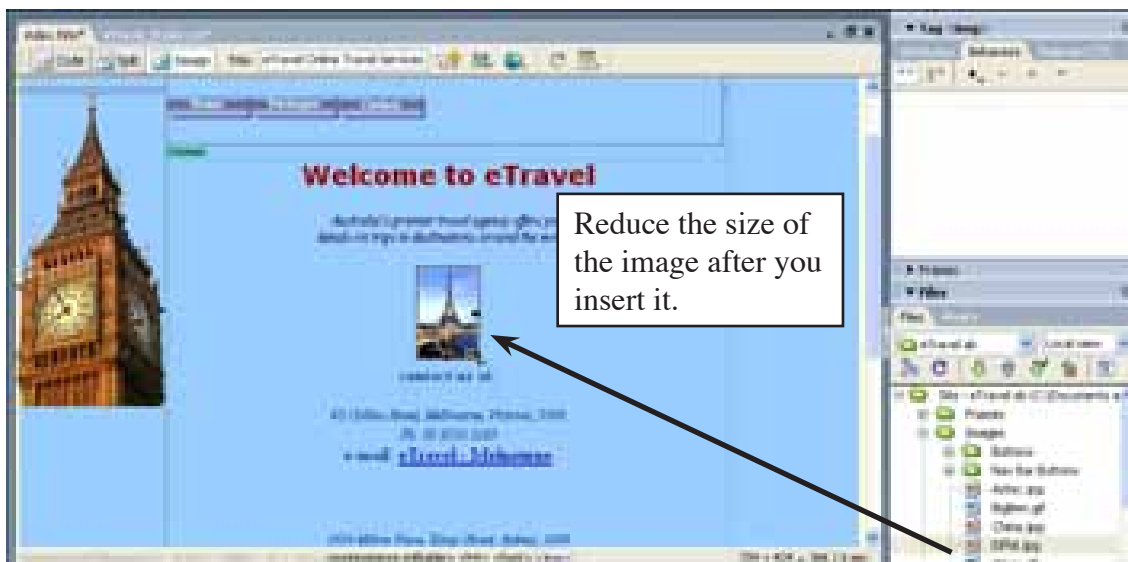
- 13 Close the browser then close the INDEX page.

## Popup Messages

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

### A A Popup Dialogue Box

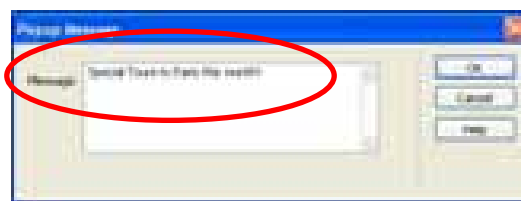
- 1 In your INDEX.HTM page drag the EIFFEL.JPG image from the IMAGES folder of the eTRAVEL FILES panel to the blank line under the first paragraph in the WELCOME TO eTRAVEL text. Name the image EIFFEL.
- 2 Hold down the SHIFT key and reduce the image to about one third of its original size. Refer to the diagram at the top of the next page.



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

4 In the POPUP MESSAGE dialogue box enter:

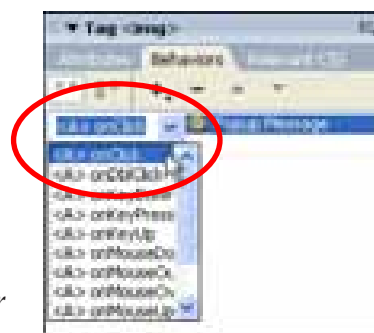
Special tours to Paris this month!



5 Select OK.

6 In the BEHAVIOURS panel click on the ONCLICK action and a arrow should be displayed.

7 Click on the arrow and other actions are provided. You can set the action any from the list. In this case ONCLICK is fine so leave it selected.



8 Preview the page in a browser, move the *pointer* over the image and click the mouse button. The text should popup in a window as shown in the diagram at the top of the next page.