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# Using Macromedia® Dreamweaver™ 1.2

**QUE®**

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## Create the Button Images



FIGURE 24.2

When the user positions the mouse over the image, the image changes.

## Create the Button Images

First, you'll need to create a pair of images for use in the Rollover. Figure 24.3 shows the two images that I've created for this example.

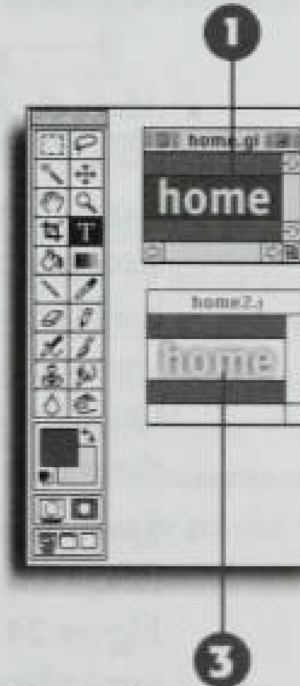


FIGURE 24.3

Create the basic images with Photoshop or your favorite image editing application.

- 1 Base image
- 2 Highlight image

I'm going to use the image with the solid background (the one on the top) as the image that's displayed when the browser loads; I'll call it the base image in the following steps. The image with the neon effect will replace the base image when the mouse passes over the button; I'll call this replacement image the highlight image.

There are a few basic ideas to keep in mind when you're cooking up rollover components:

- *Make both buttons the same size.* Technically, you can use different sizes for the base image and the highlight image, but aesthetically, it's important to make sure the image sizes match. When the browser performs the rollover swap, it will resize the highlight image to the size of the base image. At best, resizing will pixelate your image; at worst, resizing will completely squash it, as shown in Figure 24.4.

FIGURE 24.4

Be sure your base image and highlight image are the same size, or your highlight image may be squashed or distorted when it's displayed by the browser.



- *Make the buttons small, or pre-load images.* The rollover effect loses much of its smoothness when the highlight image takes more than a second or two to load. Try to keep rollover file sizes under 5K. (If you absolutely must use a large rollover, load the highlight images into an invisible layer when you load the page, so that the browser can cache the images. Once the highlight images are cached, the browser can swap them into the rollover in a snap.)
- *Synchronize button content.* If the base image and highlight image share identical content (such as the word "home" in Figure 24.3), position the repeated content in *exactly* the same place in both images. Otherwise, the repeated content will "jump" when the highlight image swaps in, making the rollover seem less smooth.

Adobe Photoshop is a great tool for creating rollover sequences. Photoshop's layer model makes it easy to create a master image that contains all of the components of the base and highlight

images. Using a single master image ensures that the base and highlight images are the same size, and that elements that are repeated in both images are positioned correctly.

Figure 24.5 shows the master image as it appears in Adobe Photoshop. Pay special attention to the Layers palette. The type is in its own layer; we'll use this layer in both images. Two layers contain solid backgrounds; there's a solid purple background in Layer 1, and a solid white background in the background layer. Finally, the purple neon effect (which I created with some purple type and selecting **Filter**, choosing **Blur**, and then choosing **Gaussian Blur**) is broken out into its own layer.

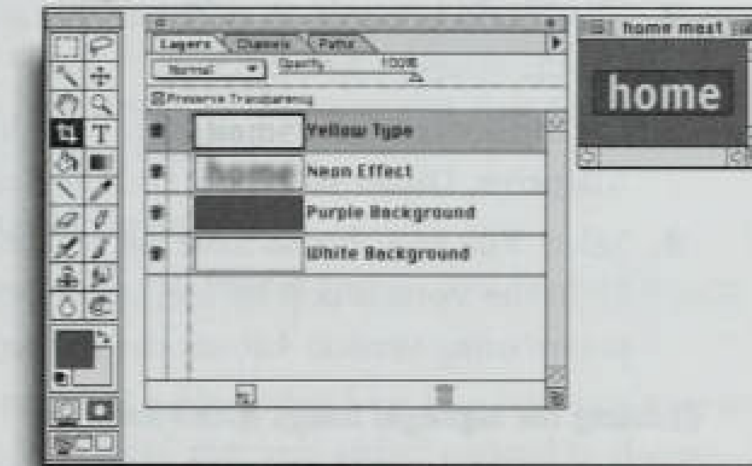


FIGURE 24.5

Photoshop's layer model makes it easy to create a sequence of images for a rollover.

If you're a Photoshop user (and you should be!) you can download the master image file from [www.mcp.com/info](http://www.mcp.com/info), or from the mirror site at [ftp://ftp.orbis-tertius.com/homeButton.psd](http://ftp.orbis-tertius.com/homeButton.psd). If you're not a Photoshop user, or you don't care to mess around in Photoshop, swipe the finished component images from [www.mcp.com/info](http://www.mcp.com/info) or <http://www.orbis-tertius.com/dreamweaver/ch24step.htm>, and skip to the "Adding the Base Image to the Page" section, later in this chapter.

## Creating the Base Image

### Creating basic button images in Photoshop

1. Open the master image, `homeButton.psd`, with Photoshop.
2. Select **File** and choose **Save As**. Adobe Photoshop presents a file dialog box. Use the dialog box to save the image to disk as `home.gif`. You won't be able to save the image as a GIF at this point; don't worry about it.

### Photoshop LE won't work

You'll need to use Photoshop 3.0 or better to open the sample file that I've posted. Photoshop LE, the limited edition software that's bundled with a lot of scanners, doesn't support layers, and won't do the trick. Buy yourself a copy of the real thing—it's worth every penny.

3. Make sure that the Photoshop Layers palette is visible. Select **Windows** and choose **Layers** if necessary to bring up the palette.
4. Working in the Layers palette, drag the layer labeled *Neon Effect* onto the trash can icon on the right side of the bottom of the Layers palette.
5. Drag the layer labeled *White Background* onto the Layer palette's trash can.
6. If you're using Photoshop 3.0, select **Mode** and choose **Indexed Color**. If you're using version 4.0, select **Image**, choose **Mode**, and then choose **Indexed Color**.
7. Photoshop presents an alert box that asks if you want to flatten the image. Click **OK**.
8. In the Indexed Color dialog box, set the Palette to **Adaptive**, Dither to **None**, and the number of colors to **8**.
9. Select **File** and choose **Save As**. If you're using Photoshop 3, set the Format pop-up menu to **Compuserve GIF**; if you're using version 4.0, set the format to **GIF89a**.

#### Creating the highlight image with Photoshop

1. Open the master image, *homeButton.psd*, with Photoshop.
2. Select **File** and choose **Save As**. Adobe Photoshop presents a file dialog box. Use the dialog box to save the image to disk as *home2.gif*. You won't be able to save the image as a GIF at this point; don't worry about it.
3. Working in the Layers palette, drag the layer labeled *Purple Background* onto the trash can icon on the right side of the bottom of the Layers palette.
4. If you're using Photoshop 3.0, chose **Mode**, **Indexed Color**. If you're using version 4.0, chose **Image**, **Mode**, **Indexed Color**.
5. Photoshop presents an alert box that asks if you want to flatten the image. Click **OK**.

6. In the Indexed Color dialog box, set the Palette to **Adaptive**, Dither to **None**, and the number of colors to **64**. (Note that the number of colors is higher in the highlight image than in the base image, because the highlight image contains a gradient that will really fall apart if rendered with eight colors.)
7. Select **File** and choose **Save As**. If you're using Photoshop 3, set the Format pop-up menu to **Compuserve GIF**; if you're using version 4.0, set the format to **GIF89a**.

## Adding the Base Image to the Page

Now, add the base image to your page. This is really the easy part; you'll add the base image in the same way that you'd add any other image to the layout.

#### Adding the base image to the page

1. In Dreamweaver, click the **Insert Image** tool in the Objects palette.
2. Dreamweaver presents a file dialog box. Use it to navigate to the base image, *home.gif*, that you either created or downloaded in the last section.
3. Click the new image to select it. In the Properties palette, give the image a name by typing *homeButton* in the unlabeled field at the left side of the Properties palette. (See Figure 24.6.) Even if you don't normally name your images, be sure to name this one, or you won't be able to turn the image into a rollover.

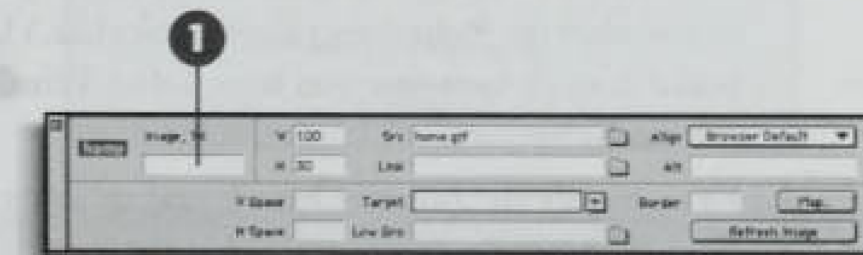


FIGURE 24.6

Be sure to name your rollover image.

- 1 Add a name your image here