Dreamweaver CS5.5, Menu by Menu

*D*reamweaver CS5.5: The Missing Manual is quite complete; in its pages, you'll find descriptions of every major Dreamweaver function (and most minor ones). In the interests of completeness, however, here's a quick reference to every command in every menu—and the answer to the occasional "What does that mean?" mystery.

File Menu

The commands in the File menu include basic functions like saving and quitting files, and controlling an open Dreamweaver document.

- **New.** Opens the New Document window, which lets you create a new, blank Dreamweaver document using any of several types of web document, from basic HTML pages to dynamic pages like ASP or PHP files. If you create Dreamweaver page templates, they show up here, too.

- **Open.** Opens the standard Open File dialog box so you can navigate to and open an existing Dreamweaver document. You can set the Show pop-up menu to display only specific types of documents—only HTML pages or style sheets, for example.

- **Browse in Bridge.** Bridge is Adobe's own file manager. It's like Windows Explorer or the Mac's Finder function. Bridge lets you browse, find, and open documents. But since Dreamweaver sports the very useful Files panel (page xx), you already have a way to manage your site files. In addition, Bridge is part of Adobe's graphics heritage, so it works best with image files—in other words, Photoshop and Illustrator files, *not* Dreamweaver documents.

- **Open Recent.** Displays a submenu that lists the 10 most recently opened documents. Selecting a document from the list opens it. The last option in this menu, "Reopen Documents on Startup," is kind of cool. If you quit Dreamweaver with documents still open and have this option checked, Dreamweaver automatically reopens those documents the next time you launch the program.

- **Open in Frame.** Opens an existing HTML page within one frame of a frameset. To make this command available, you must have a frameset open and have clicked inside one of its frames to select the frame—you can't open an HTML page just by loading a Frameset document. The Select HTML file dialog box opens and lets you navigate to the file you want to insert into the frame. You can also choose to make the file's URL relative to the document or the root folder, as described in Chapter 5. (Frames are an old technology, however. Professional designers no longer use them. See the warning about frames in the box on page xx)

- **Close.** Closes the currently open Dreamweaver document. If you have unsaved changes, Dreamweaver gives you the opportunity to save them.

- **Close All.** Closes *all* the currently open documents. If you have unsaved changes in any of them, Dreamweaver gives you the opportunity to save them.

- **Share My Screen.** This option works with Adobe's ConnectNow Web conferencing service. You can share your Dreamweaver screen with students, colleagues, or your aunt who's learning how to create websites. The service lets you provide real-time demonstrations of Dreamweaver in action. It's free for up to two people. Learn more about ConnectNow at *http://www.adobe.com/products/adobeconnect.html*.

- **Save** (Save Frameset/Save Frame). Saves any changes you made to your document. Dreamweaver dims the Save command if you haven't made any changes to the document since the last time you saved it.

- **Save As** (Save Frameset As/Save Frame As). This command works slightly differently than in other programs. Like most other programs, it saves a copy of the current document under a new name, but it also leaves the *original* document and reverts that file to its *last* saved state. In other words, only the Save As copy has the most recent changes you made to the original file…weird.

- **Save All.** Saves changes to all your open documents, including files like external CSS and JavaScript files listed in the Related Files bar (see "Related Files" on page xx). This is a great command to make sure you save all your changes to every document you edited since opening Dreamweaver.

- **Save All Related Files.** Saves changes to the document you're currently editing, as well as files that the current document uses, such as external CSS and JavaScript files, and server-side programs such as PHP includes. This is a good way to make sure you save every edit that affects the current file, whether you made the change in a CSS file, the HTML source code, or an external JavaScript file.

- **Save as Template.** Saves the current document as a Dreamweaver template with the suffix .dwt. The "Save as Template" dialog box appears so you can specify the template's file name, and indicate which site it belongs to. Dreamweaver automatically saves all template documents in a Templates folder in the selected site's folder. You'll find templates discussed in Chapter 21.

- **Revert.** Undoes any changes you made to a document since the last time you saved it. Edit→Undo is often a better choice; it takes a few more steps to undo all the changes you made, but it can actually undo changes *past* your last save. So if you're one of those gotta-save-it-every-5-seconds types, the Undo command is for you.

- **Page Setup.** Lets you set up printer settings (like the size paper you want to print on) for the Print Code command listed next.

- **Print Code.** Prints the code (that is, what you see in Code view) of the current document.

- **Import.** Lets you import data from other sources into your Dreamweaver document. For example, you can import XML data into a template or tabular data from a CSV (comma separated value) file into an HTML file. Windows users can also choose to import text from a Microsoft Word document or tabular data from an Excel spreadsheet.

- **Export.** Extracts tabular data or template data as XML from your Dreamweaver document, for use in other applications.

- **Convert.** Converts older HTML pages into a variety of more modern formats, like HTML 4.01 Strict, two forms of XHTML, or HTML5. Unfortunately, it's kind of hit-or-miss: this feature can't always update older files to modern standards.

- **Preview in Browser.** Opens the current document in your web browser. By selecting Edit Browser List, you can add new browsers to, or delete browsers from, your browser list, or specify a preferred browser. This command also includes an option to preview your page in a program called Device Central, an Adobe feature meant to let web designers preview a web page in mobile devices. It works well if you're working on a Flash movie, but it's not so good for regular web pages. Dreamweaver CS5.5 also lets you preview pages in "Adobe Browser-Lab"—this option, described on page xx, lets you take screenshots of the current page in different browsers using an online Adobe service.

- **Multiscreen Preview.** Opens a window that displays the current web page in three different "viewports." It's intended to help you work with Media Queries (Chapter 12) to preview how a page looks in different devices, like smartphones, tablets, and desktop browsers. See page xx for more.

- **Check Page.** Checks the current page for a variety of problems, such as broken links, code that's incompatible with various browsers, and spelling. You can also access the link checker and browser compatibility tools from the Results panel to check an entire site's worth of files—choose Window→Results, and then click an appropriate tab, like Link Checker to check links.

- **Validate.** Lets you check XML files to make sure they conform to XML standards and document type definitions (see page xx). In other words, it checks to make sure your XML is correct. In addition, you can check an HTML file using the W3C's online validator—from right within Dreamweaver. Select the "Validate current document" option and Dreamweaver connects to the Web, contacts the W3C validator, and checks your page's HTML. If it finds errors, it lists them in the W3C validation pane below the Property inspector. If you're working on a server-side page (like a WordPress page), then choose the Validate Live Document option: this first processes a page through a web server and then contacts the W3C site. This way, you're actually checking the finished HTML (after the server has completed all its server-side antics and produced a real HTML file).

- **Compare with Remote/Compare with Testing.** Lets you use a third-party code-comparison tool to see how the local copy of a page differs from either the remote copy (the one on your web server) or the copy on your testing server. This identifies all code differences between the two copies. You can learn more about this feature on page xx.

- **Design Notes.** Opens the Design Notes window (Chapter 19), where you can add additional information about an open document, set its status, and choose to have the Design Note appear whenever you open the document.

Note: To use Design Notes, you must make sure that you select the Maintain Design Notes option in the Site Definition window's "Design notes" section.

- **Exit/Quit.** Exits Dreamweaver. If any of your open Dreamweaver documents have unsaved changes, the program prompts you to save them before quitting. (Mac users will find this option under the Dreamweaver menu.)

Edit Menu

The Edit menu invokes common document changes, like copying and pasting:

- **Undo.** Undoes the most recent change you made to your document. You can choose this command repeatedly to step progressively backwards through your changes, even *after* you save the document.

- **Redo** (Repeat). Restores whatever changes you just made by using the Undo command. Selecting Redo multiple times moves you progressively forward through changes you undid. If you just used a command other than Undo, Repeat appears instead of Redo. This property lets you repeat the last action. For example, if you just pressed Delete, the Repeat command presses it again.

- **Cut.** Deletes the selected text or objects from a document, and copies them to the invisible Windows or Macintosh Clipboard so you can paste them elsewhere. (The Clipboard holds only one selection at a time.)

- **Copy.** Copies the selected text or object to the Clipboard so you can paste it elsewhere—without disturbing the original.

- **Paste.** Places the most recent selection from the Clipboard into your document at the insertion point.

- **Paste Special.** Opens the Paste Special window, which lets you choose how to paste the Clipboard item into your document. Options range from Text Only for just plain text to increasingly more elaborate options, which force Dreamweaver to attempt to preserve various levels of formatting, such as styles, bold, italic, bulleted lists, and so on. See page xx.

- **Clear.** Deletes the selected text or objects from a document without placing it on the Clipboard.

- **Select All.** Selects everything in the document so you can make document-wide changes in one fell swoop. If you have the cursor inside a table cell or <div> tag, however, Select All selects just the contents of that cell or div.

- **Select Parent Tag.** Broadens the current selection to include everything within its *parent tag*, including the content. For example, if you have a table cell selected, this command increases the selection to include the entire table *row*. Choose the command a second time and you increase the selection to include the entire table. In short, this command ensures that any changes you make apply to the entire tag.

- **Select Child.** Narrows the current selection to include everything within the *child tag*, including its contents. If you select a table row, choosing this command decreases that selection to include only the first table *cell* and its contents.

- **Find and Replace.** Lets you search a document—or an entire site—for a specific word, tag, or piece of source code, and replace it with something different (see page xx). This command lets you make these changes either en masse or one instance at a time.

- **Find Selection.** This command lets you find another instance of the current selection. Say you select the word "mothball" on a page. With this command, you search the page for another example of "mothball."

- **Find Again.** Uses the most recent search setting from the "Find and Replace" window to search the current document, highlighting the next instance of the search item.

- **Go to Line.** Opens the Go To Line dialog box. Type in a number, and Dreamweaver positions the cursor at the beginning of the specified line of code (available only in Code view).

- **Show Code Hints.** Immediately displays any code hints (overriding the delay set in the Preferences window) available for the current tag. Code Hints, described in Chapter 11, provide a pop-up menu of tag properties appropriate for the current tag (available only in Code view, and only when you use the Insert Tag command [Ctrl-T]).

- **Refresh Code Hints.** Doesn't seem to do much of anything.

- **Code Hint Tools.** When you work in Code view, this command lets you access Dreamweaver's color picker, "Browse for File" button, and list of fonts so you don't have to type in things like *#FF6633, ../../images/dog.gif*, or *Arial, Helvetica, sans-serif*, every time you use a color, link to a file, or want to use a font. In addition, you can display a pop-up menu of all of the ID, class, and element names on a page, which you'll find useful for JavaScript programming.

- **Indent Code.** Adds one indent before the selected line of code (available only in Code view.)

- **Outdent Code.** Removes one indent from the selected line of code (available only in Code view).

- **Balance Braces.** When you edit a script in Code view, this command helps you check for unbalanced braces (that is, an introductory "{" without a closing "}") by highlighting the matching tags enclosing the selected code. It doesn't do anything for plain HTML, but if you're writing a JavaScript program or using a dynamic programming language like PHP or ASP, it helps identify missing braces—a common source of programming errors. Works with opening and closing parentheses, and brackets ([and]) as well.

- **Repeating Entries.** Lets you cut, copy, paste, and delete repeating regions in templates. You can learn about repeating regions in Chapter 21.

- **Code collapse.** Hides a selection of code in Code view so you see only the code you want to work on. You'll find this feature discussed on page xx, and since the same options are available more directly from the coding toolbar, you can skip this command.

- **Edit with External Editor.** If you haven't already specified an external HTML code editor, such as BBEdit or Notepad, this command opens the Preferences window and selects the File Types/Editors category so you can find and select a text editor on your hard drive. Once you specify an editor, this command opens the current document in that editor. You can change the editor setting from the Edit→Preferences (Dreamweaver→Preferences) window.

- **Tag Libraries.** Lets you modify the way Dreamweaver writes code for various types of tags, such as those for HTML, JavaScript, ColdFusion, ASP, and so on. You can create new tag libraries for other types of tag-based languages, or modify the ones that ship with Dreamweaver.

- **Keyboard Shortcuts.** Opens the Keyboard Shortcuts window, and shows you all of Dreamweaver's current keyboard shortcuts. You can create a new set of shortcuts for specific sites or programs, or export the settings to HTML to share your settings with others. (You must duplicate the factory settings before you add or delete your own shortcuts, however.) You'll find details in Chapter 23. (On the Mac, this option appears under the Dreamweaver menu.)

- **Preferences.** Opens the Preference window, which is full of options that customize the way Dreamweaver works. You can choose from 19 categories of preferences, including those that let you edit the color and format of different HTML tags, create shorthand versions of CSS styles, and change the order in which Dreamweaver's info panels appear on-screen. (On the Mac, this option appears under the Dreamweaver menu.)

View Menu

The View menu controls the document window's appearance. A checkmark in the menu lets you know which view you're in:

- **Code.** Displays the file's source code.

- Split Code. Displays the file's source code in split view, side by side. You can use this feature to edit both the HTML near the top of the page (on one side of the document window), and HTML elsewhere on the page (on the other side of the Document window.) But it's most useful when you use it in conjunction with Dreamweaver's Related Files feature (page xx). In Split Code view, you can view the HTML of the page in one pane, and the CSS of an external CSS file in the other.

- **Design.** Displays the file's visual design.

- **Code and Design.** Splits the document window into two panes: source code on the left (or top), visual design on the right (or bottom). You can adjust where the split panes appear (see page xx), and adjust how much of each pane you see by dragging the center divider left or right or up or down.

- **Split Vertically.** When you're in Code and Design view, you see the page's code and its design side by side…great for really wide monitors. Unselecting this option displays the Code and Design views one on top of the other—unless you have an unusually tall monitor, this option doesn't let you see much of either.

- **Design View on Left/Top.** When you're in Code and Design view, this option dictates where Dreamweaver puts the Design view pane relative to the Code view pane. If you select Split Vertically, you can display the Design view either to the right or the left of the Code view; when you stack Code and Design views on top of each other, you can place the Design view either above or below the Code view.

- **Switch Views.** Switches between Code and Design views.

- **Refresh Design View.** Updates the Design view to reflect changes you make directly to the source code in either Code view or Split ("Code and Design") view.

- **Refresh Styles.** Who knows? You can only select it when viewing a page in Live View, and even then it doesn't seem to do anything.

- **Live View.** Displays a web page as it would appear in a web browser (actually, as it would appear in Apple's Safari or Google's Chrome browser). You can preview JavaScript, Flash movies, and other interactive page features in this view.

- **Live View Options.** Lets you control the display of Live View. You can pause JavaScript—a useful way to see the HTML that JavaScript creates on the fly—disable JavaScript, turn off plug-ins, and control settings that affect how Dreamweaver displays the page in Live View (see page xx for more on these options).

- **Live View Browser.** Dreamweaver CS5.5 includes the ability to navigate while you're in Live View. Click a link on a page in Live View and it takes you to another page (but only if you turned on that feature in the Live View Options menu). The Live View Browser lets you control the navigation just as you would in a web browser (page backward or forward, for example), view recent pages, and open the currently visited page in a new tab so you can edit it.

- **Live Code.** In Live View, choose this option to display the HTML as it appears to a web browser—this is only useful for pages that include JavaScript that can dynamically change the HTML of a page by adding classes to tags and even inserting or removing entire chunks of HTML. This feature is a good way to make sure the JavaScript code you write does what you want it to do to the HTML of a page.

- **Inspect.** This option lets you inspect the CSS of page elements in Live View. Discussed on page xx, this feature is a great way to inspect CSS in dynamically generated server-side pages (such as PHP pages), which you often can't see in Design View.

- **Head Content.** Opens a new menu bar in the main document window that contains shortcuts to the head section of an HTML page. You can use these menu items to highlight your document's title tags, meta tags, and scripts, and then, in the Property inspector, edit their content.

- **Noscript Content.** When you insert JavaScript code into the document window, you can include what're called <noscript> tags—information that appears in browsers that don't understand JavaScript (of which there are few), or which have their JavaScript turned off. After selecting this option, all the information inside <noscript> tags appears in the document window. To hide this information, select this menu option again.

- **Table Mode.** Lets you switch between the standard Table view, Expanded Tables view, and something called Layout Table view. Layout Table view is a holdover from earlier versions of Dreamweaver designed to make creating table-based layouts easier, but more often creating hard-to-edit HTML. Layout Table view

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used to appear front and center in the program, but the Adobe engineers have hidden it away in this menu, so that those who used the tool in the past can continue to use it. But don't be tempted to! CSS is a far superior way to lay out web pages (see Chapter 9 for the details).

- **Visual Aids.** Lets you summon onscreen symbols that represent typically invisible page elements, like image maps, anchors, and the borders of a <div> tag.

- **Style Rendering.** Lets you hide or show the effects of all style sheets on a page, or selectively display the formatting changes a style sheet applies to a particular type of media—screens only, for example, or printers only.

- **Code View Options.** Lets you adjust the way your HTML appears in Code view. You can turn on (or off) options that wrap lines of text to fit in the document window, add line numbers, highlight invalid HTML, turn on syntax coloring, and indent lines of code.

- **Window Size.** Let's you change the size of the page that Dreamweaver displays in the document window. Best used in conjunction with Media Queries (Chapter 12) to see how a page looks on different-size screens, such as the 320 pixel ×480 pixel screen of an iPhone.

- **Magnification.** Lets you zoom in, zoom out, and generally magnify your view of the document window. It has no effect on the HTML code or how a page will display in a web browser, it merely zooms in to get a close-up view or zooms out to get a bird's eye view of the page.

- **Rulers.** When you choose Show, Dreamweaver displays rulers along the top and left sides of the document window. Using the options you find here, you can choose your ruler units: pixels, inches, or centimeters. You can also reset the orientation of the two rulers so that both start from zero in the screen's upper-left corner.

- **Grid.** Places a grid of vertical and horizontal lines over the document window to use as a guide as you build your layouts. Selecting Edit Grid opens the Grid Setting dialog box, where you can adjust the grid's colors, spacing, behaviors, and line appearance.

- **Guides.** Shows, hides, locks, and erases guidelines you drag from a ruler onto the current page. Also controls options for guides, and displays guidelines that mark the visible area of a browser window for monitors of different resolutions.

- **Tracing Image.** Adjusts the document's background tracing image. You can load a new tracing image, make a current one visible, or adjust its position.

- **Plugins.** Lets you "play" browser plug-ins within the document window to test embedded media. You can choose to play a document's plug-ins one at a time or all at once, to simulate how a page will look to your viewers.

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- **Display External Files.** You can insert images and other files from your own or other websites on the Internet. When you insert an image from another site, you can type in or paste an absolute URL (page xx). Dreamweaver even displays the image in Design view, but only if you check this option. Because this feature requires an Internet connection to display the image, pages with links to external files may take longer to display in Dreamweaver (since it has to get the images and files over the Web). If you have lots of external images and files and your pages open sluggishly in Dreamweaver, uncheck this option.

- **Color Icons.** Dreamweaver's interface underwent an overhaul in CS4—the once-bright icons were made hip, dull, and gray. They're still hip, dull, and gray in CS5.5. If you'd rather have the colorful icons from Dreamweaver CS3, turn this option on.

- **Hide Panels** (Show Panels). Hides all open panels. If you've already hidden the panels, the command says Show Panels instead; it restores the panels to their original positions.

- **Toolbars.** Displays toolbars for use with Dreamweaver. Select Document from the submenu to display the Document toolbar at the top of the document window. It displays the current page's title and offers common commands, like display options, file-management options, code-navigation options, and browser previews. The Standard toolbar displays common buttons for common commands, such as opening files, closing files, and cutting, copying, and pasting content. The Style Rendering toolbar lets you toggle style sheets off and on, like the Style Rendering menu described earlier in this section. The Coding toolbar appears along the left edge of Code view and provides options for working with HTML, JavaScript, CSS, and PHP code, such as wrapping the code in comments, indenting the code, and more. Finally, the Browser Navigation toolbar lets you navigate from page to page in a site while you're in Live View.

- **Related Files.** Lists all external CSS, JavaScript, and server-side programming files the current web page uses. Select one and you'll see the code for that file. Better yet, just use the Related Files toolbar that appears in the document window—it's much faster.

- **Related Files Options.** Lets you filter the files displayed in the Related Files toolbar (page xx). For example, you can hide all server-side includes, display just external CSS files, or create a custom filter to show files that match a certain pattern (like all PHP files that include *DB* in the file name). You'll find filters most useful for really complicated server-side programs (like WordPress, Joomla, or Drupal) that often overwhelm the Related Files toolbar with dozens of included PHP files.

- **Code Navigator.** Pops open the Code Navigator window so you can scan all CSS rules that apply to the current HTML element (see page xx).

- **Show Spry Tooltips.** Shows or hides Spry tooltips when you work on a web page in Design view (see page xx for more on Spry tooltips).

Insert Menu

The Insert menu adds selected page elements to a document at the insertion point (the cursor's current position). The commands listed here correspond to the buttons on the Objects panel:

- **Tag.** Opens the Tag Chooser window, which provides access to all tags—not just HTML tags, but any tag in Dreamweaver's Tag Library (see entry under the Edit menu in "Edit Menu"). You can insert any tag and set any of its properties from this window. However, Dreamweaver doesn't make sure you insert the tag correctly, so you should understand HTML (or the tag language you're using) before trying this option.

- **Image.** Inserts an image file, such as a JPG, PNG, or GIF, into the current document. The Select Image Source window appears so you can navigate to the file on your hard drive. You can choose to make the URL for the file relative to either the document or to the site root folder.

- **Image Objects.** Lets you insert placeholder graphics, rollover images, or HTML from Fireworks. You'll see these options discussed on page xx.

- **Media.** Inserts other types of media files, including Flash, Shockwave, generator applets, plug-ins, and Active X files. In most cases, the standard Select File window appears, which you can use to navigate to the desired file.

- **Media Queries.** Opens the Media Queries window and lets you assign different style sheets based on the width of a browser's screen. Useful for building sites whose design adapts to a smaller screen, like the one on a mobile phone. See page xx for more on Media Queries.

- **Table.** Inserts a new table into a document. The Insert Table dialog box appears, and lets you format the table by specifying the number of rows and columns; the table width; measurements for cell padding, cell spacing, and the table border; and whether or not and where to include table headers.

- **Table Objects.** Provides a way to insert tabular data (see "Import" in the File menu section on page xx) and add other table-related tags such as the <th>— table header—tag into a page. The tag options in this menu assume you understand HTML and let you just insert the tags without making sure you're doing it correctly.

- **Layout Objects.** Lets you insert absolutely positioned divs and regular divs. This menu also includes Dreamweaver's new Spry Widgets, like the Spry Navigation Bar discussed in Chapter 5, and the Spry panel widgets discussed in Chapter 14.

- **Form.** Inserts Form Objects—the <form> tag, text fields, buttons, checkboxes, or lists—into a document. (If you haven't already inserted the <form> tag, Dreamweaver prompts you to do so.)

- **Hyperlink.** Inserts a link. The Insert Hyperlink dialog box lets you specify the text for the link, the link's address, as well as many other link options, such as the target window and tab index.

- **Email Link.** Creates a new email link at the insertion point. The Insert Email Link dialog box appears; you specify both the email address and the link's text (such as "Click to email me").

- **Named Anchor.** Inserts a named anchor so you can add links to specific positions *within* a page. See page xx.

- **Date.** Inserts the current date into a document. The Insert Date dialog box lets you format the appearance of the day of the week, the date, and the time. You can also automatically update the date each time you save the document.

- **Server-Side Include.** Opens a Find File window, from which you select a file that dynamically adds content to your page. Works only with special server setups, such as the dynamic server-driven pages discussed in Part Six of this book.

- **Comment.** Inserts an HTML comment into your page. Web browsers don't display the comment, but Dreamweaver represents comments as little gold shields in Design view. Use comments to leave notes for yourself and colleagues about the page. For example, you might add a comment indicating where a member of you web design team should put an ad.

- **HTML.** This menu includes lots of specific HTML tags, such as a horizontal rule, frames, text objects (many of which are also available under the Text menu), script objects for JavaScript, and head tags that go in the *head* portion of a web page—including meta tags, such as keywords and content descriptions that some search engines use.

- **Template Objects.** When you work on template files, this menu lets you insert many of Dreamweaver's template features, such as Optional, Editable, and Repeating Regions.

- **Recent Snippets.** Lists the most recently inserted snippets. Select a snippet from the list and Dreamweaver inserts it into the document. You'll see snippets discussed in Chapter 20.

- **Widget.** Like the Spry widgets discussed in this book, a widget is a JavaScript-powered add-on for a page. However, these widgets usually aren't as nicely integrated into Dreamweaver as the Spry widgets, and while some widgets come from Adobe, third-party programmers write most of them. You download widgets from *Adobe.com* using Dreamweaver's Widget Browser, available from the Application toolbar. Once you download and install a widget, you can use this menu to add it to a page (see page xx).

- **Spry.** Inserts any Dreamweaver Spry object, including the Spry Navigation Bar (Chapter 5), Spry Form Validation widgets (Chapter 13), and Spry Data and Layout widgets (Chapter 14).

- **jQuery Mobile.** Lets you insert code needed to build mobile applications using the jQuery Mobile JavaScript library. For example, you can insert a page, or specialized user interface elements like a toggle switch. See page xx.

- **InContext Editing.** Lets you insert tags related to Adobe's InContext Editing service. This online commercial service (as in you gotta pay) lets non-web-savvy individuals update specially created web pages.

- **Data Objects.** Used to insert server behaviors associated with Dreamweaver's dynamic database-driven Website tools—discussed in Part Six of this book.

- **XSLT Objects** (visible only when you work on an XSL file). Inserts various objects to convert XML data into a browser–readable format. Learn more about this feature in Chapter 28.

- **Customize Favorites.** Lets you add your favorite objects from the Insert panel into a special "favorites" toolbar, so your most common objects, images, divs, roll-overs, tables, and so on are just a click away. See page xx for more.

- **Get More Objects.** Opens the Adobe Exchange website in your desktop browser (outside of Dreamweaver, in other words). You can search for and download extensions and objects to add new features to Dreamweaver. Use the Commands→Manage Extensions command to integrate downloaded extensions into Dreamweaver.

Modify Menu

You use the commands in the Modify menu to adjust the properties of common document objects, like links, tables, and layers:

- **Page Properties.** Opens the Page Properties window, where you can specify document-wide attributes—such as the page's title, background and link colors, page margins, and a background image—or select a *tracing image* to use as a reference for designing the page.

- **Template Properties.** Opens the Template Properties window, where you can modify settings for template features like the visibility of optional regions, the properties of editable attributes, and the values of any template expressions you create. Available only when you work on template-based pages, as described in Chapter 21.

- **Selection Properties.** When you select this item (as indicated by a checkmark in the menu), Dreamweaver displays the Property inspector on-screen; you use it to edit the current settings of selected page elements. This command is the same as choosing Window→Properties.

- **CSS Styles.** Controls the display of the CSS Styles panel. A checkmark tells you the panel is open. This item has the same effect as choosing CSS Styles from the Window menu.

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- **Media Queries.** Opens the Media Queries window (see the Media Queries entry under the Insert menu).

- **Edit Tag.** Opens a dialog box with detailed options for the HTML tag highlighted in the current document. This advanced feature is for the true HTML geek—it gives you access to *all* the properties for a specific tag (not just the ones Dreamweaver displays in the Property inspector). But skip this option: The Tag inspector, which provides a less-intrusive panel with all the same options, is better. Choose Window→Tag Inspector to open it.

- **Quick Tag Editor.** Lets you edit an HTML tag without leaving Design view. If you don't have anything on the page selected, the Quick Tag editor prompts you to enter a new HTML tag at the insertion point (by choosing from an alphabetical menu). If you have text or an object already selected when you open the Quick Tag Editor, the window displays the selection's HTML tags so you can edit them.

- **Make Link.** Turns a highlighted page element (graphic or text) into a link. The standard Select File dialog box appears; choose the document you want a browser to open when someone clicks the link.

- **Remove Link.** This command is available only when you select a link or have the insertion point inside a link. Remove Link deletes hyperlinks by removing the <a> tag from the selected text or image.

- **Open Linked Page.** Opens the linked page in a new document window. This command is available only when you have a link selected or have the insertion point inside a link. (You can, however, hold down the Ctrl key [⌘] and double-click a link to open the linked page.)

- **Link Target.** Sets a link's target window, defining whether a browser opens the linked page in the same window or in a new one. You can choose from *_blank*, *_parent*, *_self*, or *_top* targets, or manually define the target in the Set Target dialog box. This command is available only when you have a link selected or have the insertion point inside a link. (See Chapter 5 for details on links.)

- **Table.** Opens a list of options to modify a selected table. You can adjust the number of rows and columns, add row or column spans, or completely clear cells' defined heights and widths (see Chapter 7).

- **Image.** Opens a list of options to modify a selected image, including optimizing it in Fireworks or editing it with one of Dreamweaver's new built-in image-editing features, such as the Crop, Resample, and Sharpen tools. See page xx for more.

- **Frameset.** Offers options to split the current page into *frames*. Alternatively, you can choose the Edit No Frames Content command, which creates alternative web page content that older browsers, those without frame support, can read. You won't find frames used on the Web very much any more, and professional web designers stay away from them—they're an outdated and clunky way to format pages.

- **Arrange.** Lets you change the Z-index (the front-to-back order) of overlapping absolutely positioned elements. You can send one absolutely positioned element in front of another, send it to the back, and so on. You can also tell Dreamweaver to disallow overlapping elements altogether. If you select two or more absolutely positioned elements, you can choose from one of this menu's alignment options to align the components, like the tops of the two elements. See Chapter 9 for more on absolutely positioned elements.

- **Convert.** Don't use this menu! Adobe created it to take a table-based layout and turn it into a layout using CSS absolute positioning. It doesn't work well at all. Better to recreate your design using the CSS layout techniques described in Chapter 9. The reverse option listed here—converting absolutely positioned elements to table layout—produces awful HTML and no benefit (unless you're building a "Retro Web Design Circa 1998" website).

- **Library.** Lets you add selected document objects to a site's Library file (Chapter 20). You can also update the current document, or multiple documents, to reflect any changes you make to a Library object.

- **Templates.** These commands work with Dreamweaver's—or your own—templates (see Chapter 21). Using these commands, you can apply a preexisting template to the current page, separate the page from its template, or update the page to reflect changes you made to its template. If you have a template file open, you can create or delete editable regions (remove the template markup, in other words) and update all site files based on that template. You can also add repeating template regions and editable tag attributes.

Format Menu

The commands in this menu let you format and modify a document's text:

- **Indent.** Adds one level of indentation to everything within the current block-level element (paragraph, headline, bulleted list).

- **Outdent.** Removes one level of indentation from everything within the current block-level element.

- **Paragraph Format.** Applies a paragraph format, such as Heading 1, Heading 2, or preformatted text, to all the text in the current block-level element. You can also go to this menu's submenu and choose "None" to remove the paragraph formatting.

- **Align.** Aligns text in the selected paragraph to the left margin, center, or right margin of a document. If a paragraph sits inside a table cell or layer, Dreamweaver aligns it with the left, center, or right of that cell or layer.

- **List.** Turns the selected paragraph into an ordered, unordered, or definition *list*. You can edit the list's format by selecting the submenu's Properties option.

- **Font.** Lets you choose from a list of common font combinations to apply a font set to the selected text. When a visitor's browser displays that text, it moves down the list of assigned fonts until it finds one installed on his computer (Chapter 3). You can create your own combination of paragraph fonts by going to the submenu and choosing Edit Font List.

- **Style.** Applies predefined text styles—such as bold, italic, or strikethrough—to the selected text.

- **CSS Styles.** Lets you create new CSS styles, and then apply them to selected text (Chapter 4). You can also choose to attach an existing style sheet to the current document, or export the document's own style sheet so you can use it in other sites.

- **Color.** Opens the standard Windows or Mac color-picker dialog box so you can apply color to the selected text. *Windows*: In general, the Property inspector's color box is a better way to assign web colors to text. *Macintosh*: You can choose from a variety of color palettes, including CMYK, RGB, HTML (Web safe), HSV, and HLS.

Commands Menu

Use the Commands menu to apply advanced features to your Dreamweaver document. Some menu items, such as the Record commands, eliminate repetitive tasks; others, such as the Clean Up HTML command, fix common problems in a single sweep:

- **Start/Stop Recording.** Records a series of actions that you can apply to other parts of a document with a click of your mouse (see Chapter 23). When you select the Start Recording command, Dreamweaver records each of your actions until you choose Stop Recording. Note that Dreamweaver retains only one recorded command at a time.

- **Play Recorded Command.** Reapplies the most recently recorded command.

- **Edit Command List.** Opens a list of all saved commands. You can rename the commands, or delete them permanently.

- **Get More Commands.** Opens the Adobe Exchange for Dreamweaver website in a new browser window so you can search for and download new Dreamweaver extensions and commands. Dreamweaver downloads extensions to your Extension Manager (see page xx).

- **Get AIR Extension.** Takes you to Adobe's website where you can download a Dreamweaver extension that lets you use Dreamweaver to create Adobe AIR applications—desktop-based programs that work (without a web browser) using common Web technologies like HTML, JavaScript, and Flash.

- **Manage Extensions.** Opens the Extension Manager, a program that lets you manage extensions you download from the Adobe Exchange website (page xx). The Extension Manager helps you install, delete, and selectively disable extensions.

- **Check Spelling.** Checks the current document for spelling errors (see page xx).

- **Apply Source Formatting.** Lets you apply Dreamweaver's formatting preferences to existing HTML documents. (Normally, changes you make to Dreamweaver's HTML source formatting, defined in the Preferences window and the SourceFormat.txt file, apply only to newly created documents.)

- **Apply Source Formatting to Selection.** Same as the previous command, "Apply Source Formatting," but applies only to selected content. This command lets you selectively apply source formatting so you can, for example, make sure that Dreamweaver nicely formats a <table> element but leaves the rest of your finely crafted HTML alone.

- **Clean Up HTML/XHTML.** Opens a list of options to correct common HTML problems, such as empty tags or redundant nested tags. Once you select what you want to fix, Dreamweaver applies those changes to the current document, and, if requested, provides a log of the number and type of changes it made (see Chapter 18).

- **Clean Up Word HTML.** If you import HTML generated by Microsoft Word, you often end up with unnecessary or cluttered HTML tags that can affect your site's performance. This command opens a list of options that corrects common formatting problems in Word's HTML. Dreamweaver applies the selected changes to the document and, if requested, displays a log of the number and type of changes it made.

- **Externalize JavaScript.** Lets you take all the JavaScript code in a web page and dump it into an external JavaScript file. This can make web pages download more quickly and lets you reuse common JavaScript programs throughout your site. Page xx discusses this new tool.

- **Remove FLV Detection.** If you used Dreamweaver CS3 to add a Flash Movie, and you then delete that Flash movie, this command removes the JavaScript code left behind. Again, this only applies if you have old Flash video pages you created way back when, with Dreamweaver CS3.

- **Optimize Image.** Opens the selected image in the Image Preview window so you can experiment with different compression settings to find the best balance between file size and image quality. See "Inserting an Image from Photoshop" on page xx.

- **Sort Table.** Sorts the information in a selected table alphabetically or numerically, in ascending or descending order. You can't apply this command to tables that include *rowspans* or *colspans*.

- **Attach an XSLT Style sheet.** This option, available only when you work on XML files, lets you attach an XSL file, which miraculously transforms cryptic XML into a beautiful, browser-viewable page. You'll find this feature discussed in Chapter 28.

Site Menu

As its name suggests, the commands in this menu apply to your entire website rather than single documents. These commands help keep your site organized, and promote collaboration between large workgroups:

- **New Site.** Opens the New Site window, where you can set up a site to start working in Dreamweaver.

- **Manage Sites.** Opens the Manage Sites Panel where you can create, delete, or edit site definitions. See Chapter 16.

Note: The next five menu commands let you transfer files between your computer (the *local* site) and a web server (the *remote* site). These commands, in other words, don't work unless you first define a remote site in the Site Definition window. In addition, you have to download the files you want to work on by *selecting* them in the Site window (see below).

- **Get.** Copies files (those you select in the Site window) from the remote server to your local site folder so you can edit them. Note that if you have Dreamweaver's File Check In and Check Out feature active (see Check In and Check Out below), you can't edit the downloaded files if someone downloaded a copy before you did.

- **Check Out.** Copies files (those you select in the Site window) from the remote server to your local site, and marks them on the remote server as *checked out*. No one else can make changes to the document until you upload it back onto the remote server.

- **Put.** Uploads files (those you select in the Site window) from your local site to the remote site. The uploaded files replace the previous version of the document.

- **Check In.** Uploads files you checked out from the local site to your remote site, and makes them available for others to edit. Once you check a file in, the version on your local site becomes read-only (you can open it, but you can't edit it).

- **Undo Check Out.** Removes the checked-out status of selected files. Dreamweaver doesn't upload the file back to the remote server, so any changes you made to the local file aren't transmitted to the server. Your local copy of the file becomes read-only.

- **Show Checked Out By.** Lets you see who's checked out a file.

- **Locate in Site.** When you select this option while working on a document, it opens the Site window and highlights that document in the site's local folder.

Note: See Chapter 19 for the full scoop on remote sites, local sites, and checking files in and out.

- **Reports.** Opens the Reports window, and lists options for generating new reports (see Chapter 18). Reports can monitor workflow (such as design notes and check-out status) and common HTML problems (such as missing Alt text, empty tags, untitled documents, and redundant nested tags). You can generate a report on an open document, multiple documents, or your entire site.

- **Site-Specific Code Hints.** This option, available only for PHP websites, lets you specify how code hints (the tooltips that pop up as you type programming code) work. This advanced feature is for serious PHP programmers.

- **Synchronize Sitewide.** Opens the Synchronization window, which lets you compare all your local files with all the files on your web server. Use it to make sure you transfer all the files you update locally to your web server, or that you transfer all the site files on the server to your local site.

- **Check Links Sitewide.** Analyzes the current site for broken links, external links, and orphaned pages. Dreamweaver then generates a report of all the problems it found. You can fix problematic links directly in the Report window—or click the file name to open the errant file in a new document window, with the link highlighted and ready to repair.

- **Change Link Sitewide.** Replaces a broken link throughout your site in one step. In the Change Link dialog box, you specify the incorrect link; below it, enter the correct link. Dreamweaver searches your site, replacing every instance of the old link.

- **Advanced.** Provides access to advanced site options, such as the FTP Log—a record of all FTP file transfer activity; "Recreate Site Cache," which forces Dreamweaver to rescan the site's files and update its cache to reflect any changes to the files or links in the site; "Remove Connection Scripts" to remove the script files Dreamweaver creates to work with dynamic, database-driven websites; and "Deploy Supporting Files" to move necessary programming files to your server when you use Dreamweaver's ASP.NET server model to build dynamic pages. (Since Dreamweaver no longer provides the tools to easily build .NET web pages, this last menu option is, uh, useless.)

- **Mobile Applications.** Let's you configure your system for creating Mobile Applications for Android and/or iOS (iPhone, iPad, and iPod Touch), as well as build the site for the appropriate platform. This very advanced option is new in Dreamweaver CS5.5. See the box on page xx for more.

Window Menu

This menu controls which panels and windows Dreamweaver displays or hides at the moment. (A checkmark in the menu denotes open panels.)

- **Insert.** Opens the Insert panel, from which you can insert various types of objects (such as images, layers, or forms) into your document. The Insert panel also contains options to switch between Layout and Standard table views, and to add dynamic elements (such as Spry widgets) to your pages.

- **Properties.** Opens the Property inspector, where you can edit the properties for a selected object. The options in the Property inspector depend on the selected page element.

- **CSS Styles.** Opens the CSS (Cascading Style Sheet) Styles panel, from which you can define and edit CSS styles, or apply existing ones to selected text.

- **AP Elements.** Opens the AP Elements panel, which lists all the elements on a page you positioned using CSS positioning properties. See Chapter 9 for details.

- **Multiscreen Preview.** Opens the Multiscreen preview window so that you can compare a live version of a web page at three different sizes for smartphones, tables, and desktop browsers. See page xx.

- **Business Catalyst.** Opens the Business Catalyst panel. You need to sign up for Adobe's business web hosting service (*www.businesscatalyst.com*) and download and install the Business Catalyst extension for this panel to work. It lets you add code so you can work with sites that this commercial ($$$) web-hosting company manages.

- **Databases.** Opens the Databases panel so you can work on dynamic websites. This panel lets you connect your site to a database, view the structure of the database, and even preview data currently stored in the database.

- **Bindings.** Opens the Bindings panel, which lets you create database queries for dynamic sites. In addition, the panel displays and lets you add dynamic data to a web page.

- **Server Behaviors.** Opens the Server Behaviors panel, the control panel for viewing, editing, and adding advanced features to dynamic web pages.

- **Components.** Opens the Components panel, for use with ColdFusion sites. This advanced feature lets ColdFusion developers take advantage of prewritten, self-contained programs, which makes building complex dynamic sites easier.

- **Files.** Opens the Files panel. From this window, you can open any file, and transfer files between your computer and your remote server.

- **Assets.** Opens the Assets panel, which conveniently groups and lists all the assets (such as colors, links, scripts, graphics, library items, and templates) you use in your site.

- **Snippets.** Opens the Snippets panel, which contains snippets of HTML, JavaScript, and other types of programming code. You can create your own snippets to save your fingers from retyping code you use often on a site.

- **Tag Inspector.** Opens the Tag inspector panel, which lists *all* the properties available for the currently selected HTML tag. This uber-geek option is like the Property inspector on steroids.

- **Behaviors.** Opens the Behaviors panel, which lets you associate *behaviors* (such as swapping images on a mouse rollover, or checking for necessary plug-ins) to selected page elements (see Chapter 15).

- **History.** Displays the History panel, a record of all the actions taken in the current document.

- **Frames.** Displays the Frames panel so you can select the frames and framesets you want to edit.

- **Code Inspector.** Displays the HTML for the current document. You can edit the code directly in this window and see the Design view of the document at the same time. It's often easier just to use Dreamweaver's "Code and Design" view (View→Code and Design).

- **Results.** Lets you open Dreamweaver's many site-wide tools, such as the "Find and Replace," Link Checker, and Reports commands. Pick the operation of choice from the submenu.

- **Extensions.** This menu lets you tap various online services Adobe offers, such as the web page testing service, BrowserLab (page xx); CS Live, a panel that displays information about other Adobe products and gives you access to online help and information; CS News and Resources; and to use the "Share this screen" command in conjunction with Adobe's Connect Now service (*www.adobe.com/acom/connectnow*).

- **Workspace Layout.** Lets you save the position and size of Dreamweaver's panels and windows in any arrangement you like.

- **Hide Panels.** Closes all currently open panels. Choosing Show Panels reopens only those panels displayed before you selected Hide Panels.

- **Application Bar** (Mac only). Opens and closes the Application bar at the top of the screen, just below Dreamweaver's menu items.

- **Cascade.** By default, when you have multiple documents open, you switch from page to page by clicking tabs that appear at the top of the document area. If you prefer to have all open documents floating and resizable within the document area, this and the next two options let you "undock" the current documents. The cascade option resizes each open document and places them one on top of the other. Windows folks can re-dock pages by clicking the Maximize button on any currently open document. Mac people can select the Combine As Tabs option.

- **Tile Horizontally** (Windows Only). Places all open documents one on top of the other. The documents don't float on top of each other; rather, they fill the available document area as row upon row of thin, horizontal windows. With more than a few documents open, you see so little of each page that it's difficult to work on any one.

- **Tile Vertically** (Windows Only). Just like the previous command, except that Dreamweaver positions the documents vertically, like stripes going across the screen.

- **Tile** (Mac Only). This has the same effect as Tile Vertically above.

- **Combine As Tabs** (Mac Only). Returns either tiled or cascaded documents (see those options above) to the single, unified tab interface.

- **Next document, Previous document** (Mac only). This pair of commands let you step through all your open documents, bringing each one front-and-center in turn so you can edit them.

- **List of Currently Open Documents.** Lists all the documents currently open at the bottom of this menu. Selecting one brings it to the front so you can edit it. But with the easy document tabs, why bother?

Help Menu

The Help menu offers useful links and reference documents that give you more information about using, troubleshooting, and extending Dreamweaver:

- **Dreamweaver Help.** Launches Adobe Community Help in your desktop browser, with the Adobe Dreamweaver CS5.5 reference already selected. Nice. From here, you can even search the Web for more information on using Dreamweaver. Really nice.

- **Spry Framework Help.** An online reference to working with and programming Spry widgets, like those discussed in Chapter 14. It doesn't have any information on how to use the Spry tools built into Dreamweaver; instead, it gives programming-oriented web designers who want to jump into Code view more in-depth information on Spry coding itself, and expands on Dreamweaver's Spry features.

- **Get started with Business Catalyst InContext Editing.** As of this writing, this link takes you to a page on Adobe.com that says Adobe is discontinuing the InContext Editing service. D'oh! Presumably, this option will eventually (perhaps even as you read this) take you to a page describing Adobe's business web-hosting service, Business Catalyst (*www.businesscatalyst.com*).

- **Omniture.** Takes you to the home page for another Adobe company, Omniture, which specializes in collecting and analyzing information about your web visitors. (Perhaps the Help menu should be renamed "Help our marketing department sell you new services.").

- **ColdFusion Help.** Takes you to an online reference to Adobe's server-side programming language, ColdFusion, on *Adobe.com*.

- **Reference.** Opens the Reference panel, a searchable guide to HTML tags, Cascading Style Sheets, and JavaScript commands. All of the guides are woefully out of date, so it's best to avoid them. The HTML reference, however, still provides good information on the HTML 4.01 tags you'll use while building web pages in Dreamweaver.

- **Dreamweaver Support Center.** Opens the Community Help section of Adobe's online Dreamweaver Help and Support site, which provides access to tutorials, videos, and troubleshooting tips.

- **Dreamweaver Exchange.** Launches your desktop browser and loads the home page for Adobe Marketplace & Exchange on *Adobe.com*. You'll have to take the extra step of clicking the "Dreamweaver" link on the page to find extensions that add new features to Dreamweaver (see Chapter 23 for details).

- **Manage Extensions.** Same as the Manage Extensions menu option listed under the "Commands" menu (see page xx).

- **CSS Advisor.** Takes you to Adobe's online CSS advisor. This site provides information about common (and not-so-common) CSS bugs. It works in conjunction with Dreamweaver's Check Browser Compatibility tool discussed on page xx. Unfortunately, the site isn't well maintained and has failed to keep up with problems related to newer browsers.

- **Adobe Online Forums.** Opens an index of available online forums on Adobe's website. You can interact with other Adobe customers, post questions, share techniques, or answer questions posted by others. Requires Internet access and a newsgroup reader.

- **Product Registration.** In order to use many of Adobe's online services, such as Adobe BrowserLab (page xx) or the Exchange (page xx), you need to sign up with Adobe by providing your name, email address, password, city, and Zip code. Although some of the online services cost money, creating an Adobe account is free and you don't need to give them any credit card information.

- **Activate.** As part of Adobe's attempt to stop piracy of their software, Dreamweaver's Software Activation module contacts Adobe and makes sure that your copy of Dreamweaver isn't activated on anyone else's computer. Adobe lets you install Dreamweaver on one desktop and one laptop of the same operating system. If you don't activate your software, the program stops working after 30 days.

- **Deactivate.** If you get a new computer, *do not forget* to deactivate the software on your old one. Use this menu option to do so. Deactivating the software lets you install it on another computer.

- **Updates.** Launches the Adobe updater. It finds updates for Dreamweaver (and every other Adobe product you installed on your computer).

- **Adobe Product Improvement Program.** Opens a window that lets you participate in this Adobe project, which collects information about your use of Dreamweaver. According to Adobe, all the information is anonymous.

- **About Dreamweaver** (Windows only). Opens an About Dreamweaver window, showing your software's version number. (On the Macintosh, you'll find this command in the Dreamweaver menu.)

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