
ACME Dreamweaver CS6 (+5.5 & 5) Basics

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These tutorials are designed to get you through the basics of making web sites in Dreamweaver with the most flexibility and the least amount of work. Think of them as supplying you with a toolbox full of tools to start making good websites.

They are deceptively packed with information, and they are designed to also act as reference after you are finished completing them. Web pages across the web have many similarities, and the information here is designed to cover many of these similarities.

The fancy stuff is not covered here—you are on your own for those techniques. But many fancy things are not too difficult to learn if you have the firm foundation that these lessons provide. But as you learn more, keep in mind that fancier is not always better than clean and simple.

It is very important that you try to somewhat understand what you are doing in these tutorials, and I would recommend doing each at least twice, the second time trying not to look at the instructions. Tutorials not done this way have a tendency to go in one ear and out the other.

If you have problems with doing the tutorials, just go back as many steps as needed and try again. Terms in dark red can be defined by touching the word.

These tutorials are designed to be done on a Macintosh, and assume a basic familiarity with the Mac, although you could certainly do them on a Windows computer without trouble. Make sure you update your version of Dreamweaver. The first versions of CS5 had a bug (feature?) which will cause problems in the layout chapter.

The illustrations in these tutorials are from CS6, but the CS5.5 and CS5.5 panels and buttons covered in this book are functionally exactly the same.

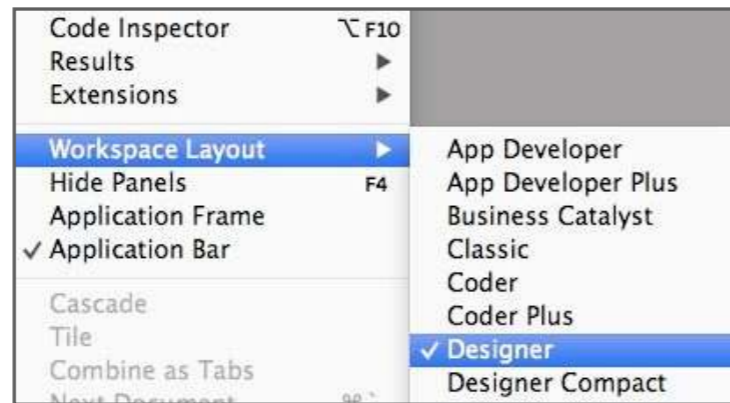
Finally, a disclaimer and a brag here: I am not an expert at programming for the web. I see this as a good thing for you. The terms and methods I present are as simple as they can be while still giving you a basic understanding of how Dreamweaver works.

Making simple pages and links

A web page is simply a bunch of words. In a browser, such as Safari, you can go to the menu View, then click View Source, and you can see this 'source code'. The browser's job is to take all this source code and make it into something more visual. Much of the source code in a web page tells the browser how to do this.

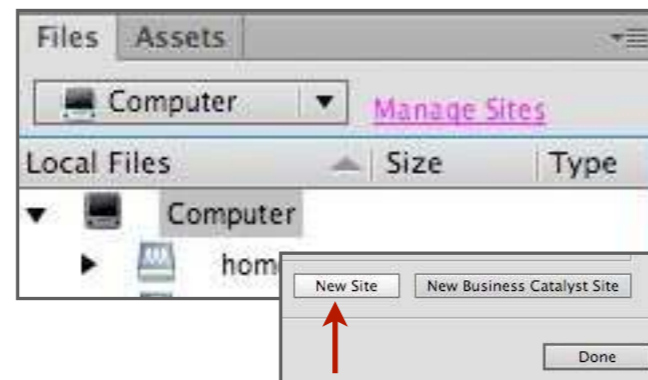
This is very different from just about any other application where the 'source code' (the stuff that tells the application how to display it) is totally hidden from the person using that application.

In this tutorial you will be making a very simple website, and I will have you display the code on the page just to get used to it. You don't ever really need to know what all of it means, but eventually you will have to deal with it on some level.



Open Dreamweaver. If the welcome screen appears you can disregard it. Go to *Window>Workspace Layout>Designer* (go to the menu *Window*, then choose *Workspace Layout*, and then choose *Designer*). This will get us in sync so that my examples look somewhat like what you will get. If you have moved windows around in the Designer layout, you can reset it to the defaults by choosing *Reset 'Designer'* in the same menu.

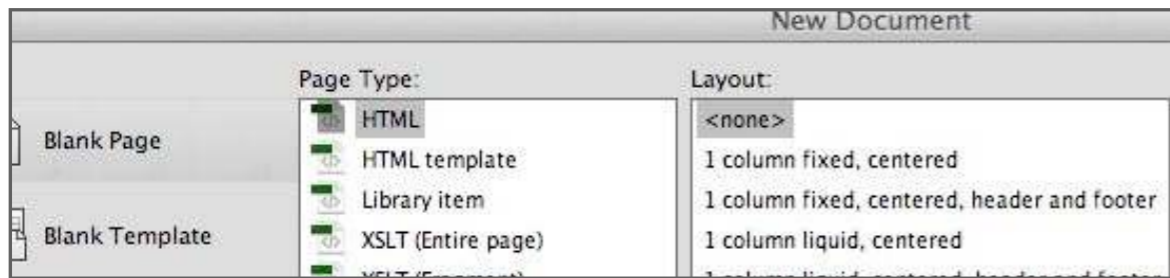
Before we get started making something we have to define a site (somewhere you want to put all your stuff). Dreamweaver likes to keep all your files straight so that your life is easier. It will come in handy later.



In the **Files Panel** (on the right side of the screen), click *Manage Sites*. Click *New Site* (*New...* in CS5&5.5) to make a new site.

Name your site with something like your name, and specify a location by clicking on the little folder icon. Since this is temporary, you might want to make a folder (I called mine *Web Site Test*) on your desktop to contain the site. All of the information for your site will be in this folder. Click *Save* and then *Done*. In CS6 you may also want to go to *Window>Application Frame*. This will disable the floating window and give you much more screen to work with.





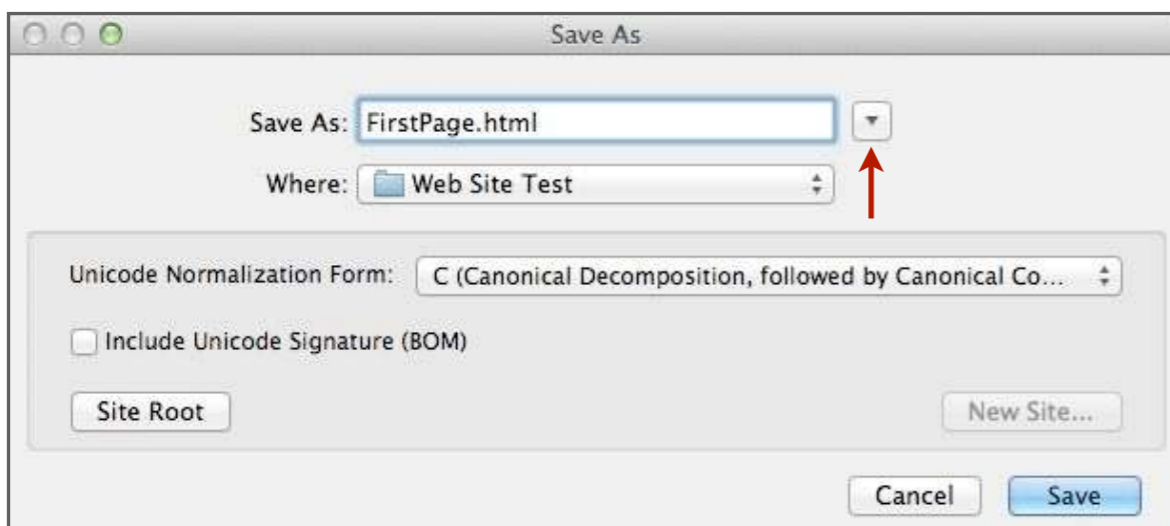
Now we are ready to make a page. Go to the menu *File>New*. There are a lot of options here, but the most useful is the first and simplest—choose *blank page*, *HTML*, and *<none>*.

When the new window comes up, push the *Split* button near the top left of the window to go to **Split View**. Now the window on the left is the **source code**, and the window on the right is the design. Don't get intimidated by this **code**. We are going to have to keep track of it later (sorry about that), but you really don't have to know what everything means.



In the **Design View** (on the right) type something like *the first page*, hit the return key, and type something like *go to the second page*. That will be our link to the second page pretty soon.

While you are at it, name your page in the blank box at the top of the window labeled *Title*:. Not very important at this point, just a good habit to title all your pages.



Save your page into the folder you defined before with your name (*File>Save*). Call it something like *FirstPage*. Try to get out of the habit of using spaces (or punctuation) in a filename. You can use *camel-case* like in this example, or use underscores to separate words. If you need to navigate to your web folder, click the small discloser triangle to the right of the filename.

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