

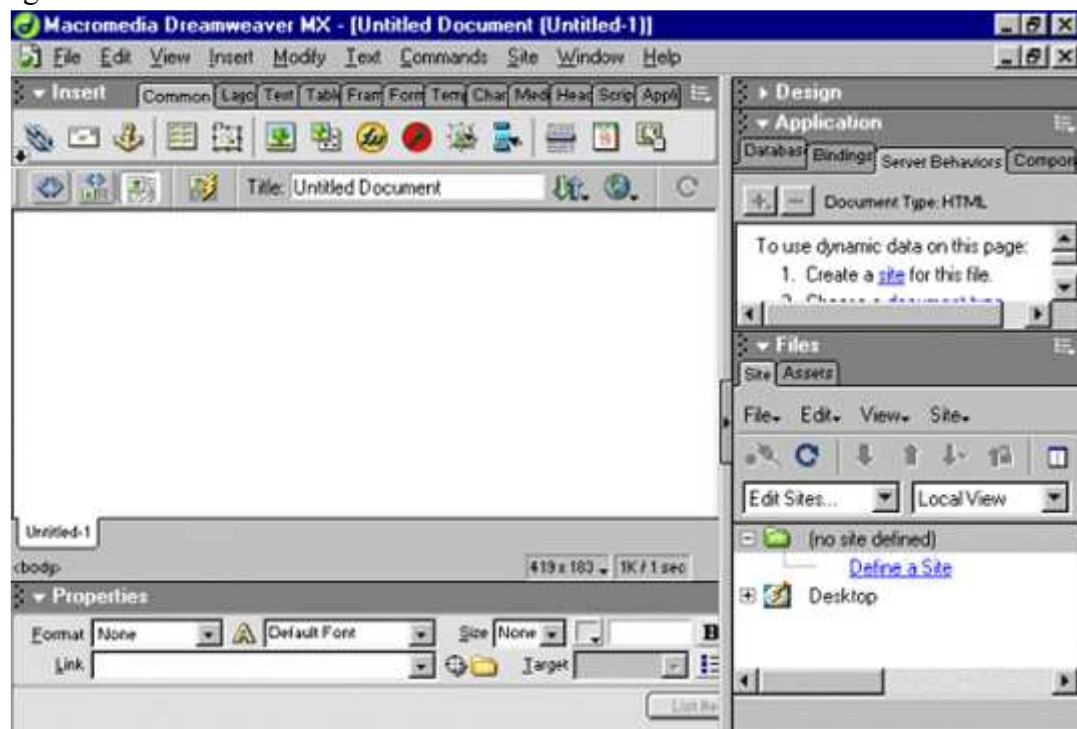
Dreamweaver Interface Dreamweaver Interface

In this section you will learn about the interface of Dreamweaver. You will also learn about the various panels and properties of Dreamweaver.

The Macromedia Dreamweaver MX has two work layouts: one is all in one layout the other is floating layout where you can collapse the panels that are by default open when you install the software. After opening the Flash application numerous panels and windows will open. The Dreamweaver user interface consists of main menu, insert menu, document menu and work area, along with all the properties inspector, panels and windows you view on opening the application. The following components make up the user interface in Flash:

1. Bars
 - a. Main Menu Bar
 - b. Insert Bar
 - c. Document Bar
2. Panels
 - a. Design
 - b. Application
 - c. Files
 - d. Answers
3. Properties Inspector

The figure below shows the Dreamweaver Interface.



Menu Bars

When you open the Dreamweaver application there are numerous panels and windows that open. Main Menu bar allows you to create and access numerous global functions, tools and commands that make the application user-friendly. The menu bar of Dreamweaver is same as other Macromedia products such as Flash, Fireworks, Authorware, and Director.



The table below shows the main menu options.

Table lists the function and uses of the tools on the Main Menu Bar.

	<i>Menus</i>	<i>Functions</i>
1.	File	File menu is a global menu through which you can create, open, save and preview your web page or website.
2.	Edit	The selection and searching can be done using the Edit menu.
3.	View	You can view different views of your document, various page elements and tools that are used by Dreamweaver MX.
4.	Insert	The Insert menu provides methods to insert objects in your document.
5.	Modify	You can change the settings of the page using the Modify menu.
6.	Text	To manipulate text attributes and alignment, Text menu is used.
7.	Commands	The Command menu provides various commands such as: you can create web photo album, Clean Up HTML, Drop Down Menu Builder for IE and so on.
8.	Site	The websites can be created, opened, and edited using the Site menu option. You can also manage the current site.
9.	Window	You can access all the panels, inspectors, styles and so on using the Window menu.
10.	Help	The Help menu provides the various help topics such as help on What's New, Dreamweaver, Extension, Support Centre, Registration and so on.

Insert Bar

To create a website or a page the Insert bar allows you to insert various images, tables, layers in your current document. You can create and insert objects using the features defined below that are in the form of buttons.

To open the Insert bar perform the following steps:

1. Click the View menu in the menu bar, a sub menu drops down.
2. Click the Toolbar option a further submenu drops down.
3. Choose and Click Document option.
4. The Document bar is opened.

[TOP](#)

Table lists the function and uses of the tools on the Insert Bar.

1. Common

The Common tab in the Insert bar allows you to create most commonly used objects in a website. These are: Hyperlink, email Link, Named Anchor, Insert Table, Draw Layer, Image, Image Placeholder, Fireworks HTML, Flash Rollover Image, Navigation Bar, Horizontal Rule, Date, Tabular Data, Comment and Tag Chooser.



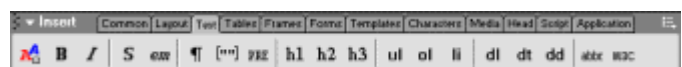
2. Layout

Using the Layout Tab you can view the tables in Standard or Layout view mode. It has the following features: Insert Table, Draw Table, Standard View, Layout View, Draw Layout Table and Draw Layout Cell.



3. Text

The Text and Paragraph formatting text can be inserted using the Text tab in the Insert bar that has the following features: Font Tag Editor, Bold, Italic, Strong, Emphasis, Paragraph, Block Quote, Preformatted Text, Heading 1, Heading 2, Heading 3, Unordered List, Ordered List, List Item, Definition List, Definition Term, Definition Description, Abbreviation and Acronym.



4. Tables

The table related tags can be inserted in a page using the Table tag that has the following features: Insert Table, Table Tag, Table Row, Table header, Table Data and Table Caption.



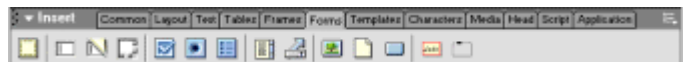
5. Frames

To create common frame layout Frame tab is used that has the following features: Left Frame, Right Frame, Top Frame, Bottom Frame, Bottom and Nested Left Frame, Bottom and Nested Right Frame, Left and Nested Bottom Frame, Right and Nested Bottom Frame, Top and Bottom frames, Left and Nested Top Frames, Right and Nested Top Frames, Top and Nested Left Frames, Top and Nested Right Frames, Frameset, Frame, Floating Frame and No Frame.



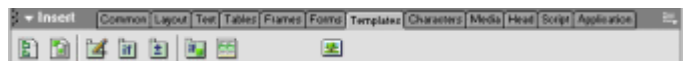
6. Forms

To create form and insert form elements, Form tab is used that has the following features: Form, Text Field, Hidden Field, Text Area, Check Box, Radio Button, Radio Group, List/Menu, Jump Menu, Image Field, File Field, Button, Label and Field Text.



7. Templates

You can save the current document as a template file and you can also insert various regions in a current document. The Templates has the following features: Make Template, Make Nested Template, Editable Region, Optional Region, Repeating Region, Editable Optional Region and Repeating Table.



8. Characters

You can insert the special characters by choosing Character tab in the Insert bar that has the following features: Line Break, Non-Breaking Space, Left Quote, Right Quote, Em Dash, Pound, Euro, Yen Copyright, Registered Trademark, Trademark and Other Characters.



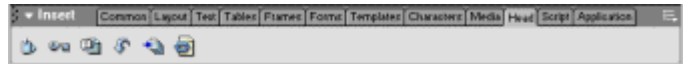
9. Media

You can insert plug-ins and applets in the Media tab that has the following features: Flash, Flash Button, Flash Text, Shockwave, Applet, Param, ActiveX and Plugin.



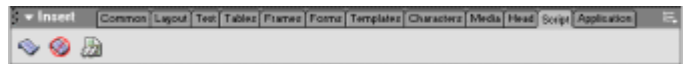
10. Head

You can add elements in the HEAD Section of your document by using the Head Tag in the Insert Menu that has the following features: Meta, Keywords, Description, Refresh, Base and Link.



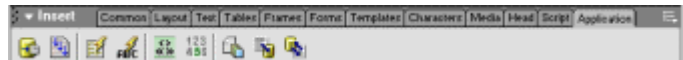
11. Script

You can insert scripts such as Java Script and VB Script. You can also insert the server site scripts using the Script tag in the Insert Menu that has the following features: Script, Noscript and Server-Side Include.



12. Application

You can add Server Behavior to a page using the Application tab that has the following features: Recordset, Repeated Region, Dynamic Table, Dynamic Text, Recordset Navigation Bar, Recordset Navigation Status, Master Detail Page Set, Record Information form and Record Update Form.



Note

The shortcut to open Insert panel is Ctrl + F2 and to open properties Ctrl + F3






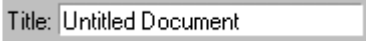



[TOP](#)

Document Bar

You can use the Document bar to add page title in the current document. You can also adjust variety of settings that are required by you, such as you want to view the page in a Design, Code or Code and Design view mode, Preview in Browser, Refresh your page and so on. If you want to further change your page settings you can do that by changing the page properties and properties panel that will be discussed later in this chapter.

To open the Document bar perform the following steps:

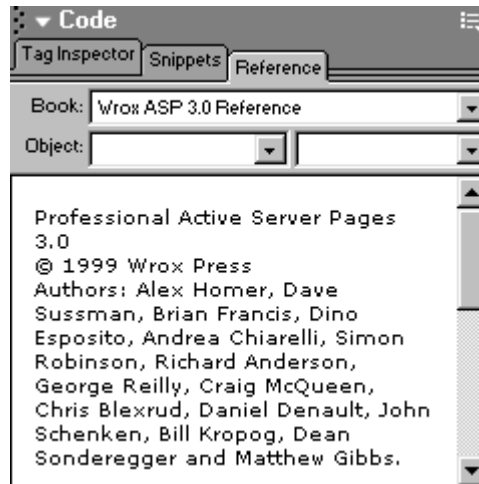
1. Click the View menu in the menu bar, a sub menu drops down.
2. Click the Toolbar option a further submenu drops down.
3. Choose and Click Document option.
4. The Document bar is opened.

<i>Icon</i>	<i>Tool Name</i>	<i>Used to</i>
	Show Code	The Design view gives the visual representation of a document. You can view the source code of your document using the Show Code option.
	Show Code and Designs View	You can see the source code in one window and the design of the document in separate windows by using the Show Code and Design View option.
	Show Design View	Only the Design of the document is viewed by using the Show Design View option.
	Live Data View	To see the dynamic content of the page and to see how dynamic content can change the layout of the page the Live Data View option is used.
	Title	Title is used to give a Title to the page that will be displayed in the browser's title bar. Title can be also be given by using the Page Properties option and you can also give directly from the Document panel. 
	File Management	The file managent menu is shown by the File management option.
	Preview Debug in Browser	When you create a document, you preview it in the web browser that can be done by using the Preview Debug in Browser option. The shortcut to preview the document in the browser is F12.
	Refresh Design View	When you make a page you have to modify the code. The Refresh Design View allows you to refresh the document's design when you have done changes in the code view.



Reference

The Reference option is an inbuilt reference provided by Macromedia Dreamweaver MX. Reference gives reference information on HTML, CSS, JavaScript, CFML, ASP and JSP.



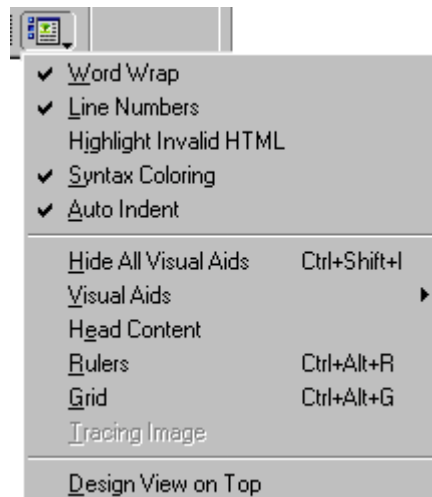
Code Navigations

You can navigate your JavaScript coding using the Code Navigation option.



View Options

You can view various options while the doing the coding when you are in the Show Code mode.



Panel Groups

Panels are important while working in Flash MX interface. They allow you to access all the tools that help in modifying an object. For example, changing alignment, color, size, and more. You can control colors, alignment, positions, font face, and font size by using the panels in Flash. The following panels are available in Flash:

- Design
- Applications
- Files
- Answers

The Panels can be collapsed and expanded easily. There are two methods by which you can Expand and Collapse the Panels.

Method 1:

To expand and collapse the panels perform the following steps:

1. On opening the Dreamweaver application by default you will see Design, Applications, Files and Answers Panel are open.
2. On the top right side of each Panel there is a button.
3. On right clicking the button you will see the option Maximise Panel.
4. Click on the Maximize Panel option and the panel is expanded.
5. Similarly, to close the Panel there is an option in the list called Close Panel.
6. On clicking this option the Panel will be closed.

Method 2:

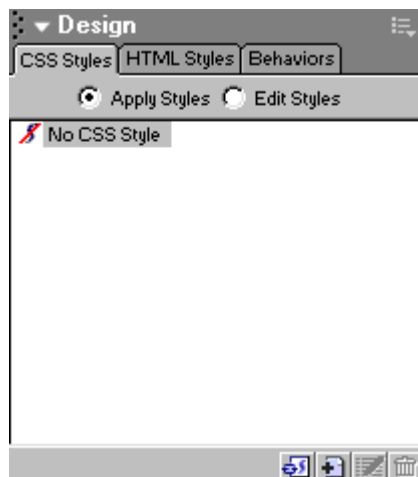
1. To expand and collapse the panels by the second method perform the following steps:
2. Click on the Window Menu Bar.
3. When the Menu Bar is displayed, click the panel that you want to open.
4. In order to Expand and Collapse the Panels you can use the same procedure as mentioned in Method 1.

Design

Using the Dreamweaver application you can incorporate other styles and languages to add interactivity to the page designed by you. The Design panel has three options: CSS Styles, HTML Styles and Behaviors. The Design panel is shown in the figure below:

- **CSS Styles:** You can add interactivity to a page using the CSS styles in your current document. You can create, edit and apply a new style using the CSS Style panel.
- **HTML Styles:** Using the HTML Styles panel you can view the HTML styles that are available in the current document. You can view two types of HTML Styles: Paragraph Styles and Selection Styles.
 - o **Paragraph Styles** allows you to format paragraph.
 - o **Selection Styles** allows you to format the selected text in a document.

Behaviors: You can attach and edit behavior to a page using the Behavior Panel.



[TOP](#)

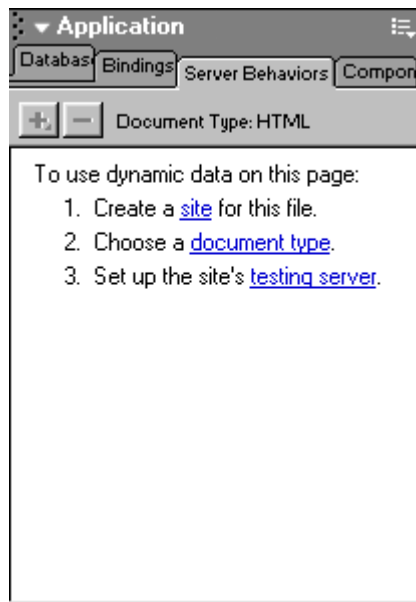
Applications

When you are working with Dreamweaver Interface in your current document, you can also work with other applications, such as:

- **Databases:** The Database panel is used to create Database connections, add database related codes, and keep track of the database used in your current document.
- **Bindings:** Using Binding panel, you can define sources of dynamic content for the current document, and also you can add content to the page.
- **Server Behaviors:** You can add, edit and create Server Behaviors in your current document.

Components: You can create, inspect and insert component code in your current document using the Components panel.

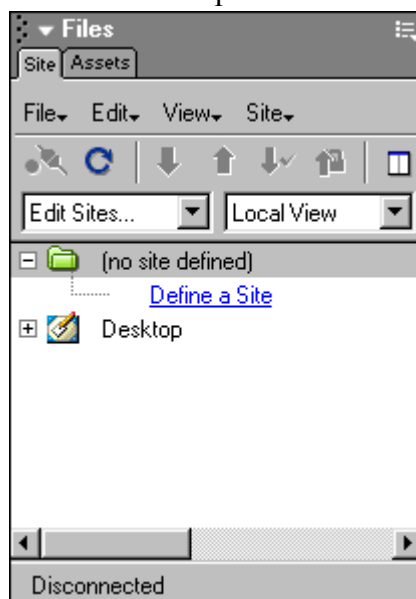
The figure below shows the Application panel.



[TOP](#)

Files

The File Panel has two options Site and Assets as shown in the figure below:

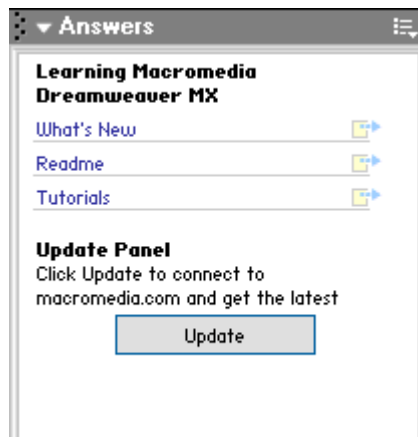


- **Site:** The Files Panel shows complete site map of your current site in hierarchal form. You can view the local, remote, and testing server files using the Site Panel. By default you can view the local site.
- **Assets:** The Assets display all the items that you have used in the current site's library. It is the Library of your current site.

[TOP](#)

Answers

When you are working on Dreamweaver and you want to quickly access some information, for that Answers Panel is used that covers all the tutorials, TechNotes, Dreamweaver extensions, and more.

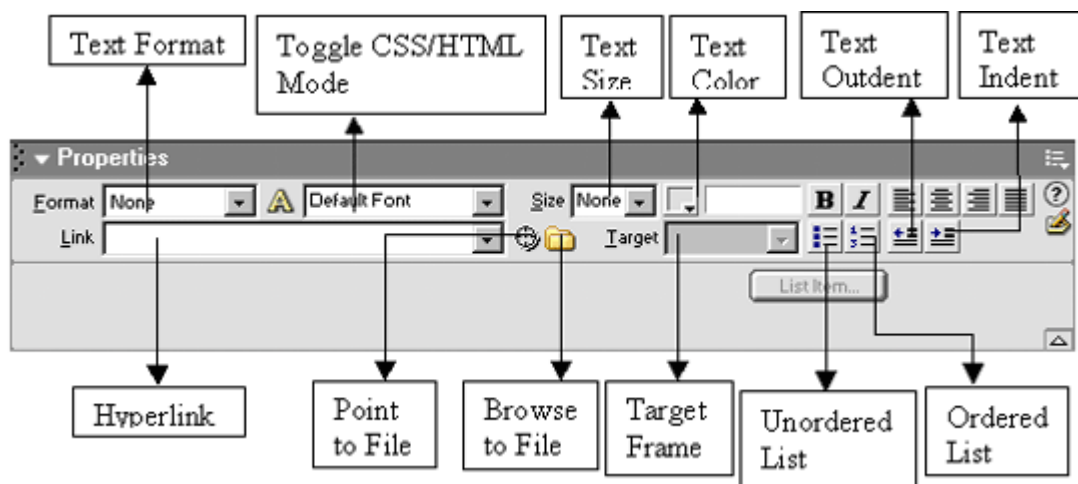


Properties Panel

You can change the the properties of an object or text using the properties panel. The figure properties panel is shown below.

To open the Document bar perform the following steps:

1. Click the View menu in the menu bar, a sub menu drops down.
2. Click the Toolbar option a further submenu drops down.
3. Choose and Click Document option.
4. The Document bar is opened.



You can set or change the properties of current text or an object using the Properties box. You can change the color of the text, background color, add a hyperlink, align objects and so on using the Properties panel.

Working with Common Elements in Dreamweaver MX

In this section you will learn how to create a simple web page using the interface provided by the Macromedia Dreamweaver MX.

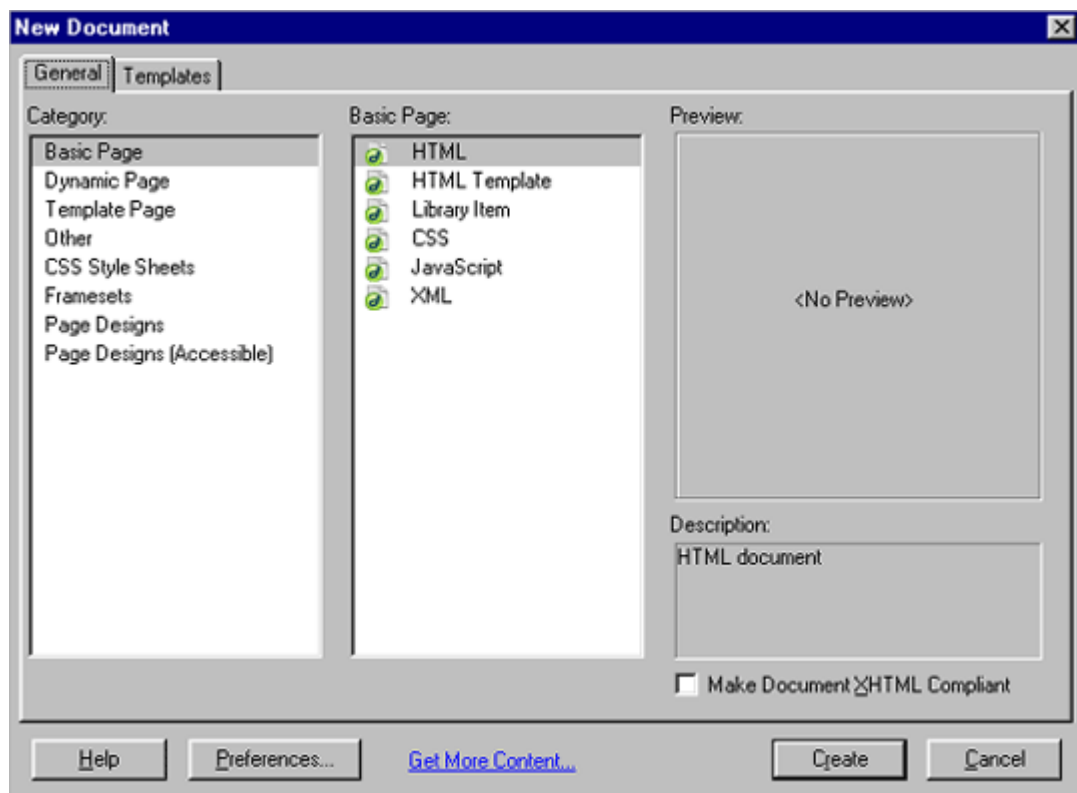
Open a New Document

In the above sections you have learnt about the Dreamweaver and its purpose. You have also learnt the Interface of Dreamweaver. Now you will learn how to make a website by using the above discussed sections.

You will start with how to open a new page in Dreamweaver MX.

To open a New Page perform the following steps:

1. Click File menu on the menu bar, a sub menu drops down.
2. Choose New from the sub menu, a New Document window opens as shown in the figure below.
3. In the Category choose Basic Page and in the Basic Page choose HTML as shown in the figure below.
4. You can see the Preview and Description of the file in the New Document window.
5. Press Create Button to create a new document.
6. A New Document opens on the screen.



[TOP](#)

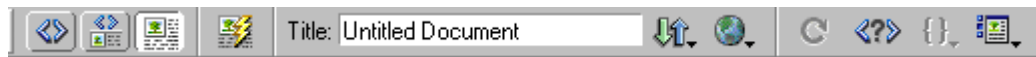
Add Title to the Document

The Title is the text that appears in the title bar of the web browser. By default the title is Untitled Document. You can change the title that appears in the title bar of the web browser by giving a title to the page. The title can be changed using two methods:

Method 1:

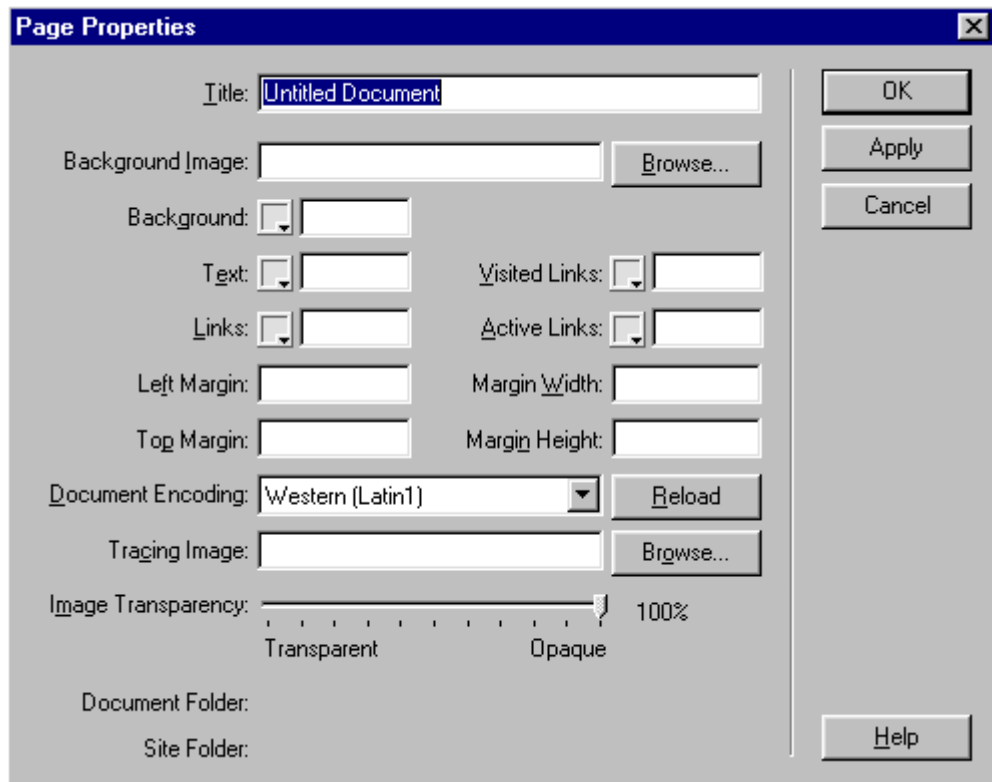
To give a title to a document perform the following steps:

1. Click View menu from the menu bar.
2. A sub menu drops down. Choose toolbar from the sub menu, further sub menu drops down.
3. Click Document from the sub menu. The Document bar opens as shown in the figure below.
4. In the Title field write the title of the page.
5. The title will appear in the title bar of the web browser.

**Method 2:**

To give a title to a document perform the following steps:

1. Click Modify menu from the menu bar.
2. A sub menu drops down. Choose page properties from the sub menu.
3. The Page Properties window opens as shown in the figure below.
4. By default the Title field shows Untitled Document. Write the title of the page in the title field.
5. The title will appear in the title bar of the web browser.



Note

The shortcut to open Page Properties window is Ctrl + J.

[TOP](#)

Set page properties

Using the Page Properties option, you can change the Title, Background Image, Background color, Text color, Links color, Set Margins, Margin Width and Height, Document Encoding, Tracing Image and Image Transparency. The above figure shows the Page Properties Window.

Table lists the function and uses of the Properties Inspector.

Menus		Functions
1.	Title	The Title is used to add the text that appears in the title bar of the web browser.
2.	Background Image	You can add an image in the background of your document by using the Background Image option. Click on the browse button as shown in the above figure. Navigate the image that you want to set as background of your document and press OK. The image will be set as background of the document.
3.	Background Color	You can add any color to the background of a document by using the Background Color option in the Properties Inspector. Clicking on the box that opens the color swatches panel as shown in the above figure. Choose the desired color. The background color will be changed.
4.	Text Color	By default the text color is black. You can

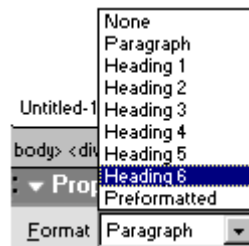
- choose any color of the text by clicking the box that opens the color swatches panel. Choose the desired color. The text color will be changed.
5. Links Color You can change the Hyperlinks color by selecting the color from the Links Color option. You can also change the color of Visited Links and Active Link.
 6. Set Margin You can specify the page properties by setting the Set Margin option. Internet Explorer shows the changes done using the Set Margin option where as Netscape ignores it. When you do not want to set any margins in the browser set the values as 0.
 7. Margin Width and Height To set the page margins for Netscape the Margin Width and Height option is used. Internet Explorer ignores it.
 8. Document Encoding The Document Encoding is used to specify encoding used by the characters in the document. By default it is Western (Latin1). You can change it with Central European, Cyrillic, Greek, Icelandic, Japanese, Traditional Chinese, Simplified Chinese, Korean and more.
 9. Tracing Image Tracing image can be used to re-create a page that was mocked up in a graphics application. The image that can be placed in the background of the Document window is a tracing image, for example JPEG, GIF or PNG image. You can set the opacity, change its position and hide the image.
 10. Image Transparency You can give transparency to the Tracing Image. The image can be set as transparent or completely opaque.

[TOP](#)

Type Text and Set Font Properties

You can set the Font and Text Type in your document by using the properties inspector. To set the text type and font perform the following steps:

1. If the Properties Inspector is not open, click the Window menu from the menu bar a sub menu drops down.
2. Choose the Properties option from the drop down. The properties inspector opens at the bottom of the document as shown in the figure below.
3. Type EXAMPLE on the Stage. If you want to set the Text Format as a Heading or a paragraph, click on the Format option a drop down opens. Choose the Type of format as shown in the figure below. The text will be formatted.



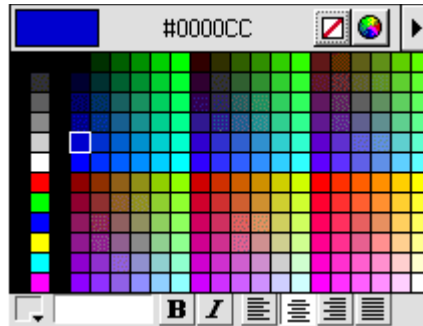
4. When you want to set the font type, click on the drop down option in the Toggle CSS/HTML Mode and choose the desired font from the list as shown in the figure below.



5. To increase or decrease the size of the font click on the drop down of font size option. Choose the desired size as shown in the figure below.



6. By default the text color is black you can change the text color by using the Text Color option. When you click on the Text Color a color swatch opens as shown in the figure below. Choose the desired color of the text.



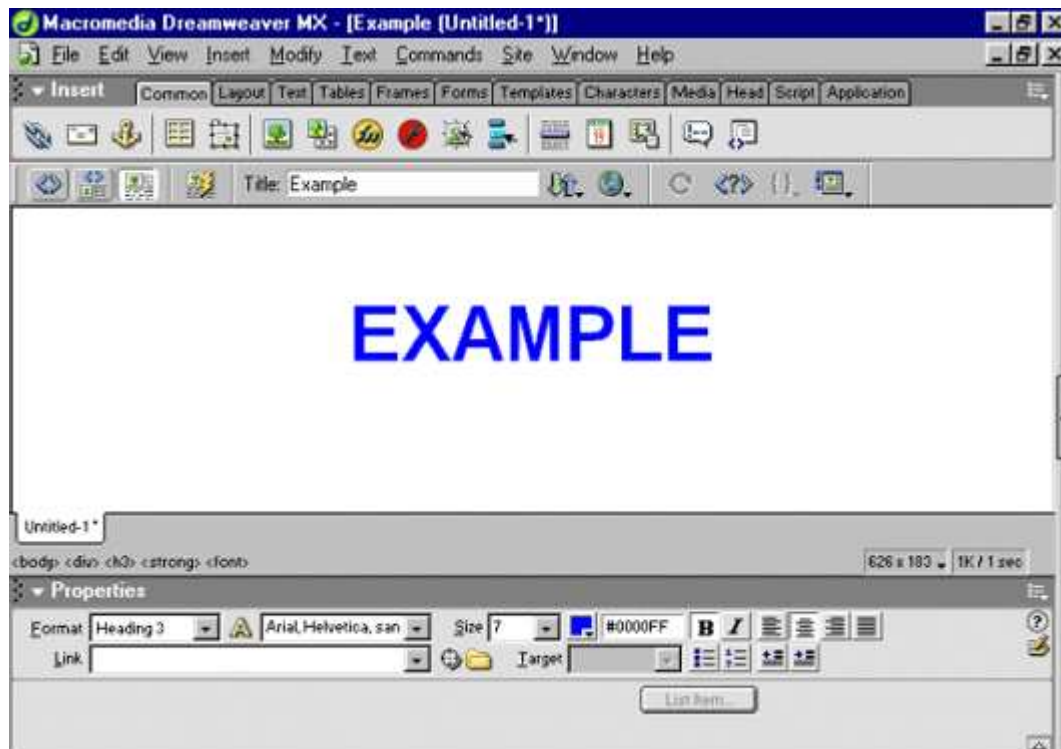
7. You can format the text as Bold or Italics by clicking on the desired options as shown in the figure below.



8. You can align the text as left, right, centre or justify by using the desired option as shown in the figure below.



9. The figure below shows the complete formatting of text and font.



Note

The shortcut to open Properties Inspector is Ctrl + F3

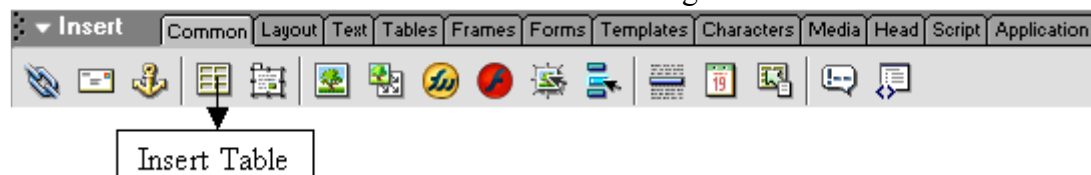
[TOP](#)

Insert a New Table

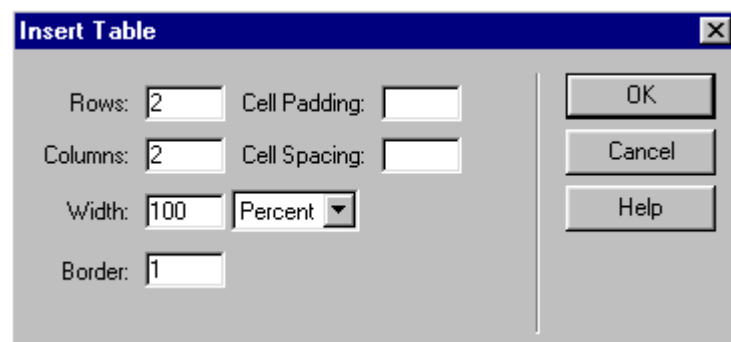
There are two methods by which you can insert a new table.

Method 1

1. Open the Insert menu as discussed above.
2. Click on the Insert table button as shown in the figure below:



3. The Insert Table window opens as shown in the figure below:

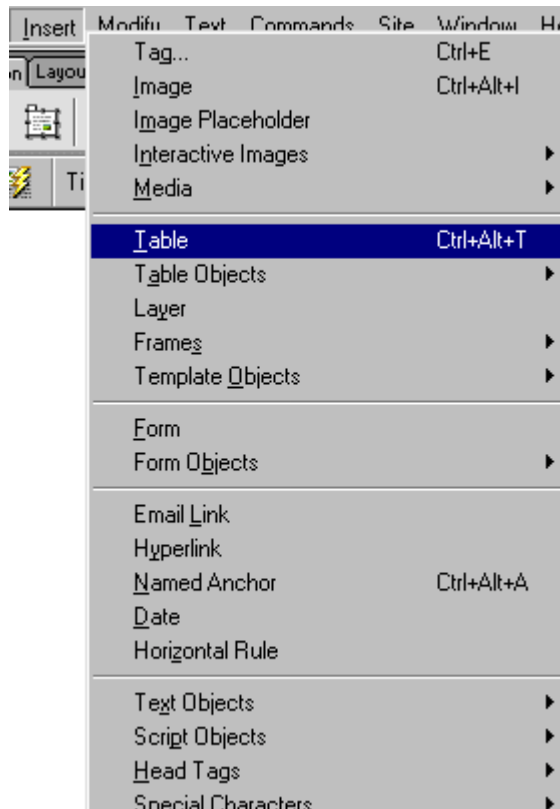


4. Enter the desired rows, columns, width, border, cellpadding and cellspacing. Press OK to proceed.

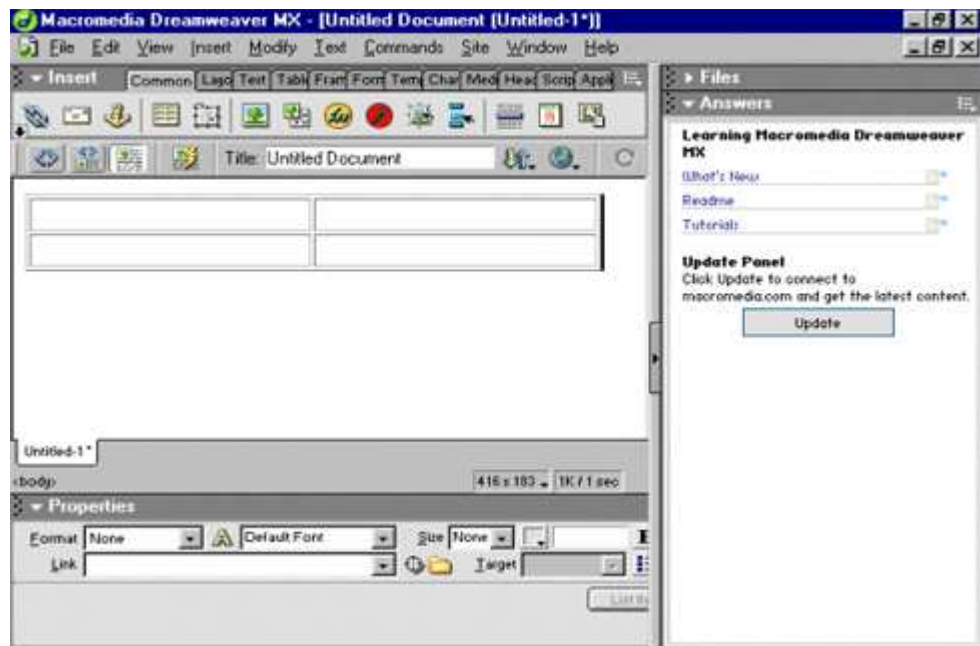
5. The desired table opens on the screen.

Method 2:

1. Click the Insert menu from the menu bar a sub menu drops down.
2. Select the Table option as shown in the figure below.



3. Create New Table Window opens.
4. Enter the desired rows, columns, width, border, cellpadding and cellspacing. Press OK to proceed.
5. The desired table opens on the screen as shown below:



Note

The shortcut to Insert a Table is Ctrl + Alt + T

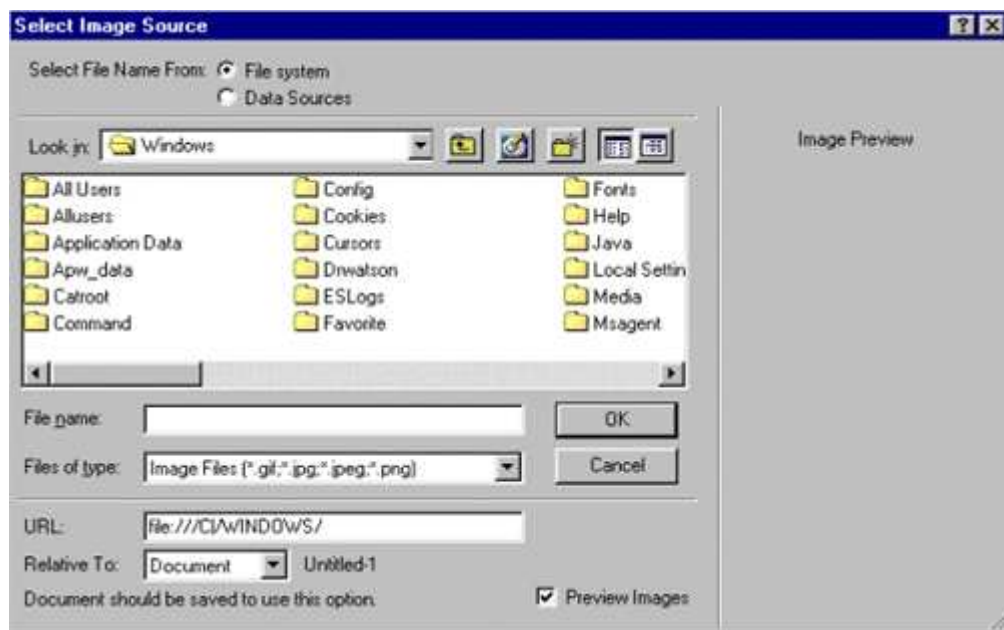
[TOP](#)

Insert Images

There are two methods by which you can insert an image in the document.

Method 1

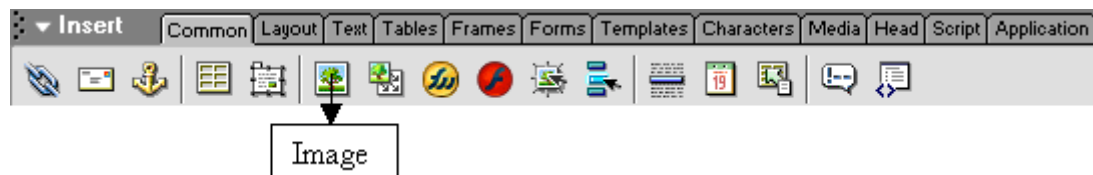
1. Open the Insert Menu as discussed above. A drop down opens.
2. Click on the Image option. An Image Source window opens as shown in the figure below:



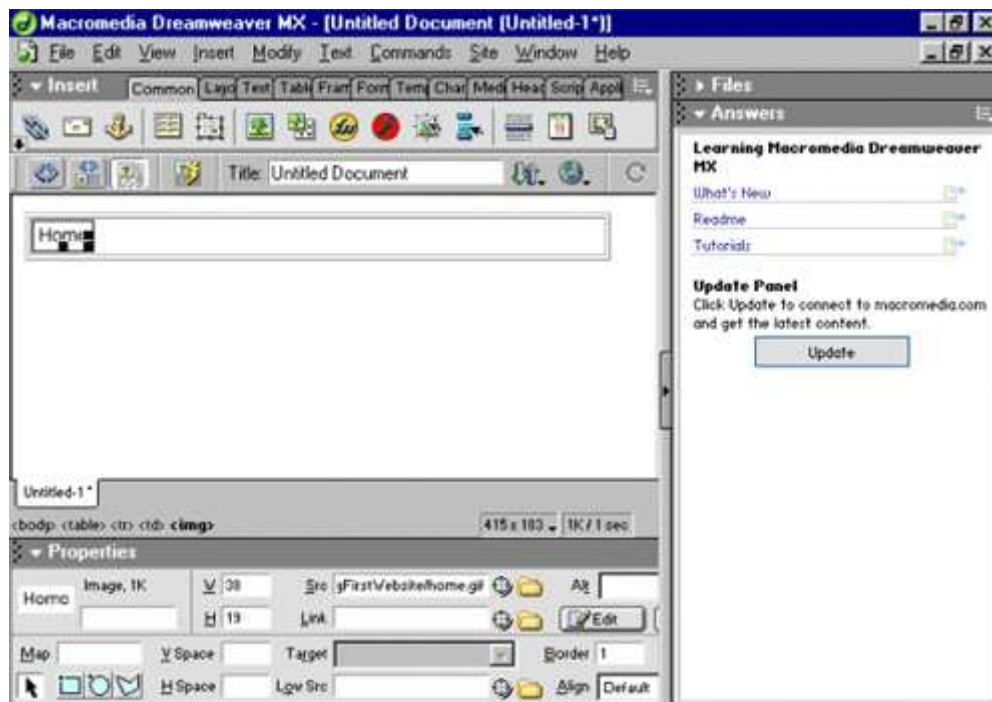
3. Browse the desired image and press OK button.
4. The image is inserted in the document.

Method 2:

1. Open the Insert Bar as discussed above. The Insert Bar is shown in the figure below:



2. Click on the Image option. An Image Source window opens as shown in the above figure.
3. Browse the desired image and press OK button.
4. The image is inserted in the document as shown in the figure below:



[TOP](#)

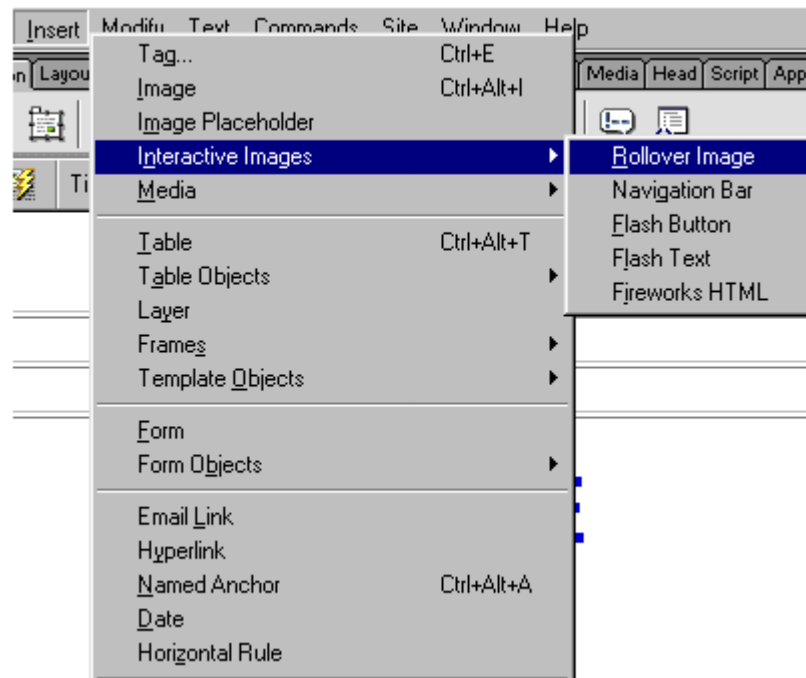
Insert Rollover Images

A rollover image is that in which when you open your browser and you place a mouse on the current image changes with the other image. For image rollover you need two images of the same size. One is the Original image which will be visible when you see it in the browser the other is the Rollover image which will be visible when you place your cursor over the original image.

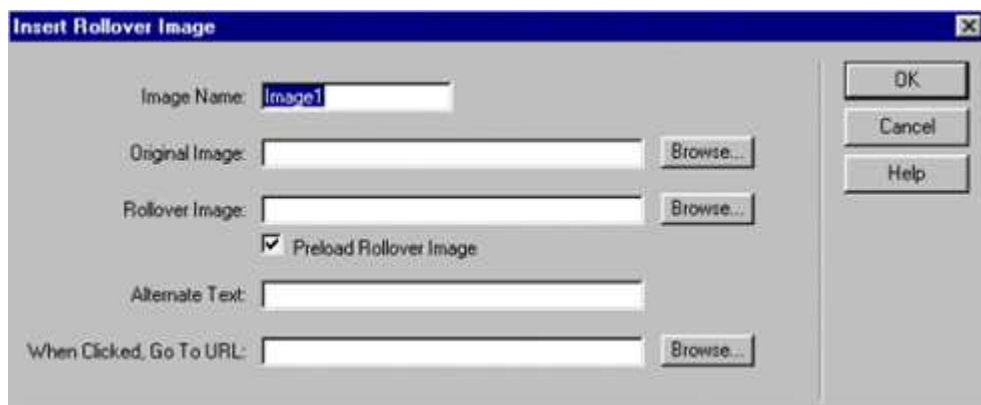
There are two methods by which you can use rollover image.

Method 1:

1. Click on Insert menu from the menu bar a sub menu drops down.
2. Click on the Interactive Images from the drop down a further sub menu drops down.
3. Choose Rollover image from the sub menu as shown in the figure below:



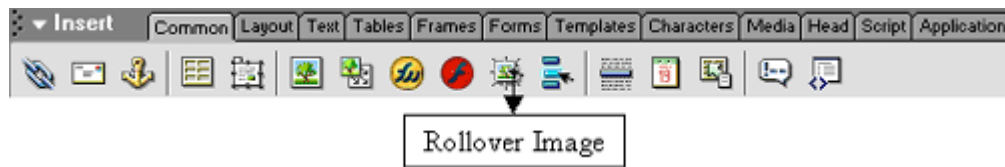
4. The Insert Rollover Image window opens as shown in the figure below:



5. Give a name to the image by default it is Image1.
6. Browse the Original Image that will be open when you see in the browser.
7. Now browse the Rollover Image that will be visible when you rollover your mouse on the original image.
8. By default the Preload Rollover Image is selected. This is used when you remove your mouse from the rollover image the original image is visible again. If you do not select this option the rollover image will be visible even if you remove your mouse from the rollover image.
9. When you place your mouse on the image there is a text below the cursor that is the Alternate Text. Type the text in the Alternate Text field.
10. You can give Hyperlink to an image using the When Clicked, Go To URL option. Browse the URL and press OK button. The URL is given to the rollover image.

Method 2:

1. Open the Insert Bar as discussed above. The Insert Bar is shown in the figure below:



2. Click on the Rollover image button.
3. The Insert Rollover Image window opens as shown in the above figure.
4. Perform steps 5 to 10 as discussed in method 1.

Create Navigation bar with images

The Dreamweaver MX provides you easy facility to create navigation bars. Navigation bar consists of image or sets of images. The action occurs when you place the mouse or clicks on it. Navigation bars provide allows you to move between pages and the files on a site.

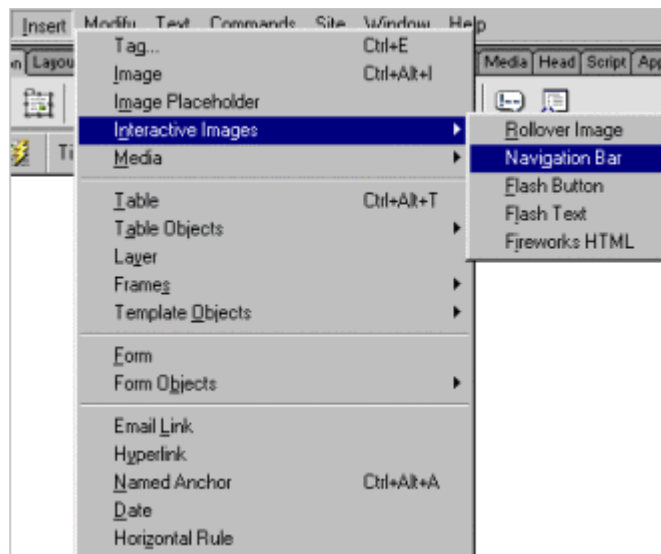
Task A-2: Creation of Navigation Bars

In this exercise, you will learn how to create Navigation Bars.

<i>Steps</i>	<i>Results/Comments</i>
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1. Open a New document as discussed in task 1.

2. To insert navigation bars click the icon on Insert bar or Click Insert menu from the Menu bar a sub menu drops down. Choose Interactive Images, further a sub menu drops down. Select the Navigation Bar from the drop down.



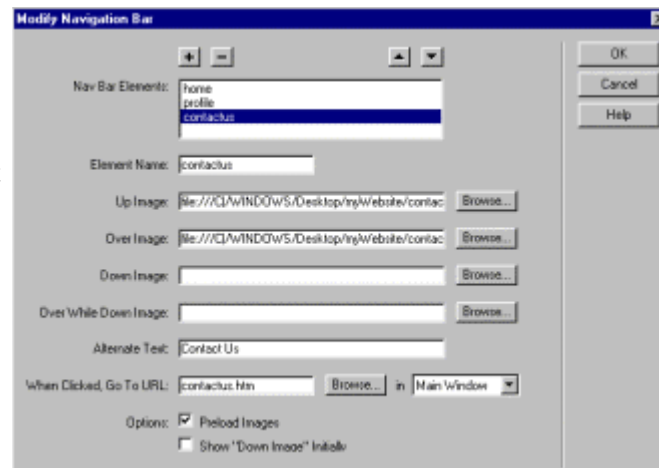
3. The Insert Navigation Bar window opens.



4. To select the Up Image, click on the Browse button next to the textbox field of the Up Image. Similarly browse the image for Down Image field. In the Alternate Text field give a name to the image that will be visible in the web browser when you place your mouse on the image.



5. In the When Clicked, Go To URL field, to give the Hyperlink to the image browse the desired file.
6. Click on the Plus (+) icon to add more links and to remove links click minus (-) button. To add more links repeat steps 2 to 4 and click OK button.



7. The navigation bar is inserted in the HTML page.

8. To preview the Navigation Bar click on the File menu from the menu bar and choose Preview in Browser option further drop down opens. Choose desired browser.

9. The navigation bar will appear in the Browser. The Black text shows the Up Image option and the Blue text shows the down image option. The yellow box shows the Alternate Text.



Note

The shortcut to Preview a page in the Browser is F12

[TOP](#)

Create a Form

When you create text files and insert images in the document, there might be some information that you want user to submit it in your database or you want the information to display on the Internet for that forms need to be created.

Using a form you can create text fields, buttons, image, checkboxes and more can be created in a form by using the Insert Bar in Dreamweaver MX. The figure below shows the forms

Insert menu.



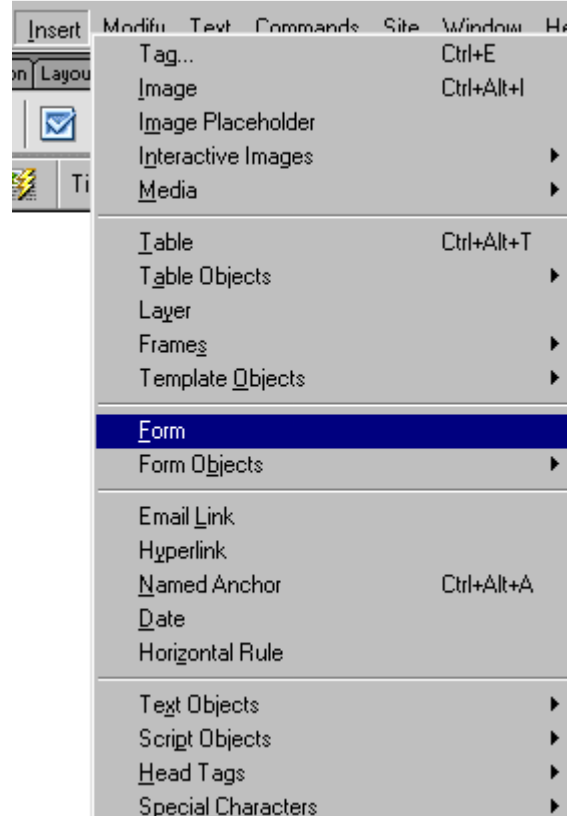
Task A-3: Create a Form

In this exercise, you will learn how to create a form.

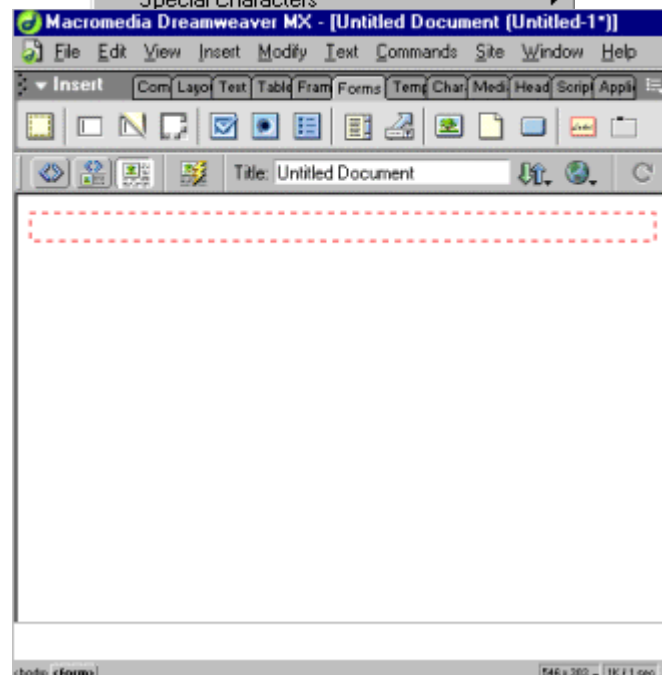
Steps

1. Open a new document as discussed in task 1. Click on Insert menu from the Menu bar a sub menu opens. Choose form option from the sub menu or Select form icon from the Insert menu as shown in the figure above.

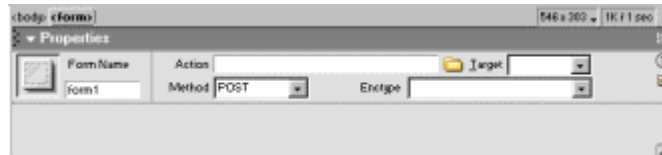
Results/Comments



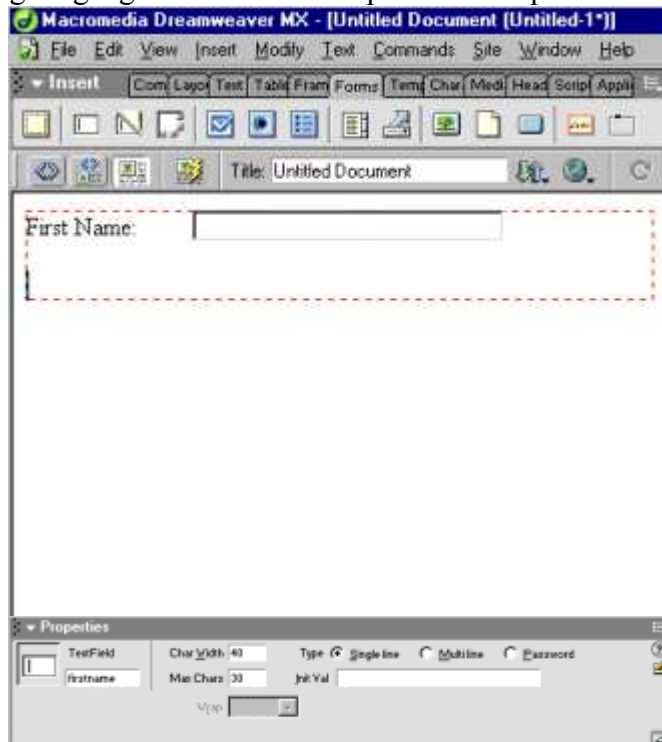
2. Form is inserted that has a dotted line with red outline.



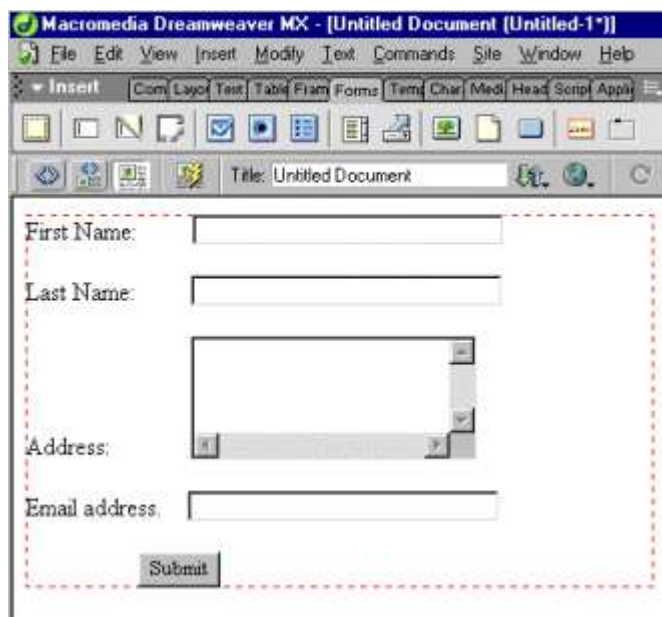
3. Click the dotted red line or on the bottom left corner of the document window click the <form> tag, the properties inspector will open.



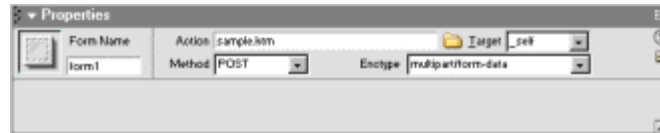
4. In the Form Name field give a unique name to the form that will be useful when you are using scripting language such as JavaScript or VBScript.
5. Type the text as First Name; in the Insert menu press the Text Field option.



6. Give a name to the text field and set character field and maximum characters length.
7. Similarly add the desired text that you want for your database.



8. To submit the form, navigate the file for the Action field that will be the dynamic or interactive file.



9. Choose method as POST to post the form to your email or the database.



When you want to retrieve the file choose GET option. The Default is the GET option. It sends the data to the server.

10. Target is used where you want to display the invoked data. The _blank option, when clicked opens a new browser window.



When you choose the _parent option the new document will open in the parent window. When you choose the option _self option, the document will open in the particular frame from where it is called. When the _top option is used the document will be loaded on the hierarchically uppermost frameset.

11. The form will be submitted to the database.

In this section you will learn how to publish a website.

Website is a document that has hyperlinks that is shared to everybody who is accessing your page on the Internet. When you create a page or a website, you want the people to see it, for that you need to publish the website.

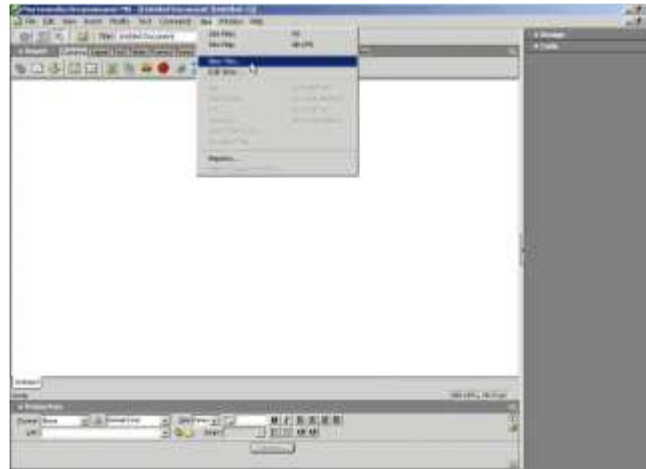
Task A-4: Publishing the Website

In this exercise, you will learn how to Publish a website.

Steps

1. Select the Site menu from the Menu bar a sub menu drops down. Select New Site option from the drop down.

Results/Comments



2. The site definition dialog box opens. Give a name to the site in the textbox field and Press the Next Button.



3. When you click Next button the wizard will ask you whether you want to work with the server technology or on a local machine. Select the No I do not want to use the Server Technology option. Click on the Next button.



4. Then the wizard will ask you to define whether you want to develop your website on a local machine and then upload, or edit directly on server using local network or lastly edit directly on server using FTP. Select edit on local machine and type in the path of your website folder that you created earlier.



5. Then the wizard will ask you How do you want to connect to the remote server. Select FTP from the drop down list.

Site Definition for MyFirstWebsite

Basic | Advanced

Site Definition

Editing Files | Testing Files | Sharing Files

How do you connect to your remote server?
FTP

What is the hostname or FTP address of your Web server?
[Text Box]

What folder on the server do you want to store your files in?
[Text Box]

What is your FTP Login:
[Text Box]

What is your FTP Password:
[Text Box] ☐ Save

Test Connection

< Back Next > Cancel Help

6. Then define the FTP address of your web server like <ftp.mysite.com>, The folder destination on the server where you want to host your site like /www, Type in your ftp login and passwords in the appropriate fields as provided by the hosting company. If you want to save your password then check the save option right opposite to the password text box. Click next to proceed.
7. Then define Yes for the check in and check out facility option. And then select the option Dreamweaver should check it out and type in your name and email address so that if anybody tampers with your site.

Site Definition for MyFirstWebsite

Basic | Advanced

Site Definition

Editing Files | Testing Files | Sharing Files, Part 2

Do you want to enable checking in and checking out files, to ensure that you and your co-workers cannot edit the same file at the same time?
☒ Yes, enable check in and check out.
☐ No, do not enable check in and check out.

When you open a file that isn't checked out, should Dreamweaver check it out, or do you want to view a read-only copy?
☒ Dreamweaver should check it out.
☐ I want to view a read-only copy.

What is your name?
[Text Box]

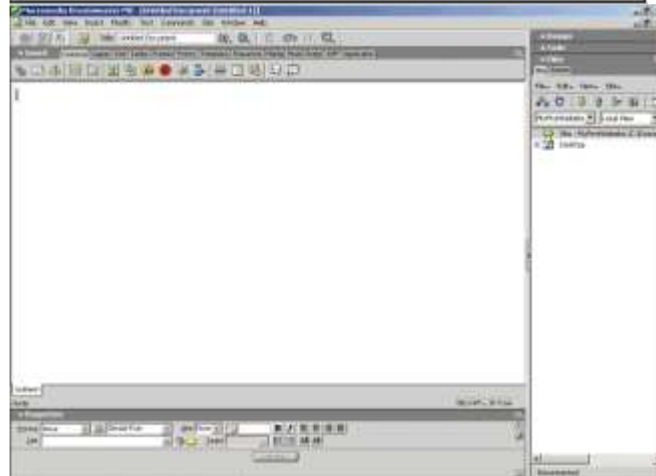
What is your email address?
[Text Box]


< Back Next > Cancel Help

8. The wizard will then show all the information defined by you.



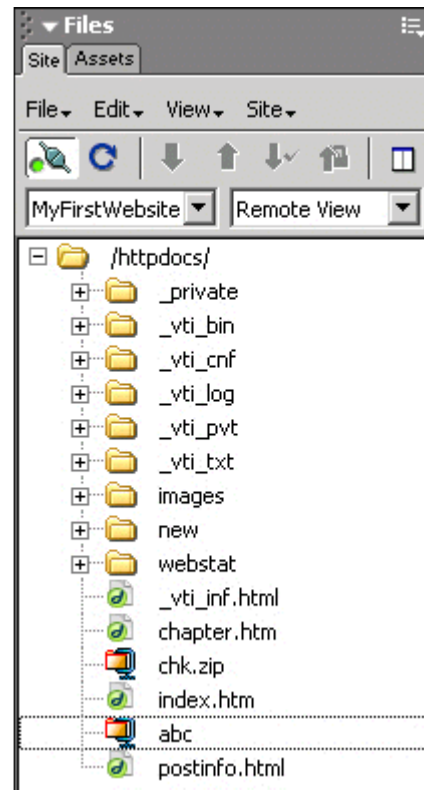
9. Then click on done to continue. You will observe that a files panel has been added to the right hand side of your Dreamweaver interface having the defined info of your site.



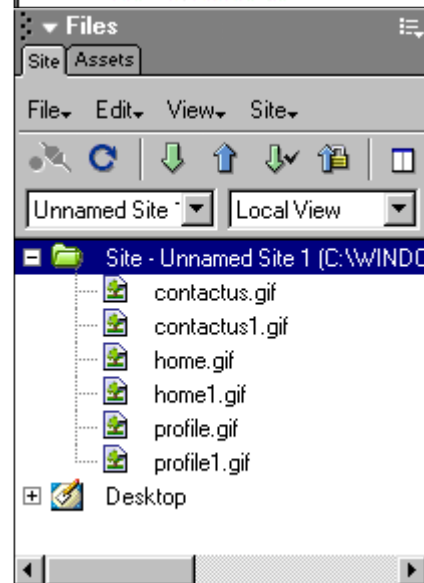
10. Once your site has been created click on the connect to remote host icon  in the files panel. Dreamweaver will then connect to your remote host.



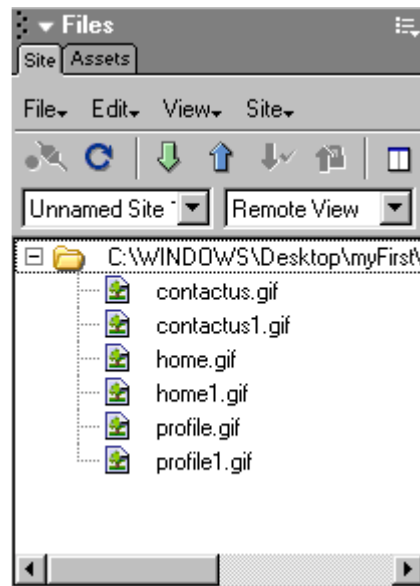
11. When Dreamweaver connects to the host you will observe that your server files are listed in the files panel.



12. Now to publish your files on to the server select the drop down having remote view option and click on Local view.



16. After these two are done. Navigate to the remote view and you will see the file uploaded on the server.



17. Perform the same steps to upload all your files. By repeating these steps you will be able to publish your files.