

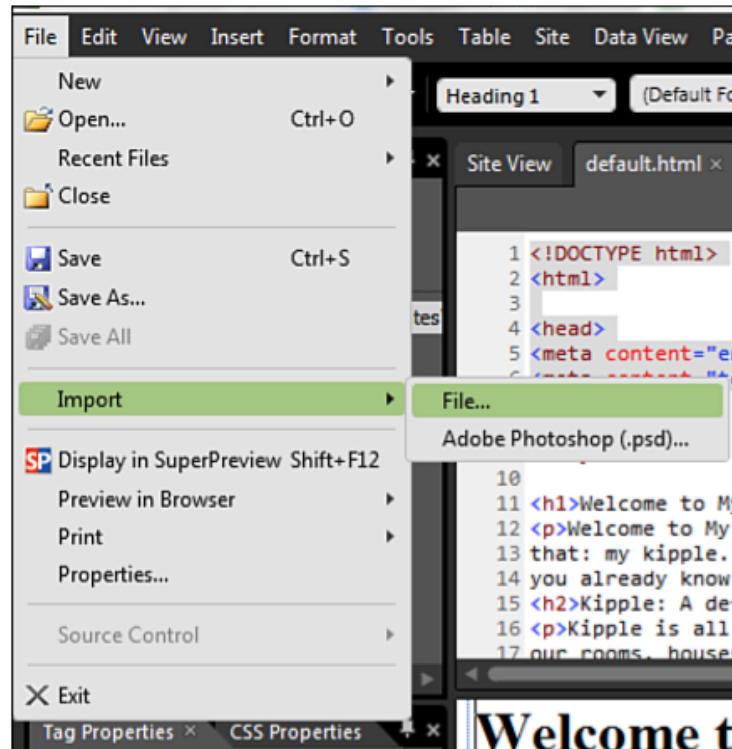
ITEC447

Web Projects

CHAPTER 3 – LINKS AND IMAGES

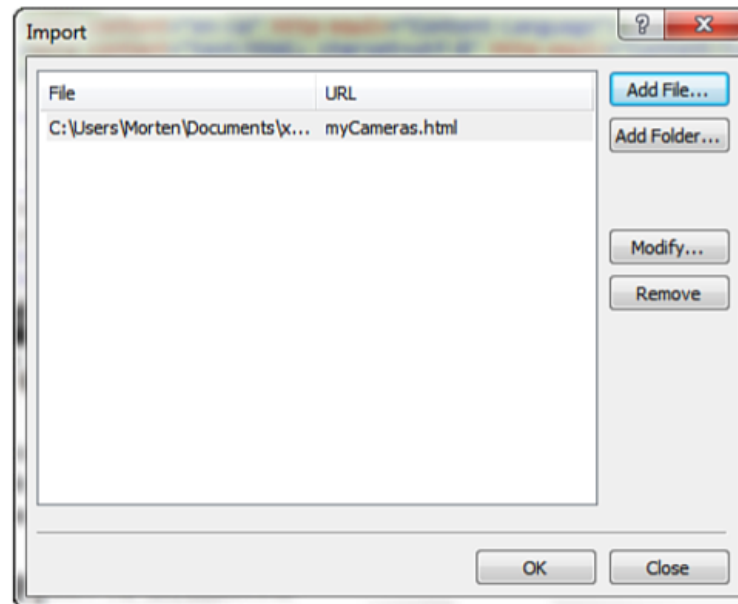
Import a New Page and Create an Internal Hyperlink

- The lesson files include a file called *myDesk.html*. Follow these steps to import that file into your project:
- From the menu bar, select File, Import, File.



Import a New Page and Create an Internal Hyperlink Cont.

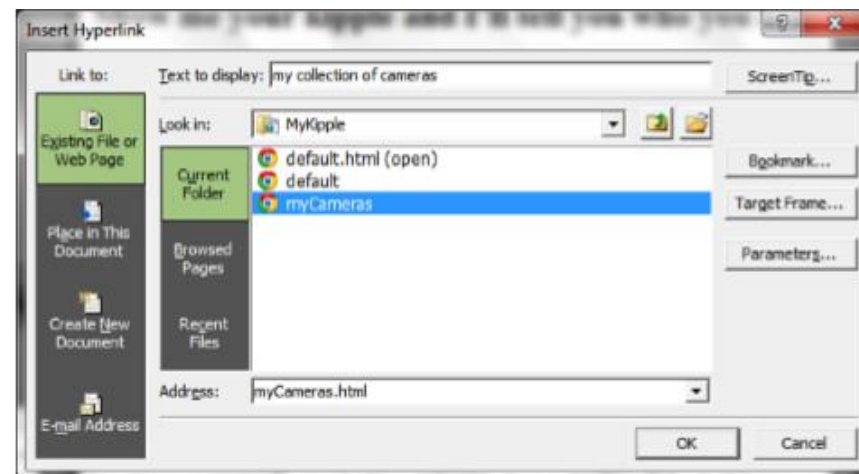
- In the Import dialog, click Add File and browse to the location where you stored the downloaded lesson files on your computer.
- Click Hour 5 and select the *myDesk.html* file.
- Click Open; *myDesk.html* is now visible in the Import dialog.
- Click OK, and the *myDesk.html* file shows up in the Folder List panel.



Now you have two files in the My Kipple website project: default.html and myCameras.html. The next step is to link the two pages to each other with hyperlinks.

Import a New Page and Create an Internal Hyperlink Cont.

- Open *default.html* by double-clicking the filename, and then select Design view from the buttons at the bottom of the page. The first hyperlink you make is an inline link.
- Scroll to the bottom of the page and find the last paragraph.
- On the second line, highlight the words “*all the kipple on my desk*”.
- These six words will be the link to the new *myDesk.html* page.
- Right-click the highlighted text and select Hyperlink from the menu that appears.
- Doing so opens the Insert Hyperlink dialog.



Import a New Page and Create an Internal Hyperlink Cont.

- From this dialog, you have complete control of your hyperlinks. On the left, you have four options that set where you are linking to:
- Existing File or Web Page—Lets you link to a file within your current site or enter a URL to an external web page.
- Place in This Document—Lets you link to bookmarks (also known as anchors) within the document. A bookmark is a destination within a document that can be targeted by a link. Longer documents, such as Frequently Asked Questions (FAQ) lists and registries, make heavy use of bookmarks.
- Create New Document—Lets you link to a new page you have not created yet. You define a name for the new file and have the option to edit it right away or simply link to the blank page now and edit it later. This is useful if you build a menu but haven't created the target pages. The reason for this option is obvious: You can't link to something that doesn't exist!
- E-mail Address—Creates the code necessary for the browser to open the default email program on the computer and insert a recipient address and even a default subject line if you so choose.

Import a New Page and Create an Internal Hyperlink Cont.

- In this case, you are linking to an existing file, so pick the first option.
- *The Text to Display* field shows the text you previously highlighted.
- This text becomes the link and is visible on the page.
- If you change the text here, the text in the page changes as well.
- Directly underneath is a standard file browser window where you can find and select the file you want to link to.
- As you can see, the main window lists both *default.html* and *myDesk.html*.

Import a New Page and Create an Internal Hyperlink Cont.

- Select *myDesk.html*.
- Its address shows up in the Address box.
- The last step is to add a ScreenTip or title to the link. This is not strictly necessary for the link to work but is required if you want your site to be accessible. A ScreenTip is the title attribute for a link (a short line of text that pops up next to the mouse pointer when you hover over a link). It gives the user more information about the link. In terms of accessibility, if the visitor uses a text-to-speech browser, the ScreenTip is read out loud to tell the user that there is a link and what the link points to.
- To add a ScreenTip, click the ScreenTip button in the upper-right corner of the Insert Hyperlink dialog.
- In the Set Hyperlink ScreenTip dialog that opens, type “Learn more ” and click OK.
- Click OK in the Insert Hyperlink dialog to finish the hyperlink.



If you hover over the new link, a small box with the ScreenTip appears. If you click the link, the browser navigates to the linked file *myDesk.html*.

Create a Home Link

- No way to get back!
- After you get to myDesk.html, you have no way to get back unless you use the navigation buttons in the browser.
- To address this problem, you need to create a Home link in the myDesk.html file to link back to default.html.
- It's important to give the visitor an easy way to get back to the main page of any website.
- The easiest way to do this is to create a Home link.

Create a Home Link Cont.

- Open *myDesk.html* in Design view by double-clicking it in the Folder List task pane.
- With the cursor at the beginning of the first line of the heading, press Enter once to shift the heading down one line, and then put your cursor up on the new first line.
- Use the Style menu to change the style of the new line to Paragraph.
- Type the word “ Home ” and double-click the word to select it.
- Then, right-click the selected word and select Hyperlink from the menu that appears.
- In the Insert Hyperlink dialog, select the default.html file and use the Set Hyperlink ScreenTip dialog to give it the ScreenTip text Go back to My Kipple.
- Click OK.
- Save and test the file in your browser, making sure the ScreenTip works and that it links back to *default.html*.

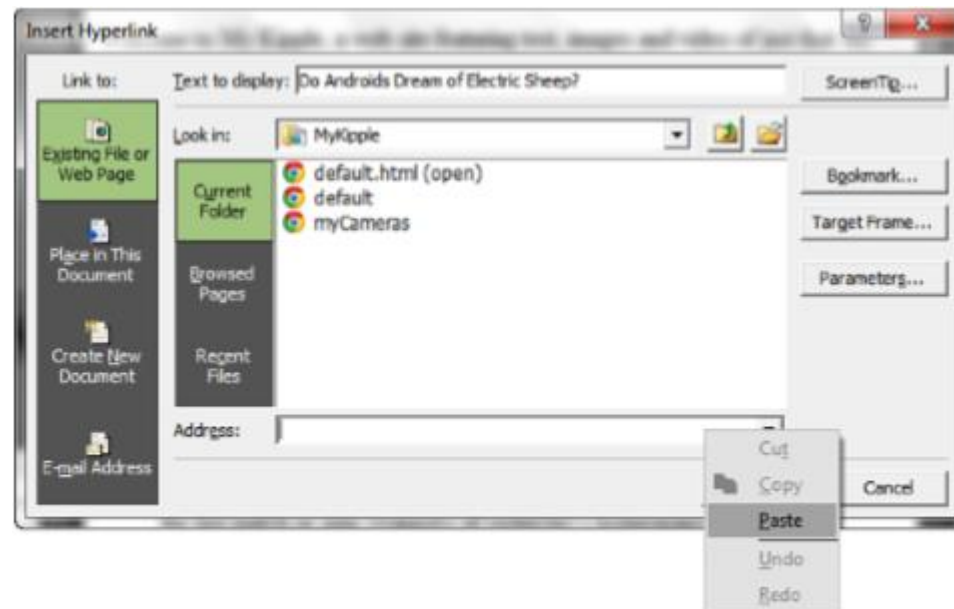
Creating External Links and New Windows

- In the second paragraph of the home page (default.html), there is a reference to the book “*Do Androids Dream of Electric Sheep?*” because some of the readers of this website might want to buy this book. Why not give them a link to the book’s page on Amazon.com?
- To do this, you first need the address. In your browser, go to *www.amazon.com* and search for “*Do Androids Dream of Electric Sheep?*”
- Click one of the search results to get to the book’s main page.
- Highlight the entire address in the address bar and copy it by using Ctrl+C (the universal copy shortcut) or you can right-click the address and select Copy.



Creating External Links and New Windows Cont.

- Back in Expression Web 4, select the book title in the second paragraph, right-click the selection, and select Hyperlink as you did before.
- In the Insert Hyperlink dialog, select Existing File or Web Page and paste the Amazon.com URL into the Address field by clicking in the text box and either pressing Ctrl+V (universal paste shortcut) or right-clicking and selecting Paste.

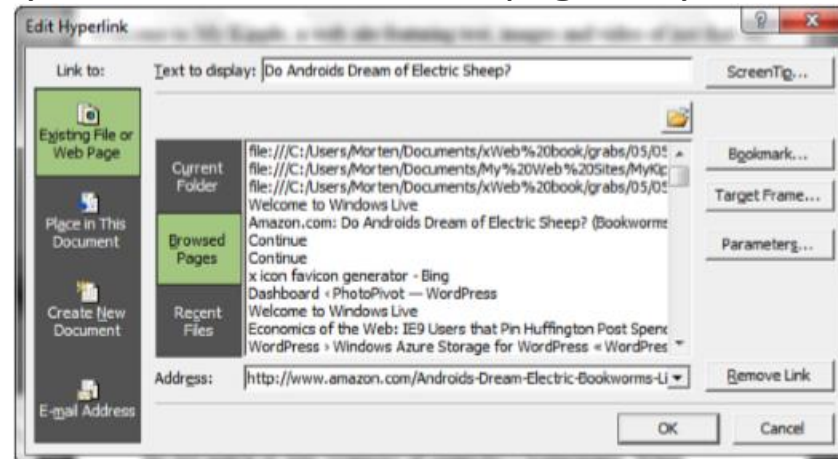


Creating External Links and New Windows Cont.

- Open the ScreenTip dialog and type *“Do Androids Dream of Electric Sheep?” is available from Amazon.com.*
- Click OK twice and save the new file. Test it in your browser.
- But, here is a new problem: After the visitor clicks the link, she goes to Amazon.com. How does s/he get back to your site?
- Unlike the *myDesk.html* file, you can't insert a home link in the Amazon.com page.
- How do you keep your visitor on your site and still let her/his visit other sites? One solution is to edit your link so that the external page opens in a new window.

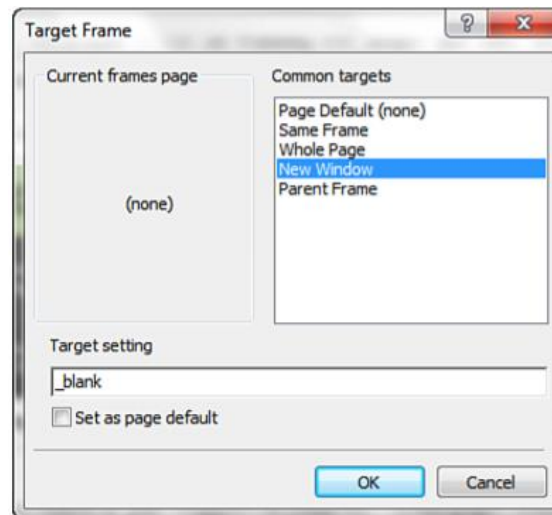
Using the Browsed Pages Option to Obtain Hyperlinks

- If you don't want to copy and paste the URL from the browser, there is an alternative built in to Expression Web 4: The application connects to the Internet Explorer browser history, which means you can get the URL from right inside the program itself.
- To use this option, go to the desired target location in Internet Explorer before creating the hyperlink.
- When inside the *Insert/Edit Hyperlink dialog*, click the *Browsed Pages* option in the main window to get the browsing history.
- From here, you can select any of the pages you have visited with Internet Explorer recently, and Expression Web automatically inserts the URL to that page for you.



Using the Browsed Pages Option to Obtain Hyperlinks Cont.

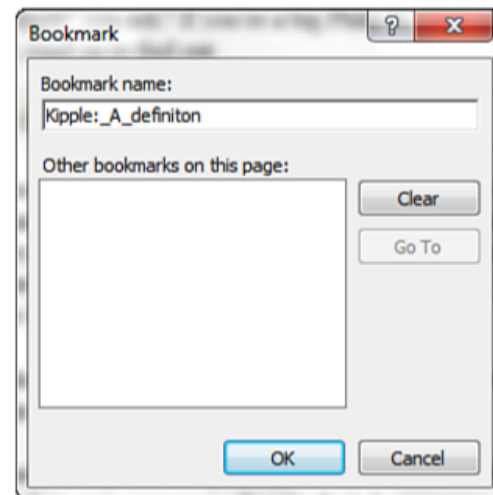
- Right-click the *“Do Androids Dream of Electric Sheep?”* link you just created.
- Select Hyperlink Properties.
- In the Edit Hyperlink dialog, click the Target Frame button on the right.
- In the Target Frame dialog, select New Window under Common Targets. This tells the browser to open a new window.
- Click OK twice, save the file, and test it in your browser.



Now, when you click the link to the book, the page opens in a new window or tab in your browser. This is a basic way to make links open in new windows.

Creating Internal Links Within Documents Using Bookmarks

- Another type of link you can create is a bookmark (also known as an anchor), which is a hyperlink that points to a specific position in the current page.
- Before you make bookmark links, you have to insert the bookmarks in your document.
- In *default.html*, select the first subheading (*Kipple: A Definition*).
- Select Insert, Bookmark from the menu bar, or click Ctrl+G. This opens the Bookmark dialog.
- From here, you can set the bookmark's name. The name becomes the address of the bookmark and is included in the hyperlink. For that reason, underscores replace all spaces.



Creating Internal Links Within Documents Using Bookmarks Cont.

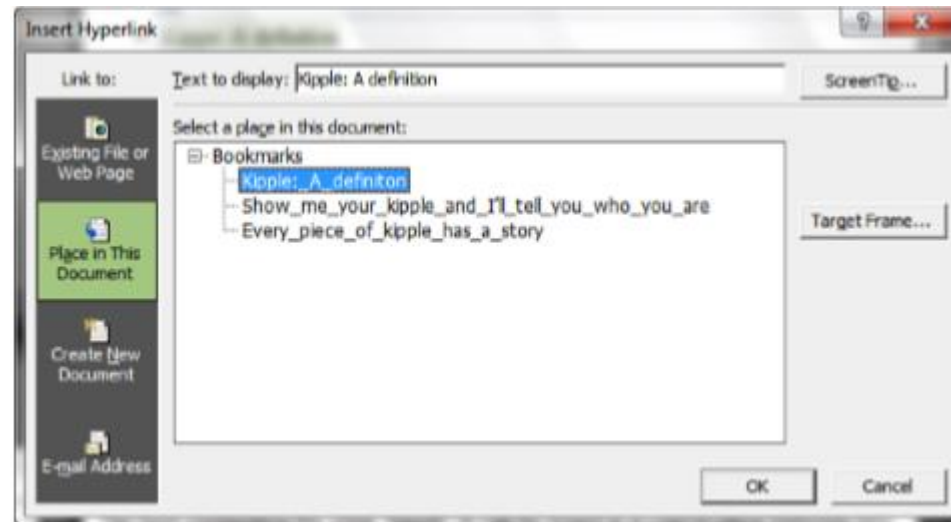
- When you click OK, you see that the title now has a dotted underline in the Design view of the page.
- This is a visual reminder that the text has a bookmark attached and is visible only within Expression Web, not in the web browser.
- Follow the same process and attach bookmarks to the two other subheadings.

Creating Internal Links Within Documents Using Bookmarks Cont.

- Now, all you have to do is make a menu with links to the bookmarks. This menu should go directly under the main heading.
- Make a new paragraph under the main heading by clicking the beginning of the first paragraph and pressing Enter.
- In the new first paragraph, create an unordered (bulleted) list.
- Each list item should be identical to the subheadings, like this:
- *“Kipple: A Definition”*
- *“Show me your kipple and I’ll tell you who you are”*
- *“Every piece of kipple has a story”*

Creating Internal Links Within Documents Using Bookmarks Cont.

- Highlight the first bullet point and right-click to open the Hyperlink dialog.
- By selecting Link to *Place in This Document* from the left-side menu, you open a list of the three bookmarks you created.
- Select the one that matches your title.
- As before, attach a ScreenTip such as *“Jump to Kipple: A Definition to keep your page accessible”*.
- Finally, click OK and save your changes.



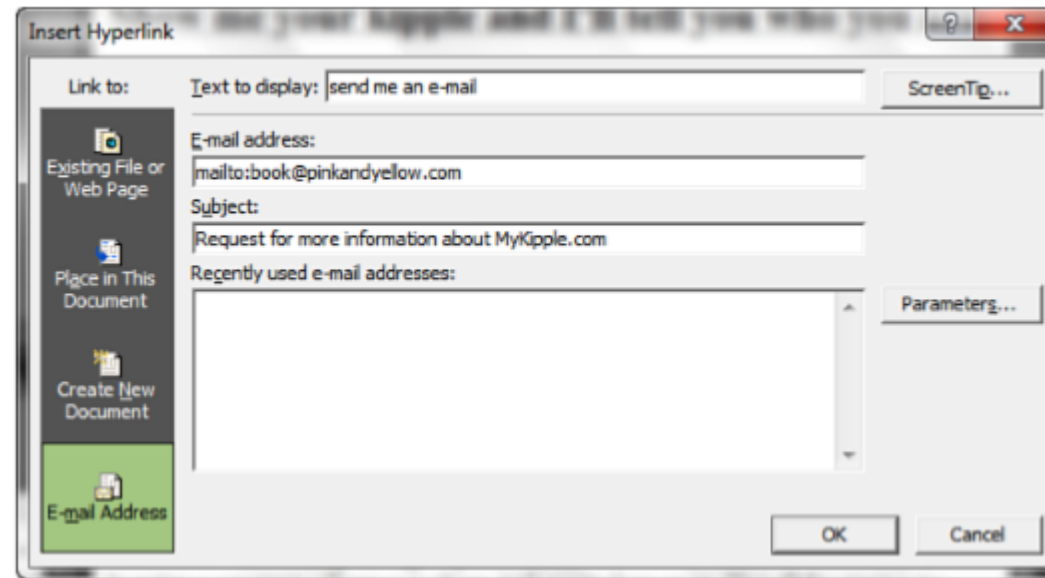
Do the same with the two other menu items. When you are done, save and test in your browser. You see that when you click the links, the browser jumps to the bookmarked section.

Creating an Email Hyperlink

- To create an email hyperlink, you first need some text to work as a link.
- At the bottom of the home page, add a new paragraph and then type *“If you want further information about my kipple, send me an e-mail”*.
- Highlight the *“send me an email”* portion of the text and open the Insert Hyperlink dialog.
- Select E-mail Address from the left-side menu to open the email options.
- In the E-mail Address line, enter the email address to which you want the message to go.
- When you start writing, the program automatically inserts a block of code, *mailto:*, directly in front of your address. This code tells the browser that this is not a regular link but an email link.
- In the Subject line, type the default subject line that you want emails generated from the website to have.

Creating an Email Hyperlink Cont.

- The Recently Used E-Mail Addresses option displays the most recent email addresses you linked to within Expression Web 4.
- Remember to set a ScreenTip for your email link and click OK.



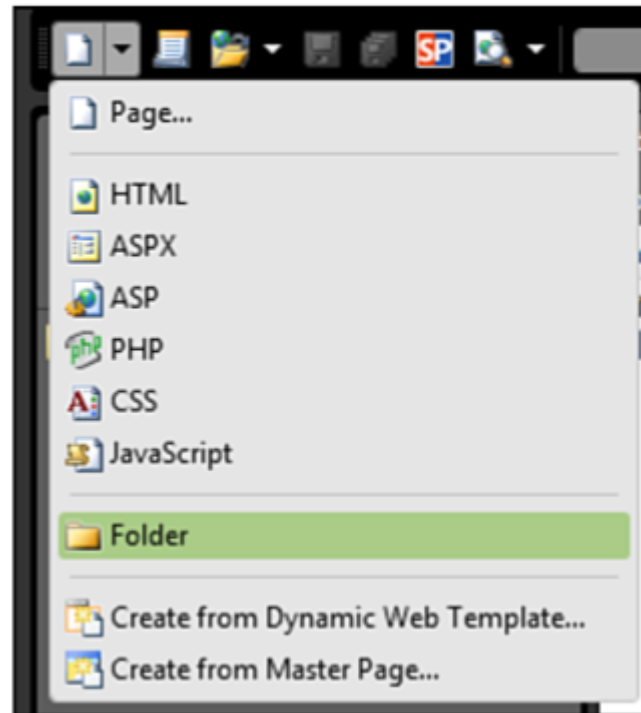
When you test the page in your browser and click the new link, your computer opens your default email program and starts an email with the address and subject line you chose.

Importing and Inserting an Image

- Images are the most common non-text elements featured in web pages. And because images are so heavily used, there are many different ways to handle them depending on how the designer plans to use them.
- The easiest use is simply inserting an image into a page. To do that, you need to import the image file into your project. But before you do, it's a good idea to start thinking about how your site is organized.
- Look at the Folder List panel, and you see that your site currently consists of two pages: default.html and myCameras.html.
- If you were adding just two or three images, this wouldn't be a problem. But, before things get too complicated, it's a good idea to start organizing everything in folders.
- In other words, you need to make a folder for your images.

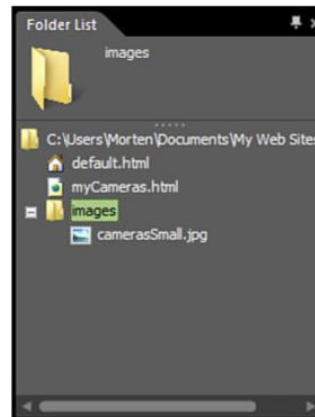
Creating a New Folder and Importing a New Image

- With the Folder List panel selected, click the arrow next to the New Document icon on the Common toolbar and select Folder. Alternatively, you can right-click inside the panel and select New, Folder.



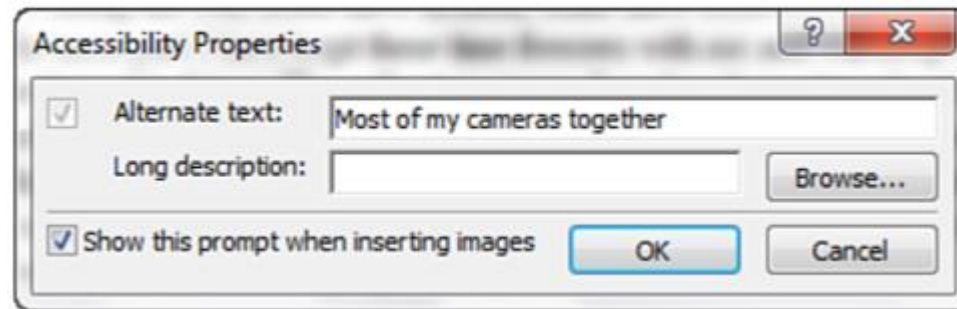
Creating a New Folder and Importing a New Image Cont.

- Name the new folder Images and double-click it.
- Select File, Import, File.
- In the Import dialog, click Add File and browse to the location where you stored the downloaded lesson files on your computer.
- Click Hour 6 and select the file called *desk.jpg*.
- Click Open, and then click OK.
- Expression Web 4 copies the file and stores it in the Images folder.
- You can see it in the Folder List panel by clicking the + icon next to the Images folder.



Creating a New Folder and Importing a New Image Cont.

- Now that Expression Web 4 has imported the image into your project, it's time to insert it into a page.
- You can do this in Design view by dragging and dropping the image into the text.
- To start, open the *myDesk.html* file.
- In the Folder List panel, click and hold the *desk.jpg* file and drag it to Design view.
- You see a gray dotted marker jump around inside the text indicating where the image insertion point will be. Place the image at the beginning of the first paragraph under the heading and let go.
- Doing so opens the Accessibility Properties dialog.



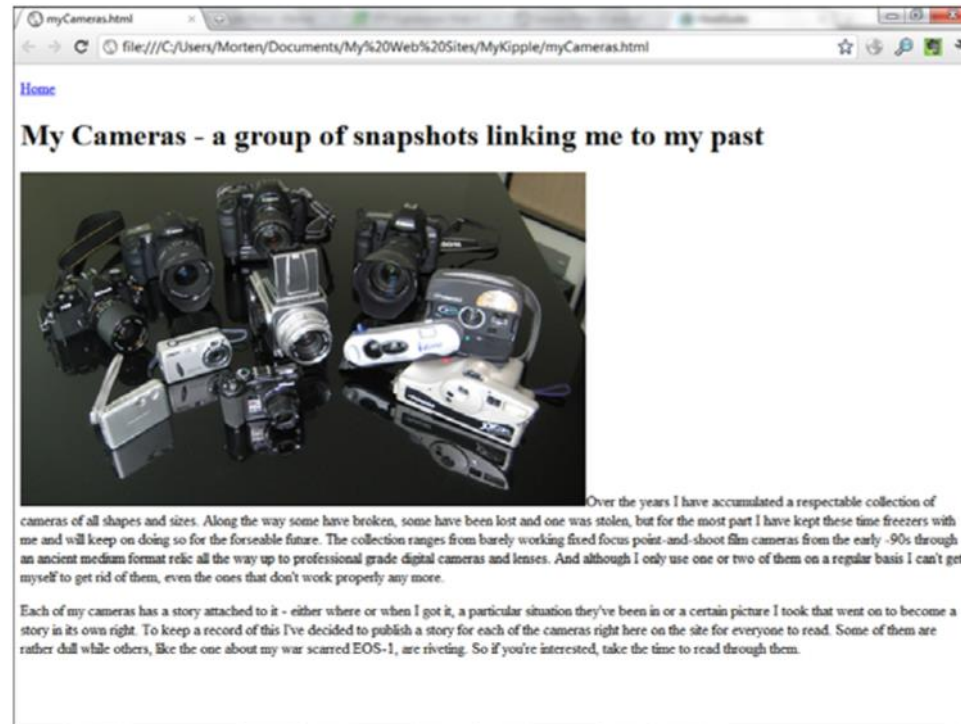
Creating a New Folder and Importing a New Image Cont.

- The Accessibility Properties dialog gives you the option to attach alternative text and a longer description to your images. Some visitors cannot see the images in your page because they are using a text-only browser, portable device, or text-to-speech browser.
- The alternative text displays in place of the image for these users and helps to explain what the image shows. It also appears if, for one reason or another, the image doesn't load properly when the page is opened by someone using a regular browser. The alternative text should be a description of what the image is.
- In this case, enter *"My very messy desk"* in the Alternate Text textbox and then click OK.
- Expression Web 4 inserts the image in the text at the beginning of the first paragraph.



Creating a New Folder and Importing a New Image Cont.

- Save the file and preview the page in a browser.
- Something is a bit off; the image breaks the text and leaves a large empty area to the right.

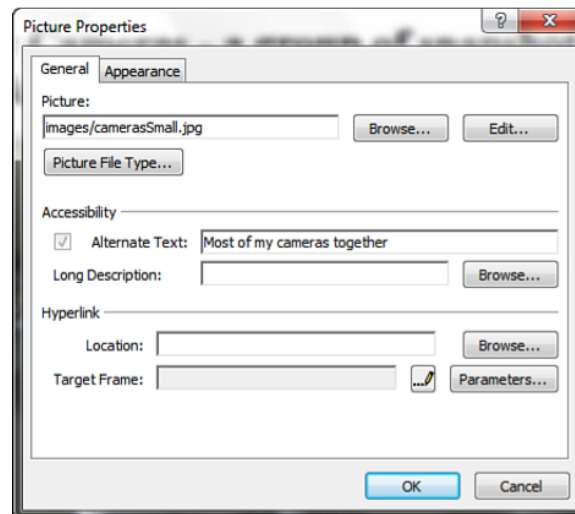


Creating a New Folder and Importing a New Image Cont.

- This big void appears because, by default, web browsers consider images to be “inline” elements, meaning they appear alongside the other elements on the line just like a letter or word.
- If you’ve ever placed images in a Word document, you are probably familiar with the concept of “*text wrapping.*”
- The solution to the problem is similar when we work with websites: Tell the browser that the image should not be considered part of the text but rather an object around which the text should wrap.
- This can be done using the Picture Properties.

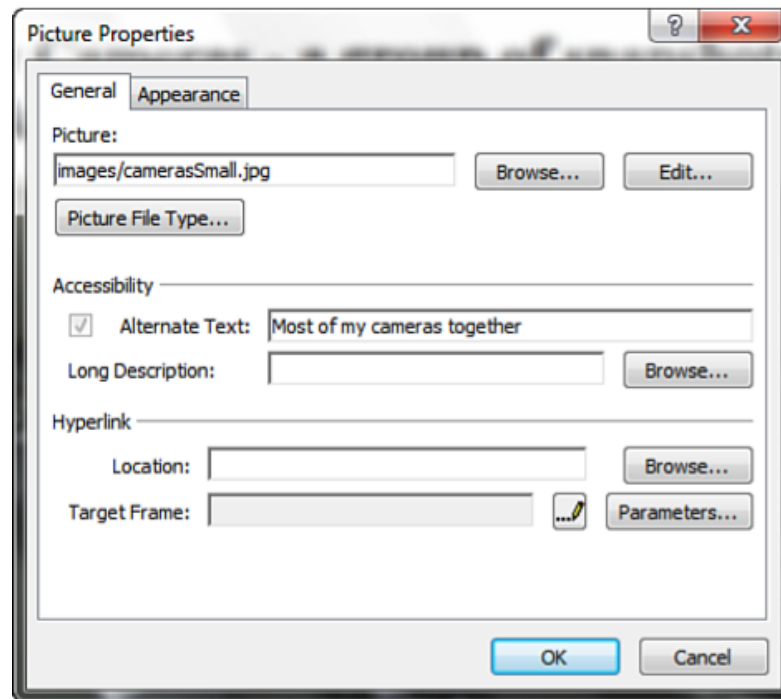
Using Picture Properties to Change the Appearance of an Image

- After an image is part of a web page, you can use properties and functions to tell the browser how to display the image and how the image should relate to the surrounding content.
- In addition to simple HTML properties, Expression Web 4 gives you access to some basic image-editing options normally found only in dedicated imaging software.
- You can access some of these options by right-clicking the image in Design view and selecting Picture Properties from the context menu.
- Doing so opens the Picture Properties dialog.



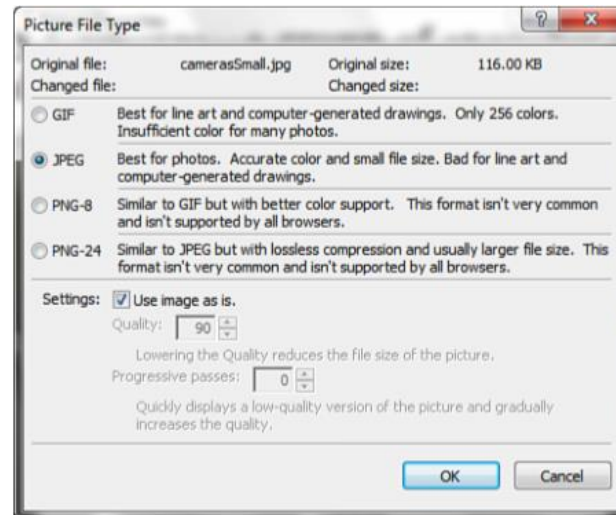
The General Tab

- Under the General tab, the Picture field tells you the file with which you are currently working.
- You can change the file by using the Browse button or by typing a new filename in the Picture text box.
- The Edit button opens the source file in the default image editor on your computer.



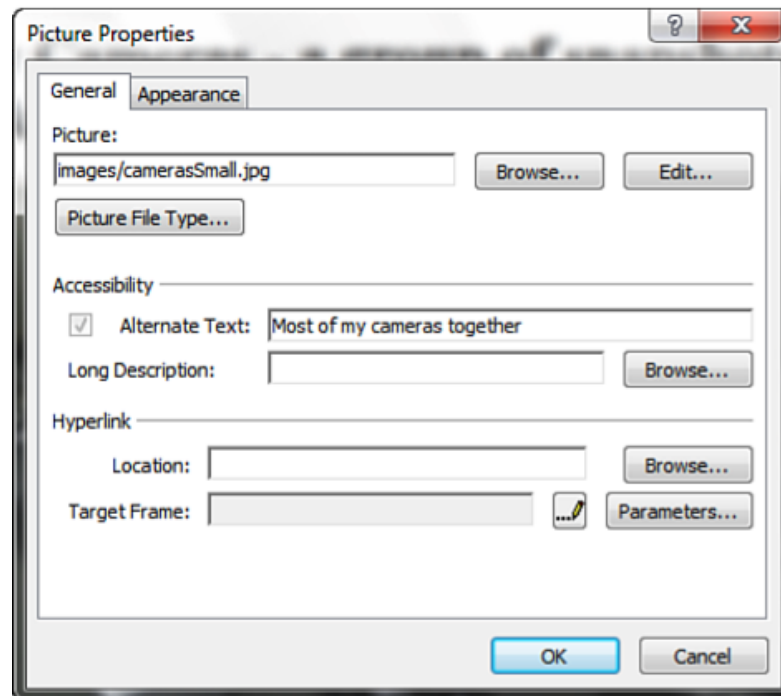
The General Tab Cont.

- Directly underneath the Picture text box is the Picture File Type button. If you click this button, a new dialog opens.
- From here, you can convert the file you are working with to any other main image format with a few mouse clicks.
- If you change the file type in this dialog, Expression Web 4 automatically replaces the image on your page.
- When you save the page, a dialog asks you where you want to store the new image file.



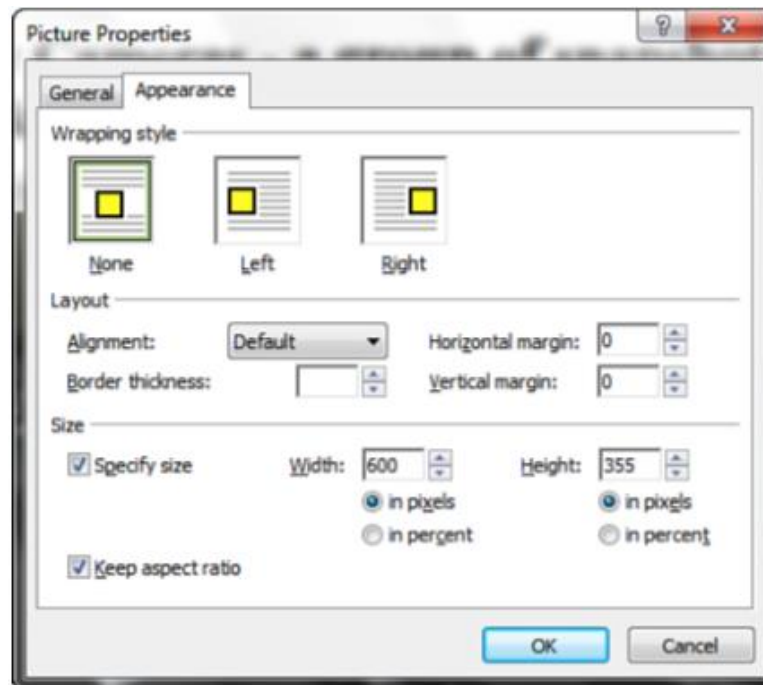
The General Tab Cont.

- The next section of the General tab of the Picture Properties dialog is Accessibility. This displays the same options that appeared when you inserted the image.
- The final section is Hyperlink. Here, you can make the entire image into a hyperlink pointing to a different page, a different site, or a file.



The Appearance Tab

- The Appearance tab contains the most commonly used code controls for the image.
- This is where you instruct the browser how to handle the image in relation to other content as well as specify border thickness, margins, and dimensions.
- The functions under the Appearance tab are styles that Expression Web 4 applies to the image.

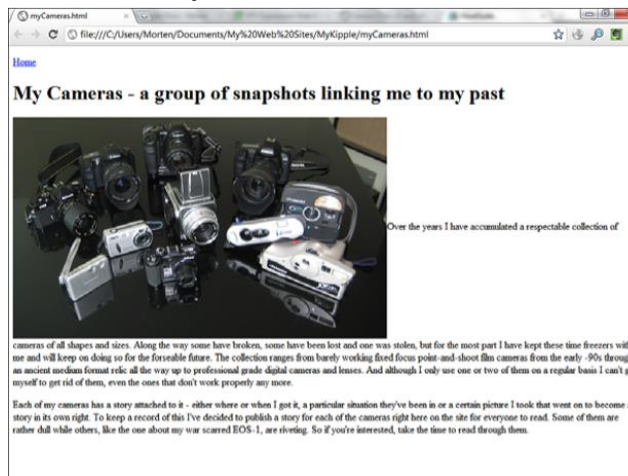


The Appearance Tab Cont.

- The Wrapping Style options define how the surrounding text wraps around the image. The three buttons provide good illustrations of what the different options mean.
- None (the default) tells the browser to handle the image as if it were part of the text. This means that the image lines up with the rest of the text like a large letter and pushes the remaining text to the right to make room.
- Left means that the image lines up against the left side of the window and the text wraps on its right.
- Right works the same way as the Left option, except the image is now on the right with the text wrapping on the left.

The Appearance Tab Cont.

- Alignment settings apply only if the wrapping style is set to None.
- In the Layout section, the Alignment option gives you control over where the image lies in relation to the remaining text on the line.
- For example, if you set the alignment to Top, the top of the image aligns with the top of the text line.
- If you set the alignment to Middle, the middle of the image aligns with the middle of the text line.
- And if you set the alignment to Bottom, the bottom of the image aligns with the bottom of the text line.
- Expression Web 4 gives you eight different positions in addition to Default.



The Appearance Tab Cont.

- The Layout section also contains the Border Thickness setting (which defines a border or outline that can be applied to the edges of the image) and the Horizontal Margin and Vertical Margin settings (which create empty space on the four sides of the image).

The Appearance Tab Cont.

- The final section of the Appearance tab is Size, where you can manually set the dimensions of the image either in pixels or as a percentage of the original size.
- You can also toggle the Keep Aspect Ratio option on and off.
- As a rule of thumb, always keep the image size the same as the file itself and never change the aspect ratio.
- If you change the image size, you leave it up to the browser to resize the image, and its quality drops dramatically as a result.
- Changing the aspect ratio distorts the image by making it either too squished or too stretched out.

Change the Properties of the Image

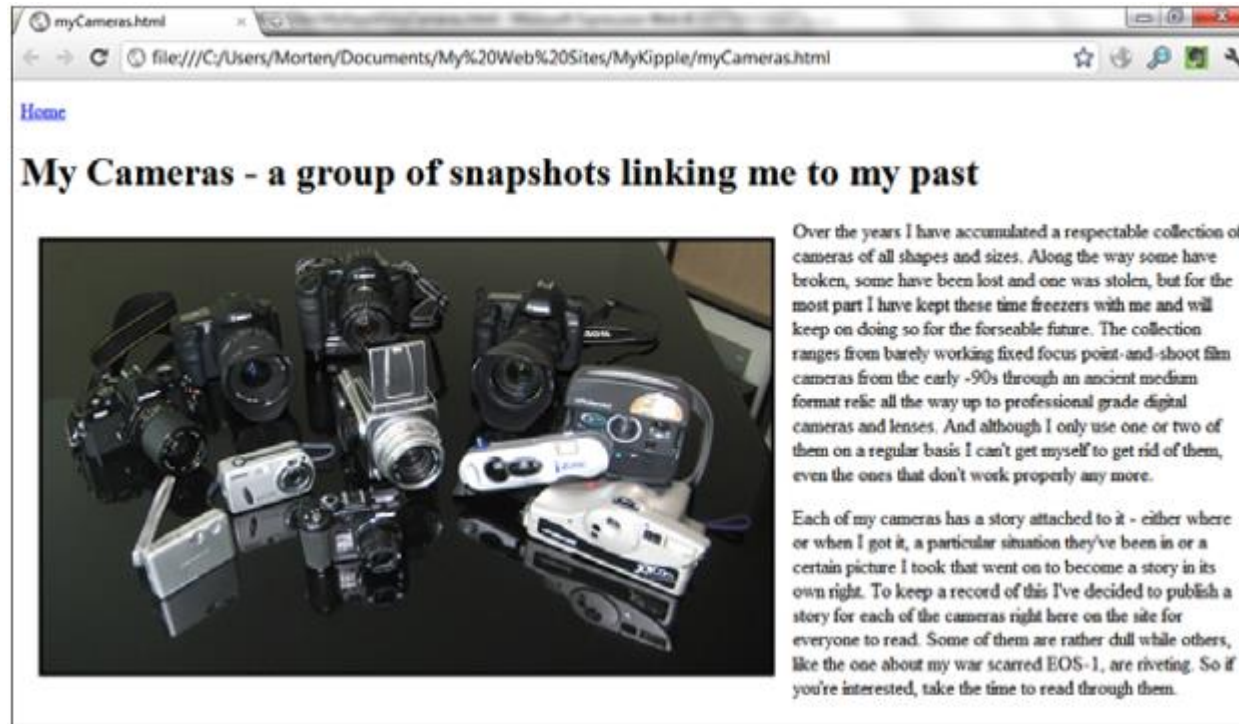
- By default, an image inserted into a page appears directly next to the line of text where the designer placed it, and the image breaks the text.
- To make the page more appealing, it is necessary to separate the image from the text and give it some breathing room.

Change the Properties of the Image Cont.

- Right-click the image in Design view and select Picture Properties.
- Select the Appearance tab.
- Click Left in the Wrapping Style section to align the image to the left and wrap the text to the right.
- Set the border thickness to 3 pixels using the up and down buttons or by typing 3 in the box.
- Set the horizontal and vertical margins to 15 pixels by using the up and down buttons or by typing 5 in the boxes, and then click OK.
- Save the file and preview the page in your browser.

Change the Properties of the Image Cont.

- The image now appears to the left with the text wrapped to the right.
- The image has a 3-pixel black border with a 5-pixel space between the image and the surrounding text.



Exploring the Pictures Toolbar

- Expression Web 4 has a built-in set of tools to help you do simple image editing without leaving the program.
- The Pictures toolbar conveniently contains these tools.
- All you have to do to open the Pictures toolbar is select View, Toolbars on the menu bar and click Pictures.
- The Pictures toolbar opens directly under the Common toolbar, and you can move it within the toolbar area to reposition it if you like.



Exploring the Pictures Toolbar Cont.

- If you haven't already done so, open the *myDesk.html* file.
- To activate the functions of the Pictures toolbar, click the image you inserted previously.
- Expression Web 4 always tells you which functions are available by fading out those that are unavailable.
- Place your cursor anywhere inside the page and notice that the icons in the toolbar fade out and become unavailable as is applicable.

Exploring the Pictures Toolbar Cont.

- With the image selected, hover over each button to view its ScreenTip and see what function the icon represents.



- *Insert Picture from File* is the only button that remains active no matter where you are in the document. Clicking this button lets you insert a new image in the current cursor location or replace the selected image with a different image.



- When you click *Auto Thumbnail*, Expression Web 4 creates a small version of the selected image and inserts it on the page in place of the larger one. The smaller image (the thumbnail) is fitted with a hyperlink that displays the larger image.



- The *Bring Forward* and *Send Backward* buttons tell the browser to change the stacking order of your content. A good analogy is to think of the page as a deck of cards; when you click the Bring Forward or Send Backward button, you move the current card up or down in the stack. You use these functions

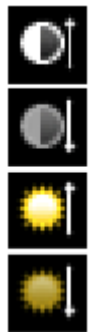


when you start placing content on top of other content—for example, text on top of an image.

Exploring the Pictures Toolbar Cont.







- The orientation buttons change the orientation of the image. They are *Rotate Left 90°* (counter-clockwise), *Rotate Right 90°* (clockwise), *Flip Horizontal*, and *Flip Vertical*. These buttons are useful if you import an image from a digital camera in which the orientation is incorrect—for example, a photo taken with the camera in a vertical orientation but the image in a horizontal orientation.



- The *More Contrast* and *Less Contrast* buttons bring the contrast levels of the image up or down. If you add more contrast to an image, the bright colors become brighter, and the dark colors become darker. If you reduce the contrast, the difference between bright and dark colors becomes more even. The *More Brightness* and *Less Brightness* buttons bring the overall brightness level up and down. If you bring up the brightness level, you usually also need to bring up the contrast level to prevent the image's colors from fading.

Exploring the Pictures Toolbar Cont.

-  The *Crop* button lets you cut out an area of the image and discard the rest, much as if you used a ruler and a knife to cut out part of a photo.
-  The *Set Transparent Color* button lets you set a specific color to be transparent. This function works only with GIF images. If you apply the function to a non-GIF image, Expression Web 4 converts the image to the GIF format and reduces its color depth. Expression Web 4 warns you about this before performing any changes.
-  *Bevel* puts a beveled border on your image to make it look as if it's standing up from the page. Designers often use this function when creating buttons from images.
-  The *Resample* button becomes available only if you change the dimensions of the image in Design view or through the Picture Properties dialog. When you click this button, the image permanently changes to the new dimensions rather than simply resizing in the browser.

Exploring the Pictures Toolbar Cont.

- The next set of tools lets you insert and modify hotspots in the image.



- *Select* lets you select the whole image or the respective hotspots on it.



- The *Rectangular Hotspot*, *Circular Hotspot*, and *Polygonal Hotspot* tools set the hotspots within an image.



- The *Highlight Hotspots* button displays the image as an image map in which the hotspots are black and the rest of the image is white. This tool is a visual aid to help you find the hotspots and makes no actual changes to the image.



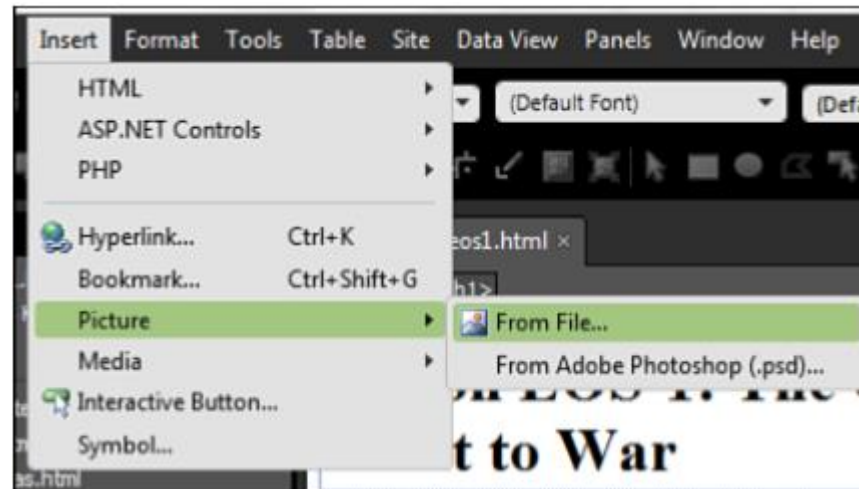
- The most important button on the Pictures toolbar is the *Restore* button. It restores the image to its original state and undoes all the changes you made to the image since you last saved the page. Be aware that if you save the page you are working in, Expression Web 4 saves the new edited version of the image on top of the old version and the Restore button can no longer restore the older image.

Using the Pictures Toolbar to Add and Change an Image

- Now that you know what the different tools on the Pictures toolbar do, it's time to put them to use. But first, you need a page to put some more images in.
- In the project files for this hour (Hour 7), you can find an HTML file called *MyDesk.html*.
- Create a new folder called *Pages* using the same technique you used in the last hour, and import the *MyDesk.html* file to that folder.
- In the lesson files, there is also an image called *kenny.jpg*.
- the first step when dealing with an image file is to import it into Expression Web 4 by selecting File, Import File in the menu bar.
- Make sure the new image is stored in the Images folder in the Folder View task pane. If it isn't there, simply drag and drop the file into the Images folder.

Using the Pictures Toolbar to Add and Change an Image Cont.

- After you import the image, open the *MyDesk.html* file.
- Previously, you used the drag-and-drop option.
- You can also insert an image by putting the cursor where you want to place the image, opening the Insert, Picture submenu on the menu bar, and selecting From File.
- Finally, you can use the *Insert Picture from File* button on the *Pictures* toolbar. The last two methods are the same function. Both approaches open a standard file browser window from which you select the file you want to insert.

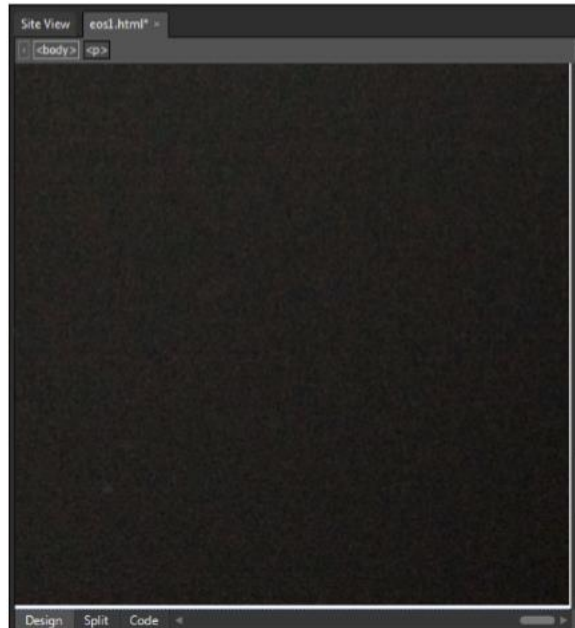


Using the Pictures Toolbar to Add and Change an Image Cont.

- In Design view, place the cursor at the beginning of the heading in the *MyDesk.html* page.
- Press Enter to create a new line over the heading and then change the new line to the *Paragraph* style using the *Style* menu on the Common toolbar.
- With the cursor in the new line, use one of the two options previously described to open the *Insert Picture* dialog.
- Navigate to the *Images* folder and select the *kenny.jpg* file you just imported.

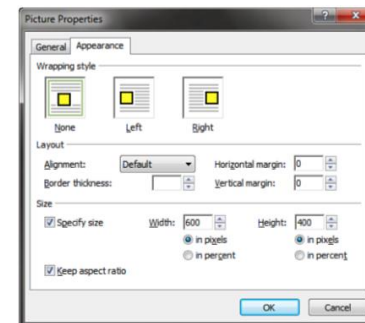
Using the Pictures Toolbar to Add and Change an Image Cont.

- When you click OK, the *Accessibility Properties* dialog opens, as it did when you inserted the *MyDesk.jpg* image.
- Enter the alternative text *KennyDetail* and click OK.
- At this point, you might think you made a mistake because the Design View pane fills with an image that is a murky gray/brown color.



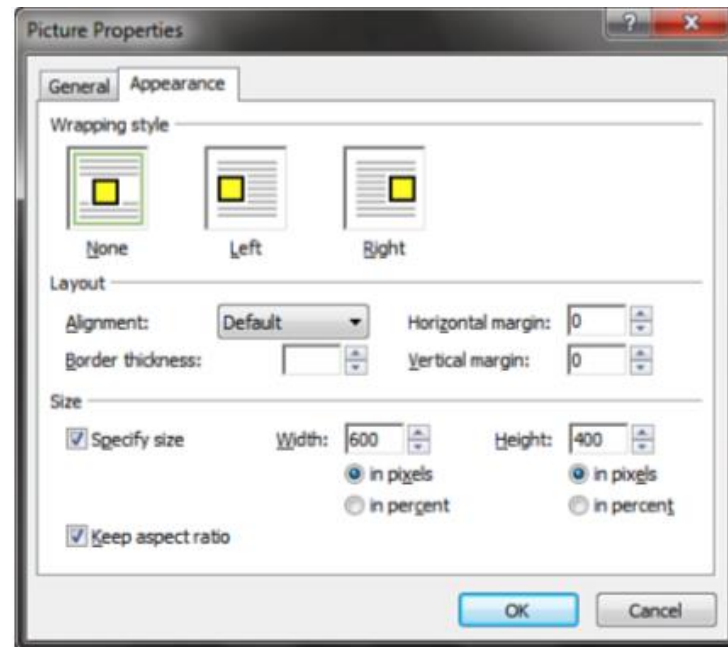
Using the Pictures Toolbar to Add and Change an Image Cont.

- What you are seeing is the corner of a large image.
- This is a common problem: The image is not an appropriate size for the Web; therefore, it doesn't fit on a web page. In fact, the image you just inserted is more than three times as tall as a regular computer screen!
- If you click the image and look in the *Tag Properties* task pane at the bottom left, you can see that the image is 3744 pixels high and 5616 pixels wide.
- A good rule of thumb is that an image in a web page should never be more than 800 pixels at the longest side. Therefore, before you do anything else, you need to drastically reduce the size.
- To do so, right-click the image, open the *Picture Properties* dialog, and select the *Appearance* tab.
- In the *Size* section, enable the *Keep Aspect Ratio* check box and then change the *Width* setting (the longest side) to 100 pixels. The *height* changes accordingly.



Using the Pictures Toolbar to Add and Change an Image Cont.

- When you click OK, Expression Web 4 reduces the image to a workable size.
- Now, you can alter the image to make it work better within the page.
- First, I took the image through a mirror so that it is reversed.
- To turn the image the right way, click the image to select it and then click the *Flip Horizontal* button on the *Pictures* toolbar.



Using the Pictures Toolbar to Add and Change an Image Cont.

- The framing of the photo isn't very good and it could use some cropping.
- With the image still selected, click the *Crop* button on the *Pictures* toolbar.
- This produces a dashed rectangle that indicates the crop area within the image.



Using your mouse, you can either draw a new crop area within the image by clicking and dragging the mouse to create a new rectangle, or simply resize the existing rectangle by grabbing the handles (marked by small squares) in the corners or at the middle of all four sides. Resize the rectangle so that you cut a bit off the top and the left and right sides. When you are satisfied with your crop area, press Enter. Expression Web 4 crops the image.

Using the Pictures Toolbar to Add and Change an Image Cont.

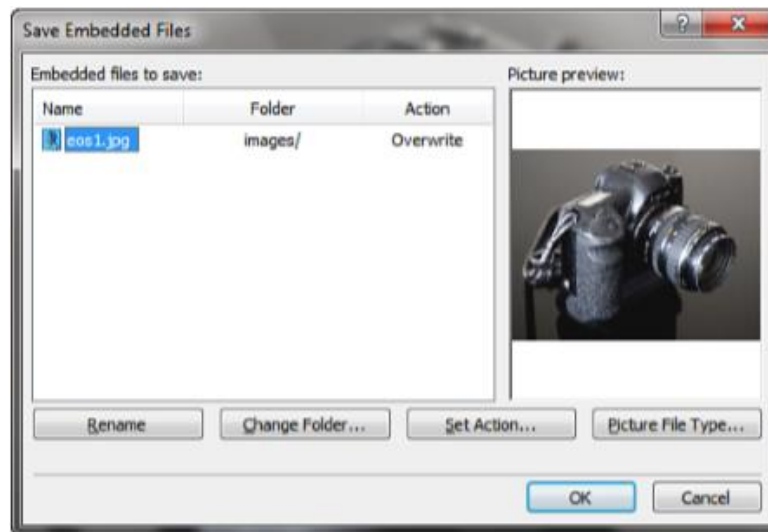
- The photo is a little dark.
- To lighten the image, select it and click the *More Brightness* button one or two times and bring up the contrast one step by clicking the *More Contrast* button as well.
- This brings up the brightness of the image slightly.

Using the Pictures Toolbar to Add and Change an Image Cont.

- If you want to undo any of your changes, click the *Restore* button to return the image to its original state.
- If you click the *Restore* button by mistake, simply go to the *Edit* menu and select *Undo Edit Picture*, or press Ctrl+Z on your keyboard.

Using the Pictures Toolbar to Add and Change an Image Cont.

- This function creates a new image file and replaces the old one.
- To make the changes permanent (also known as The Point of No Return), simply save the page.
- Expression Web 4 opens the *Save Embedded Files* dialog and asks you whether, where, and how you want to save the changed image file.
- Now you can decide whether you want to save the image as a new file or overwrite the old one. If you are sure the image looks the way you want it to look, click OK, and the new image replaces the original one.



Creating a Thumbnail Using Auto Thumbnail

- Because most web pages contain a lot of content and not all visitors are on high-speed connections, using smaller versions of images (commonly referred to as thumbnails) that link to the larger versions is common. Using thumbnails helps the page load faster because the browser doesn't have to download large image files. In addition, thumbnails can help designers create manageable layouts because they can link to large images rather than inserting them in the page.
- A second image called *kennyOriginal.jpg* is in the lesson files.
- Using the same method as before, import this image and place it in the Images folder.
- When the image is imported, place your cursor at the beginning of the third paragraph and insert the new image there using one of the three methods previously described in this hour.
- You now have a page with two images: one on top and one in the body of the text.

Creating a Thumbnail Using Auto Thumbnail Cont.

- However, as you can see, even though the new image is a web-friendly size (2048 by 3072 pixels), it's much too big and makes the page difficult to read.
- What you want is a small thumbnail of the *kennyOriginal.jpg* image that links to the bigger version.
- In Expression Web 4, you can do this with a single-click of your mouse: With the *kennyOriginal.jpg* image selected, click the *Auto Thumbnail* button on the *Pictures* toolbar or use the Ctrl+T shortcut.
- This creates a 100-pixels-wide thumbnail with a blue outline that, when clicked, opens the original full-size image in the same window.
- Because the thumbnail inherits whatever styling you applied to the original image (and you didn't apply any styling to the image), it appears at the top of the paragraph as part of the first line of text.

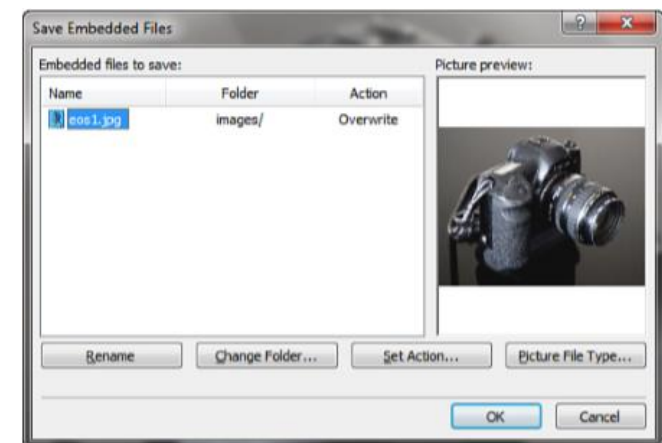
Creating a Thumbnail Using Auto Thumbnail Cont.

- You can quickly fix this by using the Picture Properties techniques.
- On the *Appearance* tab, set the *Wrapping Style* to *Left* and *Horizontal Margin* to 10.
- When you click OK, the thumbnail places itself nicely to the left with the text wrapping around it.



Creating a Thumbnail Using Auto Thumbnail Cont.

- To finalize this process, it is necessary to save the page.
- When you save the page, the *Save Embedded Files* dialog you saw in *slide 56* opens and asks you to save a new file called *kennyOriginal_small.jpg*.
- This is the smaller thumbnail file that Expression Web 4 created and inserted in your page.
- By default, Expression Web 4 saves the thumbnail in the currently open folder, but you can pick a different folder by clicking the *Change Folder* button in the dialog.
- I recommend placing all images in the Images folder and maybe even separating the thumbnails by making a subfolder called Thumbs.
- Finally, click OK and preview the page in your browser.



Creating a Thumbnail Using Auto Thumbnail Cont.

- If you don't want the thumbnail to have a blue border or you want it to be a different size, you can modify the *Auto Thumbnail* default settings from the *Page Editor Options* dialog.
- To do this, open the *Page Editor Options* dialog from the *Tools* button on the menu bar and select the *Auto Thumbnail* tab.
- From here, you can define the size of the thumbnail by setting the width, height, shortest side, or longest side to a specific pixel length, you can change the thickness of the border around the image (0 for no border), and you can even give the thumbnail a beveled edge.

Creating Hotspots

- A hotspot is a defined area or region within an image that has a hyperlink attached to it.
- Hotspots are a great tool if you want to provide further information about a certain element within an image or use an image as a navigational tool.
- What Expression Web 4 calls a hotspot is more commonly called an image map.

Create a Hotspot and Link It to a File

- In Expression Web 4, you can create and edit hotspots from the Pictures toolbar using the hotspot buttons:
- In the *myDesk.html* file, click the *desk.jpg* image to activate the *Pictures* toolbar.
- Click the *Rectangular Hotspot* button, and then click and drag the image to draw a rectangle around the *Kenny figure*.
- This opens the *Insert Hyperlink* dialog.
- In the *Insert Hyperlink* dialog, find and select *KennyOriginal.jpg* file.
- Set the ScreenTip to *Come Closer!* and set the target frame to New Window.
- Click OK.



Create a Hotspot and Link It to a File

Cont.

- Save the page and preview it in your browser.
- Note that although the *KennyOriginal.jpg* image looks unchanged, if you hover your mouse over the *Kenny figure*, the mouse pointer changes to a hand, indicating a hyperlink, and a *ScreenTip* appears.
- If you click the hotspot, the browser navigates to the *KennyOriginal.jpg*.

Create a Hotspot and Link It to a File

Cont.

- Save the page and preview it in your browser.
- Note that although the *KennyOriginal.jpg* image looks unchanged, if you hover your mouse over the *Kenny figure*, the mouse pointer changes to a hand, indicating a hyperlink, and a *ScreenTip* appears.
- If you click the hotspot, the browser navigates to the *KennyOriginal.jpg*.

Create a Hotspot and Link It to a File

Cont.

- To edit the hyperlink or ScreenTip attached to the hotspot, simply right-click the hotspot in Design view and select *Picture Hotspot Properties*.
- If you want to resize the hotspot, you can do so by clicking it, grabbing the resizing handles on any side of the hotspot, and moving them.
- You can also reposition the hotspot by clicking and dragging it to a different location within the image.

Create a Hotspot and Link It to a File

Cont.

- Hotspots can also be circular or even polygonal.
- To create a circular hotspot, click the *Circular Hotspot* button and then draw the circle on the image in the same way you created the rectangle earlier.
- To create a polygonal hotspot, click the *Polygonal Hotspot* button and use the mouse to define each corner of the hotspot until you outline the desired area.
- To finalize a polygonal hotspot, you have to set the last corner point on top of the first one.
- Doing so opens the *Insert Hyperlink* dialog.

Create a Hotspot and Link It to a File

Cont.

- Because it can be hard to see exactly where all your hotspots are located, the *Pictures* toolbar features a *Highlight Hotspots* function.
- Clicking the *Highlight Hotspots* button replaces the image with an image map in which the hotspots have black outlines and the remaining image is gray.
- If you select one of the hotspots, it turns solid black.
- This tool is only a visual aid and does not affect the image in any way.
- To close the image map and see the original image, simply click the *Highlight Hotspots* button again or click anywhere outside the image.

