

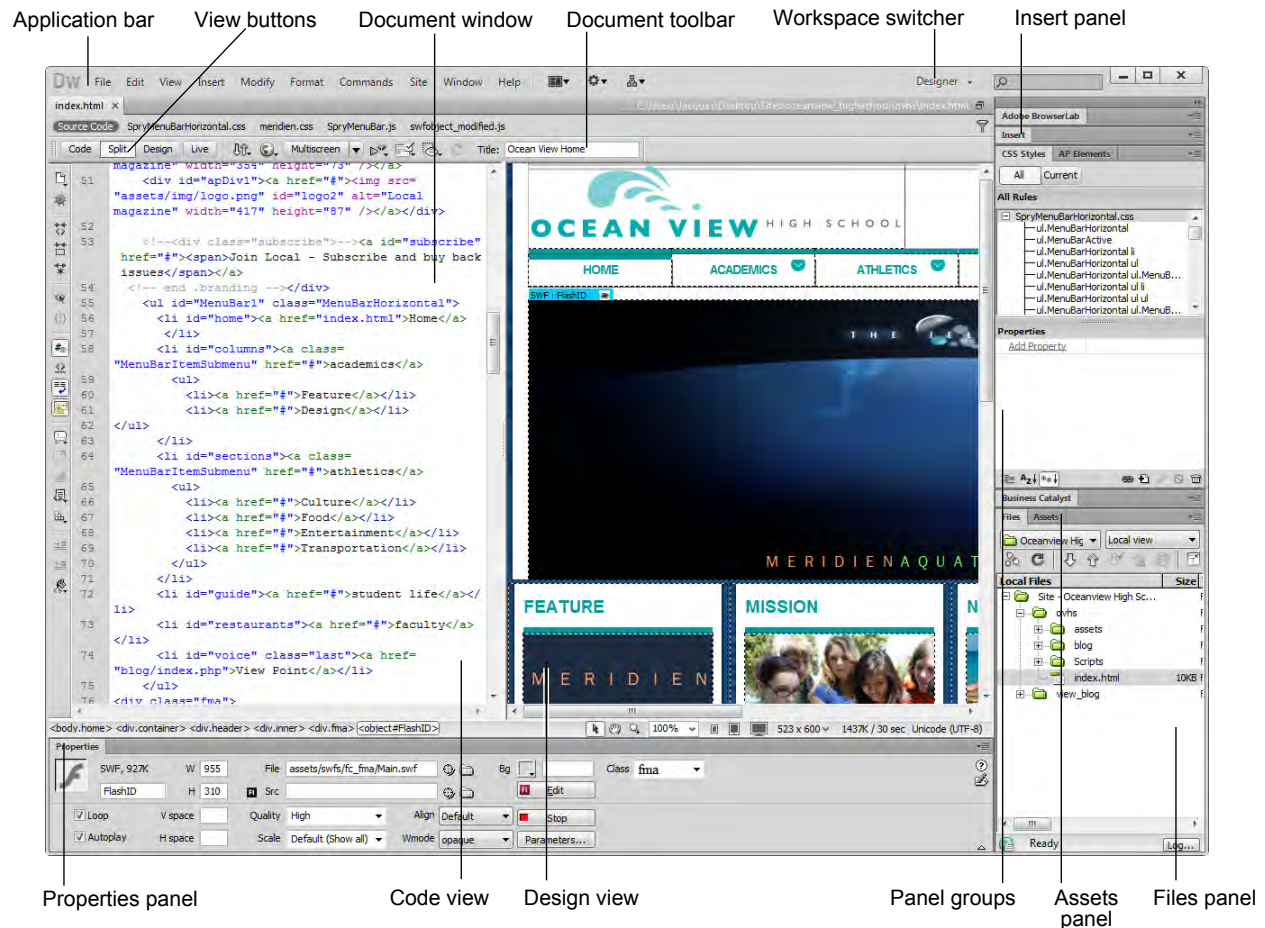
# Overview of the Adobe Dreamweaver CS6 workspace

You can access Adobe Dreamweaver CS6 tools, commands, and features by using menus or by selecting options from one of the Insert panels or other Dreamweaver panels. The most commonly used areas of the Dreamweaver workspace (**Figure 1**) are the Document window, the Insert panel, the Properties panel, and the other panels.

The *Document window* displays the current document as you create and edit it. The *Insert panel* contains buttons for creating and inserting objects such as images, tables, layers, and frames you might want to add to your web pages. The *Properties panel* displays properties for the selected object or text and enables you to modify those properties.

## The Document window and panels

The Dreamweaver workspace (**Figure 1**) enables you to view documents and object properties. The workspace places many of the most common operations in toolbars so that you can quickly make changes to your documents.



**Figure 1** Dreamweaver workspace, Split view (Code and Design)

## Switching between views

Dreamweaver enables you to work in a variety of views. Lay out a page graphically in Design view, work directly with the underlying code, split the screen into both Code and Design views, or edit in Live view which presents a non-editable browser-based rendering of the document as you create and edit it. Change views by using the view buttons.

- *Code view* a hand-coding environment for writing and editing HTML, JavaScript, server-language code—such as PHP or ColdFusion Markup Language (CFML)—and any other kind of code.

- *Design view* a design environment for visual page layout, visual editing, and rapid application development. In this view, Dreamweaver displays a fully editable, visual representation of the document, similar to what you would see when viewing the page in a browser.
- *Code and Design view (Split view)* both Code view and Design view for the same document in a single window.

There are also two additional views related to code that *dynamically* changes the page--that is, code that will change as users interact with the page:

- *Live view* similar to Design view, a more realistic representation of what your document will look like in a browser. Live view enables you to interact with the document exactly as you would in a browser. Live view is not editable. However, you can edit in Code view and refresh Live view to see your changes.
- *Live Code view* only available when viewing a document in Live view. Live Code view displays the actual code that a browser uses to execute the page, and can dynamically change as you interact with the page in Live view. Live Code view is not editable.

To select a view, click its button in the Document toolbar (**Figure 1**).

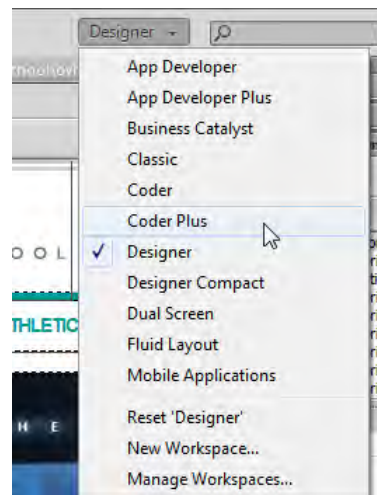
### Dreamweaver workspaces

You can also manage panels by using *workspaces*. Workspaces are pre-arranged panel settings optimized for specific tasks or work styles.

To switch between workspaces:

1. Select a new workspace, such as the Designer Compact workspace, from the workspace switcher in the Application bar (**Figure 2**).

The panels are rearranged.



**Figure 2** Workspace switcher

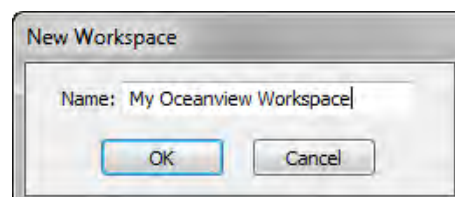
To create a new workspace:

1. Make changes to an existing workspace, such as by opening new panels or closing open panels.
2. Choose Window > Workspace Layout > New Workspace.

The New Workspace dialog box (Windows) or Save Workspace dialog box (Mac OS) opens (**Figure 3**).

3. Enter a name for the new workspace.
4. Click OK.

The workspace is now available in the workspace switcher and the Workspace Layout menu.



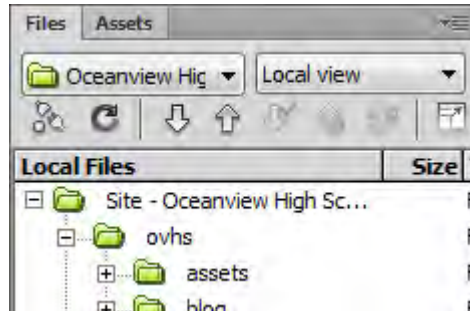
**Figure 3** New Workspace dialog box

## Panels

Depending on the selected workspace, the right side of the workspace displays *panels*.

### Panel groups

Panels are often arranged into groups. *Panel groups* are panels that are docked together. For example, the Files and Assets panels are docked together by default in the Designer workspace (**Figure 4**).



**Figure 4** Panel group

- To move a panel into a group, drag the panel's tab to the highlighted drop zone in the group.
- To rearrange panels in a group, drag a panel's tab to a new location in the group.
- To remove a panel from a group so that it floats freely, drag the panel by its tab outside the group.
- To move a floating group, drag the title bar (the area above the tabs) (**Figure 5**).

### Working with Panels

- *Opening and closing panels:* To open a panel, select it from the Window menu. To close a panel, do one of the following:
  - Click the Close button at the top of a floating panel.
  - Choose Close from the panel menu.
  - Deselect the panel in the Window menu.
- *Moving panels and panel groups.* To move a panel, drag it by its tab. To move a panel group or a stack of floating panels, drag the title bar. To dock a panel, drag the panel until the border changes to blue. Release the mouse to dock the panel. To undock the panel, drag it away from the left border.
- *Minimizing or maximizing panels:* To minimize or maximize a panel, double-click the tab or the tab area (the empty space next to the tab).
- *Collapsing panels:* Collapsing a panel makes it available as an icon (**Figure 5**). To collapse or expand a panel, do one of the following:
  - Click the double arrow in a floating panel's title bar.
  - Double-click the tab area.
  - Double-click the title bar of a floating panel or group.



**Figure 5** Collapsed panel

- *Docking and undocking panels:* As you move panels, you see blue highlighted drop zones. Drop zones are areas where you can dock the panel. If you drag to an area that is not a drop zone, the panel floats freely in the workspace.
- *Resizing panels:* To resize a panel, drag either its left or bottom border. All panels have a minimum size beyond which they cannot be minimized. Panels can be maximized to fill your screen.

### Commonly used panels

The *Files panel* displays the organization of your site and enables you to open files for editing, to publish files to a server, or to delete files.

The *Assets panel* contains all site assets, elements used in a site, such as images, colors, or movies. The *Assets panel* provides two ways to view assets:

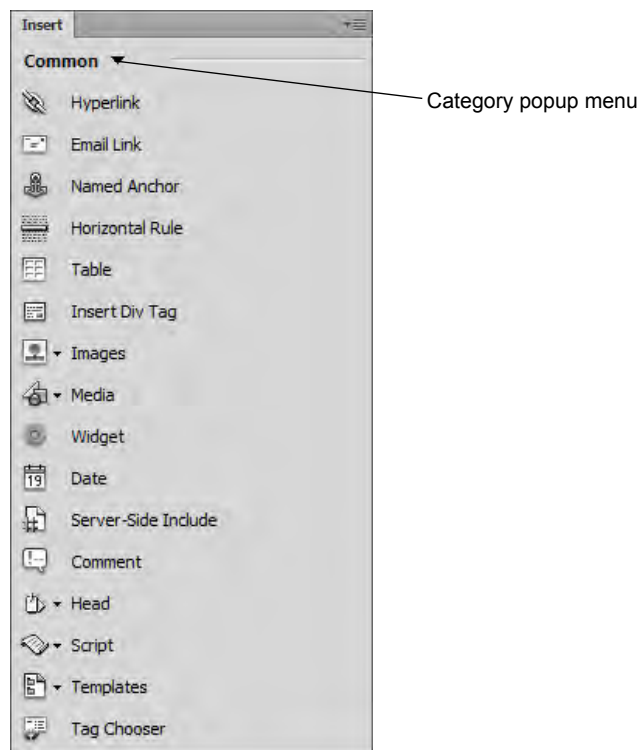
- The *Site list* shows all of the assets in your site.
- The *Favorites list* shows only the assets you've chosen to include in the *Favorites list*.

## The Insert panel

The *Insert panel* contains buttons for creating and inserting objects such as tables, images, and links. The buttons are organized into several categories (*Common*, *Layout*, *Forms*, *Data*, and more), which you can choose from the *Category pop-up menu*. Additional categories appear when the current document contains server code, such as ASP or CFML documents.

### Common category in the Insert panel

The *Common category* in the *Insert panel* contains buttons for inserting the most commonly used objects (**Figure 6**).



**Figure 6** Common category in the Insert panel

*Hyperlink:* Insert a hypertext link.

*Email Link*: Insert a link to an e-mail address.

*Named Anchor*: Insert a link to a specific location on a page.

*Horizontal Rule*: Insert a horizontal rule to visually separate sections on a page.

*Table*: Insert a table.

*Insert Div Tag*: Insert a div tag used for page layout.

*Images*: Insert an image.

*Media*: Insert media objects, such as Flash, Shockwave, Applets, and ActiveX.

*Widget*: Insert a Dreamweaver widget.

*Date*: Insert the current date, with an option for automatic updating when you save the document.

*Server-Side Include*: Use as a placeholder for commonly used code that can be reused by many pages in your site. When you use a SSI file the server takes the entire content of the file stored on a server and inserts it into the page, replacing the include code.

*Comment*: Insert a comment, which will not be displayed on your web page.

*Head*: Insert keywords, meta tags, page descriptions, and other document data that is kept in the page's head tag.

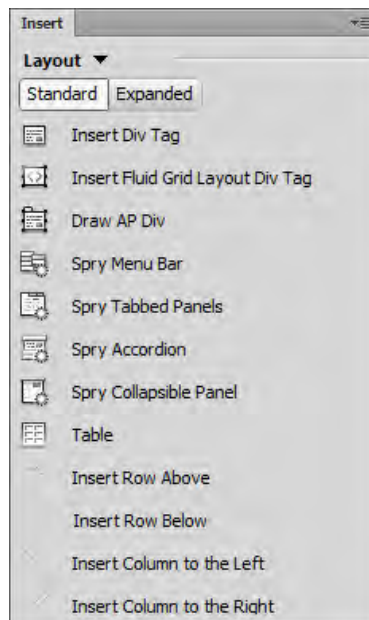
*Script*: Insert or remove script, such as Javascript.

*Templates*: Make a template based on the current document.

*Tag Chooser*: Insert an HTML tag.

### Layout category in the Insert panel

From the *Layout* category in the Insert panel (**Figure 7**), you can insert tables, table elements, div tags, frames, and Spry widgets. You can choose between two modes for tables. *Standard mode* displays a table as a grid of lines. *Expanded Tables mode* adds cell padding and spacing to tables and increases table borders to make editing easier.



**Figure 7** Layout category in the Insert panel

*Insert Div Tag*: Insert a div tag to create a content block.

*Insert Fluid Grid Layout Div Tag:* Insert a flexible-positioned div tag to display content at a variable location on the page.

*Draw AP Div:* Insert an absolutely-positioned div tag to hold content at a specific location on the page.

*Spry Menu Bar:* Insert a set of navigational menu buttons that display submenus when a site visitor hovers over one of the buttons.

*Spry Tabbed Panels:* Insert tabs that a site visitor can click to reveal hidden content.

*Spry Accordion:* Insert a set of collapsible panels that can store a large amount of content in a compact space.

*Spry Collapsible Panel:* Insert a panel that can hide or reveal a large amount of content when a site visitor clicks the tab of the panel.

*Table:* Insert a table.

*Insert Row Above:* Insert a row above the current row in a table.

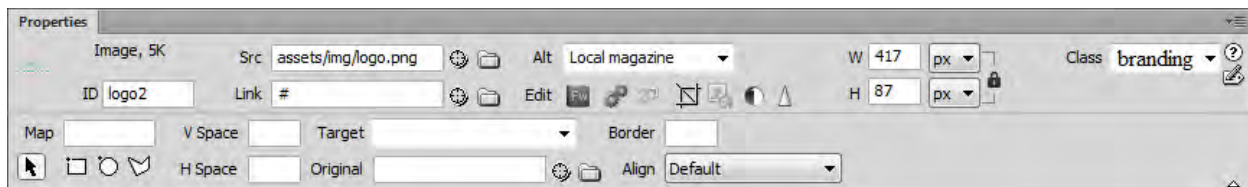
*Insert Row Below:* Insert a row below the current row.

*Insert Column to the Left:* Insert a column to the left of the current column.

*Insert Column to the Right:* Insert a column to the right of the current column.

## The Property panel

In the *Property panel*, you can view and change a variety of properties for the currently selected object, tool, or document. Each kind of element has different properties. **Figure 8** shows the Properties panel for a selected image. It displays the source location, Alt tag, dimensions, and class. You can edit these settings and create links in the Properties panel.



**Figure 8** Properties panel