

Hands-On Lesson

to accompany

Curriculum Webs

A Practical Guide to Weaving the Web into Teaching and Learning

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LESSON 8: Using layers and simple behaviors

GoLive

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Goals for this lesson

- Learn about some advanced features in your software that allow you to build in movements and interactivity.
- Create several examples of movements and interactivity.

Using layers and behaviors.

Positioning layers

Layers and positioning are ways of placing layout elements at various positions within a page.

Warning: layers and positioning only work in browsers version 4.0 and later. Also, the placement of layers is not an exact science. You may find that your layers appear in a different location when you look at them in a browser than where you placed them.

GoLive

GoLive calls layers “floating boxes.”

- You can drag the Floating Box Object from the Object palette onto your page. Once the floating box is there, you can use the Inspector to adjust the box’s properties.

Floating boxes can contain text and images. See Figure 8-1. You can also change the background color of a floating box or give the box a background image.

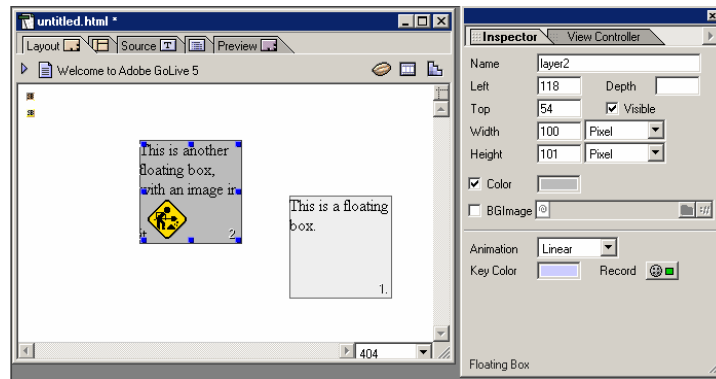


Figure 8-1: A GoLive document containing two floating boxes. The floating box labeled “2” is selected (notice the “handles”). The Inspector shows the properties of the selected floating box.

Floating boxes are transparent unless they have a background color or image.

- To change the background color of a floating box, select it by clicking on its border. Then use the Color tool in the Inspector.
- To add a background image to a floating box, use the BGImage tool on the Inspector. When you check the box, you can select an image file to be the background image.
- To move a floating box, click on its border and drag with the mouse. You can also move a floating box by changing the Left and Top values in the inspector. These indicate the number of pixels from the top corner of the page.
- The Depth value is used to position floating boxes so they overlap one another. The lower the number the more the box will appear to be toward the back. See Figure 8-2 for a set of three floating boxes. The ones toward the rear have lower Depth values than the one toward the front.

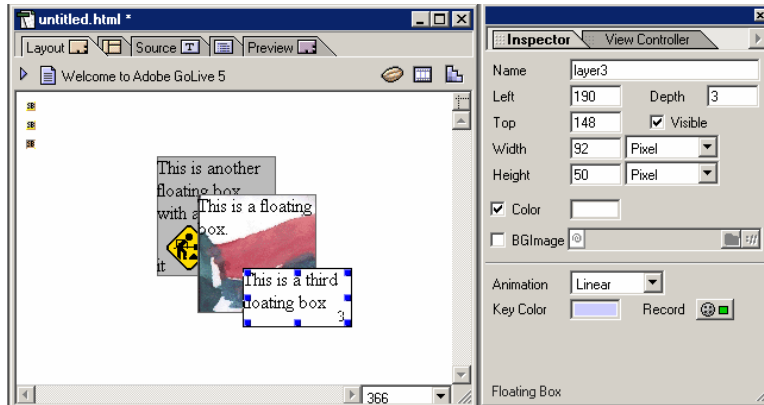


Figure 8-2: A set of three floating boxes. The one on the top has the highest “depth” value.

Placing text on an image



GoLive

- Place an image in a floating box.
- Type some text in to another floating box. You can format the text by changing attributes in the Property Inspector.
- Set the Depth of the floating box with the picture to a lower number (e.g. 1) than the floating box with the text (e.g. 2).


Save your floating boxes for the next step.

Animating layers

Web page animation (as opposed to GIF animation) uses something called Dynamic HTML, or DHTML.

GoLive

GoLive uses a Timeline Editor to control animation.

- Define one or more floating boxes in your document.
- To open the Timeline Editor, click the Timeline button on the top left of the document window: .

The Timeline Editor works like digital video editing software. See Figure 8-3. Time proceeds from left to right. Each column represents a "frame." The frame rate can be set (FPS or Frames per second). The line with the little orange triangle at the top represents the "head" of the player. The line passes along the left side of the current frame.

Each row in the Timeline Editor represents a floating box. The number of the row is the same as the number labeling the floating box. If you add more floating boxes, additional rows will be added to the Timeline Editor.

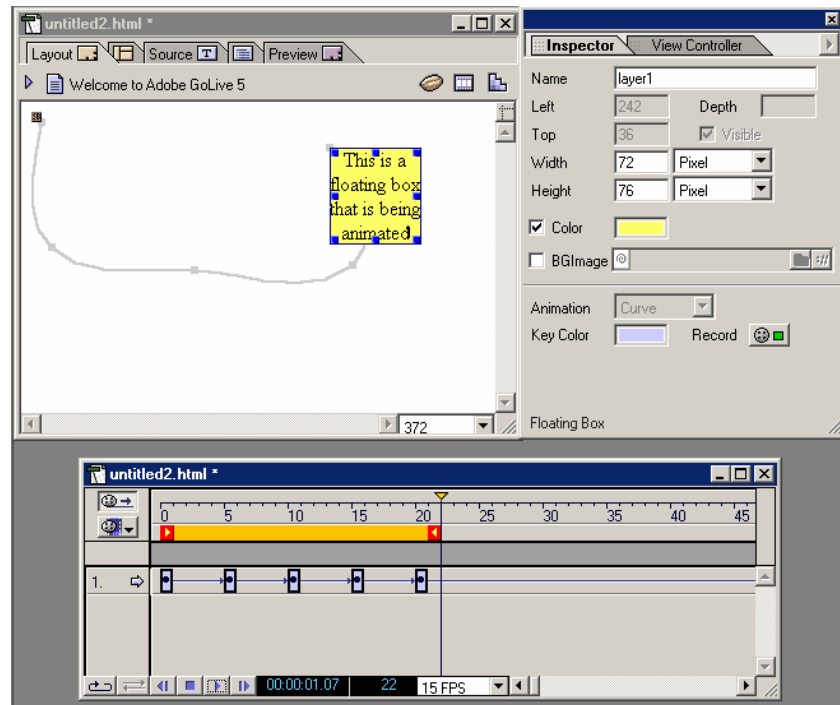


Figure 8-3: An animation in GoLive. Five keyframes have been defined for one floating box.

The Timeline Editor starts with just one active frame. Motion or other actions are defined by “keyframes,” which are frames where the position of one or more floating boxes has been set.


- To create a new keyframe for a floating box, hold down the Ctrl key (Command on a Mac) and click the frame where you want a new keyframe.
- If you want the floating box to be in a different position when the Timeline reaches that frame, move the floating box (making sure the keyframe you want to adjust is selected).
- To copy a keyframe, hold down the Alt key (Option on the Mac) and click and drag an existing keyframe.
- When you add a new keyframe and move a floating box, a “path” appears on the document window to indicate where the floating box will move. See Figure 8-3.

GoLive fills in the missing frames so you have smooth animation.

- To smooth out the animation further, choose Curve in the animation drop-down box that has appeared on the Inspector. Choose None if you do not want GoLive to fill in the missing frames.

- To delete a keyframe, click on it and press Delete.
- If you want the animation to loop continuously or go back and forth, choose one of the buttons on the lower left corner of the Timeline Editor:



- GoLive will set the animation to AutoPlay unless you click the Autoplay button  to turn off AutoPlay.

Swapping images

Behaviors are incredibly powerful, and we can hardly cover them here. But let's do a sample activity. Layers (or floating boxes) can be made visible or not, moved, and sized, using behaviors. You can have one image appear in place of another when the user points the mouse to the image.

For this exercise, you need two image files that are the same size. If you wish, you can download two images from our companion web site at <http://curriculumwebs.com/lessons/resources>. Put them in your Local Root Folder (or a subfolder).

GoLive

- Click and drag the Image object from the Object palette.
- Using the Inspector, place the first image, cac&cro-smaller.jpg into the Image object.

You can only apply actions to images or text if they contain links. If you don't want the link to go anywhere, put “#” (no quotation marks) into the link field.

- Choose the Link tab on the Inspector, click the Link button, and enter “#” into the link field.

You also must name the image you are going to swap.

- Click the More tab on the Inspector, and type a name into the Name field (e.g. Image1). See the Inspector shown in Figure 8-4.

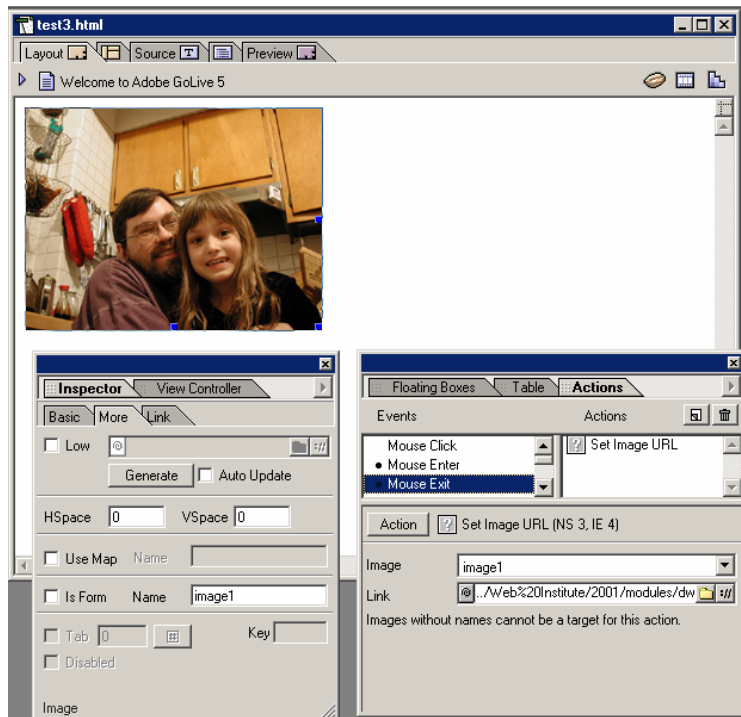



Figure 8-4: Setting up to swap an image in GoLive.

- Open the Actions palette by using Window | Actions.
- Choose Mouse Enter from the list of actions. Click the new action button  on the Actions palette.
- Click the Action button. Choose Images and then choose Set Image URL.
- Choose the image you want to appear when the mouse points to the first image.
- Choose the name of the first image from the Image drop-down box (still on the Actions palette). See the Image field on the Actions palette in Figure 8-4.

To swap back to the first image when the mouse is no longer pointing to the image:

- Select the image again.
- Choose Mouse Exit from the list of actions on the Action palette. Click the new action button.
- Click the Action button. Choose Images and then choose Set Image URL.
- Choose the first image file again (or a different image if you want).
- Choose the name of the first image from the Image drop-down box.