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0 out of 5 stars I would recommend this book to anyone who wants to understand the intricacies of webbuilding to create their own website from scratch. I was a complete novice but now I have enough working knowledge to finish my first website. This book is thorough and written in a very comprehensible manner. There's a tutorial where you build a website for a fictitious Cafe and learn how to use Dreamweaver's built-in tools. At first sight, it's a little overwhelming nearly 1,000 pages of hefty reading but it's easy to digest if you're motivated to build a website from scratch. I had one issue with this manual. The codes are, however, scattered throughout the book. Overall, I believe this truly is the Manual that should have been included in Adobe's Dreamweaver CS6. Revisiting the subject a few years later with CS6, I am delighted to observe that the instruction in this manual is also an excellent basis for beginning a more serious acquisition of skills in HTML and CSS for which I now feel ready. This book won't make anyone an expert web designer overnight, but it provides a great start for people who wish to get up and running fast and also begin learning what's under the hood. I do recommend that users pursue other sources for the more advanced features of CSS3 and HTML5. My only disappointment was that when I purchased the CS4 manual, the ecopy was provided for free but this is no longer the case. Not till I began reading this manual did I realize how I'd been missing many, many features and creative steps offered by Dreamweaver 6. I've decided to start a new website alongside what I'm learning from this book and it's already increased my excitement. I highly recommend this book for anyone who works with Dreamweaver 6. They usually focus on describing the functionality, hold your hand and go step by step building whatever project they showcase. However, they do little work explaining WHY are those steps taken and what happens if you change something. This book is no exception.

It is great if you already know what you want to do and you are looking for a quick way to adapt it to Dreamweaver. However, if you are looking for a real understanding of how Dreamweaver works and you hope someday you won't need someone to hold your hand, you might want to look somewhere else. I wasn't happy with the book that was chosen. While I didn't assign this additional text to the students, I mentioned it and one student did purchase it. She also felt it was better than the assigned text. I was able to use this for additional material and tips that I could add into my lectures and it even included a few tricks I didn't know. I really like this author!! I am still angry with Adobe for not including something to read. I am new to Dreamweaver and I am still reading this book for reference. 1,015 pages, but so far it has helped me tremendously. I like this book! There is so much information to learn, but in a good way. With this book, I see why Dreamweaver is the choice of professional web designers everywhere. I like the style and the way David explains concepts in an easy, conversational manner. I am speaking as a novice. I recently took on updating a website I made with Dreamweaver way back in 2001 and many many changes and improvements have made their way into Dreamweaver since then. I am winding my way through the book now but it is a great help even if you have prior knowledge of the program. Wasn't forthcoming so has to buy DW CS6 website was written in CS4 and teach myself. Not an expert yet but making good progress with the help of the Missing Manual. I found doing the walkthroughs first and then reading the associated chapter better than just going through it in the order presented. I find searching FAQs and Online manuals complex and much prefer being able to flip through a manual such as this where everything is laid out in a logical sequence and crossreferences.

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explanations and 13 hands-on tutorials. The important stuff you need to know. Get A to Z guidance. Go from building simple web pages to creating rich, interactive websites. Learn state-of-the-art design. Create dynamic, visually appealing sites using JavaScript and CSS, and see how HTML5 and CSS3 fit in. Add instant interactivity. Use Dreamweaver's unique Spry technology to easily add complex layout options, like dropdown menus. Use time-saving features. Take advantage of Dreamweaver's libraries, templates, and hundreds of extensions. Go mobile. Design sites for smartphones, tablets, and desktop PCs, using the same HTML. Simplify site management. Check for broken links, streamline site-wide changes, and reorganize your site in a snap. *Jag förstar. Du registrerar ditt Adobe ID i var app första gången du laddar ned en Adobe DRM-krypterad bok i appen.* But the software's sophisticated features aren't simple. *Dreamweaver CS4 The Missing Manual* will help you master this program quickly, so you can bring stunning, interactive websites to life. Under the expert guidance of bestselling author and teacher David McFarland, you'll learn how to build professional-looking websites quickly and painlessly. McFarland has loaded the book with over 150 pages of hands-on tutorials to help you create database-enabled PHP pages, use Cascading Style Sheets (CSS) for cutting-edge design, add XML-based news feeds, include dynamic effects with JavaScript and AJAX, and more. It's the ultimate atlas for Dreamweaver CS4. *Jag förstar.*

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She enjoys traveling and speaks fluent Spanish. In her spare time, she draws Celtic knotwork, reads, and plays the violin. Julie Van Keuren proofreader quit her newspaper job in 2006 to move to Montana and live the freelancing dream. She and her husband, M.H. who is living the novelwriting dream, have two sons, Dexter and Michael. Ron is also an accomplished classical violist and lives in northern California with his wife and fellow indexer, Annie, and his miniature pinscher, Kanga. He has been working with the Flash platform since 2004, building applications with ActionScript, Flex, and AIR. Chris currently leads a User Interface development team responsible for building enterprise application frontends. Tina Spargo technical reviewer, her husband and professional musician Ed, their children, Max and Lorelei, and their two silly Spaniels, Parker Clumber and Piper Sussex, all share time and space in their suburban Boston home. Tina juggles being an at-home mom with promoting and marketing Ed's musical projects and freelancing as a virtual assistant. Tina has over 20 years' experience supporting top-level executives in a variety of industries. Website [www.tinaspargo.com](http://www.tinaspargo.com). The Missing Credits [www.itebooks.info](http://www.itebooks.info) ix Acknowledgments I'm always amazed at the number of pros it takes to create a book like Flash CS6 The Missing Manual. My thanks go out to everyone who worked on this book. Nan Barber has worked with me on several books and her skill and grace under fire is always appreciated. I'd also like to thank Rachel Steely for coordinating the production and Ron Strauss for writing the index. Rebecca Demarest managed to take my screenshots and crude charts and make them suitable for publication. A special thanks to the people who catch the errors that always try to sneak onto the pages technical reviewers Chris Deely and Tina Spargo and proofreader Julie Van Keuren. And of course, thanks to Joyce, my wife, who helps me in everything I do.

—Chris Grover The Missing Manual Series Missing Manuals are witty, superbly written guides to computer products that don't come with printed manuals which is just about all of them. Each book features a handcrafted index; crossreferences to specific pages not just chapters; and RepKover, a detached-spine binding that lets the book lie perfectly flat without the assistance of weights or cinder blocks. First released in 1996 under the name FutureSplash, it was a tool for creating web-based animations. It's still the goto application for that job; however, along the way it's acquired new capabilities. Today, Flash powers video websites like YouTube and Hulu Figure I1. It's used to develop desktop applications like eBay Desktop. Flash has grown up with the World Wide Web and managed to carve out an important niche. In fact, there are a whole slew of programs that make use of Flash technology. They include Flex, Flash Builder, and Flash Catalyst. Still, if you want to learn Flash's design and animation features as well as its programming and development features, then Flash Professional CS6 is the place to start. You can create original artwork using Flash's tools, or you can add images from your other favorite programs. Flash recognizes the most common image, video, and sound file formats. Once your artwork is in Flash, you can add motion, sound, and dazzling effects. Today's websites include motion, video, background music, and above all, interactive objects. Flash's builtin programming language, ActionScript, was designed to create interactive objects. You can create eye-catching, attention-grabbing websites with Flash. By hooking Flash up to a server on the back end, you can even present your audience with graded tests and

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You don't have to deliver your tutorials over the web, though; you can publish them as standalone projector files Chapter 20 or AIR applications Chapter 21 and deliver them to your students via CDs, DVDs, or mobile apps. Figure I1 Sites like Hulu and YouTube have made great use of Flash's video abilities. You can check any site to see whether it's using Flash behind the scenes. Just rightclick or Controlclick an image that you think might be Flash. Many of the kiosks you see in stores and building lobbies use Flash to help customers find what they need. The Hollywood set has been known to use Flash to create visual effects for TV shows and even small feature films. But where the TV and film industry is seriously adopting Flash is on promotional websites, where designers can wed Flash graphics to scenes taken from their movies and 2 Flash CS6 The Missing Manual [www.itebooks.info](http://www.itebooks.info) shows to present powerful trailers, interactive tours of movie and show sets, and teasers. Figure I2 With a little creativity, your Flash animations can capture the public's attention. Just ask the folks at JibJab. What's New in Flash Professional CS6 Flash has been evolving and adding features at a breakneck pace since Adobe acquired Macromedia at the end of 2005. There are many benefits to being part of Adobe's Creative Suite, primarily the smooth interaction with applications such as Photoshop, Illustrator, and Dreamweaver. If you've used other Adobe programs, you'll also welcome the consistency in drawing, text, and colorchoosing tools. By the same token, if you're new to the Adobe family, the skills you learn in Flash will come in handy if you move on to other Adobe products. The last few versions of Flash Professional introduced a slew of new features. For example, CS4 added a more powerful, yet easytouse motion tween, complete Introduction [www.itebooks.info](http://www.itebooks.info) 3 What's New in Flash Professional CS6 with Motion Editor.

New 3D capabilities opened up the world of motion, and IK Bones inverse kinematics made it easy for animators to link objects for realistic movement. IK bones were enhanced with a new Spring property. ActionScript coding was made easier with code snippets—cut and paste bits of code that are easy to drop into your document. Code hinting provides an instant reference and tips on what to do next. Flash CS5 also made it easier to build Adobe AIR projects that run as standalone programs on Windows, Mac, and Linux computers. An interim release, Flash CS5.5 added the ability to develop apps for iOS iPhones and iPads and Android devices. Of course, all those features are covered in this book, along with the latest batch of enhancements. Flash CS6 comes quickly on the heels of the incremental release CS5.5 and refines many of the features added then. It's easier than ever to develop an application that works on desktops Windows, Mac, and Linux and mobile devices like smartphones and tablets. The muchpublicized squabble between Apple and Adobe is at least partially resolved. Use your Flash skills to build apps for Android smartphones and tablets. Adobe has added to the library of templates and code snippets, making it easier to develop apps for iPhones, iPads, and Android mobile devices. You'll find snippets that show how to interact with touchscreen gestures such as swipes and pinches. The cache as bitmap feature converts vector art to bitmaps, increasing mobile device performance, CPU efficiency, and improving battery life. Like your favorite word processor, Flash now has a feature that automatically saves your documents. Flash is smarter when compiling publishing your document for testing. Some web animation features that were almost exclusively the domain of Flash are now possible with HTML hypertext markup language, JavaScript, and jQuery. Flash CS6 has the ability to export part or all of an animation for use in HTML or JavaScript projects.

Animation ABCs Animators used to draw each and every frame by hand. Sure, they developed some shortcuts, but that's still hundreds or thousands of images depending on the length of the animation. Major animation houses employed whole armies of graphic artists, each charged with producing hundreds of drawings that represented a mere fraction of the finished work. What we chuckled at for a scant few minutes took weeks and dozens of tired, cramped hands to produce. One mistake, one spilled drop of coffee, and these patientasJob types would have to grab fresh paper and start all

over again. When everything was done, the animation would have to be put together—much like one of those flip books where you flip pages real fast to see a story play out—while it was being filmed by special cameras. With Flash on your computer, you have the equivalent of a design studio at your fingertips. You provide the inspiration, and Flash can help you generate proquality animations and fullblown interactive applications. Up to Speed An Animation by Any Other Name You may occasionally hear Flash animations referred to by books, websites, and even Flash's own documentation as movies. Perhaps that's technically accurate, but it sure can be confusing. QuickTime's.mov files are also called movies, and some people refer to video clips as movies; but to Flash, these are two very different animals. In addition, Flash lets you create and work with movie clips, which are something else entirely. And movie, with its connotations of quietly sitting in a theater balcony eating popcorn, doesn't convey one of the most important features Flash offers interactivity. Here's the most accurate way to describe what you create using Flash a website, program, or app with a really cool, animated interface. Unfortunately, that description is a bit long and unwieldy, so in this book, what you create using Flash is called an animation or an app. Introduction [www.itebooks.com](http://www.itebooks.com).

info 5 Flash in a Nutshell It's pretty incredible, when you think about it. A few hundred bucks and a few hours spent working with Flash, and you've got an animation that, just a few years ago, you'd have had to pay a swarm of professionals union scale to produce. Sweet! Naturally, if you're new to animation, it will go easier if you learn the basic terms, tricks, and techniques used by Flash animators. Flash in a Nutshell Say you work for a company that does custom auto refinishing. First assignment Design an intro page for the company's new website. You have the following idea for an animation The first thing you want your audience to see is a beatup jalopy limping along a city street toward the center of the screen, where it stops and morphs into a shiny, likenew car as your company's jingle plays in the background. A voiceover informs your audience that your company has been in business for 20 years and offers the best prices in town. Across the top of the screen, you'd like to display the company logo, as well as a navigation bar with buttons—labeled Location, Services, Prices, and Contact—that your audience can click to get more information about your company. But you also want each part of the car to be a clickable hotspot. That way, when someone clicks one of the car's tires, he's whisked off to a page describing custom wheels and hubcaps; when he clicks the car's body, he sees prices for dent repair and repainting; and so on. Like the seethrough plastic cels that professional animators used in the old days, layers let you create images separately and then stack them on top of one another to make a single composite image. For example, you might choose to put the car on one layer, your company logo on a second layer, and your citystreet background on a third layer. Without leaving the comfort of Flash, you can convert the editable.flx file you've been working with into a noneditable.

swf file and either embed it into an HTML file or create a standalone projector file that your audience can run without having to use a browser. Chapter 20 tells you everything you need to know about publishing. The scenario described above is pretty simple, but it covers the basic steps you need to take when creating any Flash animation. The Very Basics You'll find very little jargon or nerd terminology in this book. This book gives you three kinds of instructions that require you to use your computer's mouse or trackpad. To click means to point the arrow cursor at something on the screen and then—without moving the cursor at all—to press and release the left clicker button on the mouse or laptop trackpad. To doubleclick, of course, means to click twice in rapid succession, again without moving the cursor at all. Every time you take your hand off the keyboard to move the mouse, you lose time and potentially disrupt your creative flow. That's why many experienced computer fans use keystroke combinations instead of menu commands wherever possible. Flash frequently gives you several ways to trigger a particular command—by choosing a menu command, or by clicking a toolbar button, or by pressing a key combination, for example. Some people prefer the speed of keyboard shortcuts; others like the satisfaction of a visual command array available in

menus or toolbars. This book lists all the alternatives, but by no means are you expected to memorize all of them. About This Book Despite the many improvements in software over the years, one feature has grown consistently worse documentation. With the purchase of most software programs these days, you don't get a single page of printed instructions. To learn about the hundreds of features in a program, you're expected to use online electronic help. But even if you're comfortable reading a help screen in one window as you try to work in another, something is still missing.

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