



# Contents

Download a printable PDF version from our web site at <http://www.photowebber.com/Resources>.

Chapter	What's covered?
<a href="#">Introduction</a>	<ul style="list-style-type: none"><li>● System Requirements</li><li>● Installation</li><li>● What is PhotoWebber?</li><li>● What's new in 2.0?</li><li>● Where to get Help</li></ul>
<a href="#">PhotoWebber Basics</a>	<ul style="list-style-type: none"><li>● Overview</li><li>● PhotoWebber's Work Area:<ul style="list-style-type: none"><li>- <i>Document Window and Toolbar</i></li><li>- <i>Layers &amp; Media Window</i></li><li>- <i>Warnings Window</i></li><li>- <i>Properties Window</i></li></ul></li><li>● Preferences and Settings</li></ul>
<a href="#">Creating, Saving, and Building Documents</a>	<ul style="list-style-type: none"><li>● Creating New Files</li><li>● Saving Your Work</li><li>● Previewing Pages and Graphics</li><li>● Building Finished Web Pages</li></ul>
<a href="#">Working with Graphics</a>	<ul style="list-style-type: none"><li>● Photoshop Files<ul style="list-style-type: none"><li><i>Supported Features</i></li></ul></li><li>● Other Web Graphics</li><li>● Optimization and Graphic Properties</li><li>● Hyperlinks</li><li>● Buttons</li><li>● Menus</li><li>● Background Tiles</li><li>● Background Graphics - Dividing Layers</li><li>● Table Slices and Style Sheet DIVs</li><li>● Building and Exporting Graphics</li></ul>

## Working with Text

- Adding Text
- Editing Text
- Photoshop Text Layers
- Hyperlinks
- Special Considerations for Using Text in Browsers

## Working with HTML

*(Pages & Frames)*

- Web Page Settings
- Left, Right or Centered Page Alignment
- Frames
- Plug-ins for Quicktime, Flash, and Java Applets
- Placeholders for Existing HTML Content
- Managing Files and Folders
- Building a Site
- Menus and Keyboard Shortcuts
- Warnings List
- Sample HTML Code

## Appendices

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# Introduction

[System Requirements](#)

[Prerequisites to Using PhotoWebber](#)

[What is PhotoWebber?](#)

[What PhotoWebber is \*Not\*...](#)

[What's new in version 2.0](#)

[Where to Get Help](#)

## System Requirements

[Top](#)

The following hardware and software is required to run PhotoWebber:

Mac System Requirements	Windows System Requirements
<ul style="list-style-type: none"><li>● System 8.1 or higher</li><li>● Power PC or higher processor</li><li>● 64MB RAM</li><li>● 30MB free hard disk space</li><li>● An Internet connection or CD-ROM drive</li></ul>	<ul style="list-style-type: none"><li>● Windows 95/98/me or NT 4.0/2000 - 2001</li><li>● Pentium or higher</li><li>● 64MB RAM</li><li>● 30MB free hard disk space</li><li>● An Internet connection or CD-ROM drive</li></ul>

## Prerequisites to Using PhotoWebber

While PhotoWebber is *by far* the easiest way to move PhotoShop files designs onto the web, a basic understanding of Photoshop and how the internet works are necessary to properly understand and use PhotoWebber.

PhotoWebber users need a basic understanding of the following:

- Creating multi-layered Photoshop files
- How to open and find files on a computer hard drive
- What the internet is
- What a web page is
- What HTML is
- What web graphics formats are (GIF, JPEG, PNG)
- How to get finished web pages transferred to a web server using an FTP program

Most, if not all of this information is available on the Internet. For a list of additional Resources and links to a variety of tutorials on the basics of web design, visit the PhotoWebber web site at [www.photowebber.com](http://www.photowebber.com).

Anyone creating web pages also need the following:

- An Internet connection
- A web server *or* a web hosting agreement with server space

These items are available through local and national ISPs (Internet Service Providers). For more information on what is available in your area, check with a local computer store or yellow pages directory.

## What is PhotoWebber?

[Top](#)

PhotoWebber is a new generation graphics production tool that takes the headaches out of creating web sites. PhotoWebber is a complete **stand-alone application**. It is **not** a plug-in for Photoshop.

Just as in print - where many designers and production artists started on typewriters and rubdown type and have successfully transitioned to Pentiums and True Type - now, in web development, designers and programmers can move from manual production to automated site design.

When the World-Wide-Web and HTML were first introduced, all elements presented in browsers were text-based. Words were displayed on screen with text links to other words on other pages. Original HTML editors were also text-based. Programmers wrote code that instructed web browsers how to display text on the screen, and what page to display next whenever a link was activated. Pages had to be viewed in the actual browser programs before the programmers knew if their code resulted in what they had envisioned.

A few people today still feel that text-based web pages have tremendous advantage over their graphics-laden counterparts. For the vast majority of web surfers, however, graphical elements add a level of enjoyment and ease-of-use that cannot be provided by text-only information displays. Just as illustrations and photographs are the first things readers tend to look at in printed documents, so graphics and photos on the web can draw readers' attention to key points and help interpret complicated information.

But, with the introduction of graphics to web pages, the level of complexity increased tremendously. Newer HTML editors do provide some level of visual design features. Graphic designers are accustomed to working in programs, however, that were designed from the ground up to work with graphics. The many steps required to move graphics from design applications (such as Adobe Photoshop) into web-development applications (such as Microsoft FrontPage) and displaying them on-screen in web browsers (such as Netscape Navigator) do not always yield predictable results.

PhotoWebber *eliminates* the guesswork and manual steps in this process of moving graphics from concept to published web page.

As the first tool to automatically convert layered Adobe Photoshop files into finished web pages, each element of the Photoshop file is output to a web-ready graphic, complete with HTML code, to display pages as they were designed.

Now graphic designers are able to provide programmers with pre-assembled page templates and not worry about the elements shifting around to new locations when the HTML code is written. And, programmers are able to focus on critical programming aspects of the site, such as e-commerce secure transaction processing, instead of spending their time writing code to re-create designs that have already been laid out once in Photoshop.

With PhotoWebber you can:

- Create individual web pages
- Create a user interface or template for a complete web site
- Provide realistic site prototypes for clients to review online

- Design and test site layout and rollover button ideas
  - all without writing a single line of HTML or JavaScript code

## How does PhotoWebber work?

[Top](#)

With PhotoWebber, creating a web page is as easy as 1-2-3:

1. Design your layout in Photoshop
2. Import the Photoshop file in PhotoWebber
3. Let PhotoWebber build your web page

- *PhotoWebber does the work for you.*

PhotoWebber integrates the process from design ideas to actual web pages - it is no longer necessary to chop Photoshop files into little pieces and reassemble them in an HTML editor. Everyone in the creation process benefits, for example:

- Because PhotoWebber translates Photoshop files into matching HTML layouts, designers work where they are comfortable without getting bogged down with technical details and worrying that their designs will not be interpreted properly.
- Because PhotoWebber translates Photoshop layers into browser-friendly elements, programmers work confidently knowing that the files they receive from designers will be in the correct formats and will display properly in browsers without further tinkering. And, because PhotoWebber produces fully commented and human-friendly HTML and JavaScript code, the programmer knows exactly what's going on underneath.

PhotoWebber *eliminates* the manual tasks no one wants to own by:

- Reading native-format Photoshop files
- Breaking Photoshop layers into web-ready objects
- Keeping the original position of all elements as the designer arranged them in Photoshop
- Understanding alpha channels and compositing graphics to simulate transparency in browsers
- Creating GIF, JPG, and PNG files from Photoshop layers
- Writing HTML and JavaScript code for page layouts and animated rollover buttons
- Providing the option to create HTML 3.0 compatible table layouts or use DHTML to position objects on the page

## Who should use PhotoWebber?

[Top](#)

Who *should* use PhotoWebber? Anyone wanting to prototype or create graphical web pages without the hassles of manually converting complex graphics into web-friendly formats and reassembling pieces step-by-step in an HTML editor benefit from using PhotoWebber. Experts find themselves spending less time on manual tasks, allowing them to focus on the more critical design and technical aspects of their jobs. Even those who might never have contemplated building a web site before, might find themselves reconsidering:

- **Graphic designers** benefit because the easy-to-use visual environment they've become accustomed to in print and multimedia design is now available for web site design. In addition, they no longer have to be concerned that the designs they create might not be reproducible in HTML.
- **HTML programmers** avoid the confusion and misunderstandings that arise when they receive large

one-piece graphic files from designers and must decide how to best display them in a browser - or, worse, when they receive bits and pieces of a larger graphic with no clue of how to put the puzzle together.

PhotoWebber easily fits into a wide variety of workflows and can help improve efficiency no matter what type of organization you have. Whether you build your site completely in-house, outsource your web design or production to an agency, or provide site design and programming services to outside clients, you'll find that PhotoWebber makes your job easier:

- **Corporate web managers** gain the confidence that the prototypes and comps they are shown will match the actual web sites that are developed. They also find that they save money by taking advantage of the creative Resources available in their agencies without paying for designers to perform manual labor.
- **IT department staff** discover that the demands on their time are reduced because in-house web developers no longer need to learn complicated technical processes before they can create their departmental Intranet pages.
- **Agency project managers** are confident that what they show their clients will match the end results. They are also able to offer production services at lower costs (and protect their profit margin) because so much of the graphics conversion process is automated by PhotoWebber.
- **Small business webmasters** realize that they can reduce (or even eliminate) costly programming by having their designers use PhotoWebber to create web site templates into which they can simply import content.
- **Web site hosting operations** benefit by smoothing the frustrating transitions that occur when a site prototype is developed by a designer at one agency, code is written by programmers at another, and the final site that is sent to the server does not match their clients' expectations.

## What can PhotoWebber do for me?

[Top](#)

PhotoWebber can save you from many of the pitfalls that arise when web sites are developed manually.

Save you time -

- *Speeds up site design* by keeping each graphical element in the exact position it had in the Photoshop file
- *Automates user interface and template production* by saving linked layers as composited graphics and automatically generating buttons from specified elements in Photoshop files
- *Replaces complex programming tasks, such as animating rollover buttons, with easy-to-use menus* allowing you to spend your time on more critical aspects of your business

Save you money -

- *Eliminates time consuming monotonous tasks* and lets designers and programmers concentrate on the creative and technical aspects of their jobs
- *Lets designers and programmers work in their areas of expertise* rather than having designers trying to understand technical programming and programmers trying to understand the concepts of graphic design

Save you headaches -

- *Eliminates double work* from duplicating a Photoshop layout in tables or DHTML code
- *Reduces learning curves.* While you still need a basic knowledge of HTML to understand how your browser will display the pages you are creating and to make the correct choices in PhotoWebber's configuration, the mechanics of putting the code together and piecing together your graphics is

handled behind the scenes.

## What PhotoWebber is *Not*...

PhotoWebber is <i>not</i> ...	Use PhotoWebber to....	Use other programs to...
A Photoshop plugin	Run separately from Photoshop as a stand-alone application.	
A text editor	Convert Photoshop text layers between real text and graphics. Simple text editing. Basic text formatting.	Create text intensive web pages Extensively format text and save as HTML. Create text with large paragraphs requiring automatic word wrapping. Build any text pages you cannot create in Photoshop.
A site manager	Work in existing folders. Create new folders. Move files created with PhotoWebber. Rename files created with PhotoWebber.	Manage files and folders not created with PhotoWebber. Manage entire site structure. Maintain link databases.
An FTP program	Organize files and folders for pages and graphics built with PhotoWebber.	Transfer files to a web server.
An HTML editor	Incorporate existing HTML code and web pages in Placeholders and Frames Placeholders.	Create HTML code and web pages including: <ul style="list-style-type: none"><li>● Forms</li><li>● Complex text pages</li><li>● Multimedia elements</li></ul>
A image editing tool	Import Photoshop layers. Import GIF and JPG files. Link to animated GIF files. Incoproate image maps using Placeholders. Build and optimize web graphics from imported elements.	Design graphics and web pages. Create animated GIF files. Create image maps.

A database system	Add existing HTML to PhotoWebber pages using Placeholders and Frames Placeholders.	Build database files. Create HTML pages to access data.
A table slicing tool	<p><i>Automatically slice</i> Photoshop files and other imported files into web graphics when Table layout is selected. Also automatically creates the web page HTML code to display the graphics in a browser.</p> <p><i>Automatically convert</i> Photoshop layers in to DHTML layers when Style Sheet layout is selected. Also automatically creates the web page HTML code to display the graphics in a browser.</p>	Manually slice graphics. Manually reassemble graphics into an HTML layout.

## What's New in Version 2.0

[Top](#)

**User Interface Improvements** - New user interface makes PhotoWebber easier and faster.

**Automatic Pop-up Menus** - Pop-up menus are automatically created using Photoshop layer names.

**Added "clicked" State for Buttons** - Buttons can have a different graphic assigned as a click state.

**HTML Extensions** - Plug-in support for popular multimedia web file formats including QuickTime, Flash, and Java Applets. (See our web site at [www.photowebber.com](http://www.photowebber.com) for additional extensions and instructions on how to create your own.)

**Photoshop 6 Text Support** - Photoshop6 text is recognized and can be set as a graphic layer to preserve formatting, or converted to HTML text.

**Support for Layer Effects (PS5) and Layer Styles (PS6)** - Layer effects and layer styles transfer seamlessly from Photoshop into PhotoWebber.

**Layer Division** - Divide large graphic layers into separate pieces to reduce graphics size and decrease download times.

**Table Options and Cell Preview** - Adjust table cell *granularity* to control the size and number of cells and preview the resulting table cells in PhotoWebber, without building HTML.

**Interactivity Preview** - Preview the results of button and pop-up menu animation inside PhotoWebber, without building HTML.

**Export Layer(s) as Individual Graphics** - Select one or more layers to export as a single web graphic.



**Page Alignment** - Pages created in PhotoWebber can be set to align Left, Right or Center in the browser window. These alignment options are available for both Table and Style Sheet layout pages.

## Where to Get Help

[Top](#)

The following Resources are available at no charge to all registered PhotoWebber users:

**Tutorials** - Step-by-step tutorials covering all of the basic features of PhotoWebber can be accessed from the **Help** (Mac) or **View** (Windows) menu in PhotoWebber, in **any browser** by opening the files from the PhotoWebber application folder, or on the Web at [www.photowebber.com](http://www.photowebber.com).

**Documentation** - This documentation is provided in HTML and PDF formats. The HTML version can be accessed from the **Help** (Mac) or **View** (Windows) menu in PhotoWebber. The most recent documentation is available on the Web at [www.photowebber.com](http://www.photowebber.com).

**Free Email Support** - For information not found in the documentation or on the PhotoWebber Resource Center web site, email [pw-help@medialab.com](mailto:pw-help@medialab.com).

**Disussions and Mailing List** - For updates, recent information, tips and more, sign up for our [mailing list](#) or visit our [discussion boards](#).

[Top](#)

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# PhotoWebber Basics

[Overview](#)

[Running PhotoWebber](#)

[The Work Area](#)

[Setting Preferences](#)

## Overview

[Top](#)

PhotoWebber is a *design-forward* Web page creation program. Instead of starting with HTML constraints and forcing designers to begin by making technical decisions up front, it starts with a completed Photoshop design and adds the appropriate HTML commands and features to that design.

**[Instant Web Pages](#)** - Any designer who has created graphics for the web using Photoshop knows how tedious it can be to move ideas from a single Photoshop file to a collection of web-friendly GIF or JPG files. And all web programmers know how difficult it can be to get those graphics to appear in the correct positions on the resulting web page. With PhotoWebber it is no longer necessary to chop Photoshop files into little pieces and reassemble them manually in an HTML editor. PhotoWebber translates layered Photoshop files directly into matching HTML layouts effortlessly. For a basic web page, this takes about 30-seconds.

With PhotoWebber you can build an interactive web page in just three steps:

1. Design your layout in Photoshop
2. Import the Photoshop file in PhotoWebber (**File, Import Graphics**, select Photoshop file)
3. Let PhotoWebber build your web page (**Output, Build All**)

**Automating Complex Tasks** - PhotoWebber makes creating JavaScript buttons with *rollovers* and *popups* (even menus!) a snap. If you name your Photoshop layers appropriately and check [Auto Button Creation](#) when you import your file into PhotoWebber, you are done before you even start working.

PhotoWebber introduces [drag-and-drop frames](#). Because PhotoWebber was designed to build web pages from complete designs created in Photoshop, working with frames is much more intuitive than in standard HTML-based applications. Simply create your page design in Photoshop, import the file into PhotoWebber, and insert the frames. That's it. PhotoWebber takes care of the technicalities. And, if you change your mind, it's not a problem. Any element can be moved to any frame at any time. Most elements can even cross frame boundaries. This provides the flexibility to change your mind without having to rebuild separate HTML files for each frame just to move a single item.

**Flexible Site Design** - PhotoWebber allows you to make technical HTML decision late in the process. For example, you can [switch between style sheet and table alignment](#) at any time simply by checking a radio button, you can change the [page background](#) to any color or any [tiled graphic](#) and rebuild your web page in seconds, and you can add, move, or delete frames without having to rework your entire design.

**Working with Existing Site Content** - You may incorporate existing site content into any PhotoWebber projects by using [HTML Extensions, Placeholders and Frame Placeholders](#).

An **HTML Extension** provides plug-in support for popular multimedia web file formats including QuickTime, Flash, and Java Applets. (See our web site at [www.photowebber.com](http://www.photowebber.com) for

additional extensions and instructions on how to create your own.)

A [Placeholder](#) is a rectangular area that contains HTML code. Any layer in PhotoWebber may be designated as a placeholder. You can type HTML code directly into the Source HTML window, select any HTML file from your hard drive, or choose from a list of HTML files within the designated root folder. In style sheet layout, each placeholder is a separate HTML layer and supports standard style sheet overflow settings. In table layout, each placeholder is a table cell. HTML incorporated using a placeholder becomes part of the web page built by PhotoWebber.

Frames may also be designated as placeholders. A **Frame Placeholder** is a frame that contains HTML code created in a separate PhotoWebber session or by any other HTML editor. HTML incorporated using a frame placeholder is referenced by the frame set built by PhotoWebber, but is not incorporated into a page built by PhotoWebber.

**Built-in File Management** - PhotoWebber's [Output View Tab](#) shows you what folders and files will be created when you build your page. If you have an existing site structure, simply set the root folder to the folder that contains your existing site files and you have complete flexibility to move files wherever you like - before they are even built. This is particularly useful for large sites where all images or all files belonging to a specific topic or department are stored in separate folders. Just select the files and drag them to the correct folder.

## Running PhotoWebber

[Top](#)

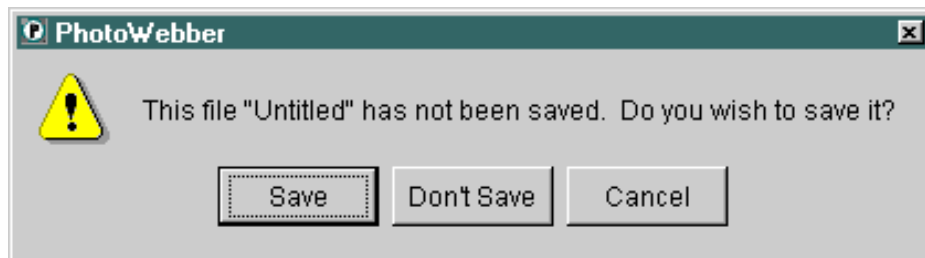
To run PhotoWebber:

1. **Double-click** the PhotoWebber application icon, **alias** (Mac), or **shortcut** (Windows)  
*or*  
Select PhotoWebber from the **Start Menu** (Windows).



To quit PhotoWebber:

1. Select **File, Quit**.
2. If you have unsaved work, PhotoWebber will prompt you to save your work now.



## The Work Area

[Top](#)

Four main windows make up the PhotoWebber work area: **Document**, **Layers**, **Properties**, and **Warnings**. Each open file displays a separate *Document* window. As you switch between Document windows, the

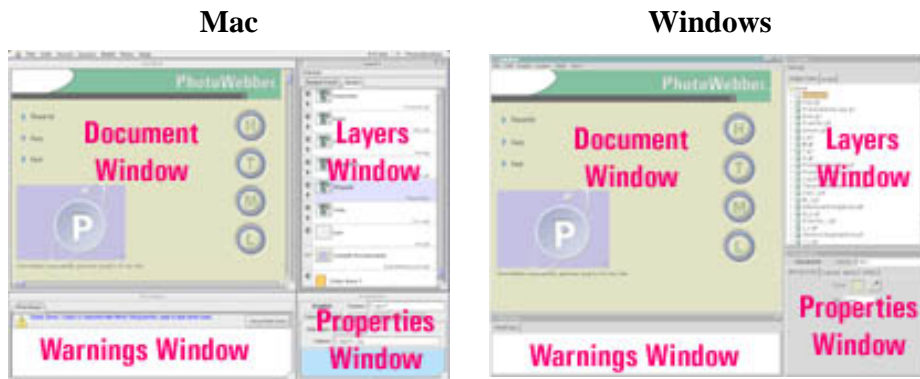
Layers, Properties, and Warnings windows change to display information related to the open file.

[The Document Window](#)

[The Layers Window](#)

[The Properties Window](#)

[The Warnings Window](#)



When you run PhotoWebber, all four windows display. PhotoWebber supports several different user interface styles. If you have questions about opening, closing, or resizing windows, please see [Preferences](#) for a description of each of the supported styles.

The layers, properties, and warnings windows all have multiple pages, or tabs, within each window. Each tab contains information about the available settings for the selected layer.




## The Document Window

[Top](#)

Each web page you create in PhotoWebber displays in a separate Document window. The Document window is the visible work area containing imported layers, linked graphics, text, and placeholders. Use this area to move and arrange elements as you want them to display in web browsers.

If you move an element past the boundary of the Document window or if you resize the Document window so that elements are not visible, horizontal and vertical scroll bars appear, allowing you to move to and view all portions of the document.

The Document window also includes the toolbar:

Tool	Description
	<b>Normal Mode.</b> Select this tool to activate the selection cursor so you can select layers by clicking in the Document window.
	<b>Interactivity Preview.</b> Select this tool to test the behavior of buttons, pop-ups and menus created from Photoshop layers.
	<b>Import Graphics.</b> Select this tool to import a Photoshop, GIF, or JPEG file.



**Build All.** Select this tool to build the current page.

## The Layers Window

[Top](#)

The Layers window contains two views: the *Layers* tab (named **Index** by default) and the *Output View* tab. Both of these tabs reference all of the elements that are part of the page displayed in the Document window.

- The **Layers tab** lists all of the elements that have been imported or created in PhotoWebber. Use the Layers tab to select, hide, delete, and display layers.
- The **Output View tab** lists all of the items that will be created by PhotoWebber when you build the page. Use the Output View tab to create, delete, or select folders and to move graphics to different folders.

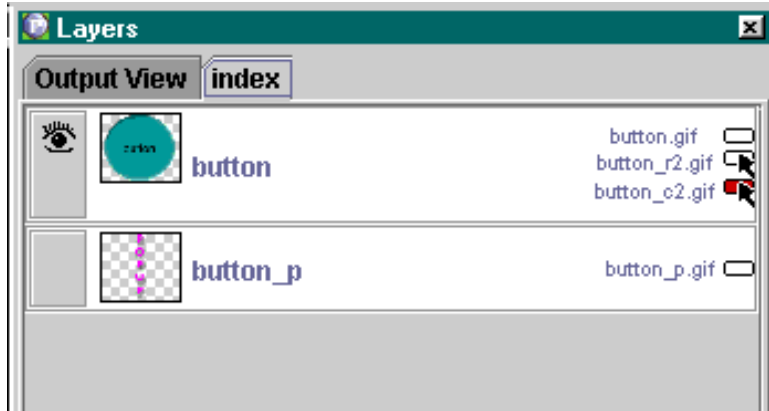
### Layers

**Layers** are the imported graphics, Photoshop layers, text, and placeholders that you have placed on the page. While PhotoWebber layers are *based on and similar to* imported Photoshop layers, there are several important differences to keep in mind. These additional features are designed specifically to improve the web-design workflow.

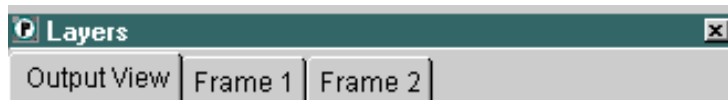
- A PhotoWebber file may include [all](#) or [only selected](#) layers from a Photoshop file - and layers from more than one Photoshop file.
- A PhotoWebber file may include [other graphics](#) that were not part of the imported Photoshop file.
- PhotoWebber layers may be [linked](#) to existing GIF or JPEG files.
- Multiple layers can be selected in PhotoWebber. This makes it very easy to convert several layers to JPG format or to assign the same hyperlink to several layers at once.
- When a layer is used as a rollover or popup for another button layer, those layers are *invisible* in the Document window. When you select a rollover or popup layer in the Layers window, a *ghosted* image of that layer appears in the Document window.
- PhotoWebber supports more types of layers than Photoshop. These include [graphics](#), [real text](#), [Color Areas](#), and [Placeholders](#).
- Photoshop text layers can be converted to [real text](#) in PhotoWebber.

The **Layers tab** - very similar in appearance to the layers palette in Photoshop - includes thumbnails and information about each layer in the active PhotoWebber session.

The name of this tab is the name you assign to the HTML file to be created when you build the page. If you have not yet assigned a name to your HTML page, this tab's default name is **Index**.



If you are working on a page with frames and more than one HTML file, separate tabs will display for each frame's HTML file. If you have not yet assigned names to your frame's pages, these names default to **Frame1**, **Frame2**, and so forth.



Layers may be *visible* or *hidden*, may contain *text*, *graphics*, *color areas* or *placeholders*, and may include *sub-layers* for *button states*. Rollover, click-state, and popup layers are listed below the main button layer and with slightly smaller boxes than regular layers.

To **hide** or **show** a layer, in the **layers window**, click the **eye icon** to the left of the layer to hide that layer. Click the icon again to show the layer.



Icon	Description
	Layer is <i>visible</i> and will be output when page is built.
	Layer is <i>hidden</i> will <b>not</b> be output when page is built.
	Layer is a <i>button</i> and has a <i>rollover</i> and (white with arrow) <i>click state</i> (red with arrow).
	Layer is Photoshop text, set to <i>text</i> .
	Layer is Photoshop text, set to <i>graphic</i> .



Layer is *text* created in PhotoWebber.



Layer is a *color area* and will be output as a solid color DIV or table cell.



Layer is a *placeholder* and will be output as a DIV or table cell containing any HTML code in the Source HTML box.

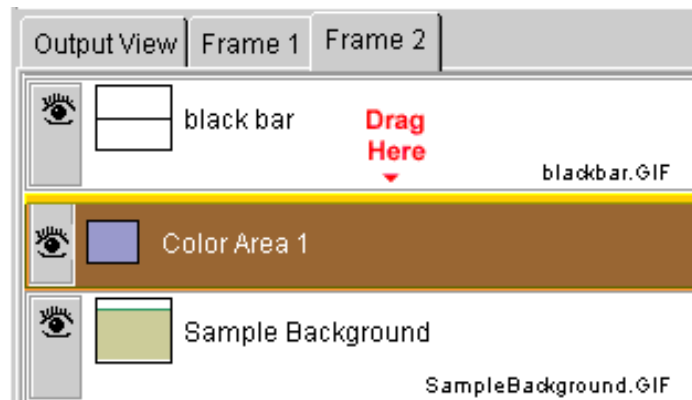


Layer is a Quicktime, Flash, Shockwave, or Java Applet.

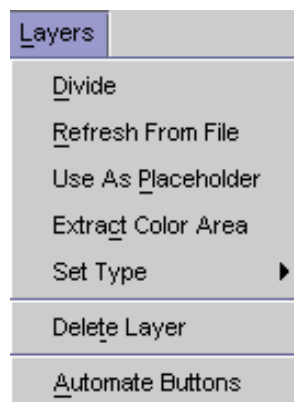
Path and file name listed    Layer is a *linked graphic*.

The Layers tab displays the elements on the page in the same order as they were imported from Photoshop. Each additional graphic or text you add to the page goes on top of the layers that were imported or created previously. The layers at the top of the list are also "on top" or "in front" of the other layers in the Document window.

- To **change the order of a layer**, in the **layers window**, select **the layer** to move and drag the layer up or down in the list. Release the mouse button when the layer is in the desired position.

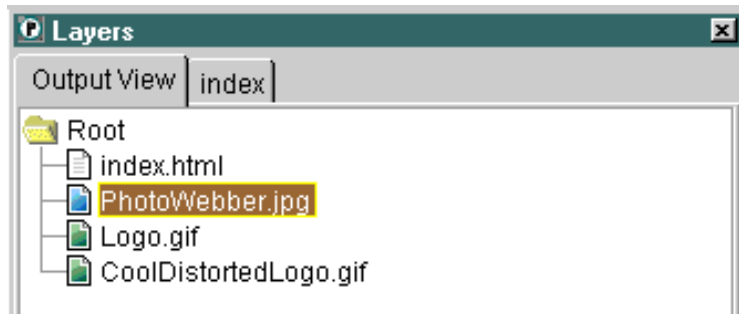


- To **move a layer to a new location** on the page, **drag it** to the desired location in the **Document window** or enter the desired X and Y coordinates on the Properties window.
- To **delete a layer**, highlight the layer in the Layers list or Document window and select **Delete Layer** from the **Layers menu**.



## Media

**Media** are the GIF, JPG, PNG, and HTML files that *will be* created by PhotoWebber when you build your page. The media are listed on the **Output View tab**.



**What's the difference between *media* and *layers*?** While media are created *based on* layers, there is no one-to-one relationship between media and layers. That is, there may be one or several graphic files created from any individual layer. PhotoWebber *automatically* determines the optimal number of graphic files necessary to create the web page, so you can continue to work with layers in PhotoWebber just as you do in Photoshop.







Any settings you assign to a layer are automatically assigned to *all of the graphics* created from that layer. For example, when you assign a hyperlink to a layer or set a layer to GIF format using the web safe colors, each graphic - or each piece of the layer - created by PhotoWebber will also be web safe GIF files and clicking any portion of the image will activate the hyperlink.

Some examples of when PhotoWebber creates multiple graphics from a single layer include:





- Graphics crossing frame boundaries - Browsers open a separate HTML file and graphics in each frame. Therefore, the pieces of layers included in each frame's HTML page are created as separate graphics by PhotoWebber.
- Table slicing with overlapping layers - When layers obscure portions of other layers so the visible image is not a rectangle, PhotoWebber will automatically slice the images to fit into rectangular table cells.

**Real and Virtual Files** - PhotoWebber defines all files as *real* or *virtual*.

- **Real files** are files that exist on your hard drive. Real files may or may not have been created by PhotoWebber.
- **Virtual files** are files that *will be* created by PhotoWebber when you build your page.

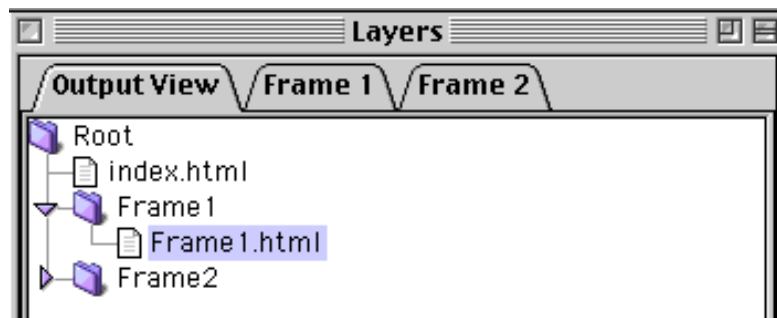
Icon	Real/Virtual	Description
	Virtual	HTML file.
	Virtual	Graphic will be output as GIF.
	Virtual	Graphic will be output as JPG.
	Virtual	Graphic will be output as PNG.
 	Virtual	Folder exists on drive or will be created by PhotoWebber on build.



	Real	Folder exists on drive and was not created by PhotoWebber.
	Real	File is on drive and was not created by PhotoWebber. (Also used for dragging files to a different folder.)
	Real	Multiple files selected. Used for dragging files to a different folder.
	Real	File exists in root folder and will cause a conflict when the page is built. For information on resolving conflicts, see <a href="#">Managing File Conflicts</a> .

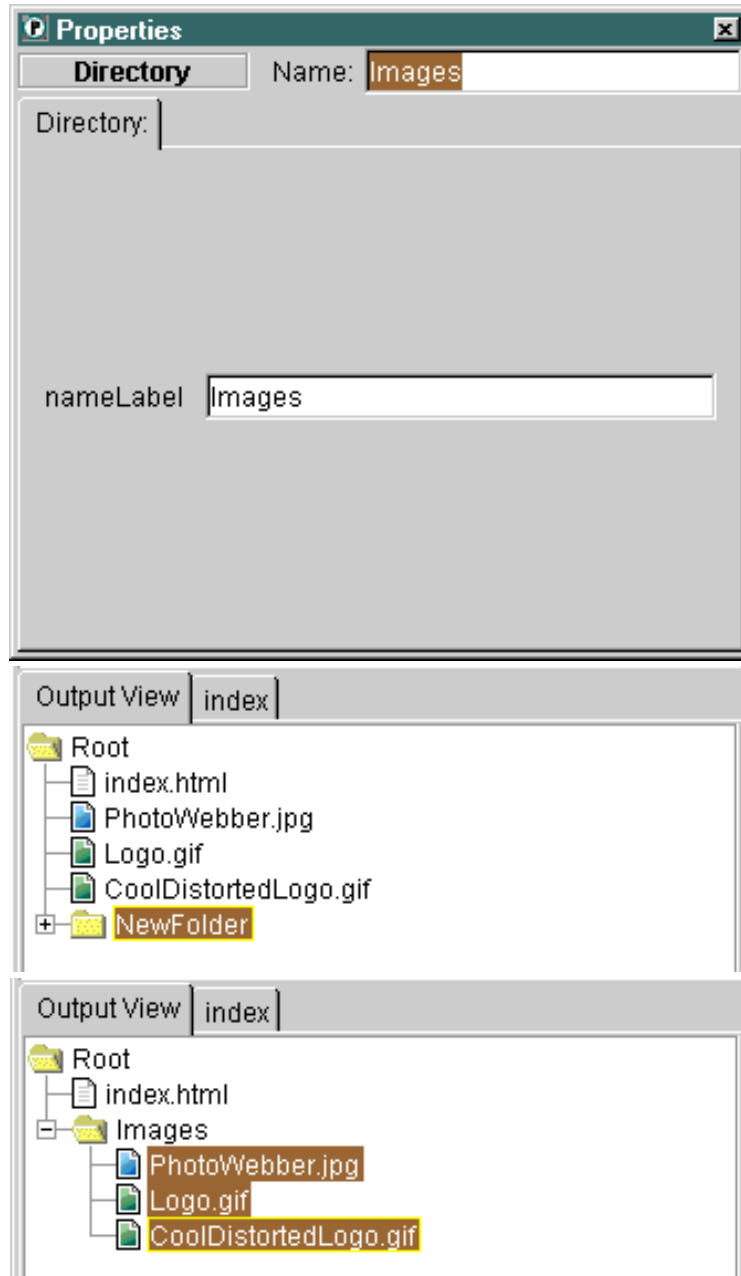
If you are working on a page with frames and more than one HTML file, separate folders are automatically created for each frame.

- Web pages *without* frames consist of a single HTML file and its related graphic elements.
- Web pages *with* frames consist of several HTML files - one for the frameset and one for each frame - and the graphics used in each frame. When you create a frame in PhotoWebber, a new folder is automatically assigned to contain the associated HTML and graphics files.



You can also create folders to organize the files according to your preference. Each element can then be moved into a different folder as you wish.

To **rename a virtual file or folder**, select it on the **Output View** list and type the new name in the **Properties** window.



To **create a new folder**, select **Output, New Folder**. Change the name if desired.

To **move a file** to a different folder, highlight the file in the **Output View** list and **drag it** onto the desired folder.

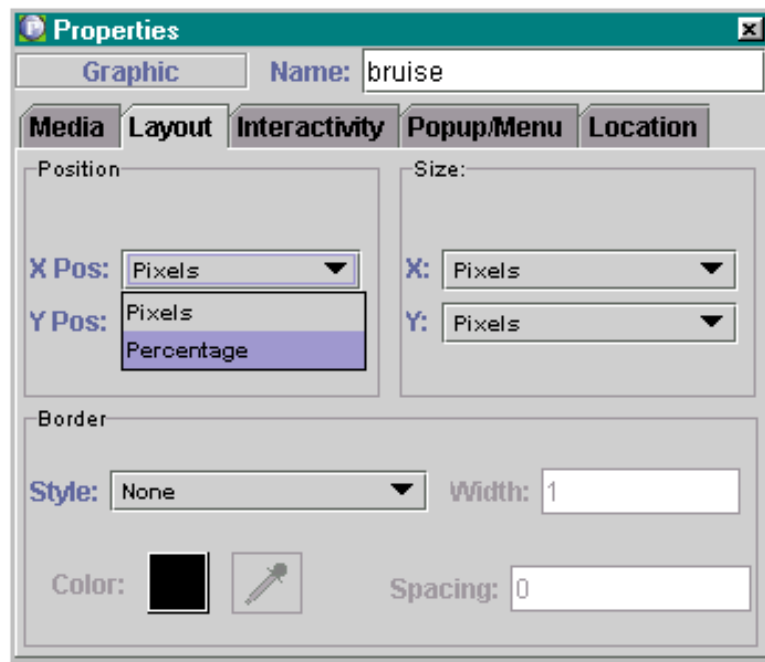
## The Properties Window

[Top](#)

Each element in PhotoWebber has *properties*. Depending on what type of element is selected, the Properties tabs change to reflect the available settings. If nothing is selected, the properties for the HTML page appear in this window.

To modify the settings for the selected element, choose the appropriate tab on the Properties window and enter your changes.

Each type of layer and media - graphic, text, placeholder, color area, file and folder - has different settings available. These settings are covered in detail in the chapters on [Graphics](#), [Text](#), and [HTML](#).

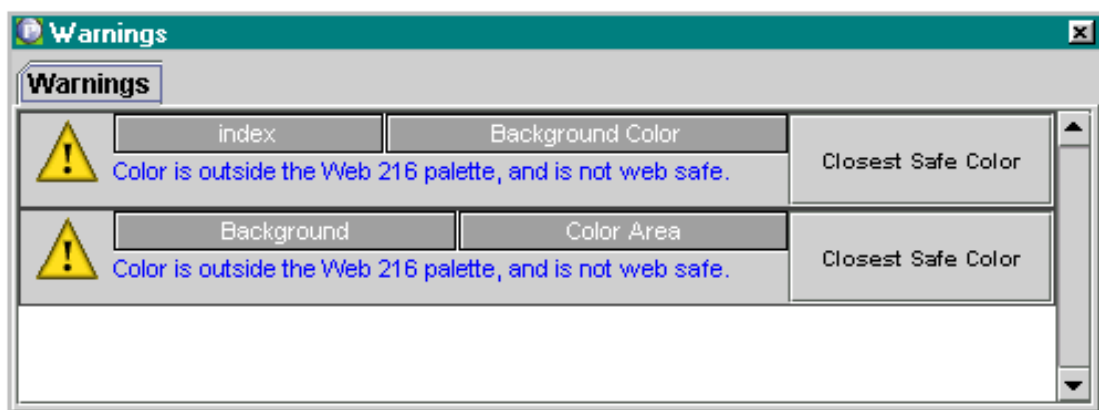


## The Warnings Window


[Top](#)

PhotoWebber includes a "back-seat driver" or interactive warnings window that alerts you when an action you have performed or a setting you have chosen is incompatible with a specific browser or operating system. This helps eliminate cross-browser and cross-platform inconsistencies.

Along with each warning, PhotoWebber gives available *suggestions for fixing the problem*. If you want to make the suggested change, simply click the suggestion.



There are several types of warnings in PhotoWebber:

Icon	Warning Type	Description
	Warn	The warn icon means <b>this has been identified as problematic</b> . It is always associated with a specific layer / action / frame, etc. and almost always has solutions provided by PhotoWebber.



### **Informational**

The page icon mean **for your information**. Informational warnings are advisory, but not directly connected to something being "wrong".



### **Warn - Fixed**

The gray warn icon means **the issue has been corrected**. For example, clicking the Closest Safe Color button changes the item to a web-safe color and the warning is marked as "fixed".



### **Informational - Fixed**

The gray page icon means **the issue has been corrected**. For example, if text is dragged on a frameset border, a gray informational warning appears. PhotoWebber has fixed problem and moved the text to a legal area. There is no outstanding issue, but the warning is shown to explain why text cannot be placed there.

For a complete list of warnings with descriptions, see the [Appendices](#).

You can configure PhotoWebber to warn you when selections you make are incompatible with specific browsers by setting Preferences.

## Setting Preferences

[Top](#)

PhotoWebber allows you to set preferences and settings for a variety of options. These include **Output Settings** (settings that apply to pages and files that are built), **Warnings Settings** (settings that apply to the types of warnings you want to receive), and **Preferences** (settings that apply to basic PhotoWebber operation).

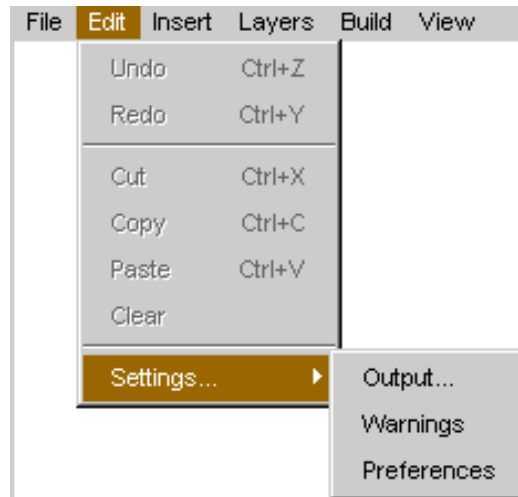
### Output Settings

Output settings apply to the way files and folders are created when you build a page in PhotoWebber. These settings also define the default settings for optimizing GIF, JPEG and PNG files created by PhotoWebber.

Changes you make to Output Settings **apply to the current PhotoWebber session**.

- To **restore the original configuration** of any Settings or Preferences, click the **Restore Factory** button at the bottom of the window.
- To **save the current settings** as your defaults for all future PhotoWebber sessions, click the **Make Default** button at the bottom of the window.

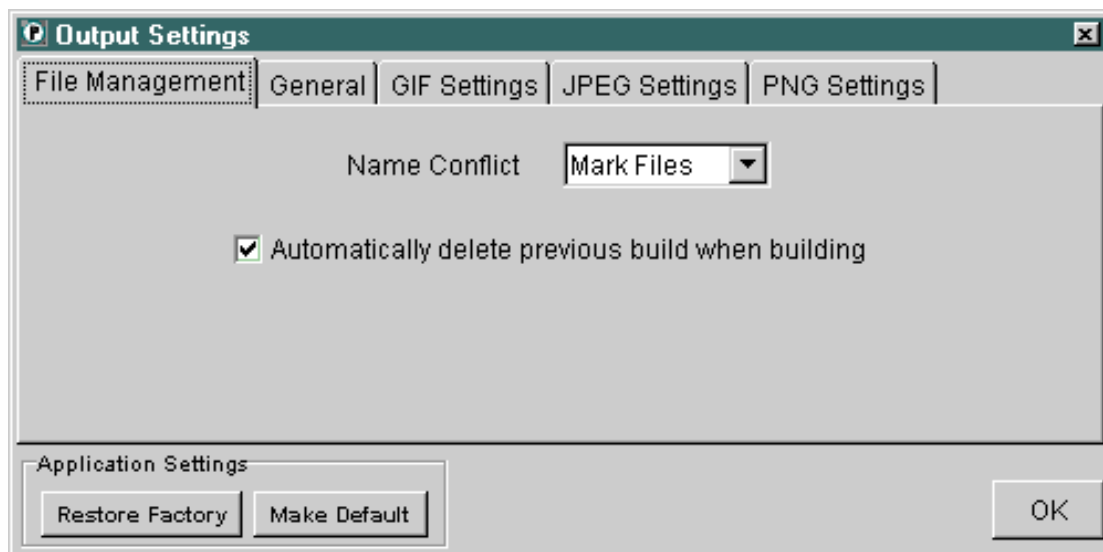
To **change Output Settings**, select **Edit, Settings, Output**.



Select one of the following tabs: File Management, General, GIF Settings, JPEG Settings, or PNG Settings. Make the desired changes and click **OK**.

### File Management

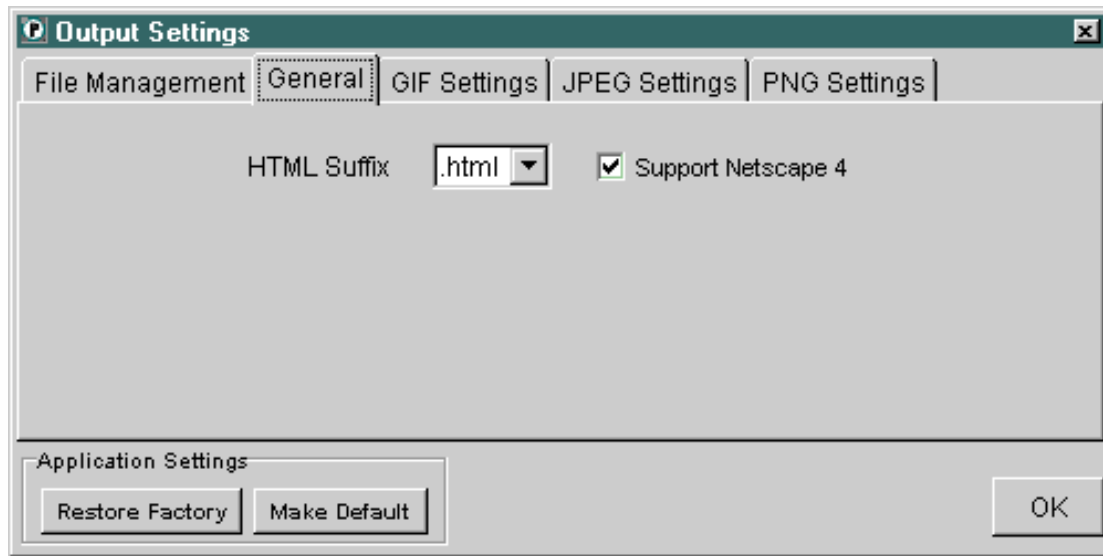
- **Name Conflict** - Set the action when duplicate file names exist.
  1. **Mark** - When this option is chosen, PhotoWebber will display a conflict icon on files that have name conflicts with existing files. To manually resolve a conflict, select **Manage, Conflict** and choose one of the available options.
  2. **Overwrite** - When this options is chosen, new files built by PhotoWebber will automatically overwrite and replace existing files with the same name.
  3. **Don't Output** - When this options is chosen, files are skipped on build if existing files have the same name.
  4. **Rename** - When this options is chosen, files are automatically renamed if existing files have the same name. The HTML code generated is automatically updated to reflect the new file names.
- **Delete Previous Build** - When checked, automatically deletes previous build when a page is rebuilt.



### General

- **HTML Suffix** - Sets the file extension to HTML or HTM.
- **Support Netscape 4** - When checked, all HTML files built will include special code to address the

Netscape 4.x "redraw bug" by forcing Netscape to redraw the page when the browser is resized (Netscape 4.x does not reposition layers properly when the browser is resized) and to add a layer tag (ignored by Internet Explorer) when color areas are used in style sheet layout (Netscape 4.x does not support color backgrounds for DIV tags).



### GIF, JPEG and PNG Settings

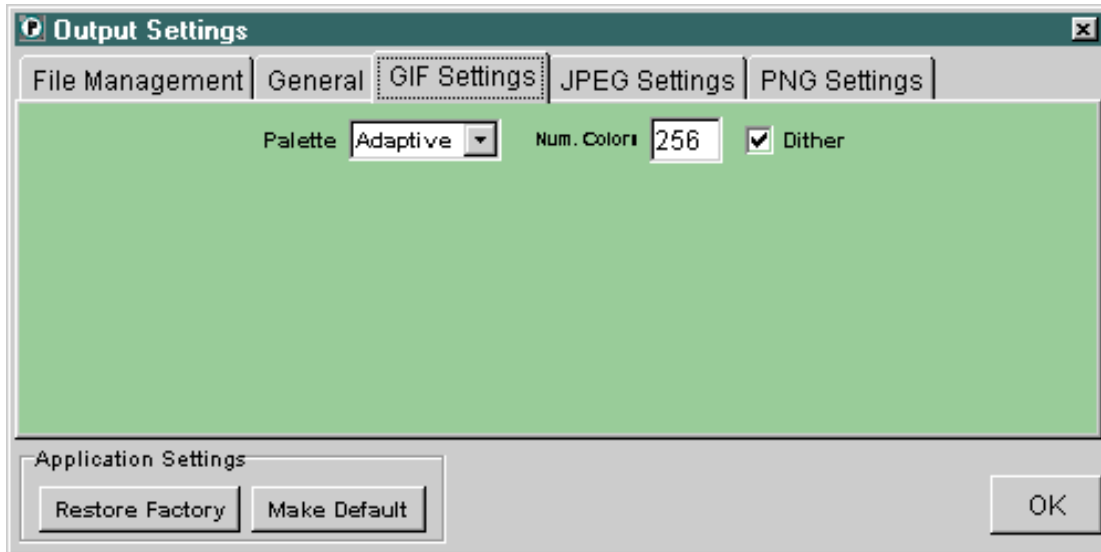
Select the desired optimization settings for each *type of file* (settings for *individual files* can be changed in the Properties window).

**GIF** - Select a palette, number of colors, and dithering option.

You can specify the palette to be used, either "adaptive" (based on the actual colors used in the layer) or "web 216" (the web-safe colors). To reduce the size of each GIF file, PhotoWebber automatically reduces the number of colors in the palette to the actual number of colors used. You can force PhotoWebber to write GIFs with fewer colors by specifying the maximum number of colors to use.

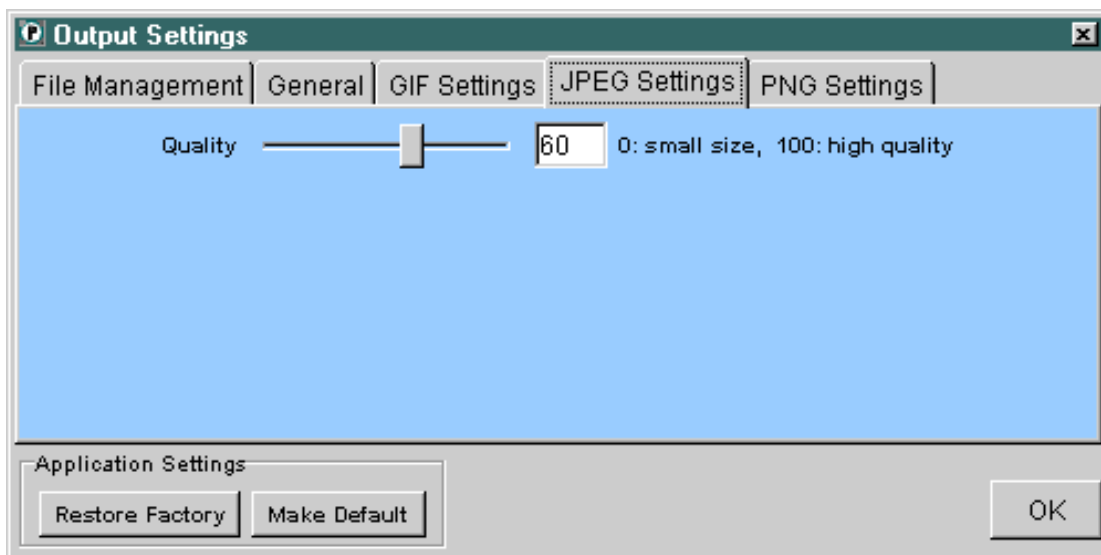
You can also specify whether or not dithering is used. When dithering is checked, PhotoWebber will apply a random pattern of pixels to simulate color blending. When dithering is unchecked, each pixel will be mapped to the closest color in the selected palette. In images with color gradients, this may produce visible banding.

PhotoWebber *automatically* drops the background color of GIF files for better display quality on 16-bit monitors and for improved rollover and popup quality.



**JPEG** - Select the desired degree of compression.

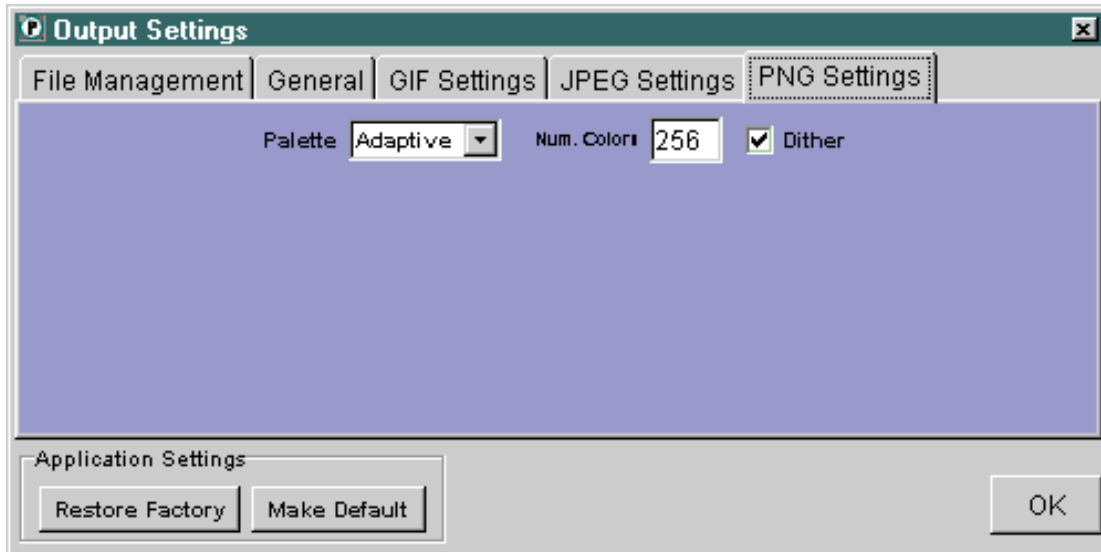
You can specify the quality of the graphic, with higher quality associated with less compression, lower quality with greater compression.



**PNG** - Select a palette, number of colors, and dithering option.

You can specify the palette to be used, either adaptive (based on the actual colors used in the layer) or "web 216" (the web-safe colors). You can further limit the number of colors to be used by specifying the maximum number of colors to use.

You can also specify whether or not dithering is used. When dithering is checked, PhotoWebber will apply a random pattern of pixels to simulate color blending. When dithering is unchecked, each pixel will be mapped to the closest color in the selected palette. In images with color gradients, this may produce visible banding.



## Warnings Settings

Warnings Settings allow you to choose which issues you are concerned with and have PhotoWebber's "back-seat driver" alert you when you have chosen settings that conflict with your particular areas of concern. (For a complete list of warnings with descriptions, see the [Appendices](#).)

Changes you make to Warnings Settings **apply to the current PhotoWebber session**.

- To **restore the original configuration** of any Settings or Preferences, click the **Restore Factory** button at the bottom of the window.
- To **save the current settings** as your defaults for all future PhotoWebber sessions, click the **Make Default** button at the bottom of the window.

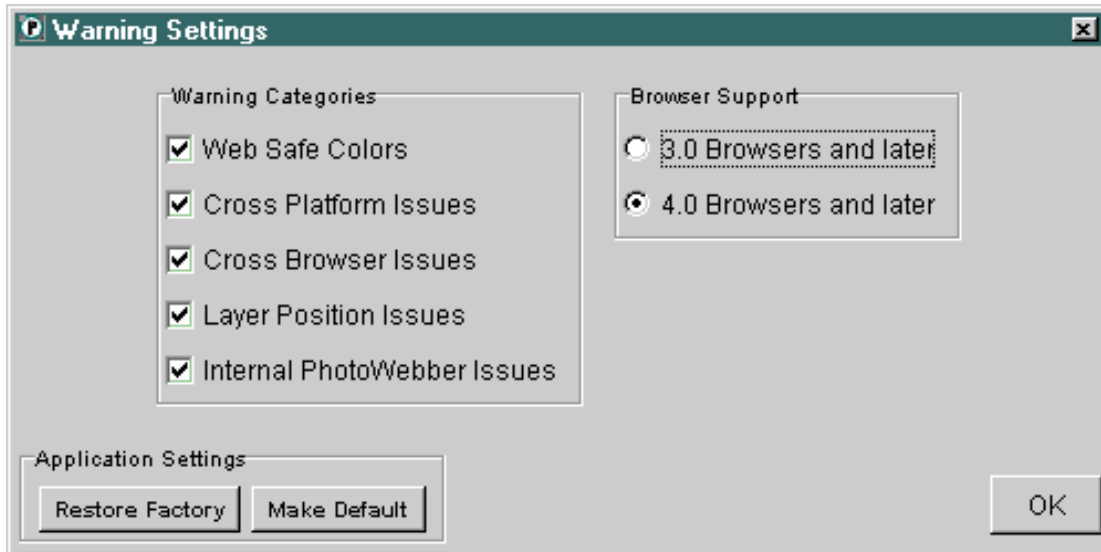
## Warnings Categories

- **Web safe colors** - Check this to activate warnings when non-web safe colors are selected. PhotoWebber suggests fix of selecting the closest web safe color.
- **Cross-platform issues** - Check this to activate warnings when selected features are not cross-platform compatible. PhotoWebber suggests fixes that are cross-platform compatible.
- **Cross-browser issues** - Check this to activate warnings when selected features may cause problems with specific browsers. PhotoWebber suggests fixes that are cross-browser compatible.
- **Layer position issues** - Check this to activate warnings when layer positioning will cause problems in HTML. These warnings are informational. PhotoWebber automatically performs fixes.
- **Internal PhotoWebber issues** - Check this to activate miscellaneous warnings. These warnings concern actions that may be problems, and should be examined carefully by the user.

## Browser Support

- **3.0 Browsers and later** - Check this to activate warnings when selected features are not compatible with HTML3.
- **4.0 Browsers and later** - Check this to ignore warnings about 3.0 browser incompatibility.





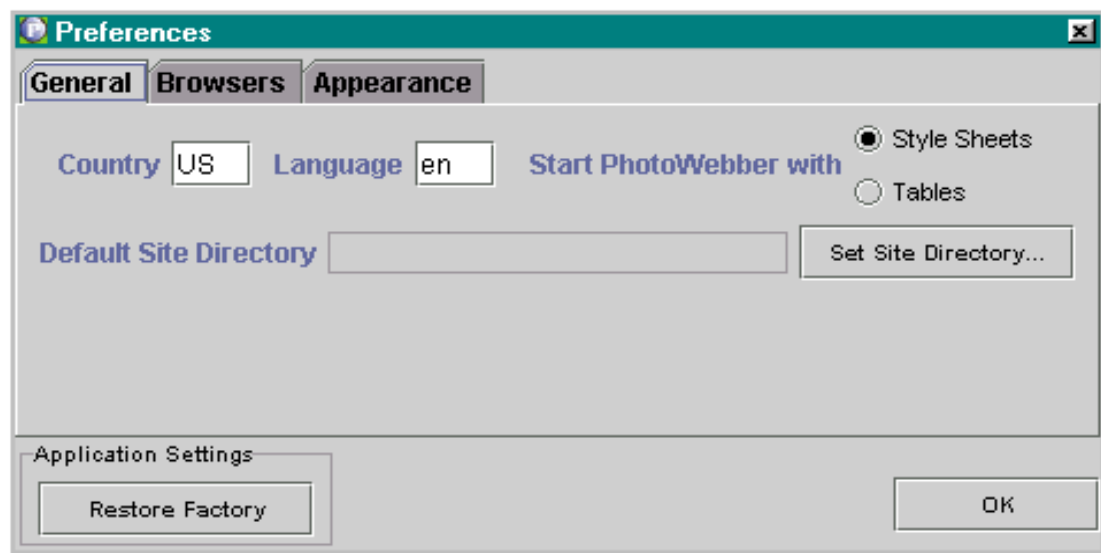
## Preferences

Preferences define the general settings for PhotoWebber and allow you to define browsers for previewing your web pages before you build the final files.

Changes you make to Preferences **apply to all PhotoWebber sessions** created or opened after the changes are made.

### General

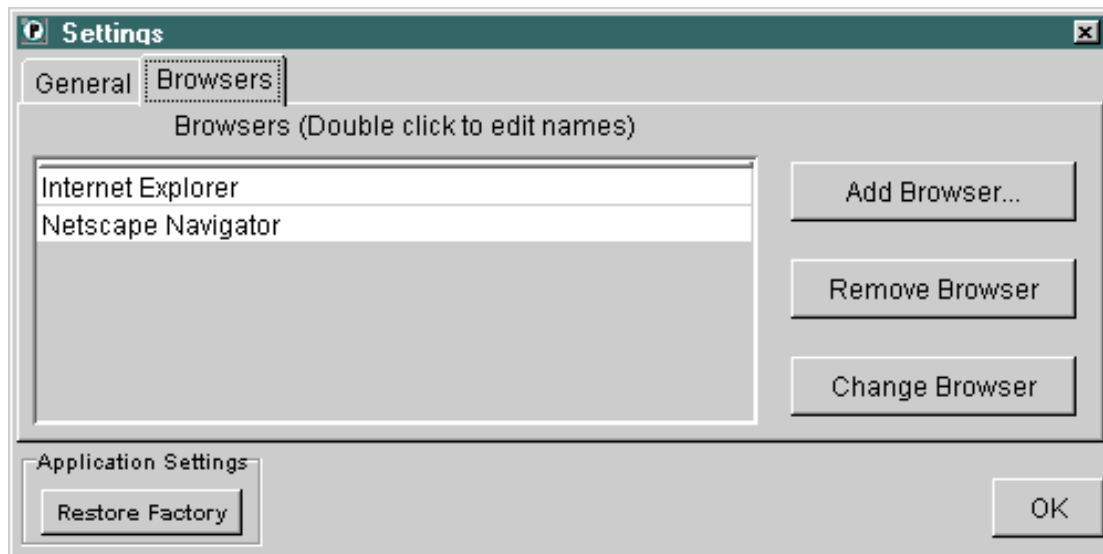
- **Country** - Reserved for future localization.
- **Language** - Reserved for future localization.
- **Layout** - Select the default Layout option.
- **Root Directory** - Select the default Root Folder. Type in the path or click "Set Root Directory..." to point to a folder on your hard drive.



### Browsers

- **Add browser** - Click to add another browser to the Preview in Browser menu.
- **Remove browser** - Highlight a browser and click to remove it from the Preview in Browser menu.
- **Change browser** - Highlight a browser and click to select a different program to run when this item is

selected from the Preview in Browser menu. For example, use this to when you upgrade to a new version of Netscape if the program file is in a different folder or has a different name than the previous version.

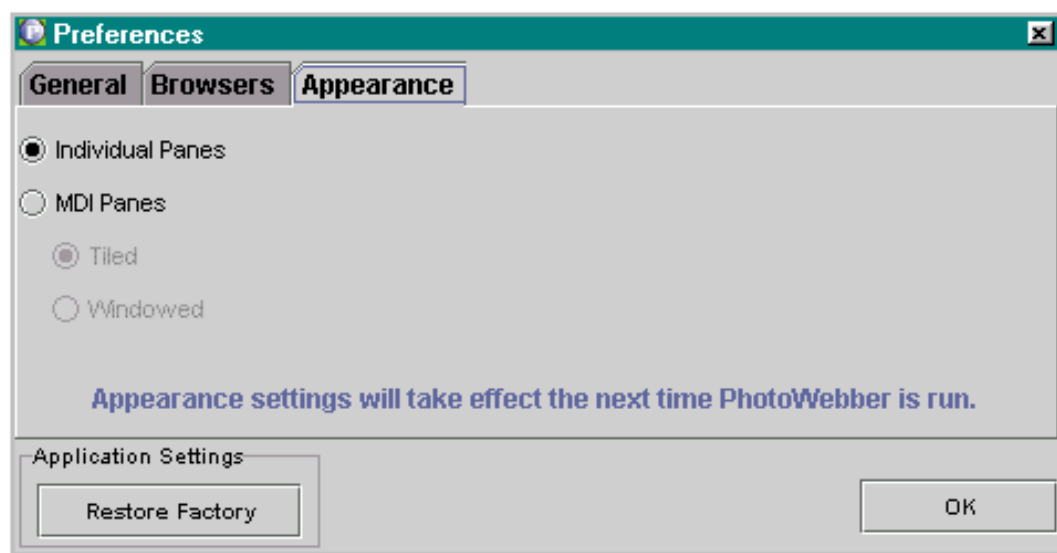


*Note:* When you add a new browser, the name will default to the name used on your computer. For example, if you add several different versions of Internet Explorer, they will all have the same name. Most likely you would prefer to see the version number as part of the name: Internet Explorer 3.0, Internet Explorer 4.5, Internet Explorer 5.0. You can easily change the name of any browser in the list.

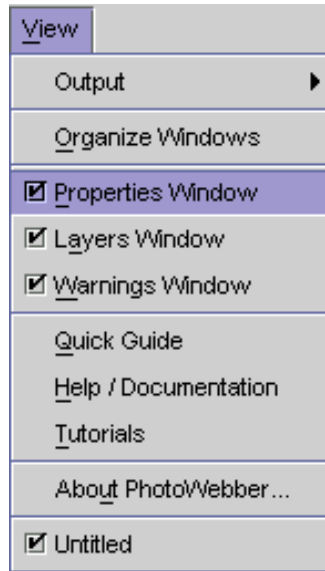
To change the name:

1. **Double-click the browser** in the list
2. **Type** in the new name
3. Click **OK** to save the new name in the list

**Appearance (WINDOWS ONLY)**



- **Individual Panes** - PhotoWebber 1.0 style. Each PhotoWebber window (Document, Layers, Warnings and Properties) is a separate window with a separate close box. In this appearance setting, use the **View** menu to hide or show individual windows.



- **Midi Panes, Tiled** - All PhotoWebber windows are represented as *panels* inside one window.



Use the minimize, maximize and close buttons to control the Document window.



Use the expand and collapse buttons to control the other windows.

- **Midi Panes, Windows** - All PhotoWebber windows are represented as *sub windows* inside one *main* window.

In this appearance, use the **View** menu to hide or show individual windows.



Use the minimize, maximize and close buttons to control the sub-windows.

[Top](#)

# Creating, Saving, and Building Documents

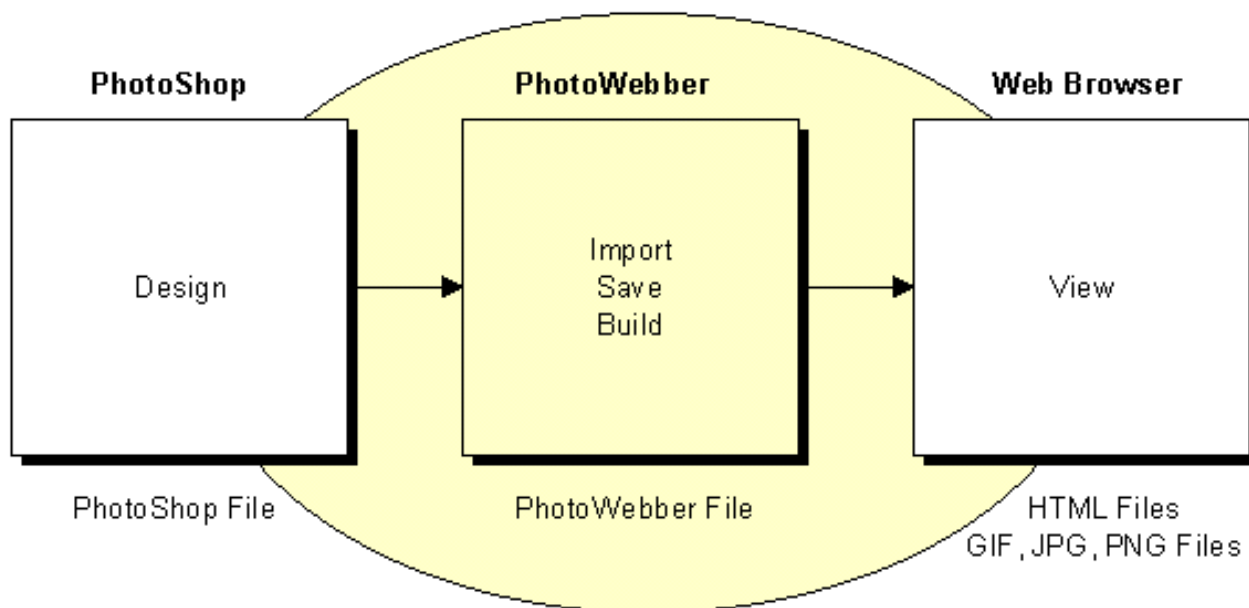
PhotoWebber is the conduit between your Photoshop designs and final web pages. PhotoWebber files are called *sessions*. These files contain instructions on interpreting Photoshop layers and combining them with other graphics that have been imported, adding enhancements such as joining layers and creating buttons, and optimizing files for output and viewing in web browsers.

[Creating New Files](#)

[Saving Your Work](#)

[Opening Files](#)

[Previewing and Building Pages](#)



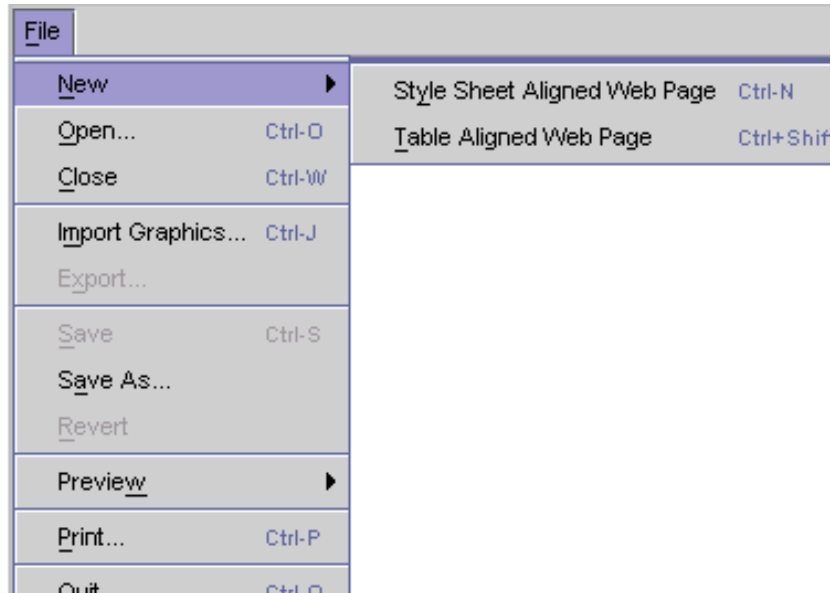
## Creating New Files

[Top](#)

The first step in creating a web page with PhotoWebber is designing your page in Photoshop. Because PhotoWebber directly translates Photoshop files into matching HTML layouts, you don't have to worry that your designs will not be interpreted properly.

Once your Photoshop page design is complete, you are ready to start working in PhotoWebber. When you run PhotoWebber, a blank Document window opens (along with associated Layers, Properties, and Warnings windows). At this point, you can either import graphics and build a new web page, or open a file that you created in PhotoWebber previously. You can also create a new file at any time.

To **create a new file**, select **File, New** and choose **Style Sheet Aligned Web Page** or **Table Aligned Web Page**.



To ensure that the page you build matches your Photoshop layout in your browser, you must select the correct layout option.

- If you are certain that your site visitors will be using browser versions 4.0 or higher, select Style Sheet alignment.
- If your visitors will be using 3.0 or lower browsers, or if you do not know what browsers your site visitors use, select Table alignment.

*Note:* You can [switch between Style Sheet and Table alignment](#) at any time.

## Saving Your Work

[Top](#)

When you save PhotoWebber Session files, you are saving the instructions for converting the imported Photoshop file to a web page. You are also saving any changes you have made to Settings, Preferences, or Properties and instructions for including other graphics files that have been imported.

In short, the PhotoWebber Session file includes:

- Information about graphics you import  
*and*
- Any information you enter in PhotoWebber

What's saved in a PhotoWebber Session file?	What's not saved in a PhotoWebber Session file?
A list of imported Photoshop layers and the location of Photoshop files (layers may be imported from any number of Photoshop files).	The actual graphics.
A list of imported and linked GIF and JPEG files with the location each imported file.	The actual graphics.
Hyperlinks assigned to layers and text.	Hyperlinks history list.
Any information entered in the Properties Window.	

The names of graphics files, HTML files and folders created or changed on the Output View tab.

The actual web graphics and HTML files. These are created when you build the page.

Text created in PhotoWebber.

Photoshop text layers (see above).

Definitions of Color Areas and Placeholders as well as any HTML added to Placeholders. The location of HTML files assigned to Frame Placeholders.

HTML code used in a Frame Placeholder.

To **save a PhotoWebber Session file** or to save a file with a new name:

1. Select **File, Save As**.
2. Choose a folder.
3. **Type in a name** for the file (in Windows, the .PWS file extension is automatically added).
4. Click **Save**.

To **save changes** to an existing file:

- Select **File, Save**.

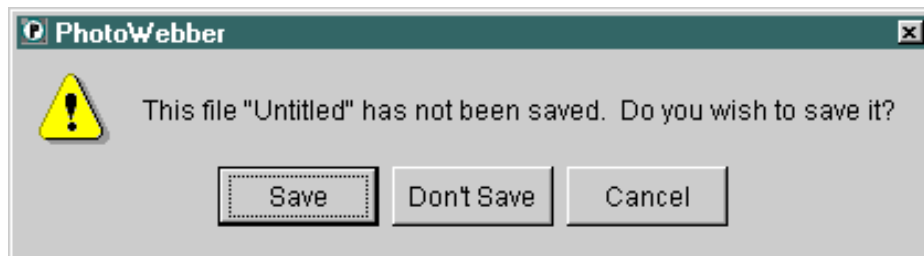
To **close a file**:

- Select **File, Close**

*or*

Click the close button on the document window.

This closes the file and clears any related info from the Layers, Properties, and Warnings windows. If you close a PhotoWebber session that has not been saved, PhotoWebber will prompt you to save your work.



- Select **Save** to save your work and close the file.
- Select **Don't Save** to close the file without saving your work.
- Select **Cancel** to return to your work without closing the file.

## Opening Files

[Top](#)

### Opening PhotoWebber Files

To continue working on a project, you can open a PhotoWebber Session file that you created previously.

To **open a PhotoWebber Session file**:

1. Select **File, Open**.
2. Choose the folder containing the file.

3. Click the file name or icon.
4. Click **Open**.
5. PhotoWebber [locates](#) and opens all imported graphics.
6. Warnings are regenerated. Any warnings that have been resolved will **not** be regenerated.

To **remove all changes made to a session** since it was last saved:

- Select **File, Revert**.

The PhotoWebber file reverts to the previously saved version. That is, all changes you have made since the last time you saved the file — or since you opened the file if you have not saved changes in the current work session — are lost. ***Be sure this is what you want to do as there is no way to reverse this action.***

*Note:* You cannot select **Revert** if you have not yet saved a new PhotoWebber file.

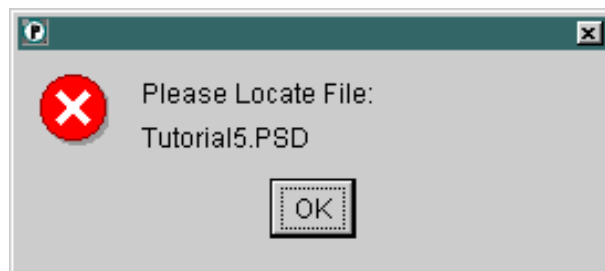
## Opening Photoshop Files

You [import Photoshop layers](#) to PhotoWebber, you do not *open* the Photoshop file itself.

When you import graphics, PhotoWebber does not create or save a copy of these elements in the PhotoWebber file. It maintains pointers to the locations of the source files on your hard drive.

When you open a PhotoWebber Session file, PhotoWebber first checks the original location of the imported graphics. If the file(s) are not found in their original locations, PhotoWebber will check in the folder containing the PhotoWebber Session file. If the file is not found in either of these locations, PhotoWebber prompts you for its location.

If you **move** or **rename** a source file, PhotoWebber prompts you for its location the next time you open the file that includes that graphic. Click **OK** and select the correct file from your hard drive.



If you **delete** a source file, PhotoWebber has no way to reference those layers and they no longer appear in the Document window or Layers list.

If you **change** a source file, several things may occur:

- If you **make changes** to Photoshop layers, those changes are automatically reflected in PhotoWebber when you open the PhotoWebber session file.
- If you **add** layers to a Photoshop file, the new layers are **not** automatically imported. You must import these layers.
- If you **delete** layers from a Photoshop file, they are also deleted in PhotoWebber.
- If you **rename** layers in Photoshop, they are deleted in PhotoWebber. You must re-import these layers.



See [Working with Graphics](#) for instructions on importing individual Photoshop layers.

## Previewing and Building Pages

[Top](#)

After you import your Photoshop file and other necessary graphics, you are ready to build your page.

### Previewing your Work

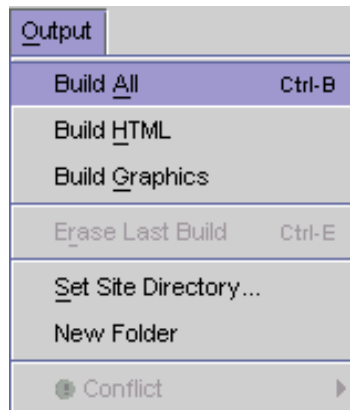
PhotoWebber allows you to preview your work before building the final web pages:

- To **preview buttons, rollovers and pop-up menus in PhotoWebber**, select the **Interactivity Preview Tool** and then point to the buttons in the Document window.
- To **preview the page in your default browser**, select **File, Preview, Default Browser**. PhotoWebber builds a temporary copy of your page and opens it in the browser.
- To **preview the page in a different browser**, select **File, Preview**, and choose a browser from the list. (To add other browsers, see [Settings & Preferences](#).)

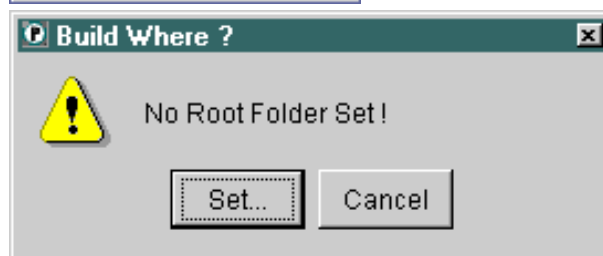
### Building Finished Pages

When you are satisfied that you have finished defining all of the appropriate Properties and Settings for the current page, build the final HTML and web graphics files:

To build a web page, select **Output, Build All**.



If you have not defined a **Root Folder**, PhotoWebber prompts you to do so. Select **Set** from the **Build Where?** window and choose a folder for your HTML and graphics files.



[Top](#)



# Working with Graphics

PhotoWebber supports several different graphics formats:

- You can **convert complete layered Photoshop files** directly into web pages
- You can import **individual Photoshop layers**
- You can **add existing graphics** to your page designs

After importing Photoshop files and other graphics, PhotoWebber provides the tools necessary to **fine-tune your design, apply effects**, and define web objects such as **buttons** and **frames**.

[Importing Photoshop Files](#)

[Importing Other Graphics Files](#)

[Graphics Optimization and Properties](#)

[Adding Hyperlinks](#)

[Creating Buttons and Menus](#)

[Using Graphics as Page Background Tiles](#)

[Dividing Large Layers into Smaller Pieces](#)

[Table Slices and Style Sheet DIVs](#)

[Building and Exporting Graphics](#)

## Importing Photoshop Files

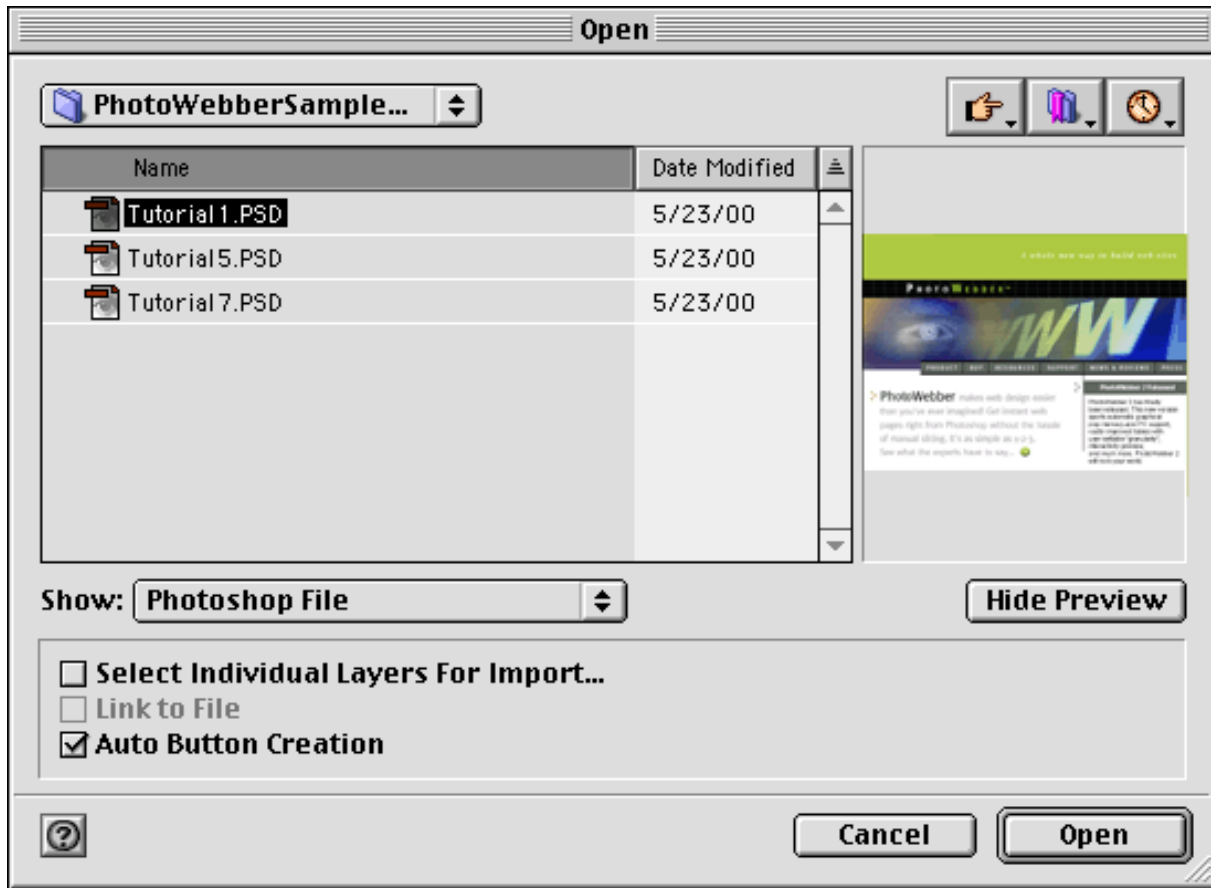
[Top](#)

PhotoWebber is a conduit between Photoshop files and the web. Layered Photoshop files are imported, fine-tuned, and converted to web pages. PhotoWebber reads Photoshop files as complete designs, with all layers intact. Because other applications which optimize graphics for the web can only use pieces of the file that have been predefined by the graphic designer, the PhotoWebber route from Photoshop to the Web is *much* shorter.

Layers may be imported from **any number of Photoshop files**. You can import **all layers** of a Photoshop file, or **specify one or more layers** to import.

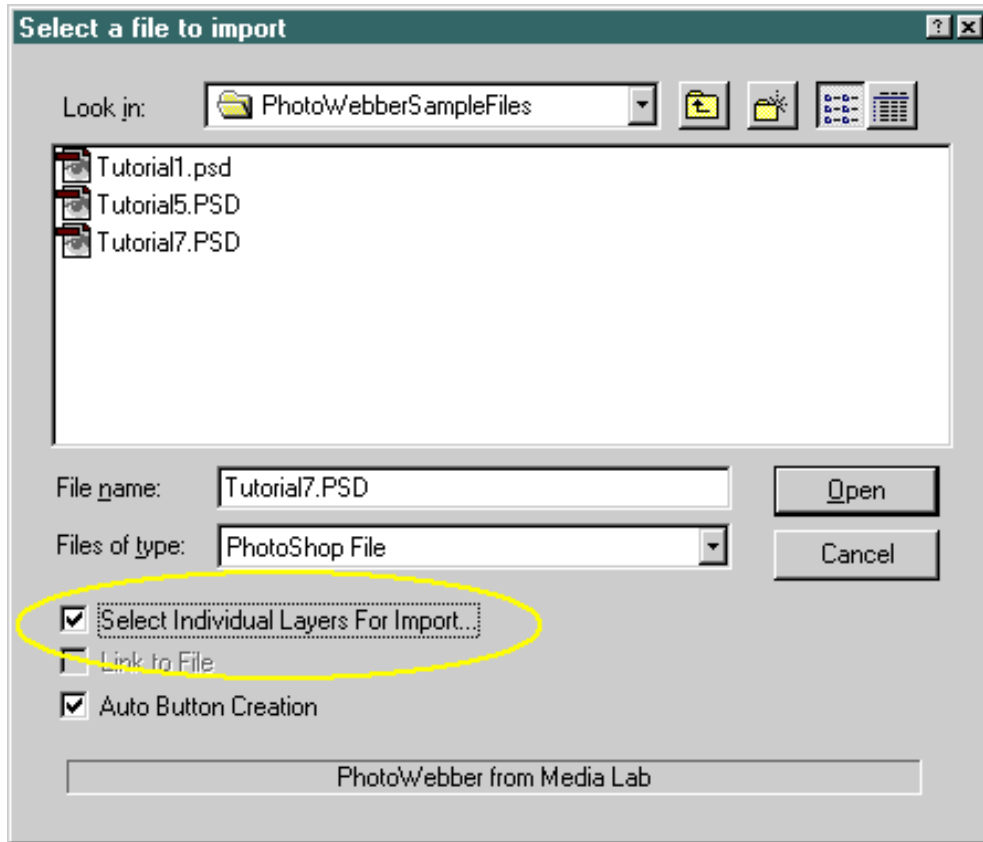
To **import a complete Photoshop file**:

1. Select **File, Import Graphics**.
2. Select the Photoshop file to import.
3. Click **Open**.



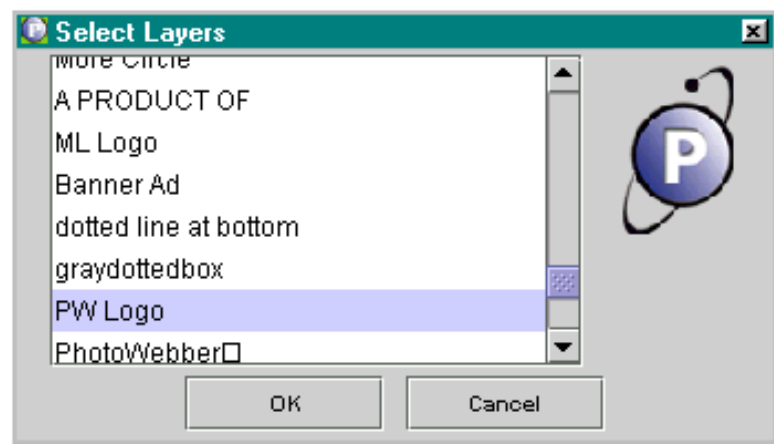
To select and import individual Photoshop layers:

1. Select **File, Import Graphics.**
2. Select the Photoshop file to import.
3. Click **Select Individual Layers for Import** to choose one or more individual layers to import.



4. Click **Open**.

5. **Highlight** the layer or layers you wish to import.



6. Click **OK**.

*Note:* You can update layers from the Photoshop file at any time by selecting **Layers, Refresh from File**.

## What Photoshop properties are used by PhotoWebber?

PhotoWebber imports and interprets the following Photoshop features:

- **Layers** - When you import a Photoshop file, you may select to import all of the layers in the Photoshop document, or you may select individual layers to import. (See above.)
- **Position** - Each layer imported by PhotoWebber retains the precise positioning defined in Photoshop. Measurements are determined from the upper-left corner of the page.

- **Layer effects and Layer Styles** - Layer effects and layer styles are seamlessly imported into PhotoWebber 2.0
- **Layer transparency and layer masks** - The layer transparency is used to simulate transparency in the JPG, GIF, and PNG files output by PhotoWebber. While JPG supports no transparency, GIF supports single-color transparency, and PNG supports alpha channel transparency (however, this is not yet supported by browsers), PhotoWebber can simulate full antialiased transparency by compositing layers with those below it and with the page background to create a final image that looks exactly like the original layers in Photoshop.
- **Layer names** - Imported with each layer. The layer names are used to name the JPG, GIF, or PNG files that are output when you build your page. In addition, named layers can be used to [automate button rollovers and popups](#).
- **Layering order** - Layers are imported in the same order as they were in the Photoshop document.
- **Hidden layers** - Are imported, but are not output when the page is built *unless* they are made into visible layers in PhotoWebber.
- **Text** - PhotoWebber imports Photoshop text layers as graphic images and maintains the text information should you decide to convert that layer to a type object. If you [convert a Photoshop text layer to real text](#), you lose the text formatting applied in Photoshop and the text is output as part of the HTML document rather than as a graphic file. Do not render text layers in Photoshop if you want to convert them to text in PhotoWebber.

## What Photoshop properties are not used by PhotoWebber?

The following Photoshop features are not supported by PhotoWebber.

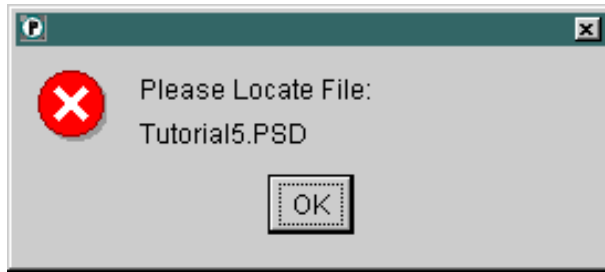
- **Grouped layers** - PhotoWebber ignores layer grouping. Each layer in the group is imported as a separate layer.
- **Adjustment layers** - PhotoWebber ignores adjustment layers. Layers beneath an adjustment layer are imported as if the adjustment layer were not present. The adjustment layer is not imported.
- **Non-RGB color models** - PhotoWebber only imports Photoshop files in RGB mode.
- **Non-72dpi resolution** - PhotoWebber *will* import a Photoshop file at any resolution. However, no conversion is done. The files are imported pixel-by-pixel. Web pages should be designed to the size of the user's browser. Standard screen resolutions are 640x480, 800x600 and 1024x768. Additional space is taken up by menus, tool bars, and status bars in different browsers. You should test all pages in a variety of browsers to determine how the Photoshop design will fit in each.

## Keeping your Photoshop files

When you import graphics, PhotoWebber does not create or save a copy of these elements in the PhotoWebber file. It maintains pointers to the locations of the original files - called *source files* - on your hard drive.

When you open a PhotoWebber Session file, PhotoWebber first checks the original location of the imported graphics. If the file(s) are not found in their original locations, PhotoWebber will check in the folder containing the PhotoWebber Session file. If the file is not found in either of these locations, PhotoWebber prompts you for its location.

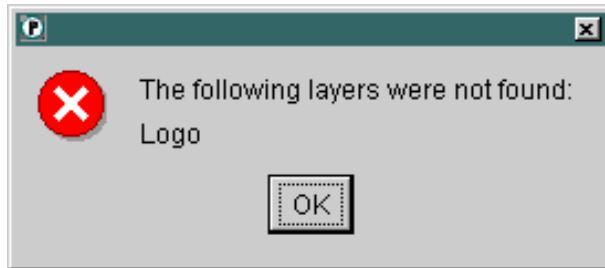
If you **move** a source file, PhotoWebber prompts you for its location the next time you open the file that includes that graphic.



If you **delete** a source file, PhotoWebber has no way to reference those layers and they not appear in the Document window or Layers list.

If you **change** a source file, several things may occur:

- If you **make changes** to Photoshop layers, those changes are also reflected in PhotoWebber.
- If you **add** layers to a Photoshop file, the new layers are **not** automatically imported.
- If you **delete** layers from a Photoshop file, they are also deleted in PhotoWebber.
- If you **rename** layers in Photoshop, they are deleted in PhotoWebber.



To **import new or renamed layers** see [above](#).

You also need your original Photoshop files because other file formats, even when created with PhotoWebber, do not retain all of the image information. Some issues to keep in mind include:

- GIF, JPG and PNG files are "flat." Only Photoshop files can contain layers.
- Photoshop requires RGB images (images with 24-bit color, or 16 million colors) for many of its operations.
- GIF files can only save up to 256 colors and only support "on or off" transparency.
- Each time you save an image in JPG format, you lose some image quality due to "lossy" compression. JPG does a good job of compressing the image because it blends some of the colors together - but if you save a JPG several times, the loss of quality becomes very noticeable.
- JPG files do not support any type of transparency.

## Working with Other Graphics Files

[Top](#)

In PhotoWebber, you can [import](#) or [link](#) to existing web graphics files. (You can also create Placeholders with HTML code to access files that are already on your web site such as rotating banner ads, flash animation files, QuickTime movies, or other special file formats. See [Placeholders](#).)

PhotoWebber can import the following graphics formats, however there are some issues you should consider before deciding on how to use existing graphics.

- **GIF** - If you *import* an animated GIF, PhotoWebber imports only the *first* frame of the animation. If you want to include the actual animation on your page, use [linking](#).

- **JPEG** - Because JPEG files are compressed with lossy compression (that is, colors are averaged and the image quality is degraded), you should only save files in the JPG format once. Each additional time you save the same image in JPG format, you lose additional color information. For best results, import original Photoshop layers or link to existing JPEG file.

## Keeping your original graphics files

When you open a PhotoWebber Session file, PhotoWebber first checks the original location of the imported graphics. If the file(s) are not found in their original locations, PhotoWebber will check in the folder containing the PhotoWebber Session file. If the file is not found in either of these locations, PhotoWebber prompts you for its location.

See [Keeping your Photoshop files](#) for more information.

## Importing existing graphics

**Importing** a file means that the graphical element is treated as if it were a Photoshop layer. That is, you can use this graphic in any way you would use a layer of a Photoshop file - for example, you can place the graphic across a frame boundary or overlap other graphics.

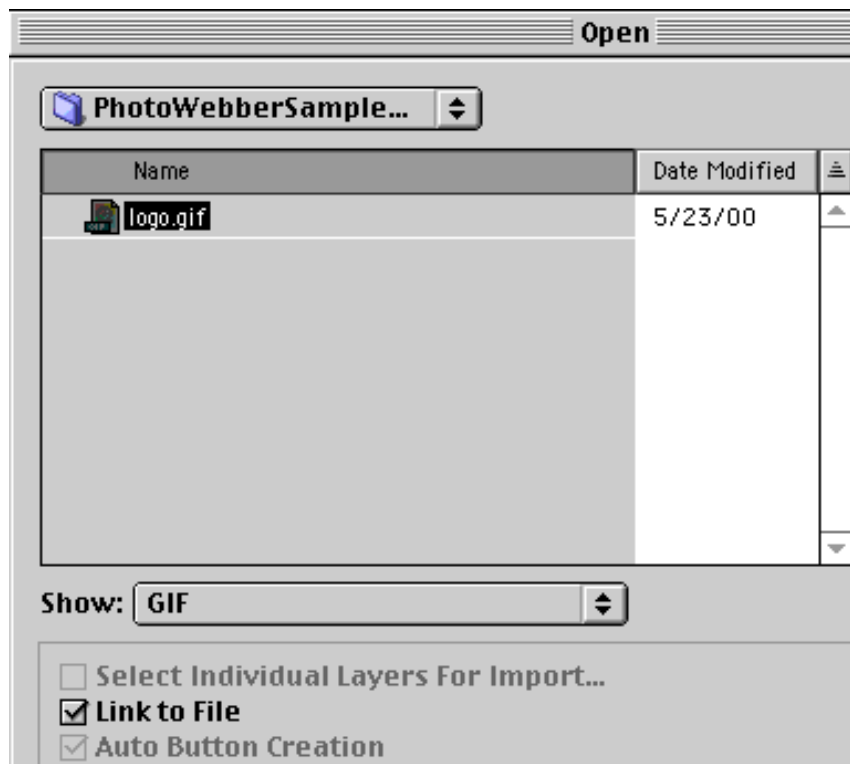
When you build your pages and graphics, PhotoWebber creates a new, optimized graphic file using the specifications you assigned in the Properties window.

### To import a graphic file:

1. Select **File, Import...**
2. Select **GIF** or **JPG** from the list of available file types.
3. Highlight the file to import and click **Open**.

*Note:* If you selected an animated GIF, only the first frame of the file is imported to PhotoWebber. To display the animation on your web page, *link* to the original graphic file instead of importing it as a PhotoWebber object.

*Note:* You can update layers from existing GIF and JPEG files at any time by selecting **Layers, Refresh from File**.



## Linking to existing graphics

In addition to importing files to build complete web pages, PhotoWebber also allows you to **link** to existing web graphics as part of your page layout. For example, your company may have an approved version of their logo that should be used consistently. In many cases, an artist has provided an approved version of the logo as a GIF file.

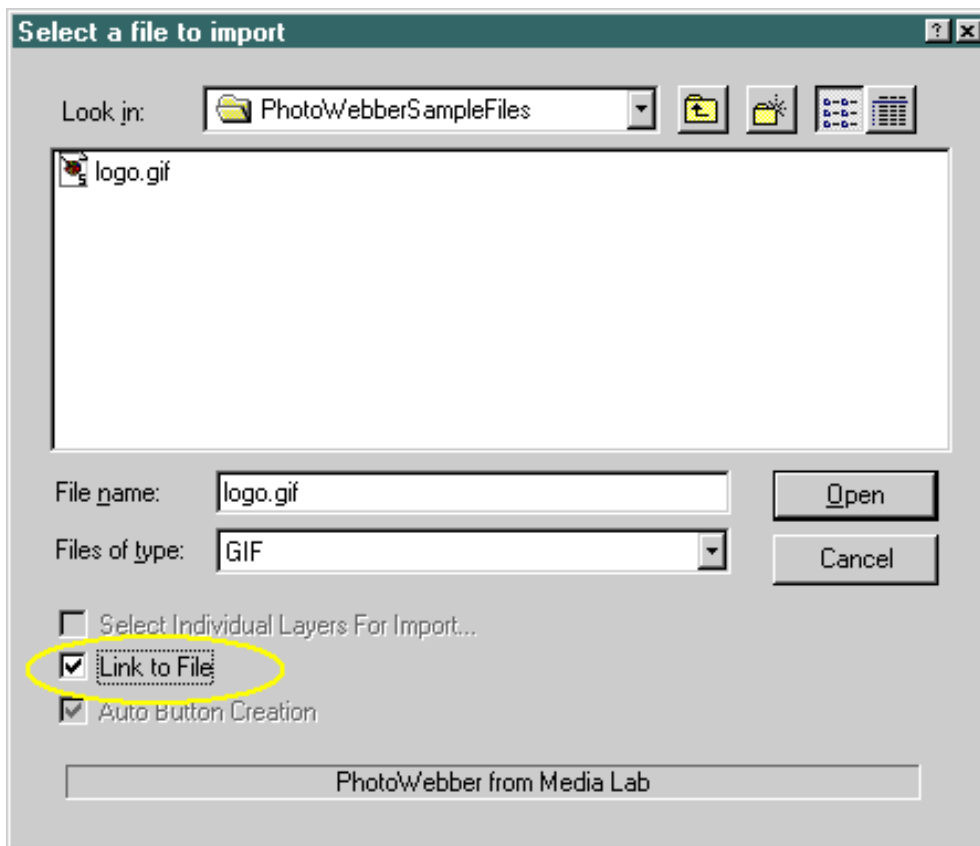
When you link to a GIF or JPG file, you are choosing to use the existing file on your hard drive rather than having PhotoWebber create a new file when you build the page. Linking to a file means that PhotoWebber does not create a new instance of that graphic when you build your page. The original file on your hard drive or web site is displayed in the browser.

Because you are not allowing PhotoWebber to optimize the graphic, you are limited in what effects and features can be applied to the graphic:

- Linked graphics cannot cross frame boundaries
- Linked graphics cannot be hidden or partially hidden behind other layers
- Linked graphics are always "on top" or "in front" of all other layers

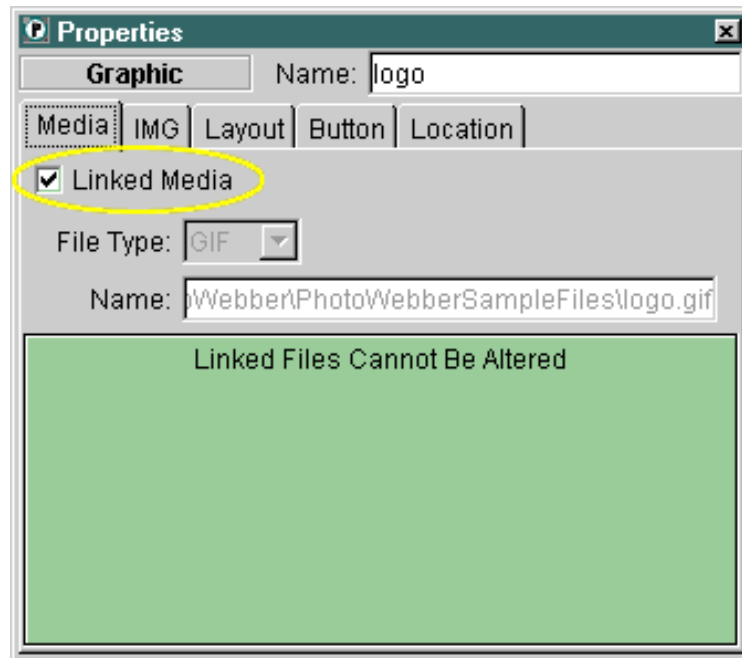
To **link to a GIF or JPG file**:

1. Select **File, Import Graphics...**
2. Select **GIF or JPG** from the list of available file types.
3. Make sure the **Linked** box is checked.
4. Highlight the file to import and click **OK**.



When you link to an existing graphic, you cannot change the file format or adjust the image optimization settings.

You can change a linked graphic to a regular PhotoWebber layer at any time by un-checking **Linked Media** in the Properties window.



## Graphics Optimization & Properties

[Top](#)

All graphics layers in PhotoWebber have *Properties*. These properties are related to:

- [Media](#) - the **file type** and **optimization settings** for files that are output when you build a page
- [Layout](#) - the way the objects are **positioned** on the page in **Style Sheet Alignment**
- [Interactivity](#) - **hyperlinks**, **atl-text** and the layers that are used for **rollover and click-states**
- [Popup/Menu](#) - the layers that are used for **popups and menus** when the mouse moves over the button in the browser
- [Location](#) - the **x-and-y coordinates** of the element for manually positioning layers

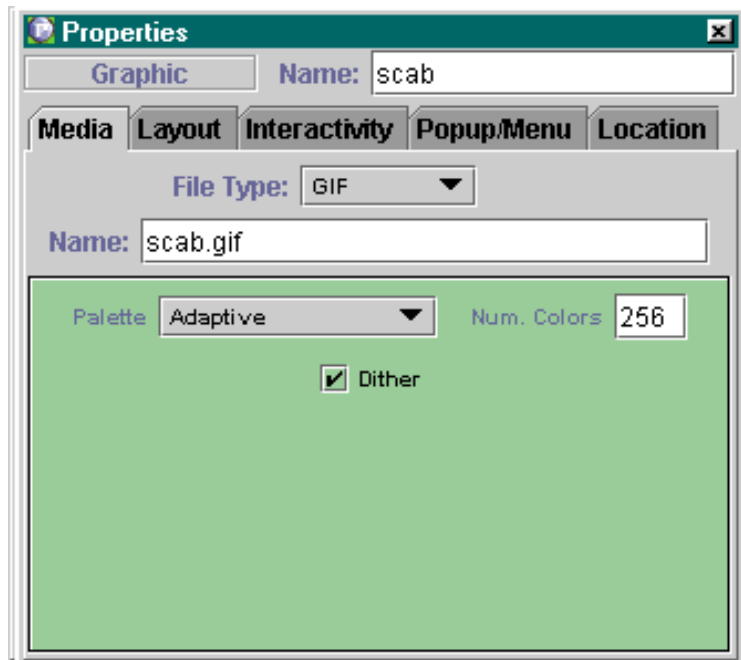
To **change the properties of a graphic**:

1. Select the **layer** you wish to change.
2. In the **Properties** window, select the **Media**, **Layout**, **Interactivity**, **Popup/Menu**, or **IMG** tab.
3. Enter the new information.

### Media

On the Media tab, you can define the type of file to be output (GIF, JPG or PNG) and define the optimization settings for each layer.





**Linked Media** - When you link to a GIF or JPG file, you are choosing to use the existing file on your hard drive rather than having PhotoWebber create a new file when you build the page. Linking to a file means that PhotoWebber does not create a new instance of that graphic when you build your page. The original file on your hard drive or web site is displayed in the browser. This option is not available for Photoshop layers.

*Note:* When you link to an existing graphic, you cannot change the file format or adjust the image optimization settings.

**File Type** - The *default* file format for *all* graphics layers in PhotoWebber is GIF. You can specify any supported format for each graphic that PhotoWebber outputs. The formats that can be used on the web are GIF, JPG (or, JPEG), and PNG (pronounced *ping*).

Select this format:	If you have:
GIF	<ul style="list-style-type: none"> <li>● Images to be used as buttons, rollovers, or popup-menu graphics needing transparency</li> <li>● Images with large areas of solid colors such as logos, line drawings, and technical illustrations</li> <li>● Images with 256 or fewer colors</li> <li>● Black and white images</li> <li>● Images requiring transparent areas</li> <li>● Images that will be used as animated objects in DHTML with transparent backgrounds</li> <li>● Images to be set with relative positioning</li> </ul>
JPG	<ul style="list-style-type: none"> <li>● Photographs</li> <li>● Images with gradients</li> <li>● Complex illustrations</li> <li>● "Continuous tone" images (in other words, colors blend together and there are no large areas of solid colors)</li> </ul>

## PNG

- *Only* use PNG if you are *certain* that all of your users have 4.0 or higher version browsers and that all of your Mac users have the QuickTime plugin

**Name** - Enter a name for the file if you do not wish to use the layer name.

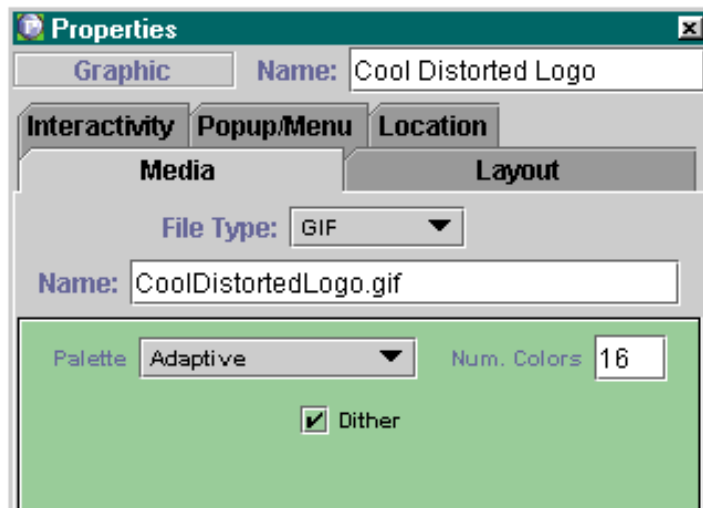
**Optimization Settings** - Depending on the file format you select, you can specify different **optimization settings**. To see how the different settings will change the final graphic, select **File, Preview** to view the page in a browser.

## GIF

**Palette** - You can specify the palette to be used, either "adaptive" (based on the actual colors used in the layer) or "web 216" (the web-safe colors). To reduce the size of each GIF file, PhotoWebber automatically reduces the number of colors in the palette to the actual number of colors used.

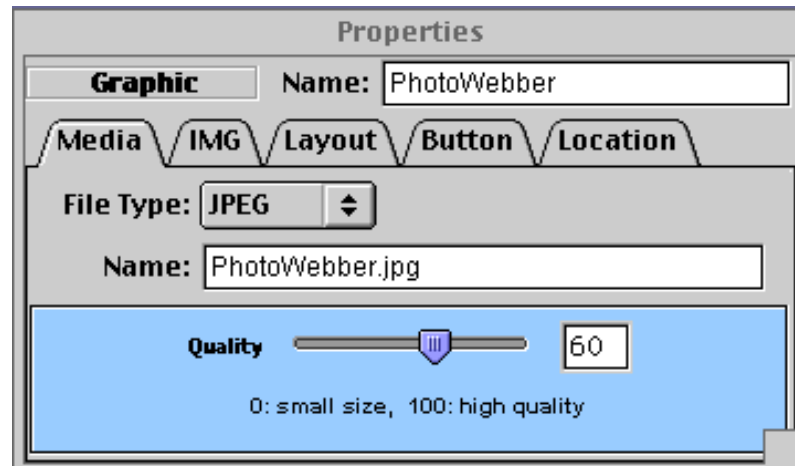
**Num. Colors** - When an Adaptive palette is used, you can force PhotoWebber to write GIFs with fewer colors by specifying the maximum number of colors to use.

**Dither** - You can also specify whether or not dithering is used. When dithering is checked, PhotoWebber will apply a random pattern of pixels to simulate color blending. When dithering is unchecked, each pixel will be mapped to the closest color in the selected palette. In images with color gradients, this may produce visible banding.



## JPEG

**Quality** - You can specify the quality of the graphic, with higher quality associated with less compression, lower quality with greater compression.

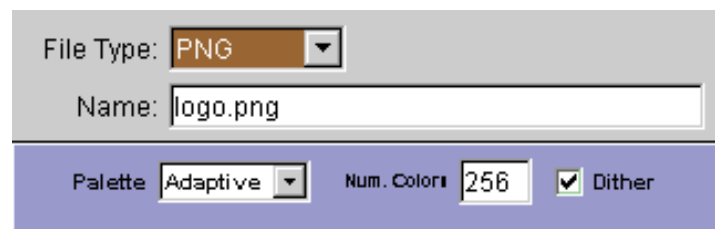


## PNG (8-bit PNG format)

**Palette** - You can specify the palette to be used, either adaptive (based on the actual colors used in the layer) or "web 216" (the web-safe colors).

**Num. Colors** - When an Adaptive palette is selected, you can further limit the number of colors to be used by specifying the maximum number of colors to use.

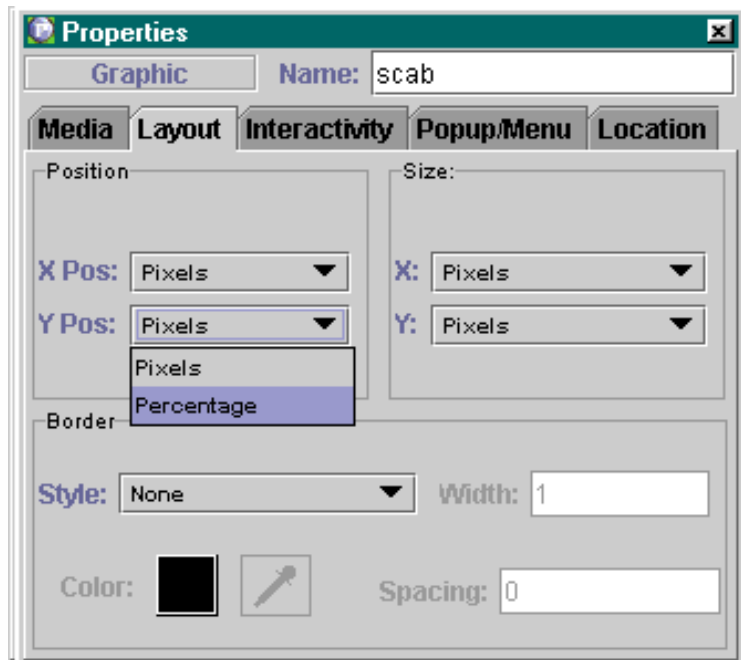
**Dither** - You can also specify whether or not dithering is used. When dithering is checked, PhotoWebber will apply a random pattern of pixels to simulate color blending. When dithering is unchecked, each pixel will be mapped to the closest color in the selected palette. In images with color gradients, this may produce visible banding.



## Layout

On the Layout tab, you define settings specific to Style Sheet Aligned pages.

*Note:* The Layout tab is **not** available when Table Alignment is selected for the current page or frame.



### Position:

- **X Pos** (Horizontal position) - Select **Pixels** when you want the graphic to remain the same distance from the *left* edge of the browser window; select **Percentage** to allow the graphic to shift *left or right* in relation to the other graphics in the frame as the browser is resized.
- **Y Pos** (Vertical position) - Select **Pixels** when you want the graphic to remain the same distance from the *top* edge of the browser window; select **Percentage** to allow the graphic to shift *up or down* in relation to the other graphics in the frame as the browser is resized.

### Size:

- **X** - Select **Pixels** when you want the *width* of the graphic to remain constant; select **Percentage** when you want the *width* of the graphic to scale as the browser window is resized.
- **Y** - Select **Pixels** when you want the *height* of the graphic to remain constant; select **Percentage** when you want the *height* of the graphic to scale as the browser window is resized.

To see how the different settings will change the final graphic, select **File, Preview** to view the page in a browser. Resize the browser window to test relative position and size.

**Border** - You can create a border around the perimeter of any graphic layer in PhotoWebber:



Photoshop Layer



Layer with Border Applied

The types of borders you can apply include:

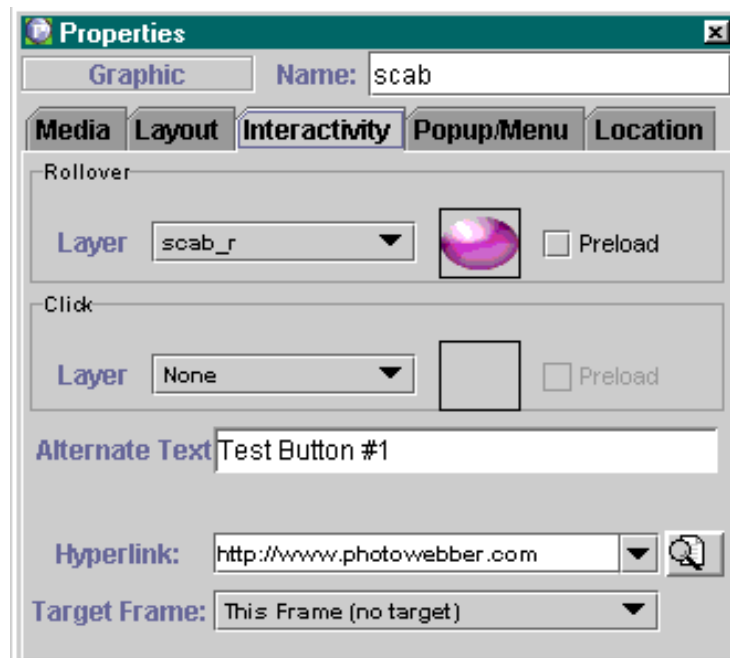
- None
- Solid
- Dotted
- Dashed
- Double

- Groove
- Ridge
- Inset
- Outset

You can specify the border's width in pixels, its spacing (or offset) from the graphic, and its color. To see how the different settings will change the final graphic, select **File, Preview** to view the page in a browser.

## Interactivity

On the Interactivity tab, you define the attributes that are included in the HTML IMG tag for the selected graphic, as well as choosing rollover and click state graphics if the layer is a button.



**Rollver** - You can select a layer for the *rollover state* of the selected layer. This layer will replace the button layer when the user points to the button with the mouse cursor. If you name your layers in Photoshop, PhotoWebber can [create rollovers automatically](#).

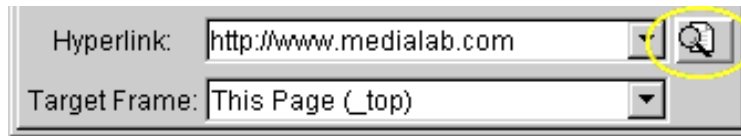
**Click** - You can select a layer for the *click state* of the selected layer. This layer will replace the button layer when the user clicks the button. If you name your layers in Photoshop, PhotoWebber can [create click-states automatically](#).

**Alternate Text** - You can add text that identifies your graphic during download (an aid for the visually impaired) and which, in newer browsers, acts as a popup if the cursor hovers above the graphic.

**Hyperlink** - PhotoWebber allows you to add a hyperlink to any graphic layer on the page.

- A layer does **not** have to be designated as a button to be used as a hyperlink. To add a hyperlink to *any* graphic layer, see [Adding Hyperlinks](#).
- A hyperlink is **not** required to create a button. Any graphic layer can have rollover or popups assigned to it.

To add a link to a graphic, select a layer. In the **Properties** window, select the **IMG** tab and type in the name of a URL or HTML file in your root folder or click the **Hyperlink Browse** button to select any HTML file existing in the root folder.



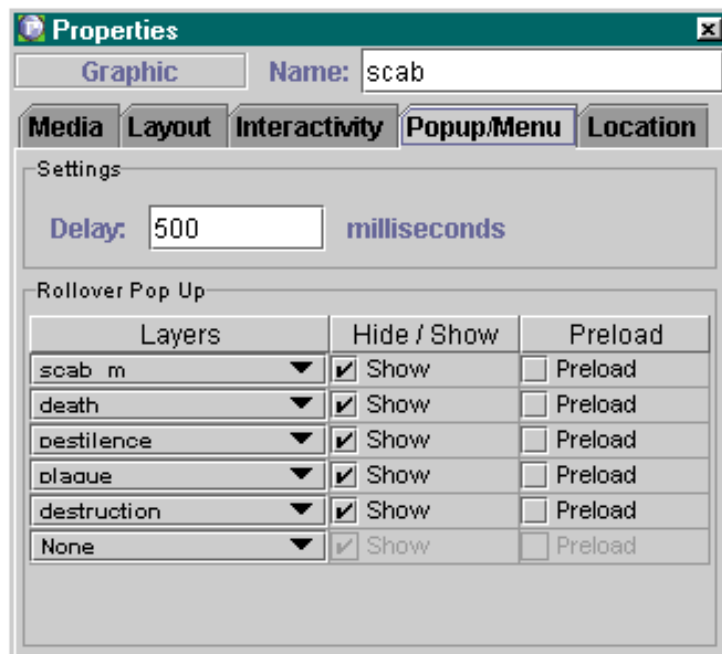
You can also select the **Target Frame** for each hyperlink:

- **This Frame (no target)** - the new file opens in the same frame as the current file.
- **This Frame (\_self)** - the new file opens in the same frame as the current file.
- **Parent Frame (\_parent)** - the new file opens in the frameset containing the current frame.
- **This Page (\_top)** - the new file fills the entire current browser window, replacing the current file.
- **New Window (\_blank)** - the new file opens in a new browser window.

## Popup/Menu

On the **Popup/Menu** tab you choose layers that will pop up when the user points to the selected layer with the mouse cursor. These pop-up layers may, optionally, be used as a menu.

If you name your layers in Photoshop, PhotoWebber can [create popups and menus automatically](#).



**Delay** - Set the time, in milliseconds, that the pop-up will remain on the screen after the user moves the mouse cursor away from the button or pop-up.

**Rollover Pop Up** - Select layers to appear on the screen when the user points to the selected layer with the mouse cursor. These pop-up layers may, optionally, be used as a menu if they have hyperlinks assigned to them (see [Adding Hyperlinks](#)).

If you name your layers in Photoshop, PhotoWebber can [create popups and menus automatically](#).

## More About Rollovers and Popups

**Rollovers**

**Popups and Menus**

A rollover graphic *replaces* the button graphic when the user moves their mouse over the button in their browser.

A button can have *one and only one* rollover assigned to it.

The size and location of the button and rollover graphic are combined to create two graphics that exist within the same *bounding box*. If your rollover graphic is *not the same size and shape and in the same exact location* as your button graphic, a transparent area is created around both the rollover and the button so that both maintain their correct size and positioning when the rollover replaces the button.

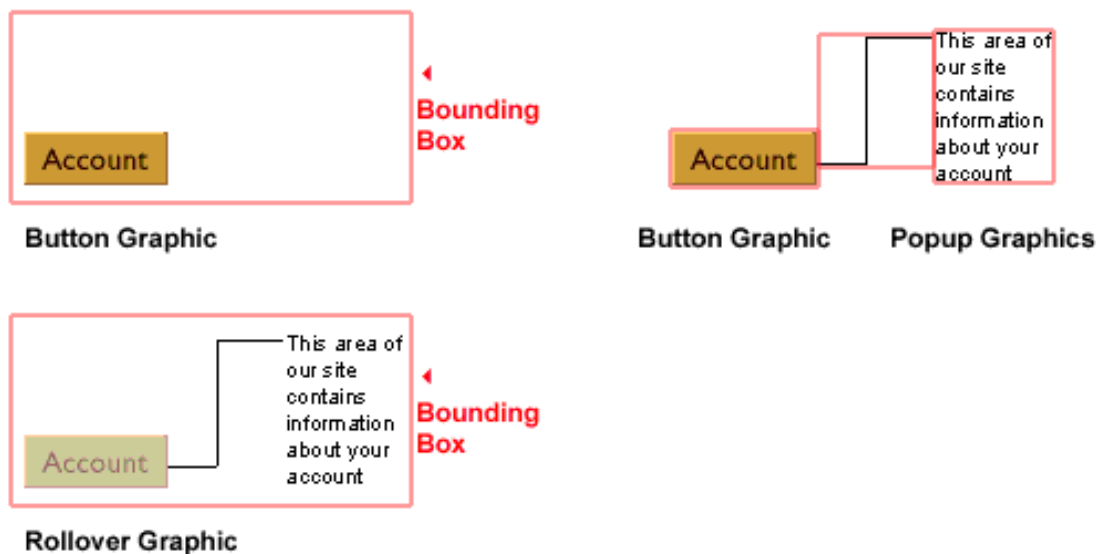
A popup or menu graphic appears *in addition* to the button graphic when the user moves their mouse over the button in their browser.

A button can have *any number* of popups assigned to it.

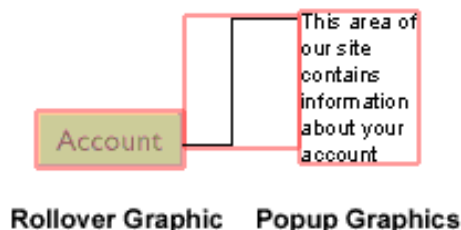
Popup graphics may appear *anywhere* in the browser window and have *no effect* on the button graphic.

Popup graphics may also disappear, or be *hidden*, when the mouse hovers over the button.

If you are using Style Sheet layout, you can set the layout properties of a popup graphic just as for any other graphic layer.



A button can have both a rollover *and* popups assigned to it at the same time.



As you can see, this system is flexible enough to allow more than one way to implement any button concept.

The easiest way to create buttons is by using the following naming conventions for your Photoshop layers:

## Button

Home

## Rollovers & Clicks

Home\_r  
Home\_c

## Popups & Menus

Home\_p (*simple popup*)  
Home\_m (*popup menu*)

This is the simplest way to name Photoshop layers for automating buttons in PhotoWebber. Simply add the appropriate extension to the name of your button layer when naming the rollover and popup layers.

*Note:* The layer named \_m for menu must be behind the layers that make up the menu for the selected layer and it must touch all of the sub-menu button layers. This layer naming convention works differently than the others. Please see the tutorial on **Creating Menus** for more information.

---

Home

Company Logo with  
G low [r: Home]

Text Describing our  
Company and Products  
[p: Home]

This method for naming layers allows you to keep more descriptive names for each layer, while still assigning the rollover and popups. Give each layer any name you desire. At the end of the name add [r: *name*] to assign the current layer as a rollover of the layer named *name*, or [p: *name*] to assign the current layer as a popup.

---

Welcome to our  
world-famous web  
site [n: home]

This is the only  
place to get  
PhotoWebber [r: home]

Screen capture of main  
screen of PhotoWebber [p:  
home]

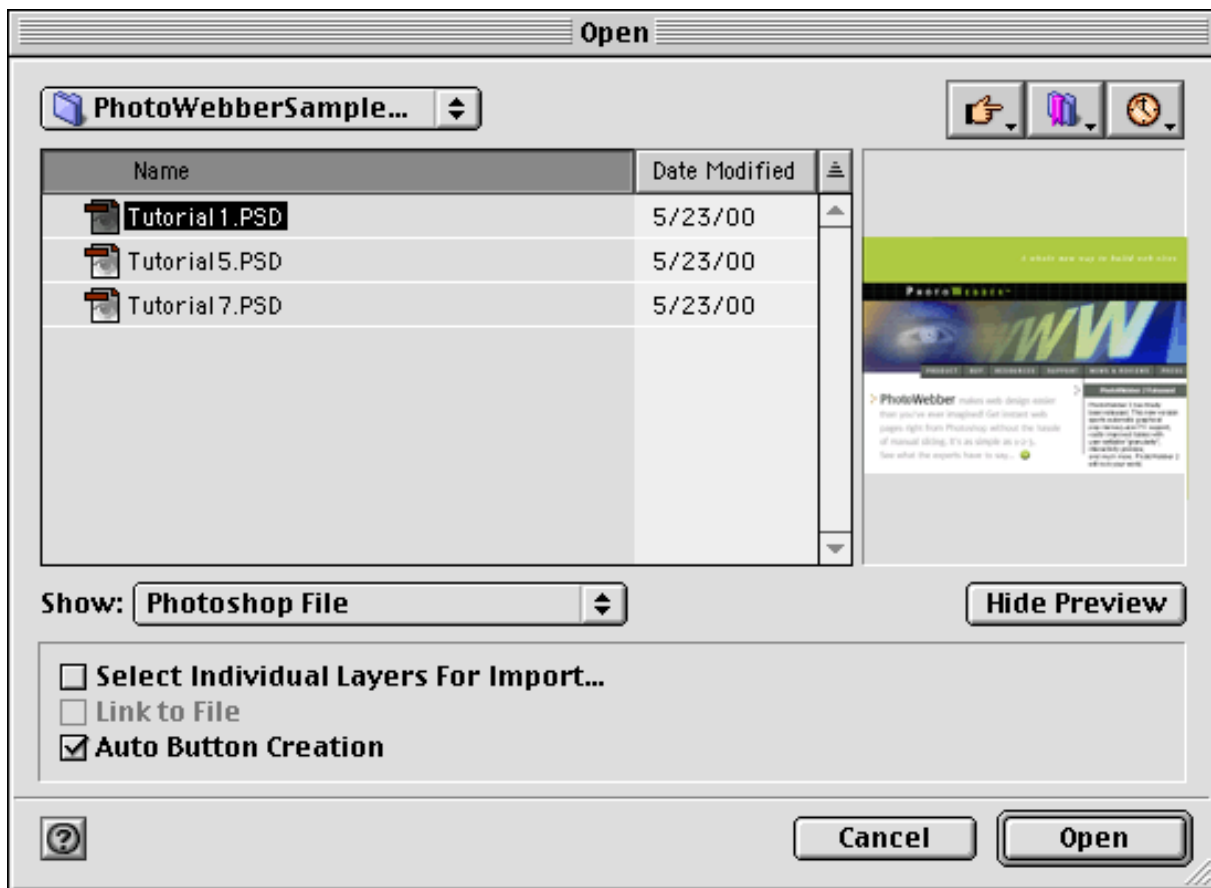
This is the most flexible, as well as the most complex, way to name layers in Photoshop for automating buttons in PhotoWebber. In this method, you assign the button any layer you desire. By adding [n: *short*], you are creating a "shorthand name" for the button layer that can then be referenced by rollover or popup graphics - eliminating the need to retype long, complicated button names.

---

## Auto Button Creation



Just name your layers according to those simple naming conventions, check **Auto Button Creation** when you import your Photoshop file, and you're done - *buttons, rollovers, popups and menus!* It really is that simple. Preview the page in your browser if you don't believe it.

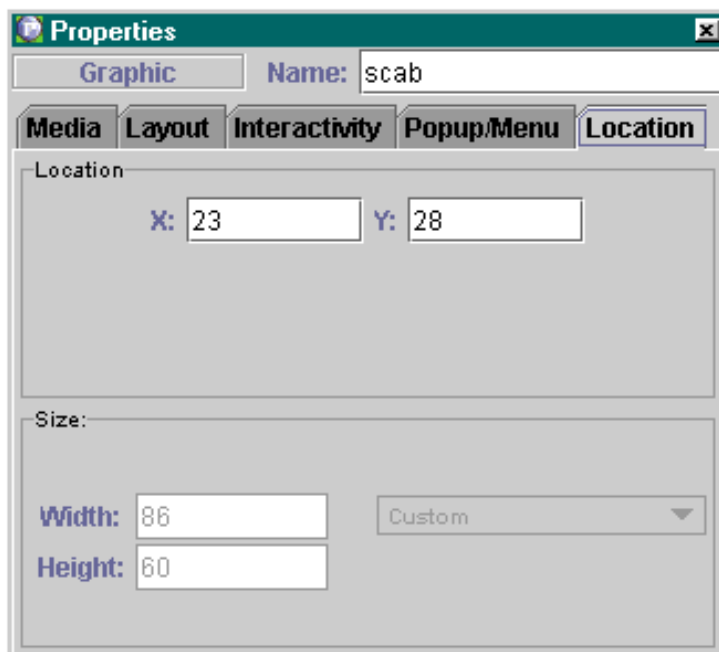


Whether you've automated buttons using Photoshop layer names, or created them manually in PhotoWebber, you can modify the behavior of rollovers and popups in the Button Properties window.

- Check **Preload** to download the selected rollover or popup graphic when the rest of the page is downloaded. This provides faster response times when the cursor moves over the button. If preload is not checked, the rollover or popup graphic will not download until the cursor moves over the button for the first time.
- By default, popup graphics are *hidden* until the cursor moves over the button. Un-check **Show** if you want the selected popup layer to be visible when the web page initially displays and *disappear* when the cursor hovers over the button graphic.

## Location

To exactly specify an element's x-and-y location within the Document window, select the layer and click **Location** in the Properties window.



To force a graphic layer to be a specific number of pixels from the upper left corner of the browser window, enter the appropriate coordinates here. By default, the x and y positions will be the same number of pixels from the upper-left corner of the browser window as they are from the upper-left corner of the original Photoshop document.

*Note:* Size options are only available for color areas and placeholders. (See [Working with HTML](#) for more information.)

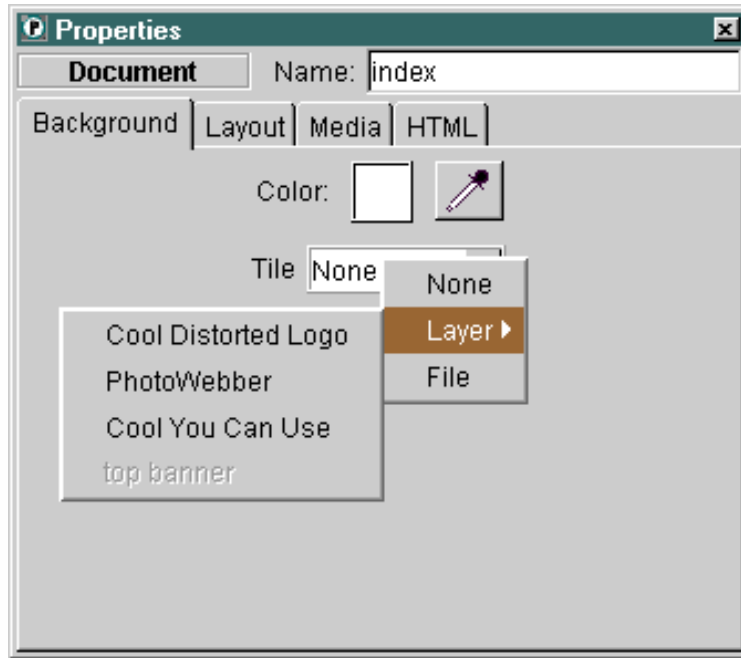
## Using Graphics as Page Background Tiles

[Top](#)

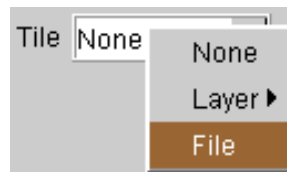
When a Photoshop file contains a solid color layer named "Background", PhotoWebber disables this layer and uses its color for the page background. When frames are created, they maintain the background color of the original page.

You can also specify any layer, GIF or JPEG file to be tiled as the background for any page or frame.

To **create a tile background using a layer**, select an HTML file in the Output View list or by clicking on an empty area in the Document window. On the Background tab of the Properties window, click the Tile drop-down list and select any layer from the list.



To create a tile background using an existing GIF or JPEG file, select an HTML file in the Output View list or by clicking on an empty area in the Document window. On the Background tab of the Properties window, click the **Tile** drop-down list and select **File**. The remaining process is the same as importing a GIF or JPEG as a layer or linked graphic.

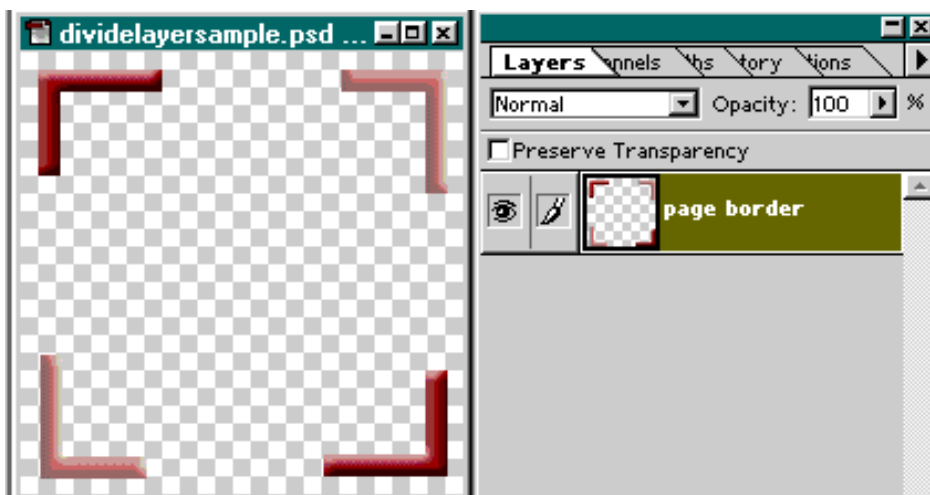


## Dividing Large Layers into Smaller Pieces

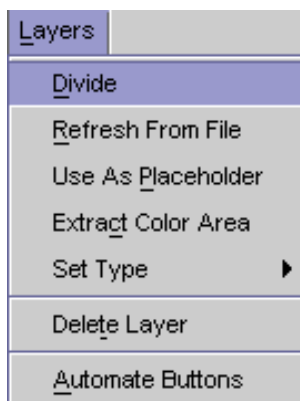
[Top](#)

If you have a large Photoshop layer that overlaps a large portion of your page, you can divide it into smaller pieces in PhotoWebber to create smaller web graphics. This does *not* change the layer in your Photoshop file.

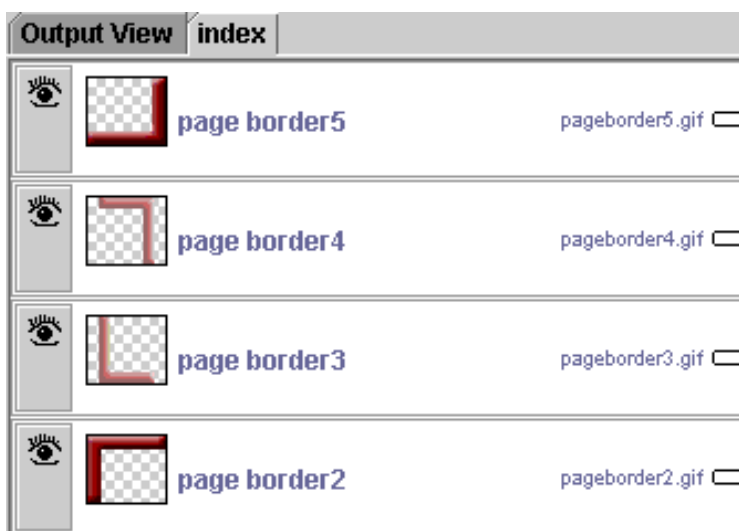
This feature is particularly useful if the large layer contains small areas divided by large transparent spaces.



To divide a layer, highlight the layer then select **Layers, Divide**.



PhotoWebber will automatically isolate portions of the layer separated by transparent pixels and create separate web graphics.



## Table Slices and Style Sheet DIVs

[Top](#)

PhotoWebber allows you to choose the best Alignment option for your specific web page and audience - Style Sheets or Tables. In either case, PhotoWebber handles all of the calculations and manipulations necessary to create the individual web graphics and HTML code. (For details on switching between Style Sheet and Table Alignment, see the [Tutorials](#).)

**Tables and slicing** - When you select Table Alignment for your page or frame, PhotoWebber *automatically* calculates the best size and placement for each table slice - based on the size and position of each Photoshop layer and the necessary adjustments to optimize rollover and popup performance.

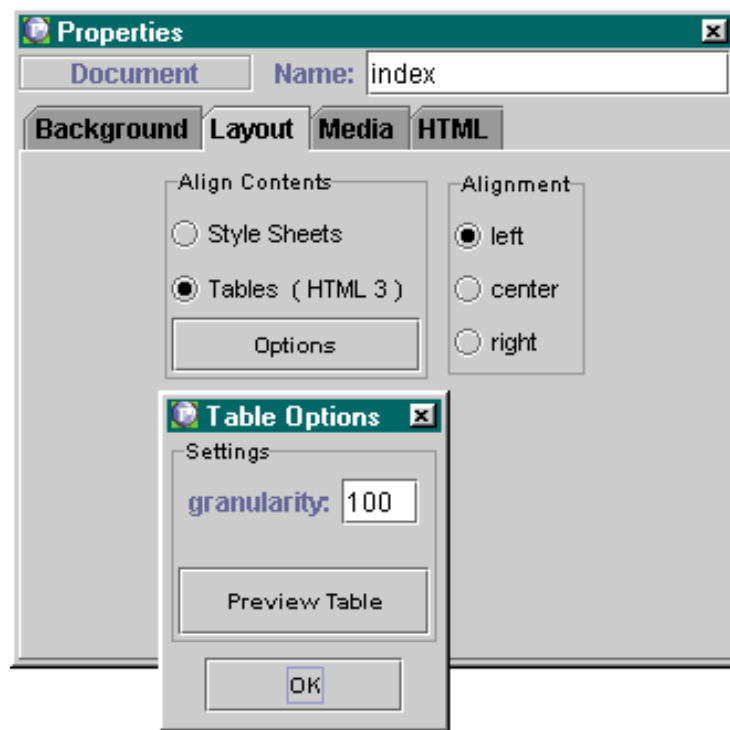
Each slice created from a single layer inherits all of the graphics properties and optimization settings assigned to that layer.

You can also adjust the size and number of table cells by changing the *granularity*.

1. Select an HTML page and the **Layout tab** in the **Properties window**.
2. Select **Tables (HTML 3)** and click **Options**.
3. Enter a number between 1 and 9999.

Select a lower number for a more precise table. This means you will have *more, smaller table cells*.  
Select a higher number for a simpler table. This means you will have *fewer, larger table cells*.

4. Click **Preview Table** to see the outlines of the table cells in the Document window.



**Style Sheets and DIVs** - When you select Style Sheet Alignment for your page or frame, each layer in PhotoWebber will be output as a separate graphic with its own DIV tag.

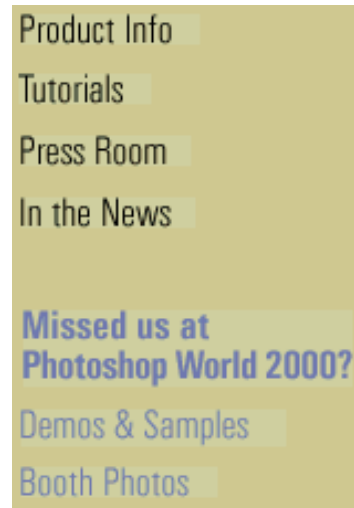
For samples of Table and Style Sheet code generated by PhotoWebber, see the [Appendices](#).

A note about 16-bit color:

Internet Explorer and Netscape (especially Netscape) both have a bug wherein the HTML areas of the web page are rounded off differently than the graphic areas of the web page. This results in off-color boxes surrounding all the graphics that don't match the page. Again, this bug is particularly bad in Netscape, and it only affects table aligned pages.

PhotoWebber has an option to work around this particular bug. By dropping the background from the GIF files (rather than rendering it into the file) the bug can be avoided. Unfortunately, to accommodate color areas and a few other HTML entities, the table needed to support these graphics may be much more complex, with many more graphic files. If using drop background in tables, you may want to forgo using color areas, or consider using color areas as real graphics.

### 16-bit Browser Bug



To address this browser bug, PhotoWebber *automatically* drops the background color of GIF files.

▶ **Store Front** Image with solid background color.

▶ **Store Front** Image with solid background dropped (transparent background).

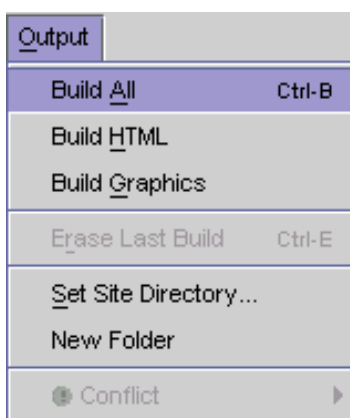
*Note:* As of this writing PhotoWebber is the *only* commercially available tool that addresses this particular browser bug and provides any sort of work around.

## Building and Exporting Graphics

[Top](#)

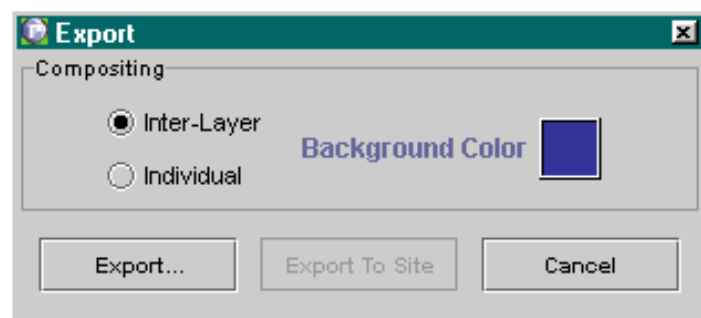
After you have imported your Photoshop file, text, and any other graphics, you are ready to build your page. You can build everything at once, or you can build HTML and graphics separately.

- To build graphics, select **Output, Build Graphics**. Each element of the Photoshop file is output to a web-ready graphic.
- To output all of the graphics *plus* the HTML files to display pages as they were designed, select **Output, Build All**.
- If you have created frames, you can also choose to build files for an individual frame.



You can also export individual web graphics from PhotoWebber using the **Export** feature.

1. Select that layer or layers to export, then choose **File, Export**.  
If you have more than one layer selected for export:  
Choose **Inter-Layer** to create one web graphic including all of the selected layers merged.  
Choose **Individual** to export each selected layer as a separate web graphic.
2. Select a **background color** and click **Export**. The graphics will export using the file format and optimization settings defined in the Properties window.



[Top](#)

# Working with Text

PhotoWebber has text features that expand on the limited text available in Photoshop. You can enter text directly in PhotoWebber or convert Photoshop text layers to real text. You can also edit text and change size, color, and font. Finally, you can add hyperlinks to text.

*Note:* PhotoWebber includes basic text editing functionality. If you have more complex text items or existing content, you can also include these in PhotoWebber using Placeholders (see [Working with HTML](#) for more information).

[Adding Text](#)

[Editing Text](#)

[Extracting Text from Photoshop Text Layers](#)

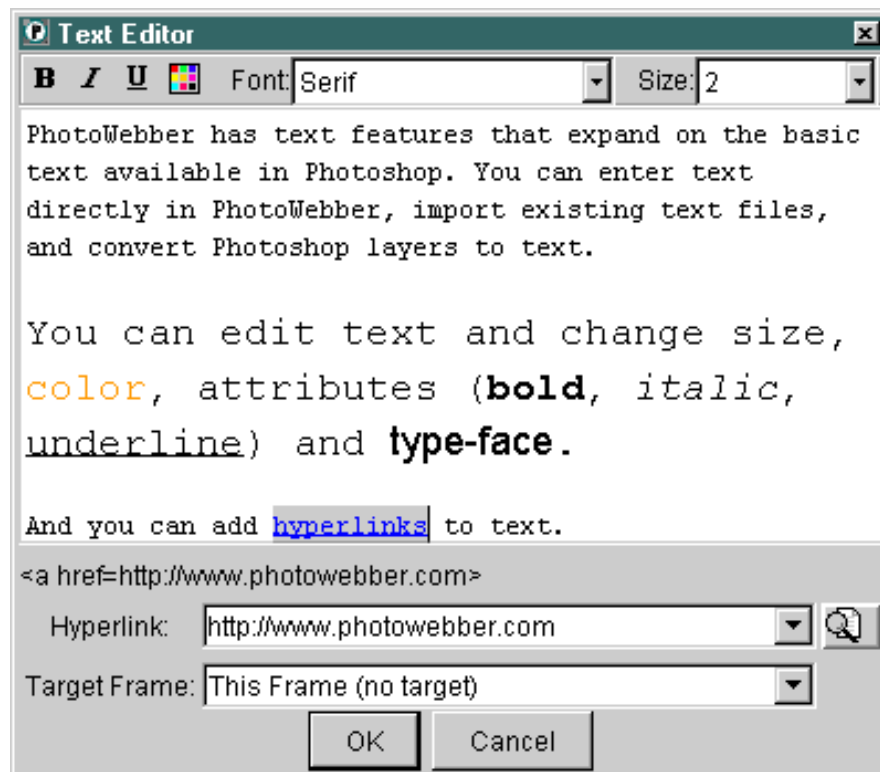
[Adding Hyperlinks to Text](#)

[Considerations for Using Text](#)

## Adding Text

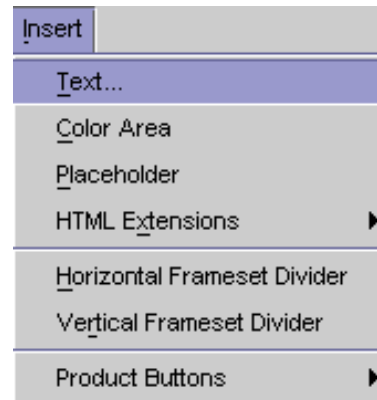
[Top](#)

You enter, format, and edit text and add hyperlinks to text using the Text Editor.



### To add text:

1. Select **Insert, Text...**
2. Choose **font, size, color**, and other **attributes**, then type directly into the Text Editor. You can also select any text in the Text Editor to format it after you type it in. The font, color, size, and attributes you select are automatically shown in the text editing box.
3. When you're finished entering your text, click **OK**.
4. Drag the text block to the correct location on the page.



To open the Text Editor again, double-click on any text layer in the Document window.

### Notes:

PhotoWebber text does **not** automatically word wrap. To insert line breaks using the HTML `<br>` tag, press the **Return** (Mac) or **Enter** (Windows) key.

When you **paste** text into the Text editor, only the plain text is added. Formatting created in other programs will be lost. If you have already created formatted text in another HTML editor, use a [Placeholder](#) instead.

## Editing Text

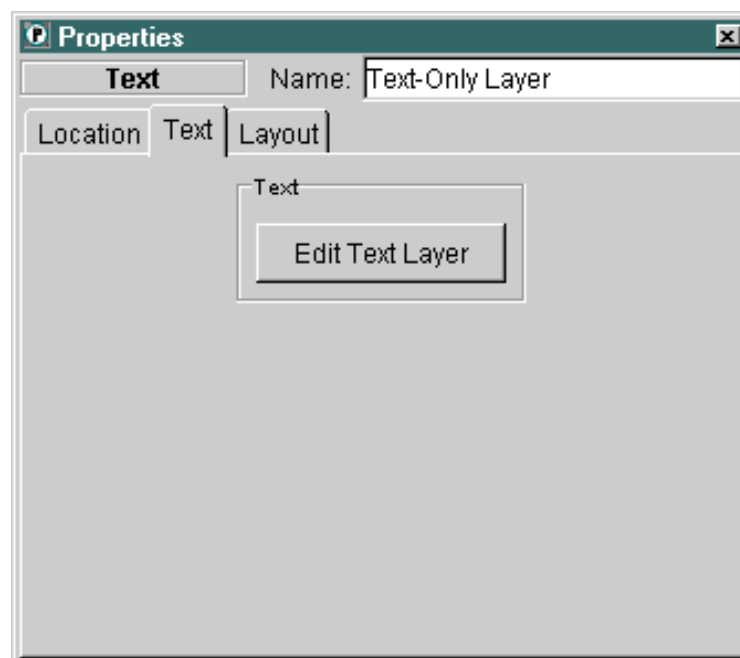
[Top](#)

You can edit any text block and modify the appearance of any portion the text including font, color, size, and attributes (bold, italic, or underline).

*Note:* HTML code cannot be added in the PhotoWebber text editor. If you need HTML code in your text block, use a [Placeholder](#) instead.

### To edit text:

1. **Double-click** on any text layer in the Document window  
*or*  
Select the layer and click the **Edit Text Layer** button on the Text Properties window.
2. Highlight the text you wish to change.
3. Type or select the desired formatting.





**Attributes** - You can change text *attributes*. To change text attributes, select the text you want to change and click the **Bold**, **Italic**, or **Underline** button.

**B I U**

- Bold - `<B>Text</B>`
- *Italic* - `<I>Text</I>`
- Underline - `<U>Text</U>`

**Color** - You can change text *color*. To change text color, select the text you want to change and click the **Text Color** button. Select a color from the color-pick window and click **OK**.



- `<font color=ff8000>Text</font>`

**Font** - You can change the *typeface* of any text. To change the font, select the text you want to change and select **Serif**, **Sans-serif**, or **Monospaced** from the Font list.

Font:

- Serif - `<font face=serif>Text</font>`
- Sans-serif - `<font face=serif>Text</font>`
- Monospaced - `<font face=serif>Text</font>`

**Size** - PhotoWebber supports standard HTML 3 type sizing. That is, type sizes are defined numerically from 1 to 7 with 1 being the smallest size and 7 being the largest.

Size:

- `<font size=1>Text</font>`

To change the size of text, select the text you want to change and select a size from 1 to 7 from the **Size** list.

## Extracting Text from Photoshop Text Layers

[Top](#)

Photoshop 5 and 6, unlike previous versions of Photoshop, allow you to edit text and make changes to individual characters and words within a text block. This is because Photoshop text layers now include both the actual text you typed in and the graphic representation of that text, including the attributes you assign (such as font, size, anti-aliasing, and color). PhotoWebber recognizes Photoshop 5 and 6 text layers and includes both the graphical representation of the text and the type.

When you import a Photoshop text layer into PhotoWebber, that layer is initially set as a graphic layer and is treated in the same way as any other graphic layer. When you build your page, the graphical text is output as a GIF, JPG, or PNG file as you define it in the graphics Properties window.

Because PhotoWebber interprets both parts of the Photoshop layer, you can optionally change any Photoshop graphical text layer to real text. However, when you convert a Photoshop graphical text layer to type, you

lose the formatting that was applied in Photoshop and the text changes to default type settings. Then, when you build your page, type is saved as part of the HTML file and displayed on the web page using the browser's font settings. (Do not render text layers in Photoshop if you want to convert them to text in PhotoWebber.)

*Should you use a layer as graphic or type?* There are pros and cons to both approaches.

Things you should consider using *text as type* include:

- Fonts may change
- Text size may change
- You have less control over how the text is displayed in the browser
- You can edit text directly in any HTML or text editor
- Text can be displayed in large type or read by voice software for sight-impaired web users

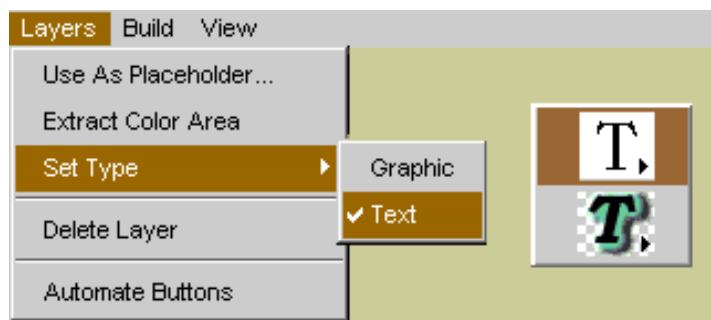
Things you should consider using *text as graphics* include:

- Always looks exactly as you designed it
- File size may increase
- Lots of graphics to download
- Need to go to Photoshop to edit text to keep it as a graphical element
- Should assign alt tag for sight-impaired web users

For more information, see [Considerations for Using Text in Browsers](#), below.

To **change a Photoshop type layer to text**, select the layer and choose **Layers, Set Type, Text**.

When a layer is changed from a graphic to text, the IMG, Button, and Media Properties are no longer available.



To **change a Photoshop type layer back into a graphic**, select the layer and choose **Layers, Set Type, Graphic**. Or, click the **small arrow** on the Text icon in the **Layers** list and select the simple **T** icon.

*Note:* If you added links to the text or made any other changes, these *will be lost*. The PhotoWebber graphics layer is exactly the same as it was in the original Photoshop document.

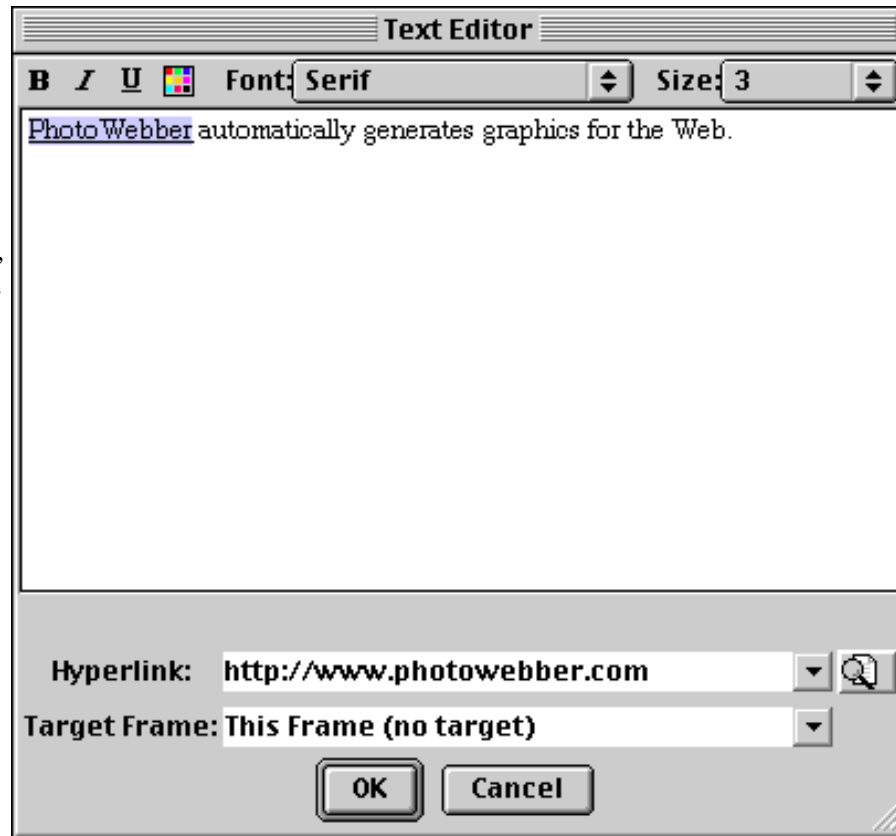
## Adding Hyperlinks in Text

[Top](#)

You can also add hyperlinks to text.

To add a hyperlink to text:

- Double-click a **text layer** in the Document window.
- In the Text Editor, **highlight the text** that is to be used as the link.
- Type in a URL or the name of an HTML file in your root folder, *or*
- Click the **Hyperlink Browse** button to select any HTML file existing in the root folder.



You can also select the **Target Frame** for each hyperlink:

- **This Frame (no target)** - the new file opens in the same frame as the current file.
- **This Frame (\_self)** - the new file opens in the same frame as the current file.
- **Parent Frame (\_parent)** - the new file opens in the frameset containing the current frame.
- **This Page (\_top)** - the new file fills the entire current browser window, replacing the current file.
- **New Window (\_blank)** - the new file opens in a new browser window.

## Considerations for Using Text

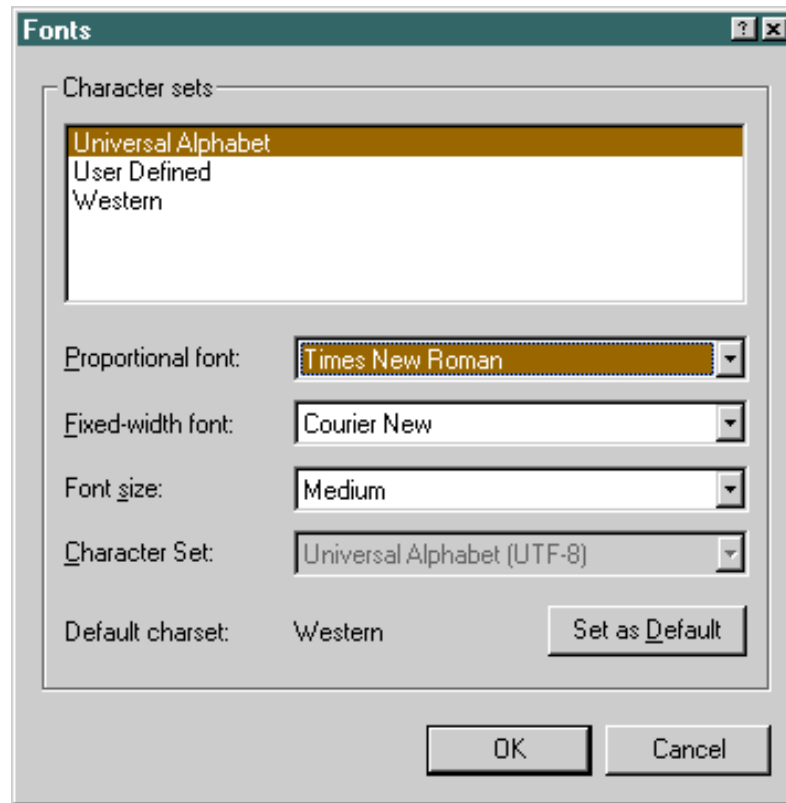
[Top](#)

*Note:* When you use text in an HTML document, you relinquish some control over how the text is displayed in the user's browser:

**Fonts changing** - Users can select their own fonts for serif, sans-serif, and monospaced in their browser. They may or may not select a font that has a similar appearance to your intended design.

**Size changing** - Users can change the font sizing in their browser. If a user sets their default font size to anything other than 3 (or Medium), type may not display at the size you intended.

For Example, in Internet Explorer:



**Hyperlinks are more flexible in text** - [Hyperlinks](#) can be added to the entire text block or to individual sentences, phrases, or words within the text block.

You can also add more than one hyperlink in a single block of text.


**No HTML support** - HTML code cannot be added in Photoshop or PhotoWebber text editors.

If you need HTML code in your text block, use a [Placeholder](#) instead.



**Table cells resizing** - If you built your page in Table layout and type is enlarged in the user's browser, the table cells will expand to fit all of the text. This may cause other graphics to move or break apart if they have been split into slices by PhotoWebber. This is an inherent feature of HTML 3 and a limitation of table layout.

*Tip:* When adding text to a graphic-intensive web page, always place the text *above* or *below* graphics, not to their left or right.

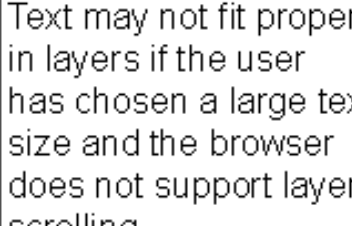
Do:

<p>Put text above or below the graphic. If the text is resized in the user's browser, the graphics will move with the text flow as table cells grow to fit the text.</p>

<p>Put text above or below the graphic. If the text is resized in the user's browser, the graphics will move with the text flow as table cells grow to fit the text.</p>

Do not:

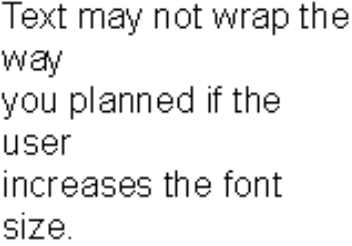
<p>If you put text here and the user changes the text size in their browser, the results may not be to your liking.</p> <p>When text enlarges table cells will resize and break apart images.</p>	
	

**Layers cutting off text** - If type is enlarged in the user's browser, the text may be cropped at the bottom and right sides of the layer if it exceeds the size of the layer itself. If you want the layer to expand to fit the text, or if you want the text layer to scroll if necessary, use a Placeholder. See [Placeholders](#).



Text may not fit properly in layers if the user has chosen a large text size and the browser does not support layer scrolling.

**Text wrapping** - Because neither Photoshop nor PhotoWebber support automatic text wrapping, when user's resize fonts in their browser, the results can be unpredictable.



Text may not wrap the way you planned if the user increases the font size.

[Top](#)

# Working with HTML (Pages & Frames)

A web page *is* an HTML file plus graphic files. PhotoWebber provides a visual interface for creating HTML files and web graphics directly from a Photoshop design. Along with converting graphics to GIF, JPG, and PNG formats, PhotoWebber also outputs complete HTML code to display pages in a browser.

[Web Page & Frame Settings](#)

[Creating Frames](#)

[Color Areas](#)

[Plug-in Media with HTML Extensions](#)

[Placeholders and Frame Placeholders](#)

[Managing Files and Folders](#)

[Building Sites and Page Links](#)

## Web Page & Frame Settings

[Top](#)

Although web pages are more sophisticated and complex today than in the early days of the Web, HTML still works in much the same way. HTML files are still text files. They still contain the text to display on the page and instructions on how to display it. PhotoWebber gives you the ability to set the appearance of your page without typing in arcane commands and codes.

To **define settings** for your HTML page or frame:

1. **Select the page or frame** in the Layers window.

Click here to select the page.

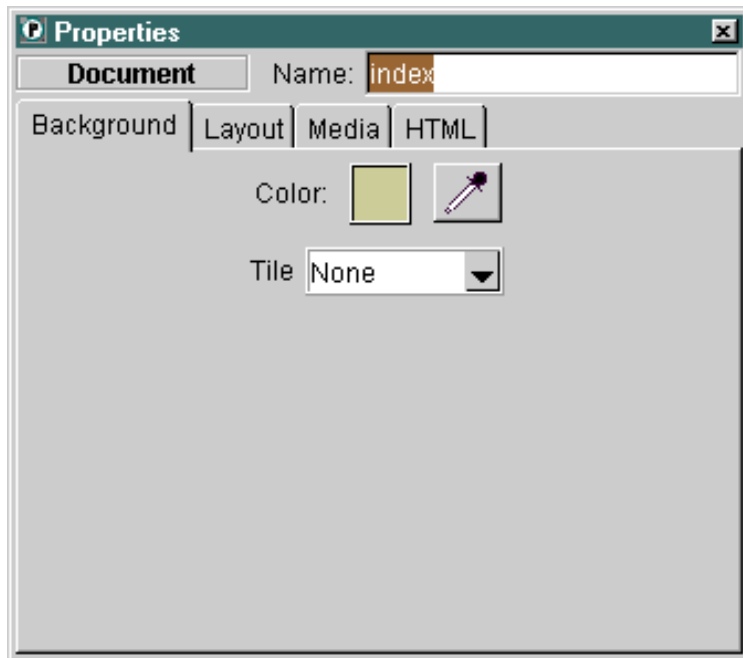


Click here to select a frame.

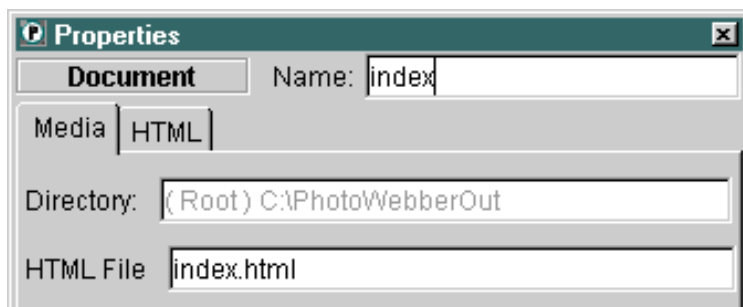


2. **Select an available tab** on the **Properties window** and make the appropriate changes.

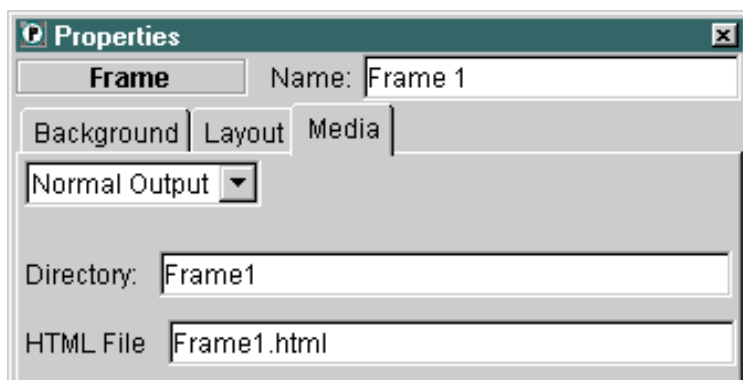
If your page has **no frames**, the properties window includes [Background](#), [Layout](#), [Media](#), and [HTML](#) tabs.



If your page has **frames**, the properties window for the frameset page includes [Media](#) and [HTML](#) tabs.



The properties window for each frame includes [Background](#), [Layout](#), and [Media](#) tabs.



## Background

When a Photoshop file contains a solid color layer named "Background", PhotoWebber disables this layer and uses its color for the page background. When frames are created, they maintain the background color of the original page.

You can change the background of each page or frame you create to any color, any layer in your PhotoWebber file, or any GIF or JPG file.

To **set the background to a tiled graphic**, see [Using Graphics as Page Background Tiles](#).

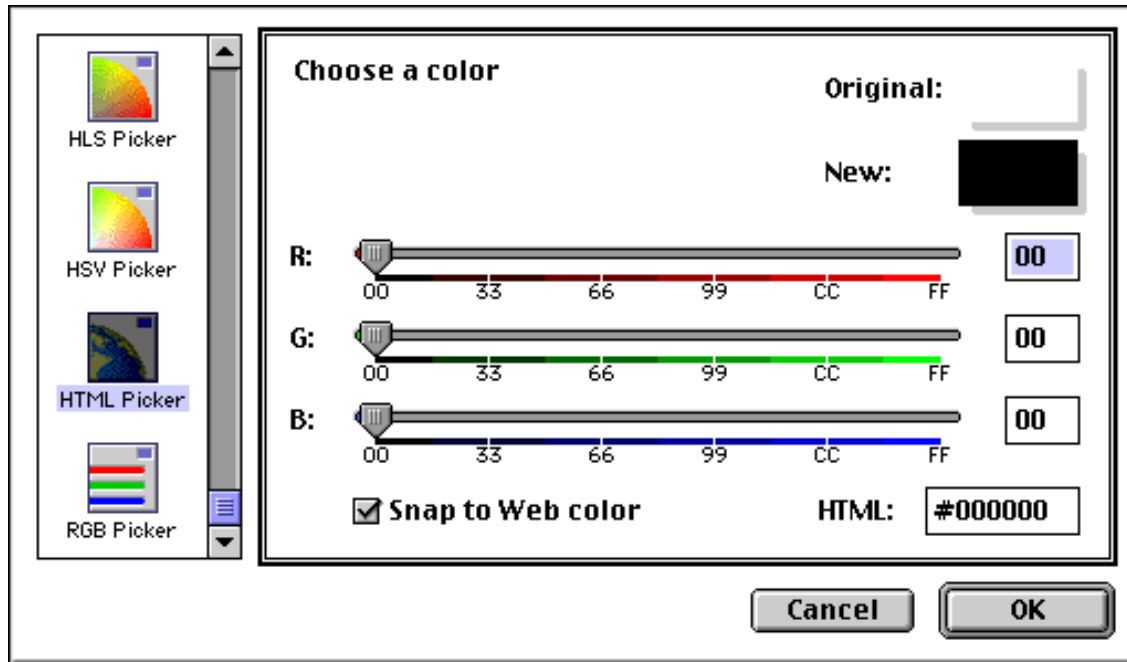


### To set the background to a solid color:

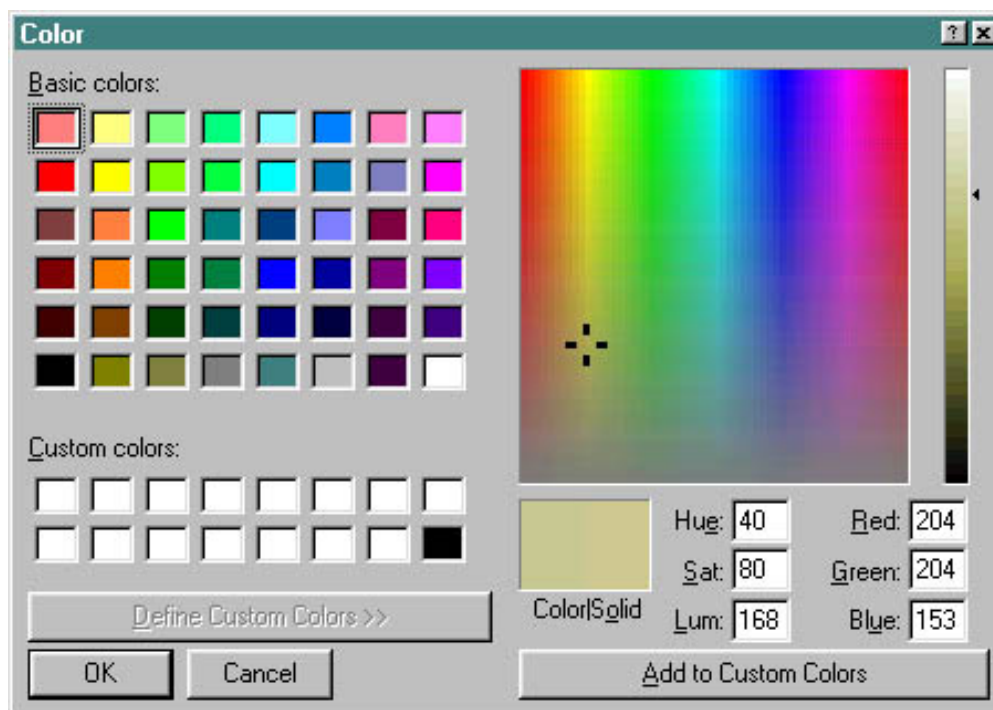
- Click the **eyedropper** on the **Background** tab of the **Properties** window and click anywhere in the Document window.  
*or*
- Click the **color picker** icon to choose a color with the system color picker.



### Macintosh Color Picker



### Windows Color Picker

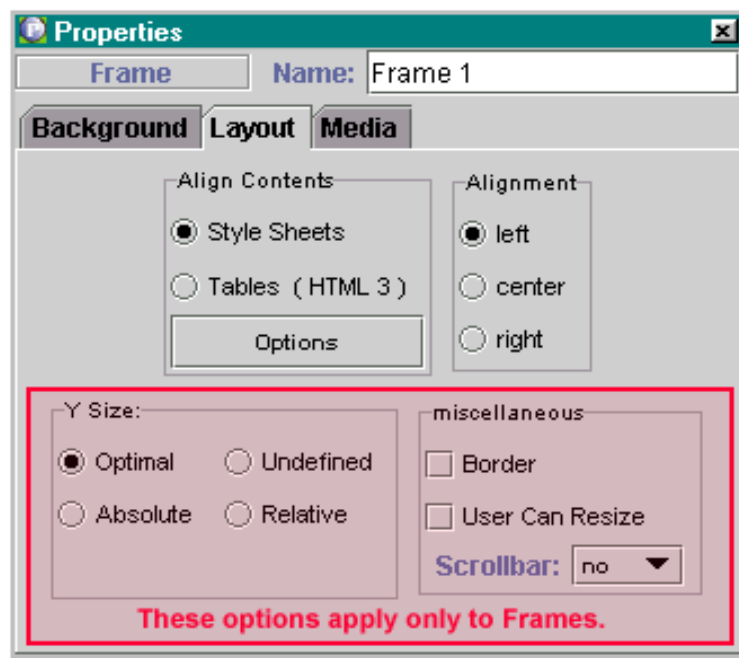


# Layout

PhotoWebber uses document properties to determine what type of HTML code to generate for each page. To ensure that the page you build matches your Photoshop layout in your browser, you must select the correct *layout option*.

- If you are certain that your site visitors are using browser versions 4.0 or higher, select **Style Sheets**.
- If your visitors are using 3.0 or lower browsers, or if you do not know what browsers your site visitors use, select **Tables (HTML 3)**.

*Note:* You can [switch between Style Sheet and Table layout](#) at any time.



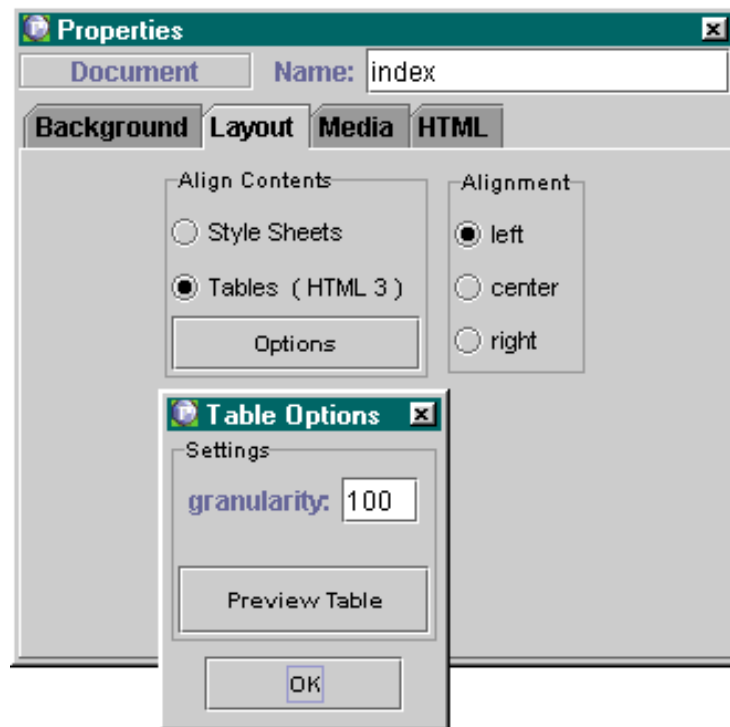
PhotoWebber allows you to choose the best HTML format for your specific web page and audience - Style Sheets or Tables. In either case, PhotoWebber handles all of the calculations and manipulations necessary to create the individual web graphics and HTML code. (For samples of Table and Style Sheet code generated by PhotoWebber, see the [Appendices](#).)

**Style Sheets and DIVs** - When you select Style Sheet Alignment for your page or frame, each layer in PhotoWebber will be output as a separate graphic with its own DIV tag.

**Tables and Slicing** - When you select Table Alignment for your page or frame, PhotoWebber *automatically* calculates the best size and placement for each table slice - based on the size and position of each Photoshop layer and the necessary adjustments to optimize rollover and popup performance.

You can also adjust the size and number of table cells by changing the *granularity*.

1. Select an HTML page and the **Layout tab** in the **Properties window**.
2. Select **Tables (HTML 3)** and click **Options**.
3. Enter a number between 1 and 9999.  
Select a lower number for a more precise table. This means you will have *more, smaller table cells*.  
Select a higher number for a simpler table. This means you will have *fewer, larger table cells*.
4. Click **Preview Table** to see the outlines of the table cells in the Document window.



Each slice created from a single layer inherits all of the graphics properties and optimization settings assigned to that layer.

### Page Alignment Options

PhotoWebber allows you to select Left, Right, or Center alignment for your web page. The entire page will align according to your choice when displayed in a web browser. The alignment option is available for both Style Sheet and Table pages.

### Frame Y-Size Options

Frames may be set with a variety of sizing options:

- **Optimal** - Select this for *all* frames when you want PhotoWebber to reproduce the graphics and page layout *exactly* as you see it in the document window. The frame in the lower-right corner will expand to fill the browser window.
- **Absolute** - Select this for any frame that must always be the same exact size, regardless of browser resizing. At least one neighboring frame will have to have its size option set to *undefined* for absolute frames to work correctly.
- **Undefined** - Select this for those frames which will size to fill the remaining space in the browser window when one or more neighboring frames are set to absolute or relative.
- **Relative** - Select this when you want the various frames to stay proportionally sized as the browser is resized. Each frame will be assigned a percentage of the width of the browser window.

What, exactly, is a neighboring frame? Neighboring frames may or may not be adjacent to the frame in question. But *generally* the undefined frame that helps out an absolute (or relative) frame must be a *sibling*. That is, both frames must share the same parent frame. But even this that isn't 100% accurate, as frames get buried inside one another, sibling frames become parent frames, and it all goes to heck.

Keep things simple, and your page will come out the way you expect.

### Misc. Frame Settings

Frames have several additional settings:

- **Border** - Check this if you want a visible border to appear between frames.
- **User Can Resize** - Check this to allow users to resize the selected frame.
- **Scroll** - Select **No** for frames that should never have a scroll bar, select **Yes** to make the scrollbar visible at all times, select **Auto** to make the scrollbar visible only when the content of the frame does not fit in the browser window.

## Media

Each of your web pages must have a **file name**. If you do not define a name, PhotoWebber names your files for you.

If your site has no frames, the name of your page is **index.html**.

To **change the name of the HTML file**, type the new name in the Name or HTML File box.



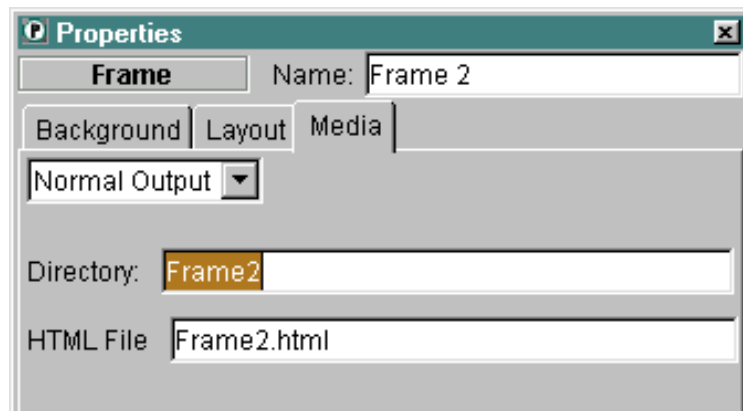
If your site has frames, the names of the pages are **frame1.html**, **frame2.html**, and so forth.

To **change the name the file and folder** at the same time, type the new name in the Name box.

To **change the name of the folder only**, type the new name in the Directory box.

To **change the name of the HTML file only**, type the new name in the HTML file box.

*Note:* To help make your URLs easier to type and to remember, use simple, one-word names for your files - and don't use any symbols or punctuation.

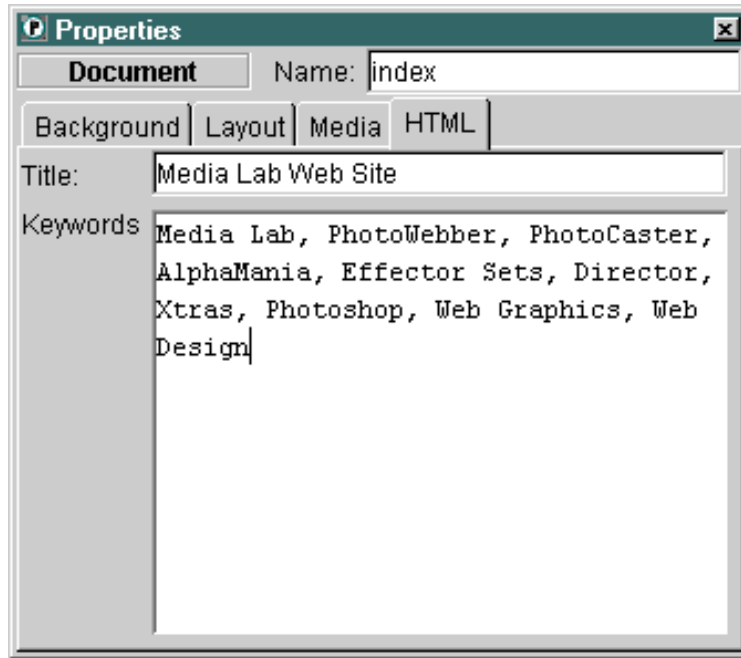


You can also select between Normal Output and Placeholder (see [Frame Placeholders](#) below).

## HTML Options

**Title** - Each of your web pages should have a **title**. The page title is displayed by the browser, either in the title bar or at the top of the screen. Titles are also used by search engines, bookmarks, and history files.

You can also add **Keywords** to pages in PhotoWebber. Keywords provide information above and beyond what is included in the title of your page. They are used by search engines and help ensure that your pages are included when users search for topics related to your site. Separate keywords with commas.



## Creating Frames

[Top](#)

Because PhotoWebber was designed to build web pages from complete designs created in Photoshop, working with frames is much more intuitive than in standard HTML-based applications.

In standard web-design applications, frame design can be quite complex. First you have to decide where your frames will be, and what size they will be. Then you must create separate HTML pages for each frame. Finally, you assign a specific web page to be "inside" each frame.

In PhotoWebber, you simply create your page design in Photoshop, import the file, and tell PhotoWebber where to insert the frames. That's it. PhotoWebber takes care of the technicalities.

And, if you change your mind, it's not a problem. In PhotoWebber, any element can be moved to any frame at any time. Most elements can even cross frame boundaries. This provides the flexibility to change your mind without having to rebuild separate HTML files for each frame just to move a single item.

To create a frame, from the **Insert** menu, select **Horizontal Frameset Divider** or **Vertical Frameset Divider**.

*Note:* To **remove a frame**, simply **drag the divider off the page**.

The frameset divider line appears in the center of the document window. Simply drag the line to the position where you want to split the page into frames.



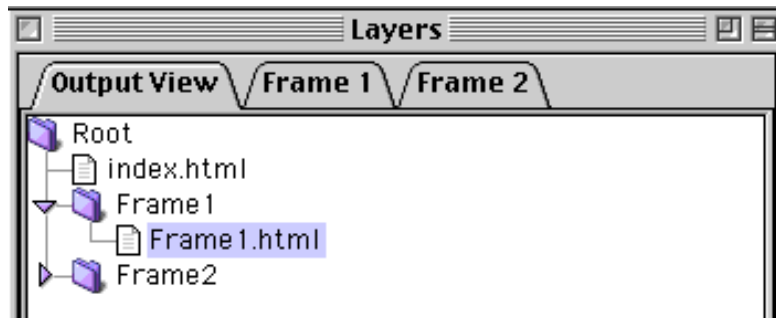
Web pages *without* frames are very simple and consist of a single HTML file and its related graphic elements.

Web pages *with* frames are much more complicated and consist of several HTML files as well as the graphics used in each frame:

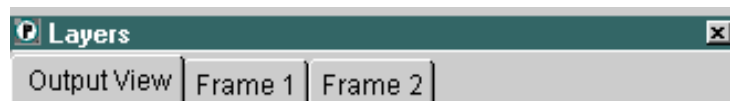
- One HTML file defines the *frameset* (the frameset HTML file tells the browser how to size and position each frame as well as what HTML file belongs each frame) and
- Additional HTML files define the content of *each frame* (the frame HTML files tell the browser what to display in the frame)

You can set properties for [each HTML file](#) and for the [frameset](#).

When you create a frame, a new folder is automatically assigned to contain the associated HTML and graphics files. If you have not yet assigned names to your frame's pages, these names default to **Frame1**, **Frame2**, and so forth.



A separate Layers tabs will also be added for each frame.



There are limitations to what can be done with frames. These limitations are due to the technicalities of HTML. While it is not necessary to understand all of the technical details to use frames in PhotoWebber pages, you should be aware of the following limitations:

Text blocks, Placeholders and linked graphics **cannot** cross frame boundaries.

Layers created from imported Photoshop files as well as from imported GIF and JPEG file **can** cross frame boundaries. *However*:

- Some browsers do not always line up frames perfectly.
- When a graphic crosses a frame boundary, two separate graphics files are created - each graphic

consists of the portion of the layer that is in each frame.

- Frames using table alignment with graphics that are positioned to the right or below frameset borders have a small gap at the border.

You should preview and test all pages carefully when using frames to divide graphics.

When you create hyperlinks on a page that contains frames, you can also select the **Target Frame** for each hyperlink:

- **This Frame (no target)** - the new file opens in the same frame as the current file. (No target HTML code is generated for this setting.)
- **This Frame (\_self)** - the new file opens in the same frame as the current file.
- **Parent Frame (\_parent)** - the new file opens in the frameset containing the current frame.
- **This Page (\_top)** - the new file fills the entire current browser window, replacing the current file.
- **New Window (\_blank)** - the new file opens in a new browser window.

There are also several limitations related to specific browsers and browser versions. Because frames are such complex animals, PhotoWebber includes several warnings related to Frames. Whenever you create a frame, the Interactive Warnings Window will notify you of potential problems and make suggestions for appropriate fixes. For a complete list of warnings, see the [Appendices](#).

## Color Areas

[Top](#)

PhotoWebber automatically converts all layers containing rectangular areas of a single color into *Color Areas*.

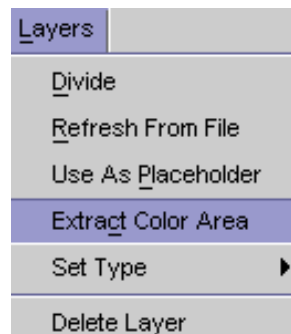
- In table layout, a color area is a table or cell that is set with the background color to match the color of the Photoshop layer.
- In style sheet layout, a color area is a DIV tag, or layer, that is set with the same background color as the Photoshop layer.

A transparent single-pixel GIF (called filler.gif) is automatically generated to be used as a spacer where necessary to fix the size of the color area in the browser.

*Note:* If a solid rectangular Photoshop layer is named as a rollover or popup [button](#) state, it will **not** be converted to a Color Area.

You can convert any Photoshop layer into a Color Area. The Color Area will be the size of the non-transparent objects in the layer.

To **convert a graphic layer to a color area**, select **Layer, Extract Color Area**.

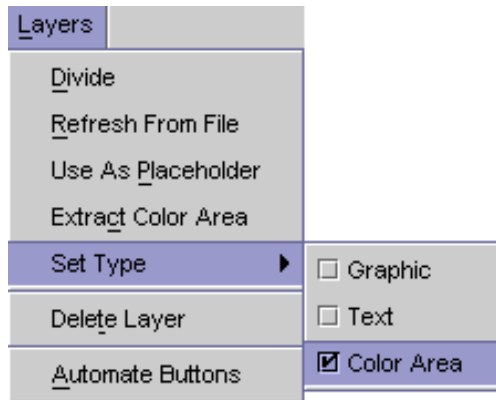


Any Color Area automatically or manually converted from a Photoshop layer can be converted back to a graphic at any time.

To **change a color area back to a solid color graphic**:

1. **Select the layer**
2. From the **Layer** menu, select **Set Type, Graphic**.

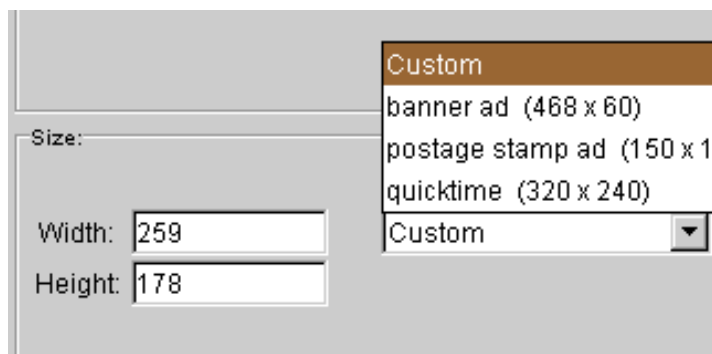
*Note:* The **Set Type** menu includes only those options that apply to the selected layer. These options may include: **Text, Graphic, Color Area** and **Placeholder**. If the selected layer cannot be changed to a different Type, the option is disabled.



You can also insert new Color Areas directly in PhotoWebber.

To **insert a new Color Area**:

1. Select **Insert, Color Area**.
2. The Color Area appears in the upper-left corner of the screen.
3. **Drag the Color Area** to the desired location.
4. **Resize the Color Area** using the resize triangle,  
*or*  
by selecting one of the **predefined size templates** from the **Size** panel on the **Location** tab,  
*or*  
by **typing** pixel dimensions into the **Width and Height** boxes.



## HTML Extensions for Media Plug-ins

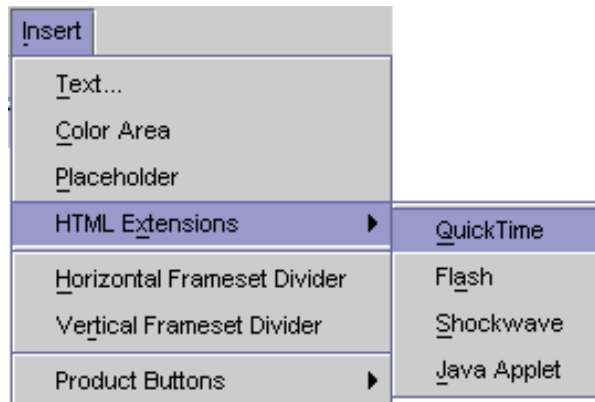
[Top](#)

You may incorporate Flash, Shockwave, Quicktime and Java Applets into any PhotoWebber projects by using *HTML Extensions*.



From the **Insert** menu, select **HTML Extensions** and choose the type of file to insert:

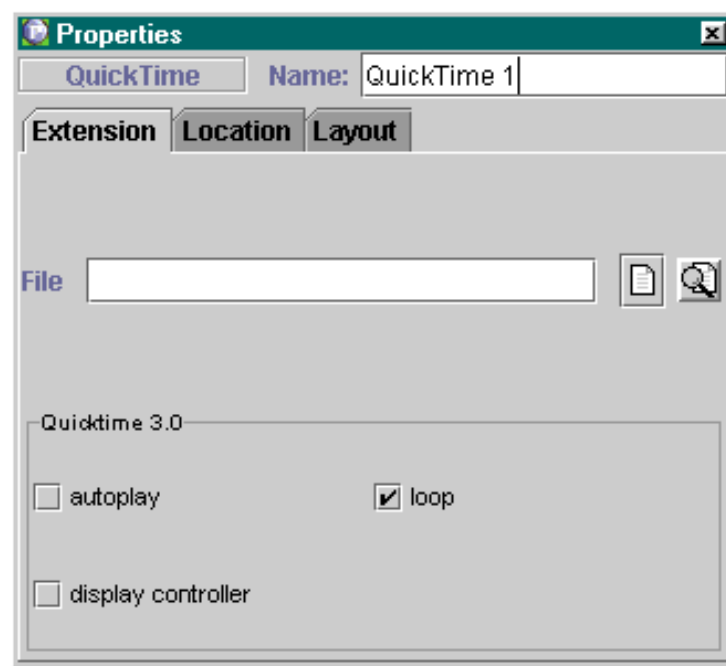
- QuickTime
- Flash
- Shockwave
- Java Applet



In the **Properties** window, select the **Extension** tab and type in the name of the file in your root folder or click the **Browse** button to select any file existing in the root folder, or the **Search** button to select any file on your hard drive.

*Note:* If you select a file that is outside of your site root folder, you may experience problems when you publish your web site. This is **not** recommended.

Choose the desired settings for the specific type of file you are using.



## Placeholders and Frame Placeholders

[Top](#)

You may incorporate existing site content into any PhotoWebber projects by using *Placeholders* and *Frame Placeholders*.

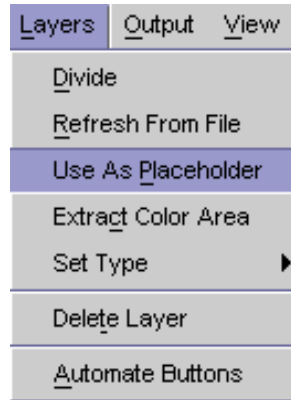
### Placeholders

A **Placeholder** is a rectangular area that contains HTML code. Any layer in PhotoWebber may be designated as a placeholder. HTML incorporated using a placeholder becomes part of the web page built by PhotoWebber.

There are two ways to create Placeholders in PhotoWebber: **converting a layer** to a Placeholder and **inserting a new Placeholder**.

You can convert any layer into a Placeholder.

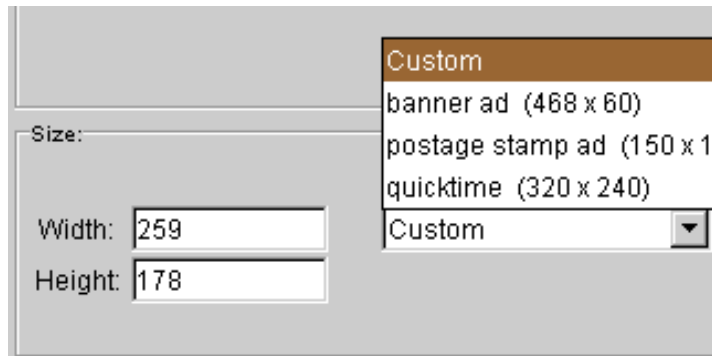
To convert a layer to a Placeholder, select **Layer, Use As Placeholder**.



You can also insert new Placeholders directly in PhotoWebber.

To insert a new Placeholder:

1. Select **Insert, Placeholder**.
2. The Placeholder appears in the upper-left corner of the screen.
3. **Drag the Placeholder** to the desired location.
4. **Resize the Placeholder** using the resize triangle,  
*or*  
by selecting one of the **predefined size templates** from the **Size** panel on the **Location** tab,  
*or*  
by **typing** pixel dimensions into the **Width and Height** boxes.

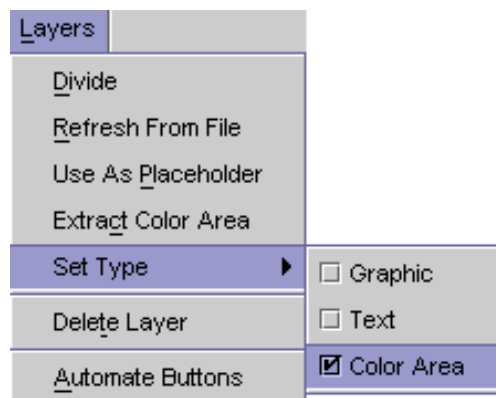


Any Placeholder converted from a Photoshop layer can be converted back to a graphic at any time.

To change a placeholder back to the original graphic layer:

1. **Select the layer**
2. From the **Layer** menu, select **Set Type, Graphic**.

*Note:* The **Set Type** menu includes only those options that apply to the selected layer. These options may include: **Text, Graphic, Color Area** and **Placeholder, Quicktime, Flash, Shockwave** and **Jave Applet**. If the selected layer cannot be changed to a different Type, the option is disabled.



In style sheet layout, each placeholder is a separate HTML layer and supports standard style sheet overflow

settings. In table layout, each placeholder is a table cell.

You can type HTML code directly into the Source HTML window, select any HTML file from your hard drive, or choose from a list of HTML files within the designated root folder.

To control the behavior of the Placeholder in the browser, define the following options:

### Style Sheet Setting, Overflow -

If your page is laid out using Style Sheets, choose one of the following options:

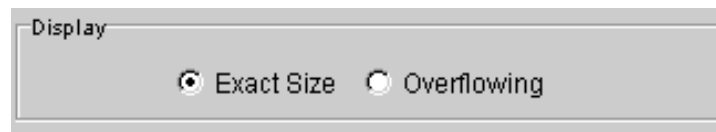
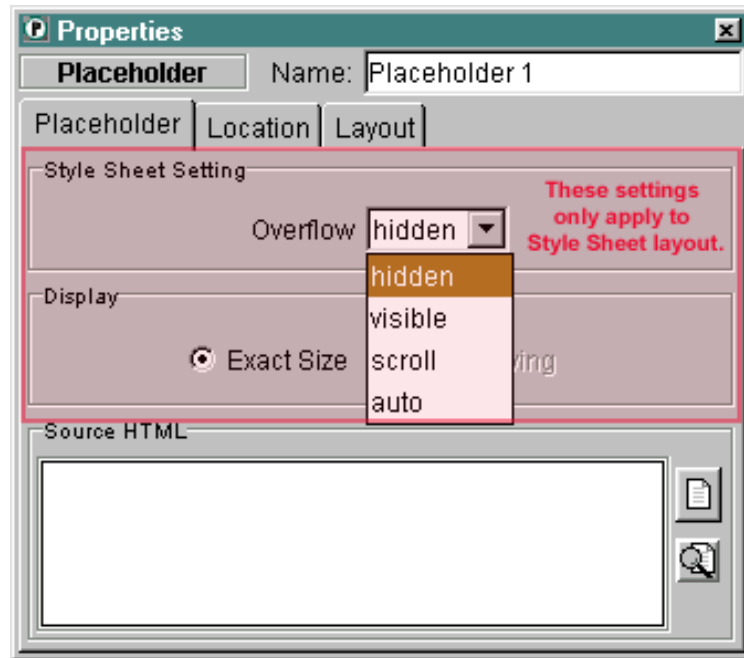
- **Hidden** - any text/HTML that extends past the boundaries of the layer is cropped off.
- **Visible** - the layer automatically expands to make all of the text/HTML content visible.
- **Scroll** - the layer has scroll bars.
- **Auto** - scroll bars appear only if the layer is too small for all of the text/HTML content to be visible.

**Display** - This setting defines how the Placeholder is displayed in PhotoWebber. It does not change the resulting HTML code.

When *Visible* is selected, choose from the following options:

- **Exact Size** - PhotoWebber displays the placeholder using the exact dimensions defined for size.
- **Overflowing** - PhotoWebber expands the placeholder to the bottom of the Document window, simulating what would occur if the text/HTML content did not fit in the defined size.

*Note:* The interactive warnings window will warn you of incompatibilities with specific browser versions.

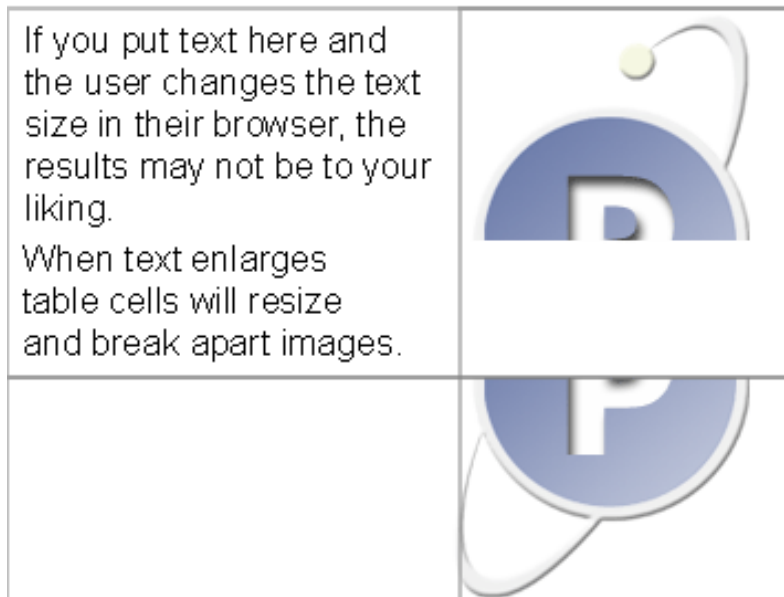


**Special Considerations for Tables and Placeholders** - If your page is laid out using **Tables**, these options are disabled. Table Placeholders are single table cells that contain the specified HTML code.

Table cells *automatically* resize to contain the full content of the placeholder. This is equivalent to the *Visible* option for Style Sheets.

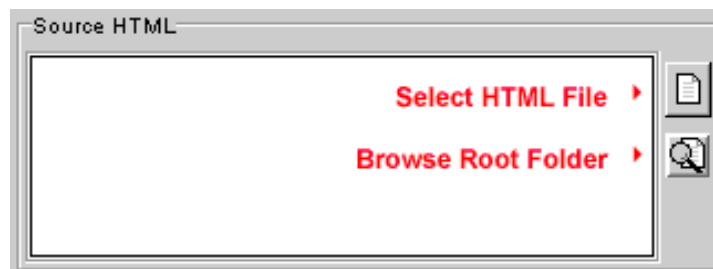
If you put a Placeholder to the *left or right* of a graphic, you must be certain that the Placeholder is large enough to contain the full content of the HTML - **even if the user sets their browser font to the largest size available.**

For more information see [Considerations for Using Text](#).



**To add HTML code to a Placeholder:**

- **Type** or **paste** HTML code directly into the **Source HTML** box,  
*or*
- Click the **Select HTML File** button to select any HTML file from your hard drive,  
*or*
- Click the **Browse Root Folder** button to select a file from a list of HTML files in the current Root Folder.

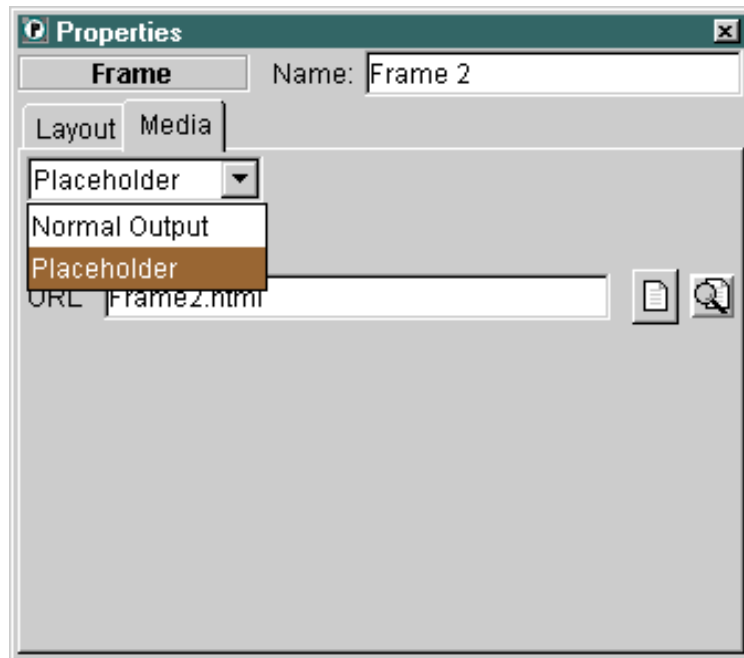


## Frame Placeholders

Frames may also be designated as placeholders. A **Frame Placeholder** is a frame that contains HTML code created in a separate PhotoWebber session or by any other HTML editor. HTML incorporated using a frame placeholder is referenced by the frame set built by PhotoWebber, but is not incorporated into a page built by PhotoWebber.

Any frame may be designated as a Placeholder.

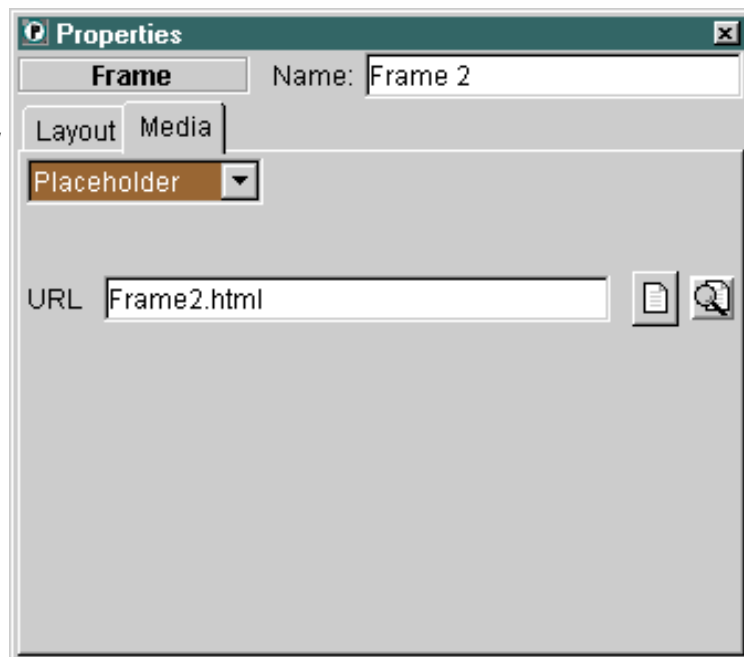
To **designate a frame a Placeholder**, select **Placeholder** from the Media Type drop-down list.



Frame Placeholders must point to existing HTML files. These files may have been created by PhotoWebber or by any other HTML editor. You can also point to any URL on the Web.

To **assign an HTML file to a Frame Placeholder**:

- **Type** or **paste** a web address in the **URL** box  
*or*
- Click the **Select HTML File** button to select any HTML file from your hard drive,  
*or*
- Click the **Browse Root Folder** button to select a file from a list of HTML files in the current Root Folder.



## Managing Files and Folders

[Top](#)

### Media and the Output View Tab

**Media** are the GIF, JPG, PNG, and HTML files that *will be* created by PhotoWebber when you build your page. The media - or files - are listed on the **Output View tab**. PhotoWebber defines all files as *real* or

virtual.

- **Real files** are files that exist on your hard drive. Real files may or may not have been created by PhotoWebber.
- **Virtual files** are files that *will be* created by PhotoWebber when you build your page, but that do not currently exist on your hard drive.

See [PhotoWebber Basics](#) for more information.

## Creating New Folders

If you are working on a page with frames and more than one HTML file, separate folders are automatically created for each frame.

- Web pages *without* frames consist of a single HTML file and its related graphic elements.
- Web pages *with* frames consist of several HTML files - one for the frameset and one for each frame - and the graphics used in each frame. When you create a frame in PhotoWebber, a new folder is automatically assigned to contain the associated HTML and graphics files.

You can also [create folders](#) to organize the files according to your preference. You can [move files](#) into a different folder as you wish.

## Setting a Site Folder

All PhotoWebber pages are built in a *Site Folder*. The [Site Folder](#) is the folder in which PhotoWebber will build the HTML and graphics files for the web page.

To **set the Site Folder**, select **Output, Set Site Folder** and point to any folder on your hard drive.

If you do not define a Site Folder, PhotoWebber will prompt you to do so when it is required.

*Note:* You can set a default Site Folder in [General Preferences](#).

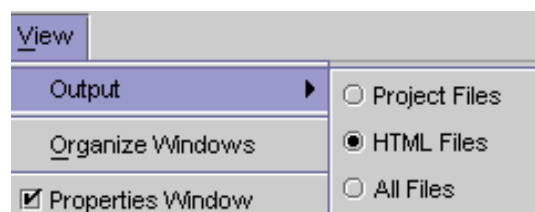
## Setting the Output View Option

The Output View tab can display or hide specific file types:

- **Project Files** - Select this option to show *only* those files belonging to the current PhotoWebber session. This view hides all files that are not part of the current session.
- **HTML Files** - Select this option to show *only* web graphics and html files. This includes GIF, JPEG, PNG and HTML files. This view hides all files that are not web file formats.
- **All Files** - Select this option to show *all* files in the Root Folder. This view does not hide any files.

The default setting is HTML files.

To change the setting, select **View, Output** and select the desired view.



## Managing File Conflicts

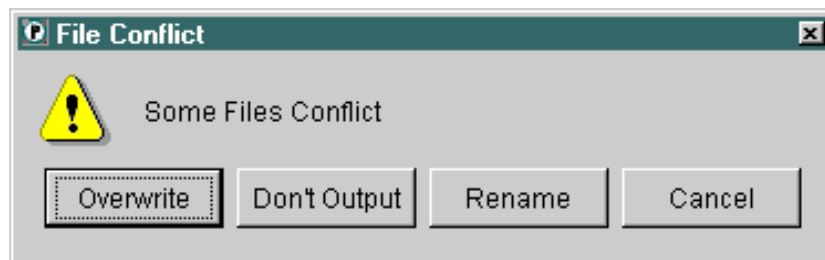
PhotoWebber will warn you if files that will be output when the page is built already exist in the Root Folder.



To resolve a conflict, highlight a file in the Output View list, select **Conflict** from the **Output Menu** and choose an option:

- **Overwrite** - choose this to replace the file on the hard drive with the new file created by PhotoWebber.
- **Don't Output** - choose this to skip this file during build. Your HTML file references the existing graphic.
- **Rename** - choose this to rename the file created by PhotoWebber. Your HTML file references the new name.

If you do not resolve conflicts on a file-by-file basis, you will be prompted for a global conflict resolution when you build the page.



*Note:* If **Warn** is not the setting for Conflicts in Preferences, then no warning icon will display. Files will be automatically overwritten, ignored, or renamed according to the [Preferences settings](#).

## Building Sites and Page Links

[Top](#)

Let's assume you have a copy of your web organization somewhere on your computer. Probably those web pages share some top-most central location (usually where index.html is located). PhotoWebber calls that location the Site Folder and refers to all the web site stuff relative to that directory. From PhotoWebber simply set the **Site Folder** (from the **Output Menu**) to the one on your computer.

If you are building a brand new site, just create an empty folder in the Finder or Explorer and set it as the Site Folder.

Text fields have a hyperlink editor in the text edit dialog. Graphics have a hyperlink editor on the IMG properties panel. But from either hyperlink editor there is a button with an icon of a magnifying glass on a piece of paper. That button lets you select other HTML files that are in your directory structure (relative to the Site Folder). When that button is held down, it shows a popup of all html files in your root directory. To link PhotoWebber pages to other pages simply set the root directory and use that hyperlink shortcut button to

choose your other pages as links.

The best way to set up links when you are building all of your pages in PhotoWebber is to set, for all of your pages, the root folder to be the root of your site. Then, go ahead and build your pages without hyperlinks. After that, return to each page in PhotoWebber and set the hyperlinks up. When you've set up the hyperlinks between them, then just build the HTML if there were no graphic changes.

*Note:* Windows in particular is very slow at telling PhotoWebber that the contents of the Site Folder have changed. Sometimes you may have to toggle the Site Folder open/close in the Output View window to get it to "see" the other HTML files you recently built.

[Top](#)

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# Appendices

[Menus and Keyboard Shortcuts](#)

[Warnings](#)

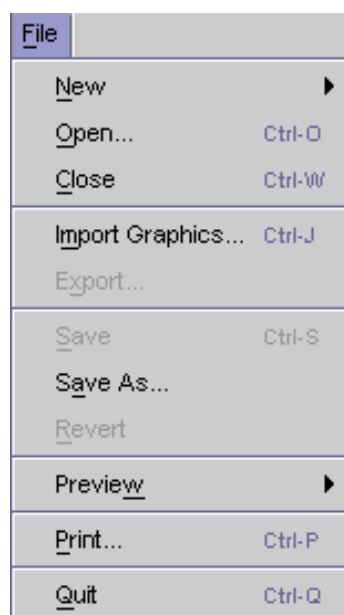
[Sample HTML Code](#)

## Menus and Keyboard Shortcuts

**Windows Tip:** The underlined letters in menus are shortcuts. Press ALT plus the underlined letter to choose the item.

[Top](#)

### File menu



Command	Macintosh	Windows
<b>New</b> Style Sheet Aligned Page	Command+N	Control+N
<b>New</b> Table Aligned Page	Command+Shift+N	Control+Shift+N
<b>Open</b>	Command+O	Control+O
<b>Close</b>	Command+W	Control+W
<b>Import Graphics</b>	Command+J	Control+J

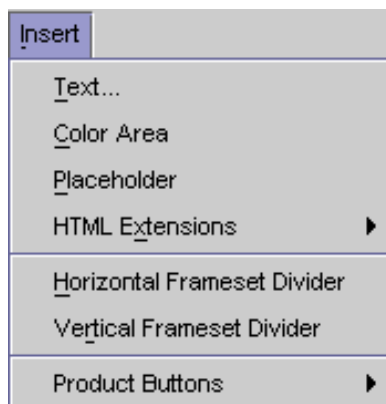
<b>Save</b>	Command+S	Control+S
<b>Save As</b>	none	<a href="#">ALT</a> + shortcut only
<b>Revert</b>	none	<a href="#">ALT</a> + shortcut only
<b>Preview in Browser</b> Default Browser User Defined Browser 1 User Defined Browser 2 ...	Command+K Command+1 Command+2 ...	Control+K Control+1 Control+2 ...
<b>Print</b>	Command+P	Control+P
<b>Quit</b>	Command+Q	Control+Q

## Edit menu

<b>Edit</b>	
Undo Background Color	Ctrl-Z
Redo Background Color	Ctrl-Y
Cut	Ctrl-X
Copy	Ctrl-C
Paste	Ctrl-V
Clear	Delete
Settings	▶

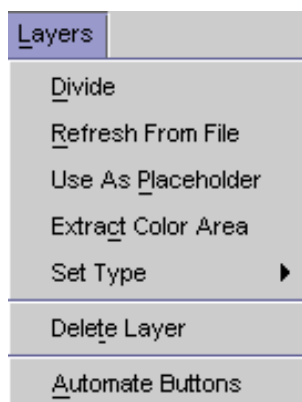
Command	Macintosh	Windows
<b>Undo</b>	Command+Z	Control+Z
<b>Redo</b>	Command+Y	Control+Y
<b>Cut</b>	Command+X	Control+X
<b>Copy</b>	Command+C	Control+C
<b>Paste</b>	Command+V	Control+V
<b>Clear</b>	Delete	Delete
<b>Settings</b> Output... Warnings Preferences	none	<a href="#">ALT</a> + shortcut only

## Insert menu



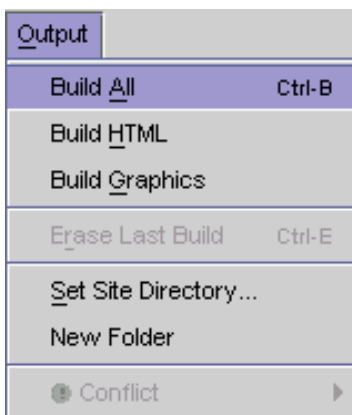
Command	Macintosh	Windows
<b>Text</b>	none	<a href="#">ALT</a> + shortcut only
<b>Color Area</b>	none	<a href="#">ALT</a> + shortcut only
<b>Placeholder</b>	none	<a href="#">ALT</a> + shortcut only
<b>Horizontal Frameset Divider</b>	none	<a href="#">ALT</a> + shortcut only
<b>Vertical Frameset Divider</b>	none	<a href="#">ALT</a> + shortcut only
<b>Product Buttons</b> Internet Explorer Netscape PhotoWebber Large PhotoWebber Small PhotoWebber Verbose	none	<a href="#">ALT</a> + shortcut only

## Layers menu



Command	Macintosh	Windows
<b>Divide</b>	none	<a href="#">ALT</a> + shortcut only
<b>Refresh from File</b>	none	<a href="#">ALT</a> + shortcut only
<b>Use as Placeholder</b>	none	<a href="#">ALT</a> + shortcut only
<b>Extract Color Area</b>	none	<a href="#">ALT</a> + shortcut only
<b>Set Type</b> Text Graphic Color Area	none	none
<b>Delete Layer</b>	none	<a href="#">ALT</a> + shortcut only
<b>Automate Buttons</b>	none	<a href="#">ALT</a> + shortcut only

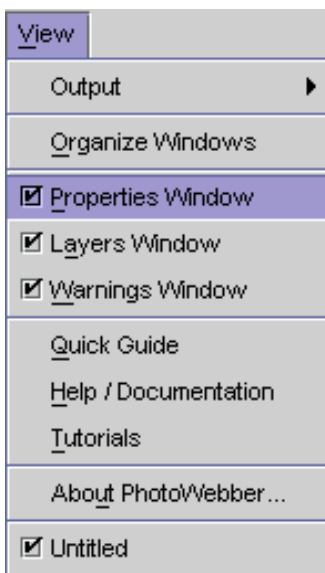
## Build menu



Command	Macintosh	Windows
<b>All</b>	Command+B	Control+B
<b>HTML</b>	none	<a href="#">ALT</a> + shortcut only
<b>Graphics</b>	none	<a href="#">ALT</a> + shortcut only
<b>Erase Last Build</b>	Command+E	Control+E

<b>Frames</b> All HTML Graphics	none	none
<b>Set Site Directory...</b>	none	none
<b>New Folder</b>	none	none
<b>Conflict</b>	none	none

## View menu



Command	Macintosh	Windows
<b>Output</b>	none	none
<b>Organize Windows</b>	none	<a href="#">ALT</a> + shortcut only
<b>Properties Window</b>	none	<a href="#">ALT</a> + shortcut only
<b>Layers Window</b>	none	<a href="#">ALT</a> + shortcut only
<b>Warnings Window</b>	none	<a href="#">ALT</a> + shortcut only
<b>Quick Guide</b>	none	<a href="#">ALT</a> + shortcut only
<b>Help / Documentation</b>	none	<a href="#">ALT</a> + shortcut only
<b>Tutorials</b>	none	<a href="#">ALT</a> + shortcut only
<b>About PhotoWebber</b>	none	<a href="#">ALT</a> + shortcut only

## Help menu (Mac only)

### Help

About Balloon Help...
Show Balloons
Disable Contextual Menus

## Warnings

[Top](#)

Warning	Description	Type/Fix
<b>Color is outside the Web 216 palette, and is not web safe.</b>	Color areas, border colors, background color may all throw this warning.	WARN, fix provided (Choose Closest Color).
<b>4.0 Browser required CSS Layers (Cascading Style Sheets) require Netscape 4 or Internet Explorer 4 or later.</b>	If Warning Settings are set to HTML 3, then this warning is thrown if the user sets a frameset to Style Sheet alignment.	WARN, fix provided (Switch To Tables).
<b>4.0 Browser required PNG files require Netscape 4 or Internet Explorer 4, or later.</b>	If Warnings Settings are set to HTML 3, then this warning is thrown if the user sets a file to PNG format.	WARN, fix provided (Switch To GIF, Switch To JPEG).
<b>Cross Platform Issue PNG files require the QuickTime plug in to be viewable in browsers on the Macintosh platform.</b>	If the cross platform warning setting is turned on then the user gets this when selecting the PNG format.	WARN, fix provided (Switch To GIF, Switch To JPEG).
<b>The Dotted and Dashed borders are only supported by Internet Explorer 4 for the Macintosh.</b>	If a Dotted or Dashed border is selected, this warning is thrown.	WARN, no fix provided
<b>Layers must intersect to be rollovers. Changing to pop-up instead.</b>	If the user selects a rollover layer that doesn't intersect the original button, then it cannot be a rollover PhotoWebber will automatically make it a popup instead.	INFORMATIONAL.

<p><b>Linked layers cannot intersect frameset boundaries.</b></p> <p><b>Text layers cannot intersect frameset boundaries.</b></p> <p><b>Placeholders cannot intersect frameset boundaries.</b></p>	<p>When using table alignment, linked graphics cannot intersect other 'undividable' layers (text, placeholders, etc.).</p> <p>When using table alignment, text layers cannot intersect other 'undividable' layers (placeholders, linked graphics, etc.).</p> <p>When using table alignment, placeholders cannot intersect other 'undividable' layers (text, linked graphics, etc.).</p> <p>All of these warnings are accompanied by PhotoWebber moving the layer in question to a safe place.</p>	<p>WARN, some fixes are provided (No Link, Use Style Sheets) as appropriate.</p>
<p><b>Netscape can only allow resizing if the Border flag is turned on.</b></p>	<p>If, on the frame layout panel, resize is chosen, then this warning is thrown.</p>	<p>WARN, fix provided (Border On).</p>
<p><b>Netscape does not support scroll bar settings when using Style Sheets.</b></p>	<p>Frame layout panel, turn scroll on to get this warning.</p>	<p>WARN, fix provided (No Scroll, Use Tables).</p>
<p><b>Netscape does not support W3C standard for relative vertical placement of style sheet layers. Netscape does not interpret relative size arguments in accordance with the W3C standard.</b></p>	<p>Text, Graphic, and Placeholder layers will throw this warning if the VPos Relative setting is chosen from the Layout panel, or the X Size and Y Size Relative setting. Color areas will throw this warning only if the "Support Netscape" setting is turned OFF.</p> <p><i>Note:</i> Color Areas can safely use relative placement and size in all browsers.</p>	<p>WARN, fix provided (Absolute V Pos, Absolute Size) as appropriate.</p>
<p><b>Color Areas require the Support Netscape flag to be turned on in the Output Settings in order to work with Netscape.</b></p>	<p>Thrown if the Support Netscape control is turned off and there are color areas in the document.</p>	<p>WARN, fix provided (Support Netscape).</p>
<p><b>You have deleted a frame that was a hyperlink target. These links now have no target.</b></p>	<p>Thrown if the user deletes a frame that was targeted by a hyperlink.</p>	<p>WARN, no fix.</p>

<b>Netscape 4 does not support the scroll or auto overflow settings.</b>	Thrown if a placeholder has its overflow setting set to scroll or auto.	WARN, fix provided (hidden, visible).
<b>Any source HTML set for placeholders is NOT checked for validity by PhotoWebber. Use at your own risk.</b>	Thrown when inserting a placeholder.	INFORMATIONAL.
<b>Linked Layers do not make reliable rollovers. Stretching may occur if both rollover and normal state are not exactly the same size.</b>	Thrown when a linked layer is used as rollover state, or has a rollover applied to it.	WARN, fix provided (No Link).
<b>Frames using table alignment that are positioned to the right or below frameset borders have a small gap at the border. Use caution when positioning the border on graphics.</b>	Thrown when a table aligned frameset is to the right or below a border.	INFORMATIONAL.
<b>Netscape 4 does not always line up frames perfectly, be careful when using frames to divide graphics.</b>	Thrown whenever a frameset border is inserted.	INFORMATIONAL.
<b>Frame borders cannot intersect undividable elements (text, placeholders, linked graphics).</b>	Thrown when frameset border is dragged onto an undividable element accompanied by moving the frameset border to a safe place.	INFORMATIONAL.
<b>File is outside root folder. This might be problematic in future.</b>	Thrown when a frameset placeholder uses a source file outside of the root. Also thrown when a linked graphic is outside root folder.	WARN, fix provided as appropriate (No Link).

## Sample HTML Code

[Top](#)

To view actual code created by PhotoWebber, see the sample pages at <http://www.photowebber.com/samplepage.html>.



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