

# Dynamic Popup

α **Kaosweaver Extension**

# Summary of Contents

<b>Start Here.....</b>	<b>8</b>
<b>Dynamic Popup Command Guide.....</b>	<b>16</b>
<b>Advanced Options.....</b>	<b>20</b>
<b>Wrap Up.....</b>	<b>22</b>

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**The Dreamweaver Extension manual**  
**by Paul Davis**

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## **The Dreamweaver Extension Manual**

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## **About the Author**

Paul Davis is the owner and operator of Kaosweaver, he writes all of the code for the extensions, manages the website and handles customer support. He has been running Kaosweaver since 1999 and has been involved in the web site 1996. He has a Management Information Systems business degree from the University of South Florida. He is also a partner at CommunityMX, a website for all things ~~Macromedia~~ Adobe. When not doing Kaosweaver work, Paul likes to play Guild Wars, watch the SciFi channel, hang out with his family and go to a Calvary Chapel church.

## **About Kaosweaver**

Kaosweaver is a company dedicated to the production of quality Dreamweaver extensions. Developing extensions since 1999, Kaosweaver has created over 90 extensions. Some since have been retired or combined in to other extensions. Kaosweaver also works on contracts as a subcontractor to designers and developers worldwide, specializing in JavaScript, PHP, database, AJAX and CMS development projects. Kaosweaver is available to work with you on your projects as well!

# Table of Contents

## Start Here

Overview.....	8
Setup and Installation.....	9
License.....	14

## Dynamic Popup Command Guide

Dynamic Popup Guide.....	16
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## Advanced Options

Overview.....	20
The JavaScript source code.....	20

## Wrap Up

Troubleshooting.....	22
Credits.....	24

## **Overview**

Dynamic Popup is a Dreamweaver command that can be found under the [Kaosweaver.com](http://Kaosweaver.com) submenu off of the Dreamweaver Command Menu.

## **Application Use**

Dynamic Popup is suited for providing context sensitive popups for objects (form fields, images, links, etc) on your web pages. The objects that this can be attached to is only limited by the number on the page and those with the ID attribute set (which must be unique for each object)

## **Features**

- Provides a list of all objects on the page with ID attributes set.
- Allows for the entry of text or HTML for the tooltip.
- Allows for the entry of width and height for each tooltip.
- Allows for the selection of a CSS class for the tooltip, each tooltip can have a different CSS class or they can have the same CSS class.
- Fully editable - re-run the extension to edit prior tooltips or add new ones.



## Setup and Installation

All Dreamweaver Extensions in MXP format, are installed the same way, regardless of platform (PC or Mac) used. The Dynamic Popup Extension is one file, dynamicPopup.mpx, and is used for both Windows and Macintosh distribution.

Requirements for our extensions are detailed below.

### Dreamweaver MX 2004

- o Extension Manager v1.6
- o Dreamweaver MX v7.01 or later

### Dreamweaver v8

- o Extension Manager v1.6
- o Dreamweaver v8.02 or later

### Dreamweaver CS3

- o Extension Manager v1.6

Extension Manager Files and Update files are available free of charge from the Adobe web site, located at <http://www.adobe.com>. We only support the current release and the prior release of Dreamweaver.

### Installing Dynamic Popups Extension

Follow these simple steps to install the Dynamic Popup extension, if you emailed it to yourself;

1. Open the email message that you received from

[kaosweaver@kaosweaver.com](mailto:kaosweaver@kaosweaver.com)

2. Right click the MXP file.
3. Select **save as** and save the file. (Note the folder location)
4. Select the file and double click to open it.
5. The extension will load in the Extension Manager via an automated

If you downloaded the extension, just start with step 4 above.

Some possible messages will include a request to overwrite existing files. You can answer **“Yes” or “No”**, to any of these messages and the install should not be impacted. This is usually due to shared images or resource files that Kaosweaver uses to prevent installing unique files for each extension which, in reality, are identical. Certain extensions will have resource files that you can edit through the extension and these extensions will require a little caution when re-installing to prevent your past modifications from being removed. All resource files from Kaosweaver will be saved with .xml extensions. Always answer **“No”**, to overwriting these files when asked by the Extension Manager unless you’re willing to lose the modifications (sometimes needed if the modifications crash the system). This process of installation is also the method we recommend when the extension (and most likely your system) becomes unstable and possibly corrupt. Dreamweaver is a great program, however, occasionally, it

fails to run properly and has been known to corrupt third party (Kaosweaver for instance) extensions. If you've requested the delivery email and it has not arrived, please check your email filtering software and check your junk bin. We do know that most of the free email services will have email delivery delays of one to four hours. If time is absolutely critical, please send our support staff an email and we may be able to assist in a quicker delivery. Another alternative is to change the email on your account at the Kaosweaver site and resend the product to yourself. The delivery system is subject to the limitations of email delivery and may sometimes experience delays because of the latest virus, worm or spam on the Internet.

## **Troubleshooting**

If the installation is not successfully completed, please follow these steps prior to emailing Kaosweaver for support

1. Load Dreamweaver prior to attempting to install the extension.
2. Check your Extension Manager version to ensure you have the latest version from <http://www.adobe.com>.
3. Open the Extension Manager
  - o Select your latest version of Dreamweaver from the dropdown,
  - o Select Install Extension from the File menu and
  - o Navigate to the extension package and select it.
4. Check you file associations (this is system

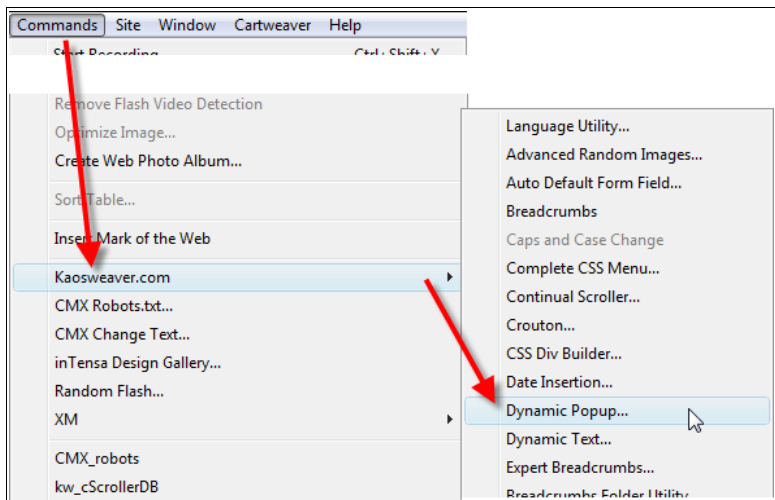
dependent, check your user manual or local techie on how to do this) and see if .MXP as a file extension is associated with the Extension Manager.

## Restarting Dreamweaver

Once the extension is installed (or re-installed), restart Dreamweaver. This is critical for the extension to show up in the menus and be available.

## Finding Dynamic Popup

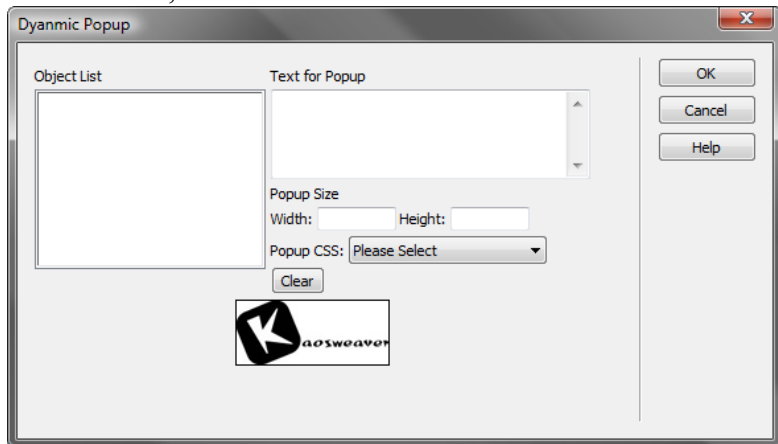
Dynamic Popup is found under the command menu for Dreamweaver, then under the Kaosweaver.com submenu under the command menu.



**Image 1:** Finding Dynamic Popup in the Command Menu

## Loading Dynamic Popup

Once loaded, the command will look like:



**Image2:** Dynamic Popup Screen Shot

If the Object list on the left is empty, you will need to exit the extension and go back to the HTML page and assign some objects with ID attributes.

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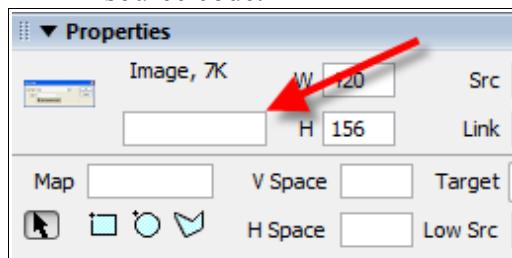
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1. Load Dreamweaver



2. Create or open a new web page.
3. Insert an object you want to have a popup on.
4. Depending on the object, use the properties panel to assign an ID or view source and assign an ID in the HTML source code.

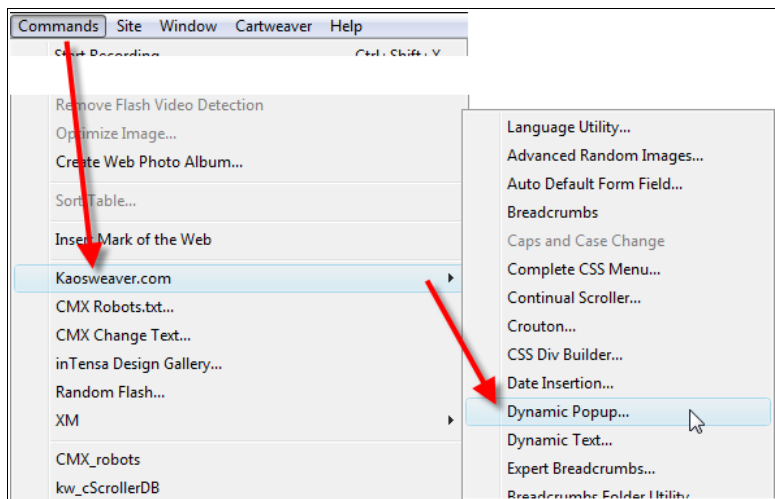


```
<body>  
  
</body>
```

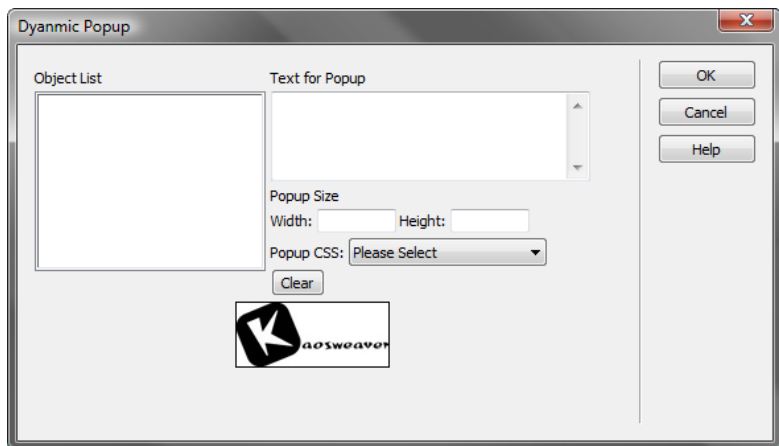
5. Go to the Commands menu
6. Go to the Kaosweaver.com submenu.



### 7. Go to the Dynamic Popup... command.



### 8. Which will load the Dynamic Popup command:

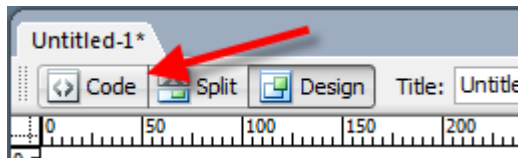


9. Select the Object ID from the **Object List**
10. Enter the copy for the object in the **Text for Popup** textarea.
11. Enter the **Width** and **Height** in the fields for them.
12. Select the **Popup CSS** from the dropdown list (leave it as **Please Select** to have no assigned class for the popup)
13. Repeat steps 9 to 12 for each object you would like a popup for.
14. Click OK.
15. Done.

## Preparing the Page

The main preparation need on the page is to assign the ID attribute to the objects on the page that need the Dynamic Popup popup to work. The effect can work on any object that can have an ID set and will act on the onMouseOver JavaScript event. Anything that is visible (like a link, image, table cell, form element, etc) will work.

In Dreamweaver, some of the objects won't be able to be assigned an ID from the properties panel. For those objects, select them in Dreamweaver and then select the Code view button:



Which will set the source HTML of the page at the location of the selected item. Then just go to the end of the HTML tag at the “>” part (or “/>” depending on the page DOCTYPE) and set the cursor right before that, hit the space bar and type in ID (if you hit enter, Dreamweaver will autocomplete the entry appending a “=” to the ID). Type in a unique ID in the attribute value and repeat for the rest of the items on the page.

Other than that, the page needs no other modifications or setup. We strongly recommend that the page already be saved and part of a defined site within Dreamweaver to prevent any possible future file path issues.

The Dynamic Popup script is an advanced DOM based script that is completely self contained in the page. Nothing in the script needs to be changed by itself. Some of the advanced things you can do involve the end of the script, the part that changes each time the script is run. An example of the ending script looks like:

```
gO.addEvent(window, 'load', mM.init, false);
pD.params('kwPopupDIV');
pD.addDiv('textfield', 'class1', 125, 15, 'Textfield%20help%21');
pD.addDiv('image1', 'class2', 100, 15, 'Kaosweaver%20Logo');
pD.addDiv('link1', 'class2', 200, 15, 'Link%20to%20somewhere%20else');
gO.addEvent(window, 'load', pD.init, false);
```

The first line (starting with gO.addEvent) can not ever be changed (or the mouse pointer won't be captured). The last line (again starting with gO.addEvent) can not ever be changed (or the script doesn't load) – however, the lines in the middle are all able to be changed.

The first line, `pD.params('kwPopupDIV');` is the line which determines what DIV will be used to display and contain the popup text. You can setup a global default class for the popup text by making a CSS declaration for the DIV - its ID is the kwPopupDIV, so a declaration in CSS of `#kwPopupDIV` will apply to the generated DIV from the script. If you would prefer use an existing DIV for the popup, replace the kwPopupDIV with your DIV's ID and that is all it takes. (this will get overwritten when the

extension runs again).

The other lines,

```
pD.addDiv('image1','class2',100,15,'Kaosweaver%20Logo');
```

control what is shown, where it is attached to, how big to display and what class to use. In the example, 'image1' refers to the ID of the object the entry is all about. 'class2' refers to the CSS class to use, if this is to be left blank, the single quotes still need to be there, like ". The 100 and the 15 refer to the width and height (in pixels) and the 'Kaosweaver%20Logo' is the text to be displayed, escaped. Escaped text replaces some of the special characters with a % followed by a number. Spaces are %20, for example. The only real critical characters to be concerned with are hard returns and single quotes. Both of these must be escaped – the hard return converts to “%0D%0A” (as it is a NL and CR all in one) and the single quote converts to “%27”. With this, you can make manual edits anytime you would like to without having to load up the extension. In fact, you could use this to copy over some HTML code directly in to this (as HTML does work in the display) and update it without loading the extension – and you could add or remove entries you don't need. Just delete the line to remove an entry and add a line with all of the variables set to create a new entry.

## Troubleshooting!

We used to publish an article in our manuals on how to report bugs effectively – however, someone assumed the author of the article was connected to Kaosweaver and that is not the case.

REPORT ALL BUGS TO: [kaosweaver@kaosweaver.com](mailto:kaosweaver@kaosweaver.com)

The article is here:

<http://www.chiark.greenend.org.uk/~sgtatham/bugs.html>

Summary:

- The first aim of a bug report is to let the programmer see the failure with their own eyes. If you can't be with them to make it fail in front of them, give them detailed instructions so that they can make it fail for themselves.
- In case the first aim doesn't succeed, and the programmer *can't* see it failing themselves, the second aim of a bug report is to describe what went wrong. Describe everything in detail. State what you saw, and also state what you expected to see. Write down the error messages, *especially* if they have numbers in.

- When your computer does something unexpected, *freeze*. Do nothing until you're calm, and don't do anything that you think might be dangerous.
- By all means try to diagnose the fault yourself if you think you can, but if you do, you should still report the symptoms as well.
- Be ready to provide extra information if the programmer needs it. If they didn't need it, they wouldn't be asking for it. They aren't being deliberately awkward. Have version numbers at your fingertips, because they will probably be needed.
- Write clearly. Say what you mean, and make sure it can't be misinterpreted.
- Above all, *be precise*. Programmers like precision.

Last note on troubleshooting:

**PLEASE** send us an email if you encounter an error or something seems not to work as it should. **OFTEN WE CAN SOLVE THE PROBLEM** in minutes. Really. Really-Really. Of course, being polite will mean we respond as soon as we get it and not a couple days later...

## **Credits**

This time around, I'm pretty much to blame for the entire product, there was no external beta test team to thank. Although, I still need to thank a couple people.

Samantha Davis, my wife. Without her sacrifice of my time to develop software, Kaosweaver itself wouldn't exist. I am forever in debt to her and I am so blessed to have her as my wife!

I give credit to God who has blessed me with the skill and ability to do what I do.

Thank you for purchasing Dynamic Popup and let us know what else you'd like to see in the extension (or any suggestions for other extensions), we'd sure appreciate it!  
Paul Davis  
<http://www.kaosweaver.com/>