

Publishing Your Productions Lab

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Overview

In this lab, you explore two ways to embed a Flash *.swf file in a web page:

- **Using the HTML file that is automatically generated.** If you do not have the CS Suite, it help to be able to find your way through an HTML file to do things for yourself.
- **Using Dreamweaver to create an HTML file and then inserting an SWF objet.** Adobe attempts to make its tools complementary to increase the efficiency of developers. For this reason, using Dreamweaver to embed Flash *.swf files in a web page is the best approach if you own or use the CS Suite (or Dreamweaver in addition to Flash).

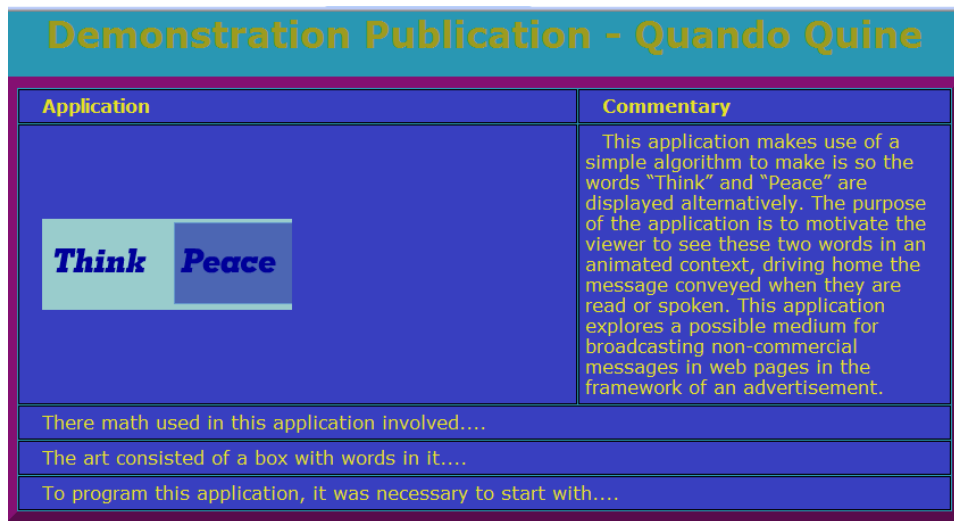


Figure 1. A Flash application called ThinkPeace is embedded in a table within an HTML page.

Using the File Flash Generates

To make the process easier to follow, an application called **ThinkPeace.fla** is used in this lab.

Before starting work, you must create a project folder for your finished work. Name the folder as specified by the instructor. You will be placing your end work in this folder.

1. Open the *.fla file for the project you have completed.
2. To generate a HTML page for this application, first verify your publish settings.
3. To verify your publish settings, select File > Publish Settings.
4. Then click to select the Formats tab. After that, verify that the Flash and HML options are clicked.

As Figure 2 illustrates, the Flash and HTML settings should be checked.

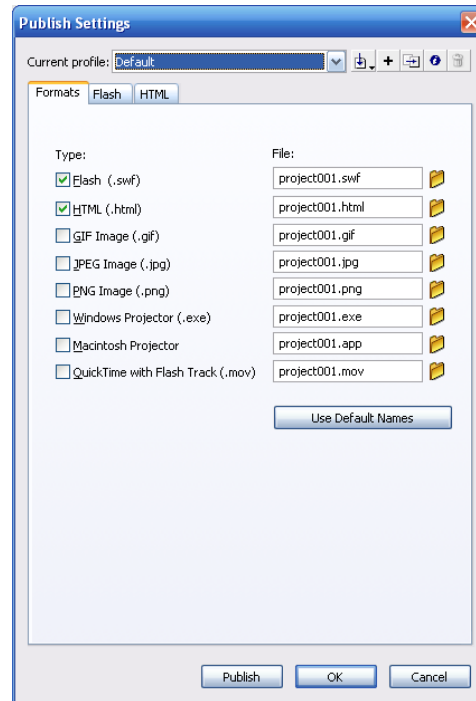


Figure 2. Publish settings.

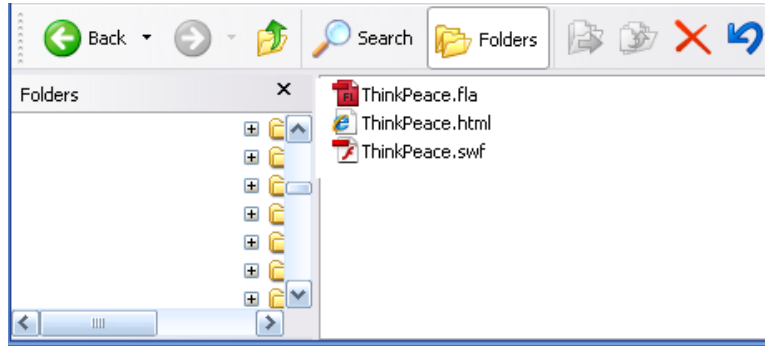
5. To designate that the published files should be directed to the current project directory, click Use Default Names.

Note that if you choose to do so (don't for now), you can rename the output file for the Flash and HTML options.

6. While you are at it, click the HTML tab. Note the options this tab provides, but for now leave all options at their default values.
7. To publish your project to a HTML file, click Publish at the bottom of the dialog.

Inspect the Output Files

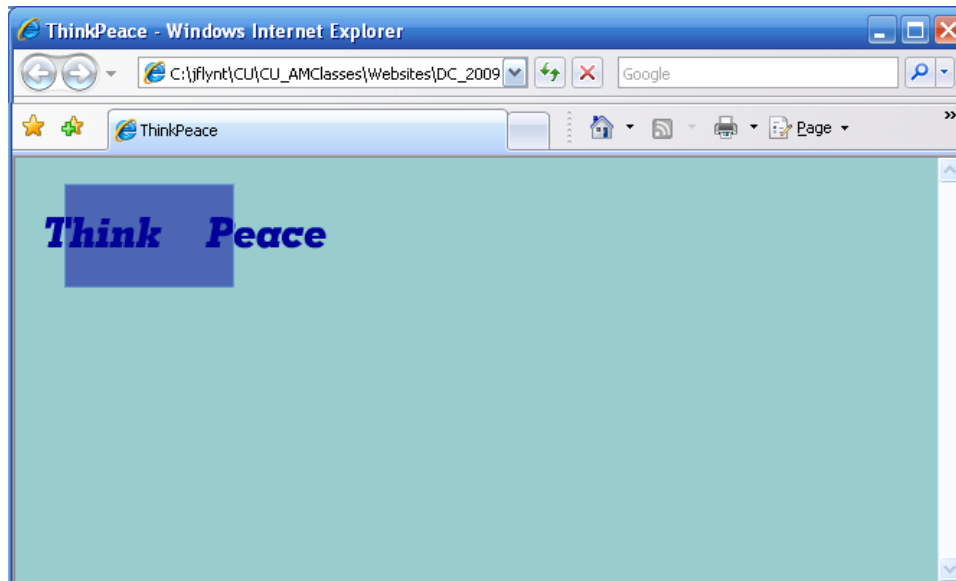
1. When you publish a project directly from the Flash file, an HTML file is created for you. Unless you have told Flash to do otherwise, this file is placed in the same directory that your *.fla file resides in.
2. Navigate to the directory in which you have placed your *.fla file. Note that an HTML file called ThinkPeace.HTML has been created for the sample application. The application for your application appears in the same location, with the name you have assigned.



The way it works is that the *.html file has a body of code embedded in it that accesses and runs the *.swf file. For this reason, you must have the *.swf file in the same directory (at least for now) as the *.html file.

3. To view your HTML file, in the project directly and click on the HTML file.

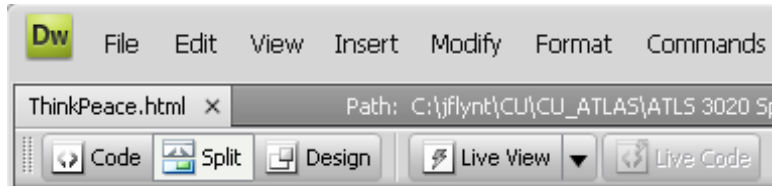
You see the SWF object embedded in your default browser. Since no bounding area has been set for the SWF object, you see the active components in the application surrounded by a default color that Flash has taken from the background of your application. Everything will work as usual, except now you are working from an HTML page instead of a stand-alone desk top application. Test to make certain that your application behaves without errors.



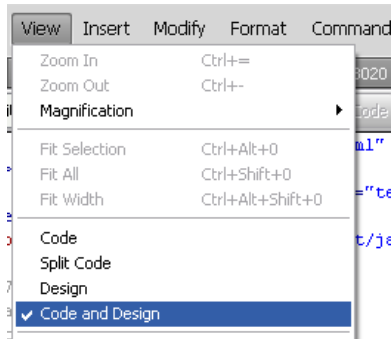
Using Dreamweaver to Update Your HTML Page

Although there are many ways to use Dreamweaver to create HTML pages and then embed Flash objects in them, in this context you keep things simply by editing the default HTML file that Flash has generated.

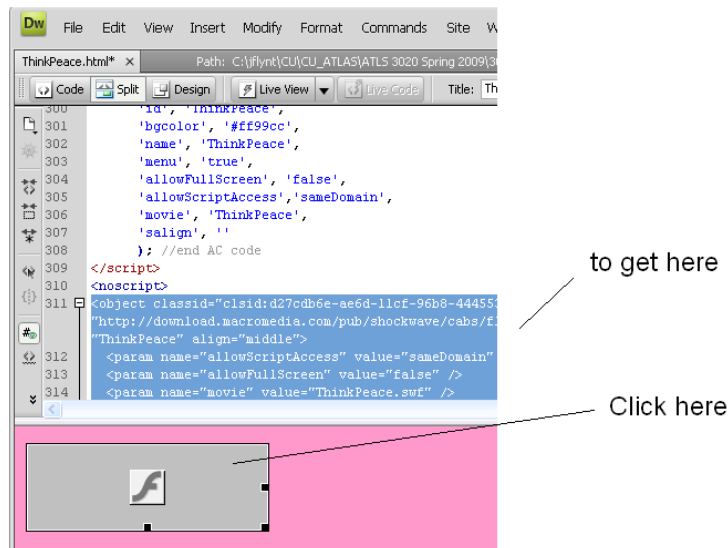
1. Use Dreamweaver to open the HTML page that Flash has generated for you.
2. As in Flash, when the file is open, you see a tab for it at the top of the work area.



3. To work with the file in Dreamweaver, you need to see two windows. One should display the code. The other is for design. To see both windows, select View > Design and Code.



4. After the design portion of the window opens, click on the flash icon in the design window.



5. As you work, type text in the window in which the code appears, not in the design window.

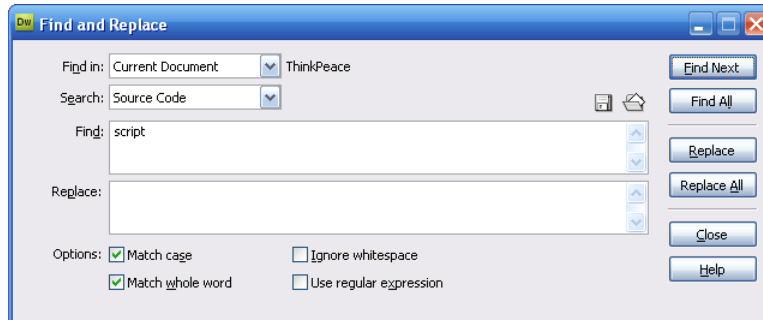
Finding the Script and Object Tags

An enormous amount of code is automatically inserted into the HTML file.

Most of the code in your HTML file is JavaScript. The JavaScript is embedded between two tags:

```
<script>  
</script>
```

1. Press Ctrl (Apple) f to access the search utility of Dreamweaver.



2. Type the word script in the Find field, as shown in the figure. Also, click to check the Match whole word option.

Here how the code in your file appears. (If you employ the search utility, you can easily move from the opening script tag to the closing script tag.)

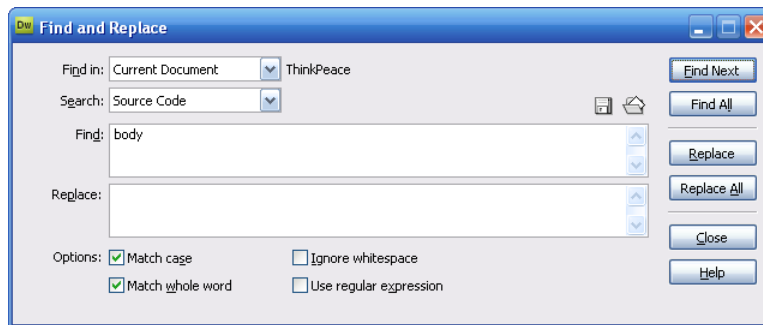
```
<script language="JavaScript" type="text/javascript">  
    AC_FL_RunContent(  
        'codebase',  
'http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#ve  
rsion=10,0,0,0',  
        'width', '220',  
        'height', '80',  
        'src', 'ThinkPeace',  
        'quality', 'high',  
        'pluginspage', 'http://www.adobe.com/go/getflashplayer',  
        'align', 'middle',  
        'play', 'true',  
        'loop', 'true',  
        'scale', 'showall',  
        'wmode', 'window',  
        'devicefont', 'false',  
        'id', 'ThinkPeace',  
        'bgcolor', '#ff99cc',  
        'name', 'ThinkPeace',  
        'menu', 'true',  
        'allowFullScreen', 'false',
```

```
'allowScriptAccess', 'sameDomain',  
'movie', 'ThinkPeace',  
'salign', ''  
); //end AC code  
</script>
```

The Body of the HTML Document

The body tags of an HTML document contain all the text and images that appear in your browser. Many hundreds of lines of HTML code can lie between the opening and closing body tags.

1. Use the Dreamweaver find utility to locate the opening body tag. To accomplish this, type body in the Find field:



2. The opening body tag will lie just a few lines beyond the closing script tag:

```
</script>  
</head>  
<body bgcolor="#54d21e">
```

3. Note that the color code assigned to the bgcolor parameter defines the background color of the HTML page.

Creating a Table

To create a table, you place the code that creates the table in your HTML file.

1. Use the Dreamweaver Find utility to locate the closing body tag (</body>).
2. Place a few lines returns before the </body> tag.

```
</noscript>
```

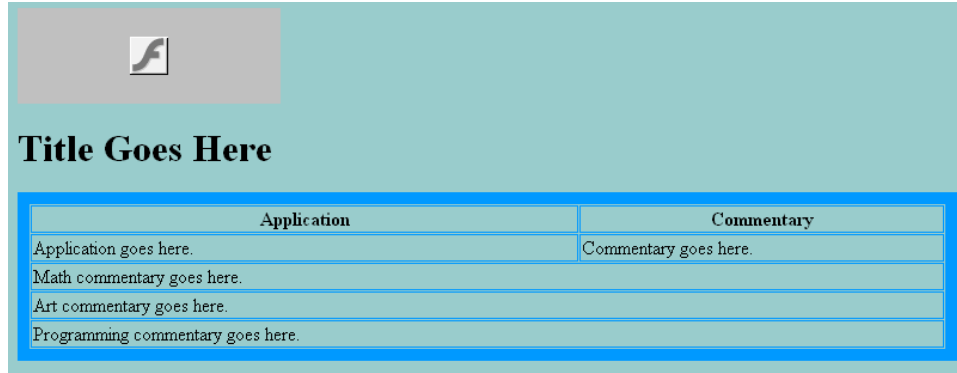
```
</body>
</html>
```

3. In the space you have crated, prior to the </body> tag, place the following code:

```
<h1>Title Goes Here </h1>
<table border = 10 width = 100% cellpadding="1"
  cellspacing = 1 bordercolor="#0099FF">
  <tr>
    <th width = 60% >Application</th>
    <th width = 40%>Commentary</th>
  </tr>
  <tr>
    <td>
      Application goes here. <!--code for the SWF object goes here -->
    </td>
    <td>
      Commentary goes here. <!-- Commentary goes here -->
    </td>
  </tr>
  <tr>
    <td colspan="2">
      Math commentary goes here.
    </td>
  </tr>
  <tr>
    <td colspan="2">
      Art commentary goes here.
    </td>
  </tr>
  <tr>
    <td colspan="2">
      Programming commentary goes here.
    </td>
  </tr>
</table>
```

Note the line in bold, which instructs you where to place the code for the SWF object.

Here is what you see. The table is now in your document, and the Flash application appears just above it. Note that the background color will be different, depending on the color set for the bgcolor attribute.



Move the SWF Object Code into the Table

1. Locate the SWF object. The object includes two sets of code.
 - One set is bounded by the `<script></script>` tags.
 - The second is bounded the `<noscript></noscript>` tags.
2. In other words, the object code consists of all the code starting with this line

```
<script language="JavaScript" type="text/javascript">
```


and ending with this line:

```
</noscript>
```
3. Highlight, cut, and copy the code sets defined by the `<script></script>` and `<noscript> </noscript>` tags.
4. Paste this code into the Copy into the into the place in the table indicated by the instructions placed in the table. Place it just below the instruction and just above the `</td>` tag.

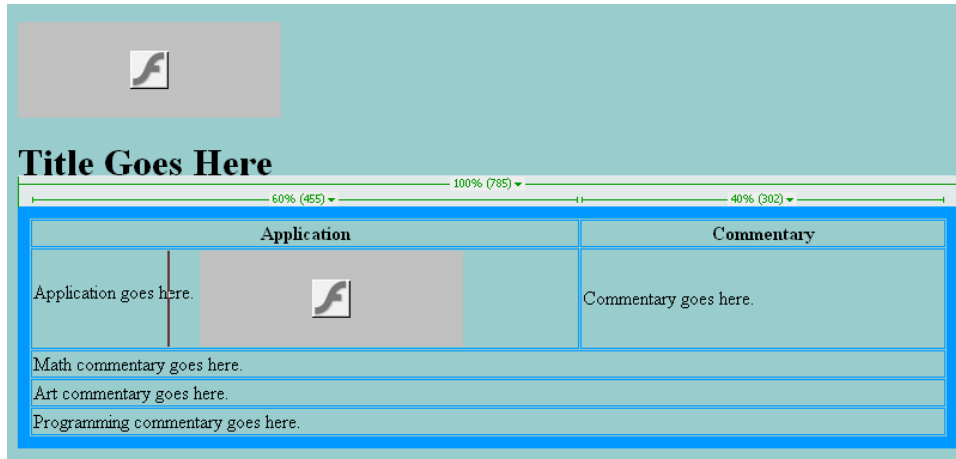
```
<td>
```



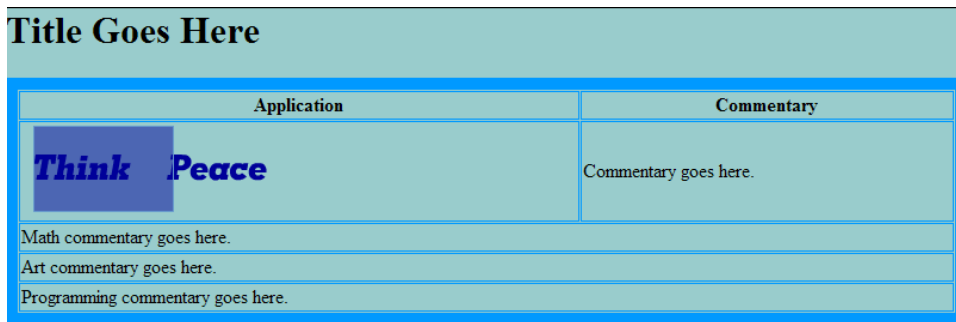
```
Application goes here.<!--code for the SWF object goes here -->
```



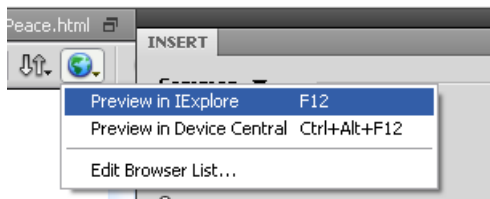
```
</td>
```
5. Click in the design window of Dreamweaver, you see that the Flash application now appears within the table/



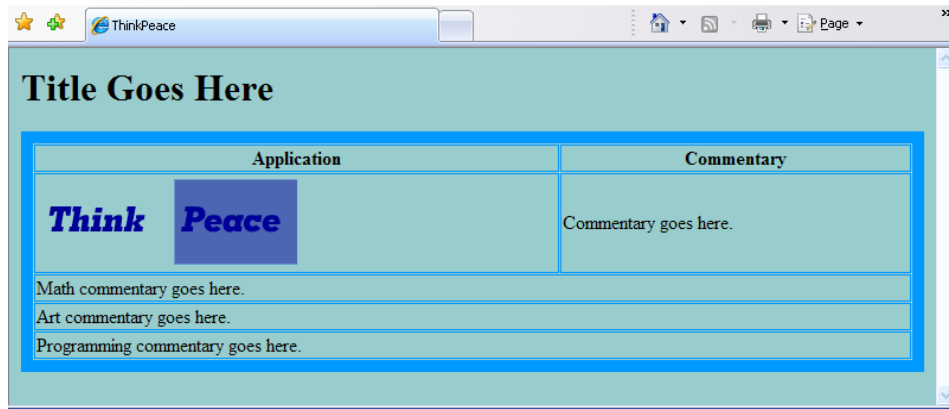
6. Carefully delete the expression, “Application goes here.”
7. To test to see whether the SWF object is operational, click the Live View tab on the toolbar.



8. To view the page in your browser, click the Globe icon on the top menu, open it in your browser for viewing. (Use IExplore or Firefox.)



At this point, the Flash application is positioned within the table.



Page Title

1. Use the Dreamweaver Find utility to search for the `<title>` tag.
2. Change the expression between the title tags so that it provides the name of the page you want to appear in the browser tab.

```
<head>

<meta http-equiv="Content-Type" content="text/html; charset=iso-
8859-1" />

<title>ThinkPeace</title>

<script language="JavaScript" type="text/javascript">
```

Inserting a Cascading Style Section

Working from the same part of the HTML code you dealt with in the previous section, confirm the position of the `<title></title>` tags.

```
<title>ThinkPeace</title>
```

1. Right after the closing title tag (`</title>`) tag, insert several lines so that the closing tag is distinct from the opening `<script>` tag that follows.
2. Just after the `</title>` tag, insert the following block of code:

```
<style type="text/css">
  body{
    background-color: #FFFFFF;
    // background-color: #2997B3;
    font: 100% Verdana, Arial, Helvetica, sans-serif;
    margin: 0;
    padding: 0;
```


```

    text-align: center; color: #000000;
}
table{
  border-color: #303D9A;
}
h1{ color:
  #9D9B1F;
}
td,th {
  height: 1px;
  overflow: hidden;
  visibility: visible;
  border: 1px solid black;
  padding: 5px;
  background: #2985B2;
  text-align:left;
  vertical-align: middle;
  text-indent: 15px;
  color:#FFFFFF;
}
</style>

```

9. Now, once again, click the globe icon to see your handiwork:

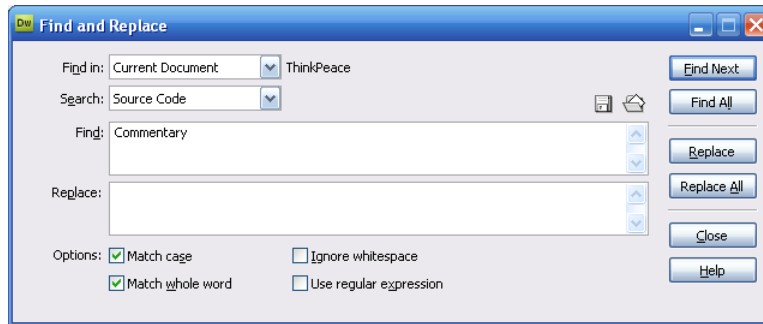
Title Goes Here

| Application | Commentary |
|---|-----------------------|
|  | Commentary goes here. |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

Adding Commentary

In this section, you place the Manifesto for your application into the Commentary column of the table.

To accomplish this, use the Dreamweaver Find utility to locate where the commentary should go. To find this location, enter the word Commentary in the Find field:



You see the following lines:

```
<td>
    <!-- Commentary goes here -->
</td>
```

For the commentary, replace the single Commentary line with as many lines as you need to describe your application.


Take this text from the Specification you have created for the document. It should be between no more than 250 words, but there is no real limit to what you can place in the table cell to the right of the application. Here is an example of how your document might appear after you add the text. (Remember to delete the expression, “Commentary goes here,” which appears just after the comment.

```
<td>
    <!-- Commentary goes here -->
```

```
    This application makes use of a simple algorithm to make is so the
    words “Think” and “Peace” are displayed alternatively. The purpose of
    the application is to motivate the viewer to see these two words in an
    animated context, driving home the message conveyed when they are read
    or spoken. This application explores a possible medium for broadcasting
    non-commercial messages in web pages in the framework of an
    advertisement.
```

```
</td>
```

Your application now appears as follows:

| Title Goes Here | |
|---|--|
| Application | Commentary |
|  | <p>This application makes use of a simple algorithm to make is so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement.</p> |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

Changing the Table Background Color

Use the Find utility to locate the background attribute in the cascading style section:

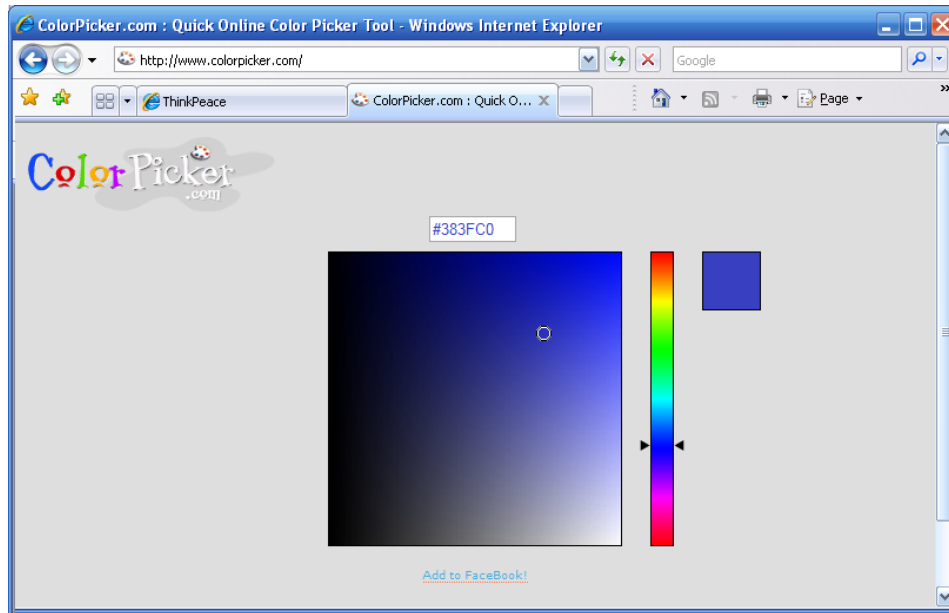
```
td,th {
    height: 1px;
    overflow: hidden;
    visibility: visible;
    border: 1px solid black;
    padding: 5px;
    background: #2985B2;
    text-align:left;
    vertical-align: middle;
    text-indent: 15px;
    color:#FFFFFF;
}
```

1. Generally, while Dreamweaver provides color palettes, the easiest approach to obtaining hex codes for colors is to use the following site:

<http://www.colorpicker.com>

<http://www.colorpicker.com>

2. Use the bar and picker to find the color you prefer.
3. Copy and paste the code into for the background parameter from the picker field into your code.



4. Here is how the parameter might be changed for the color selected in the figure (#2985B2):

```
td,th {  
  height: 1px;  
  overflow: hidden;  
  visibility: visible;  
  border: 1px solid black;  
  padding: 5px;  
  background: #383FC0;  
  text-align:left;  
  vertical-align: middle;  
  text-indent: 15px;  
  color:#FFFFFF;  
}
```

Title Goes Here

| Application | Commentary |
|---|---|
|  | This application makes use of a simple algorithm to make is so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement. |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

Font Color

5. To change the color of the table font, change the hexadecimal code assigned to the color attribute of the cascading style section for the table:

```
td,th {  
    height: 1px;  
    overflow: hidden;  
    visibility: visible;  
    border: 1px solid black;  
    padding: 5px;  
    background: #2985B2;  
    text-align:left;  
    vertical-align: middle;  
    text-indent: 15px;  
    color:#E6E028;  
}
```

Here is how the application appears with a darker background and lighter font.

Title Goes Here

| Application | Commentary |
|---|---|
|  | This application makes use of a simple algorithm to make is so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement. |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

Border Color

For the border color of the table, change the hex value associated with the border-color property:

```
table{  
  // border-color: #303D9A;  
  border-color: #B11799;  
}
```

Title Goes Here

| Application | Commentary |
|---|---|
|  | This application makes use of a simple algorithm to make is so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement. |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

A Title

1. Use the Dreamweaver Find utility to locate the h1 tags just prior to the table tag set.
2. Type the name of your application and your name in the space provided by the h1 tag set:

```
<h1>Demonstration Publication - Quando Quine</h1>
```

```
<table border = 10 width = 100% cellpadding="1" cellspacing = 1>
```

To change the color of the title font, access the h1 item in the cascading style section:

```
h1{ color:
```

```
#9D9B1F;
```

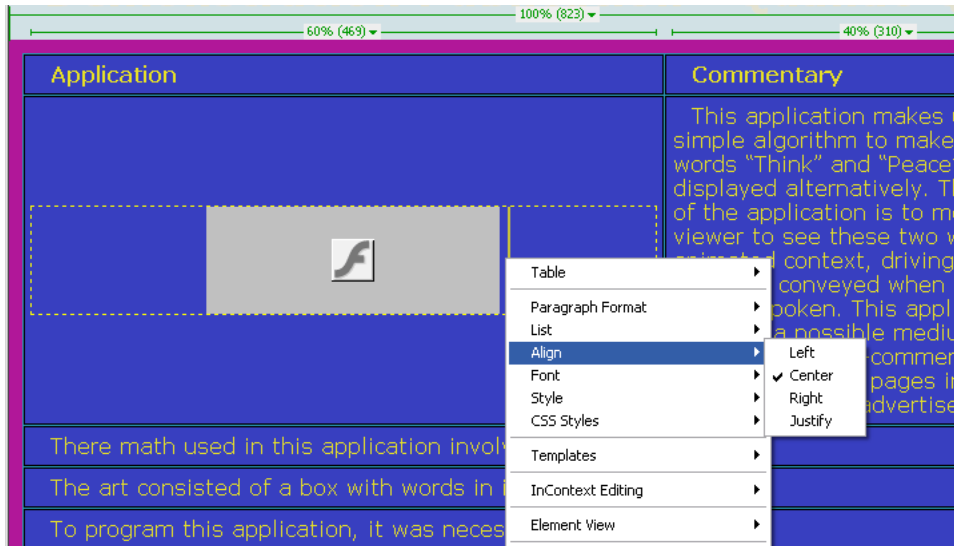
```
}
```

Demonstration Publication - Quando Quine

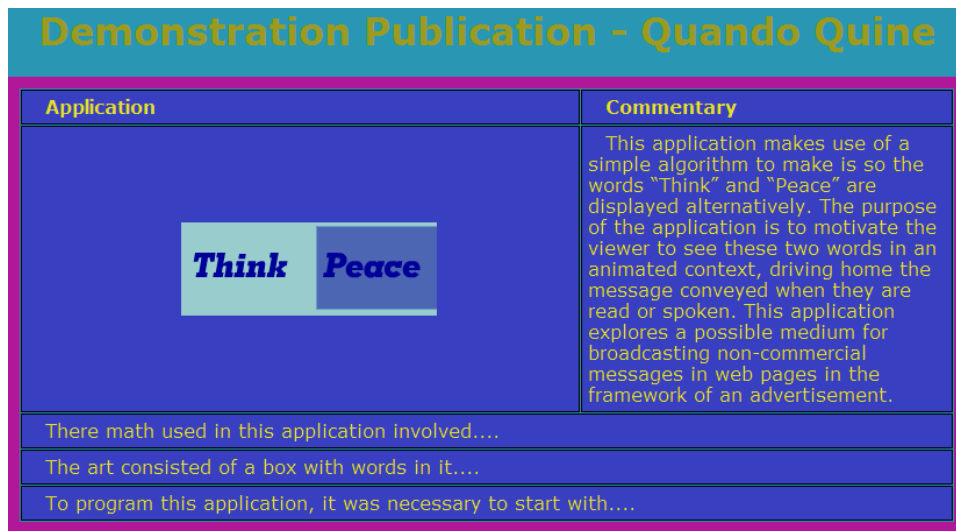
| Application | Commentary |
|--|--|
|  | <p>This application makes use of a simple algorithm to make is so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement.</p> |
| Math commentary goes here. | |
| Art commentary goes here. | |
| Programming commentary goes here. | |

Centering the SWF Object

1. Click just to the left of the SWF object in the table left table column. You see a blinking vertical line.
2. Right click and select Align Center.



The SWF object is then centered in the column.



Background Color

When Flash generates an HTML file for you, it automatically sets a color property in the body tag.

1. Use the Dreamweaver search utility (Ctrl F) to search for the body tag. Alter it so that it appears as follows:

```
<body>
```

2. Now search again and find the cascading style definition for the body tag.
3. To change the color of the page background, assign a new hex code to the **background-color** property given in the cascading style section for the **body** tag:

```

body{
  // background-color: #FFFFFF;
  background-color: #2997B3;
  font: 100% Verdana, Arial, Helvetica, sans-serif;
  margin: 0;
  padding: 0;
  text-align: center; color: #000000;
}

```

Here is how the hex code shown previously alters the appearance of the page.



Adding Math, Art, and Programming Commentary

Three rows of the table, which you find below the row containing the application and the commentary, have been set up to allow you to place commentary on your math, art, and programming work.

```

<tr>
  <td colspan="2">
    Math commentary goes here.
  </td>
</tr>
<tr>
  <td colspan="2">

```

Art commentary goes here.

</td>

</tr>

<tr>

<td colspan="2">

Programming commentary goes here.

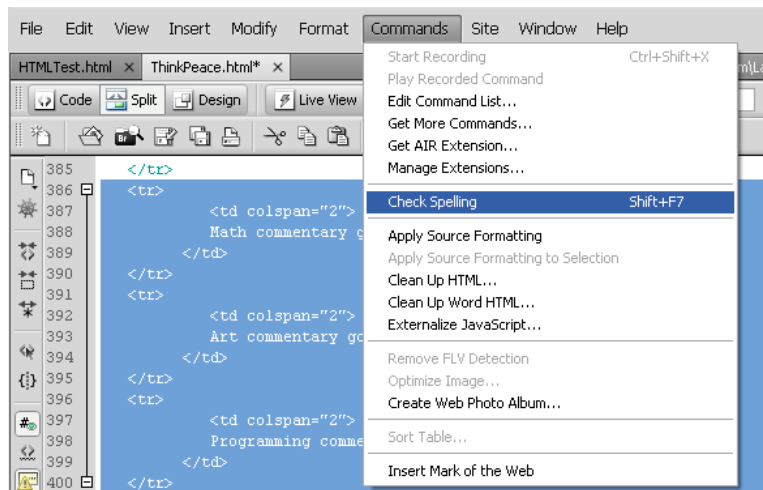
</td>

</tr>


To complete these sections, replace the three place-holder expressions with the narratives you have written in your specification. To accomplish this, first type your text using Microsoft Word and then copy and paste it into the appropriate location.

Alternatively, you can type your narratives directly into the HTML page.

Check your spelling using the spelling checker provided by Dreamweaver:



Here is how a few alterations might appear. Strive to provide fairly solid statements about your efforts (250 words).

| Demonstration Publication - Quando Quine | |
|---|--|
| Application | Commentary |
|  | <p>This application makes use of a simple algorithm to make it so the words "Think" and "Peace" are displayed alternatively. The purpose of the application is to motivate the viewer to see these two words in an animated context, driving home the message conveyed when they are read or spoken. This application explores a possible medium for broadcasting non-commercial messages in web pages in the framework of an advertisement.</p> |
| There math used in this application involved.... | |
| The art consisted of a box with words in it.... | |
| To program this application, it was necessary to start with.... | |

Place Your Publication in a Folder

1. Create a folder as instructed, such as QuaQui01.
2. Place the Fla, SWF and HTML documents in this folder.
3. Deliver this folder to the instructor.