



Using our templates with Adobe Dreamweaver

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Getting Started

Adobe Dreamweaver is a popular WYSIWYG (What You See Is What You Get) HTML editor for both Windows and Macintosh. Like other WYSIWYG editors such as Microsoft FrontPage, it also has a large number of features and tools to aid in web development. That said, this guide will only cover the basics of using Dreamweaver to edit your new template. The last section of this guide has links to more in-depth Dreamweaver resources.

To begin this guide, first make sure you have unzipped your template. If you haven't done this yet and don't know how, please refer to our [QuickStart guide](#).

First, start up Dreamweaver and move on to [opening the template >>](#)

Opening the Template

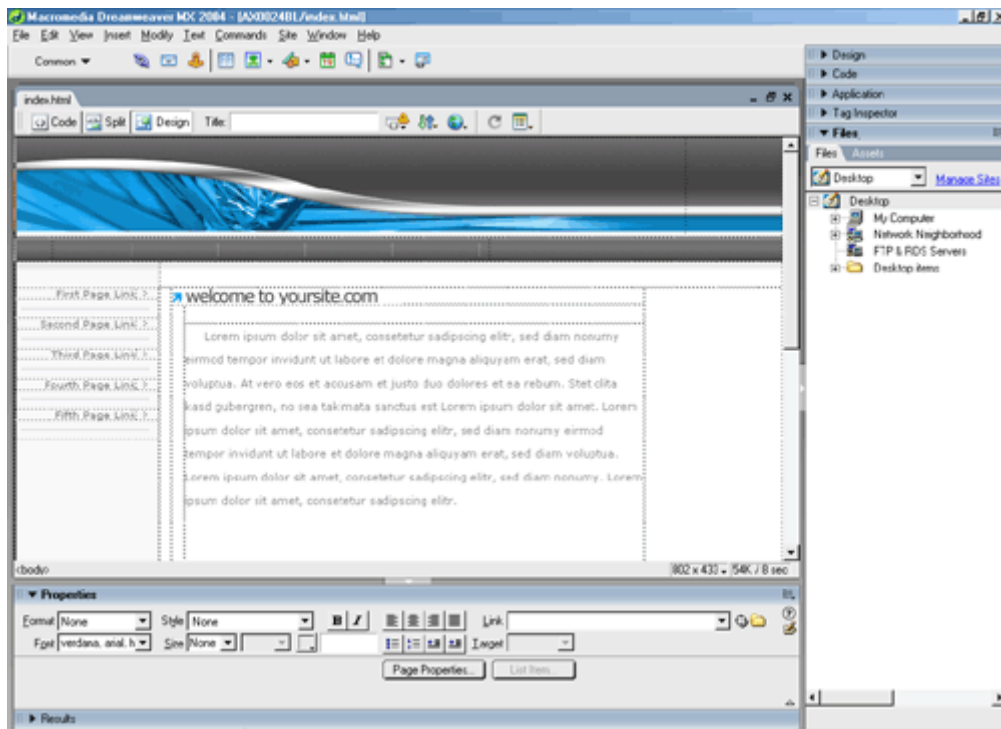
Opening the template is simple:

1. Go to **File / Open**.
2. Browse to the folder containing your template.
3. Select the *index.html* file and click **Open**.

The template will now open in Dreamweaver. We can now go on to [explaining the interface >>](#)

The Interface

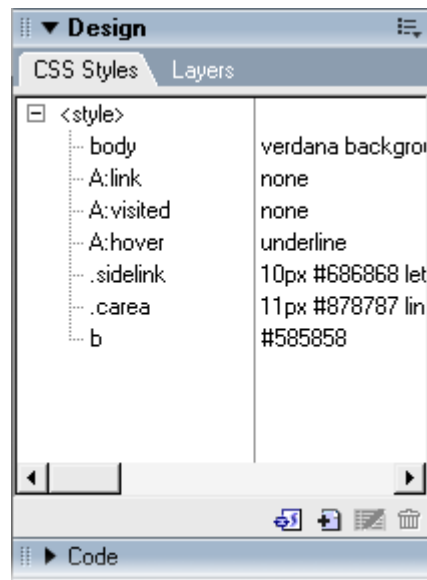
The Dreamweaver interface you see should look similar to the screenshot below:



The area you see your page displayed is known as the **document window**, and it's where you will do most of your editing (either by directly editing HTML code or using your mouse). The topmost portion of this area has three buttons that allow you to switch between different editing **views**. Below is a short summary of each view:

- **Design**
This is the view the majority of users will want to use. It shows the entire page and allows you to edit/reorganize it using your mouse (as shown in the screenshot above). You can drag and drop elements (pictures, text, etc.) directly on the page without having to deal with any HTML code.
- **Code**
This view shows the actual underlying HTML code of the page. If you are comfortable using HTML you can work in this view to write/edit the HTML directly.
- **Split**
Sort of a compromise between the above two views, this view shows the page's HTML code in the upper portion of the window and the actual design view in the lower portion.

In this guide we'll be dealing with the **Design** view.

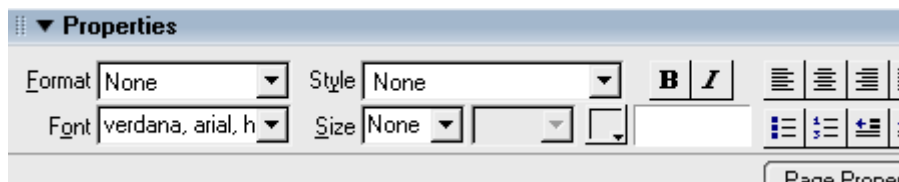


The buttons on the right allow you to open up various **panels** that provide tools and information about the current page. For example, opening up the **Design** panel allows you to view and edit CSS and layer definitions used in the page.

At the very top you will see a standard menu bar, and beneath it is a toolbar:



The toolbar has shortcut icons that let you quickly perform certain tasks by clicking on them. For example, clicking on the chain icon lets you insert a hyperlink. To the left of the icons there is a drop down menu that allows you to switch to other toolbars. The default is **Common**, which provides some basic editing tools. The others, such as **Layout** and **Text**, provide more specific tools for specific aspects of editing



The **Properties** panel (beneath the document window) allows you to choose font settings. You can change the font, font size, attributes (bold, italic, underline), as well as your text's justification on the page.

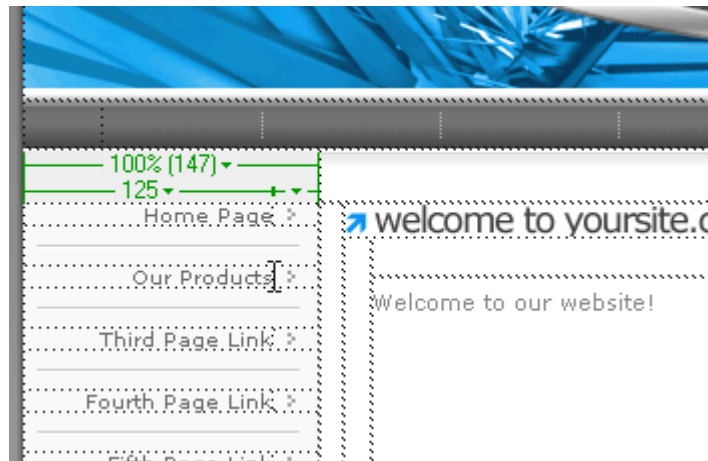
Now that you have a basic understanding of Dreamweaver's interface, you can start [editing the template >>](#)

Editing the Template

Editing your template is obviously the most important part of this process. We won't be able to cover everything you will want to do to your template, but we will cover the basics.

Editing Text

Dreamweaver makes editing text extremely easy. Simply click on the text you wish to edit and make your changes as shown below:



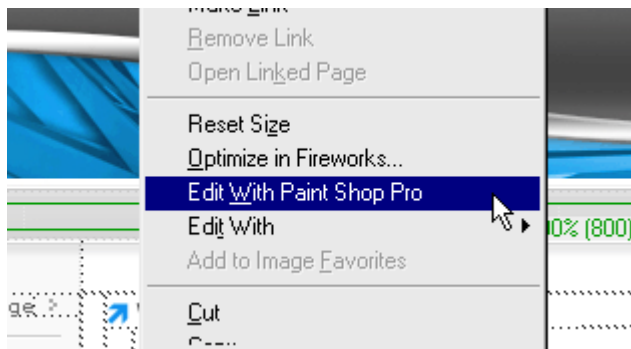
As shown in the image above, you can also do this to change the actual content of your pages.

Labeling Buttons and Images

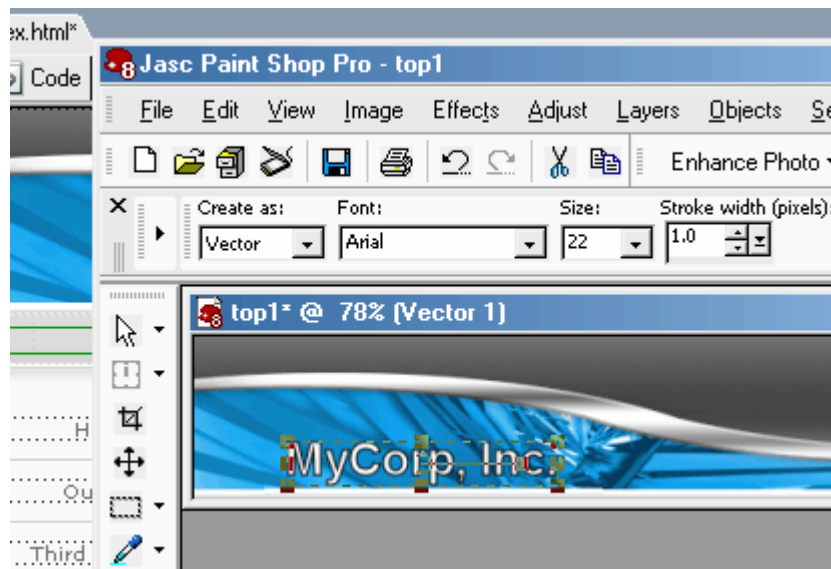
If the text you want to add isn't regular HTML text but rather written on an image, you can use an external image editor. Dreamweaver allows you to easily switch to this editor for a given image.

In order to do this, you will first need to set up your image editor of choice by going to **Edit / Preferences... / File Types & Editors**. Once you've done this, follow the steps below:

1. Right click on the image you wish to edit. You will see a menu option named **Edit with [your image editor]**. Click on this option.

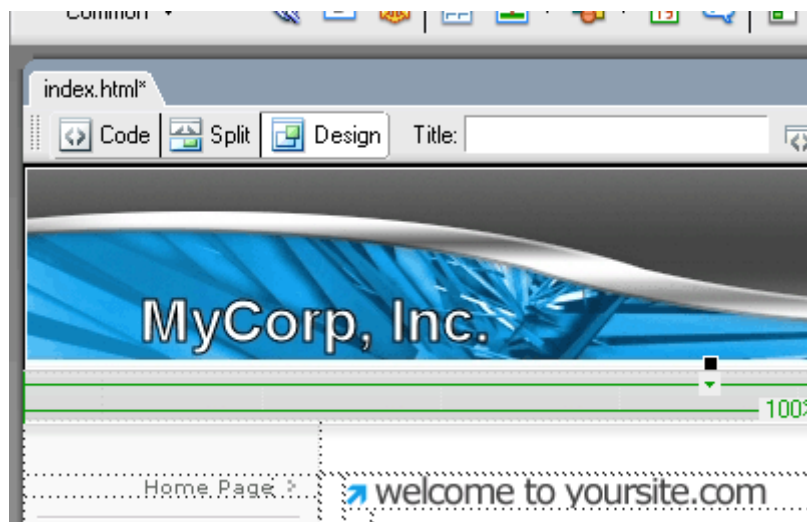


2. You will now see the image you selected opened up in your image editor of choice (in this example, Paint Shop Pro). Use your image editor to write your text on the image. In this example, we are writing our company name on the header image.



3. Save and exit from your image editor.

You will be returned to Dreamweaver and the correctly labeled image should be shown.



Note: There are two ways to label images if you're a Dreamweaver user. The first way is the way described above. The second way is to start your image editor, open the image you wish to label, write your label, and save the image. Both ways will work, but the first way is generally easier for most people to do.

Once you have finished editing, you can [save the template >>](#)

Saving the Template

To save the page you are working on, simply go to **File / Save**. If you want to save the page as a copy, go to **File / Save As...**, enter the new name for the page, and click **OK**.

Other Dreamweaver Resources

As explained earlier, this guide isn't meant to be too extensive as Dreamweaver is a very large application with dozens of features. To get the most out of this editor, we would highly recommend referring to the excellent Dreamweaver resources listed below.

- [Adobe Dreamweaver](#)

Adobe's own Dreamweaver site.

- [Dreamweaver FAQ.com](#)
A large resource that caters to the Dreamweaver community. Offers tutorials and frequently asked questions for web designers of all skill levels.
- [CommunityMX](#)
A web development resource site that offers a large assortment of tutorials for Dreamweaver, as well as many other Adobe products.

And that's the end of this Adobe Dreamweaver guide. If you need more help, be sure to check out our [other guides](#), our [frequently asked questions](#), or feel free to [contact us](#).