

Using Pop-out or Drop-down menus can allow for easier navigation of your site. There are many scripts available on the internet to make these types of menus. Many of them, however, are not thoroughly tested. The JavaScript written by these extensions is extremely compact compared to many other menu scripts... including the Fireworks 4 Popup menu generator and the new Dreamweaver MX pop-out menu builder. The code necessary to drive the menu to be built here is less than 2K. But the true advantages of using this technique are:

1. Editability. Your menu layers are always available for editing right in the Dreamweaver window. You never have to work in the source code.
2. Knowledge. If you master this technique, you will be able to create complex menus in minutes, and style them as you want... with no compromises.

Extensions

This set of instructions uses PVII Autolayers, Autohide, and Snaplayers Extensions to control the opening, closing and positioning of menus. These extensions have been created to extend the capabilities of Dreamweaver. They along with numerous other extensions can be downloaded from www.macromedia.com or www.projectseven.com. If you are getting these for yourself download them to your desktop. Once downloaded just double click on each on and they install themselves. Dreamweaver needs to be restarted in order to recognize the new additions.

These three extensions need to be installed before beginning this project.

Starting Out

We will begin with a page that is partially done. So far this page contains a navigation bar consisting of 5 buttons. These buttons already have a simple rollover effect. The goal is to get these menu buttons to show a pop out menu when the mouse rolls over them.

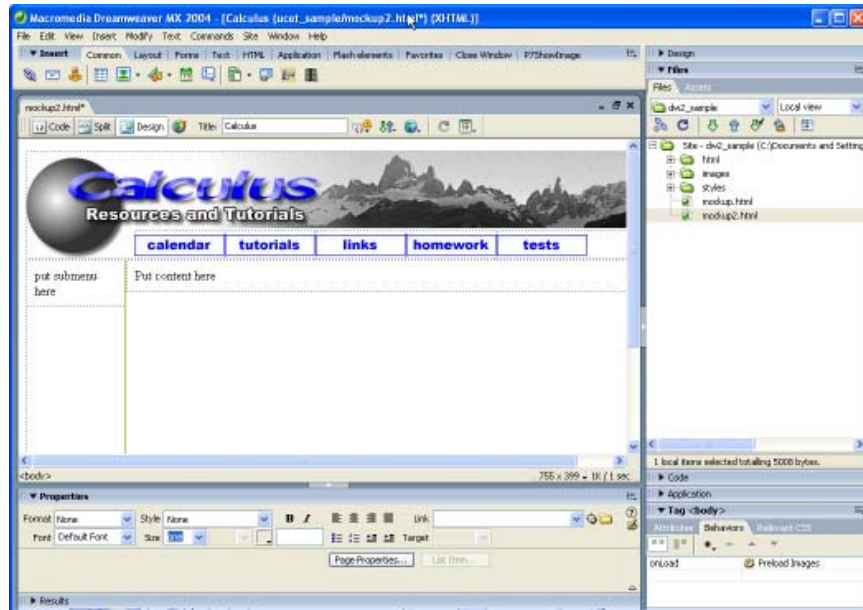
Basic Steps

1. Create the menu using a table in a layer with text links in the rows of the table.
2. Attach a behavior to the button that gets the menu layer to appear and also be positioned in the right spot. This behavior needs to be triggered when the mouse rolls over the button.
3. Get the menu to turn off when the mouse moves off.

- Once we have one menu that works, just repeat the process for any additional menus.

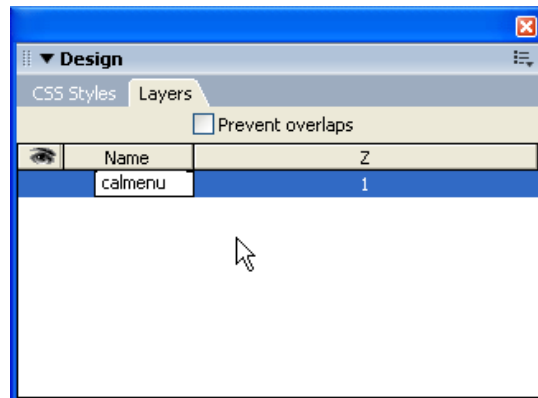
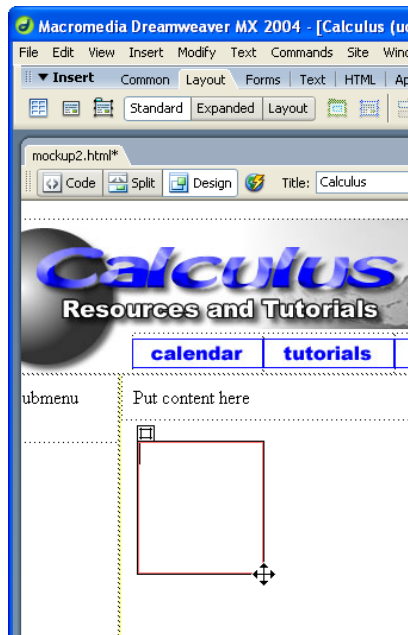
Building the System

Set up your work space to look something like the screen below.

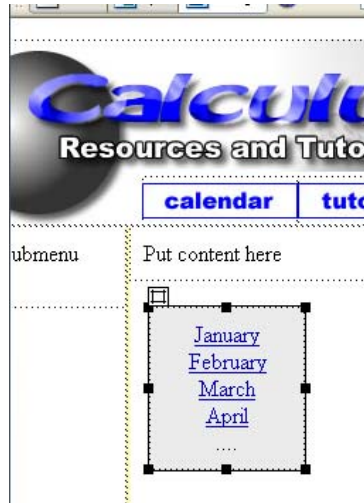


Create the Menu

- Drag out a layer and name it calmenu



- Create the menu inside the layer by inserting a table and making text links in each row. You can format the table however you like.

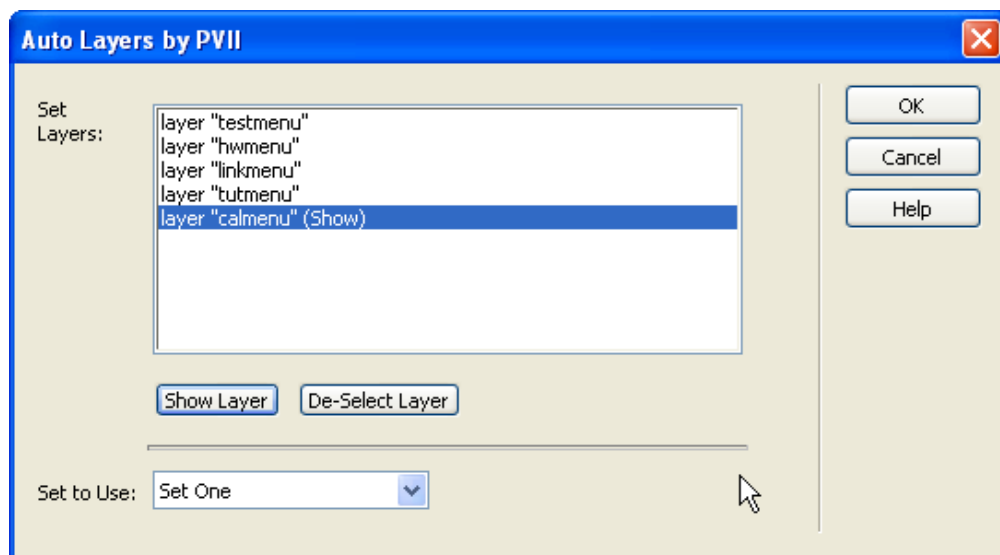


3. Repeat for each menu that you need. For this example make a layer/menu for Calendar, Tutorials, Links, and Homework, Tests. Remember to rename each layer in the Layer Panel.

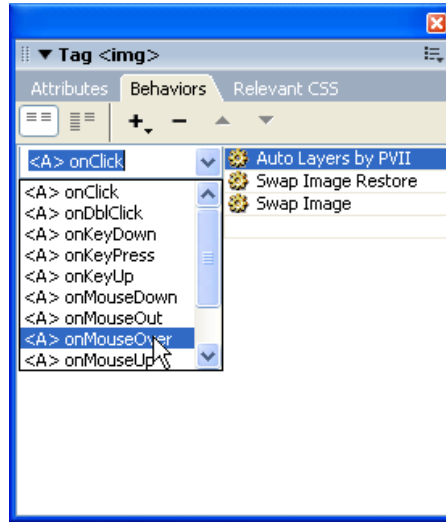
Add the Behaviors

Now it is time to get the menus to do their thing. We want them to start out hidden and when the mouse rolls over the respective button the proper menu should appear. When the mouse moves off the menu should disappear

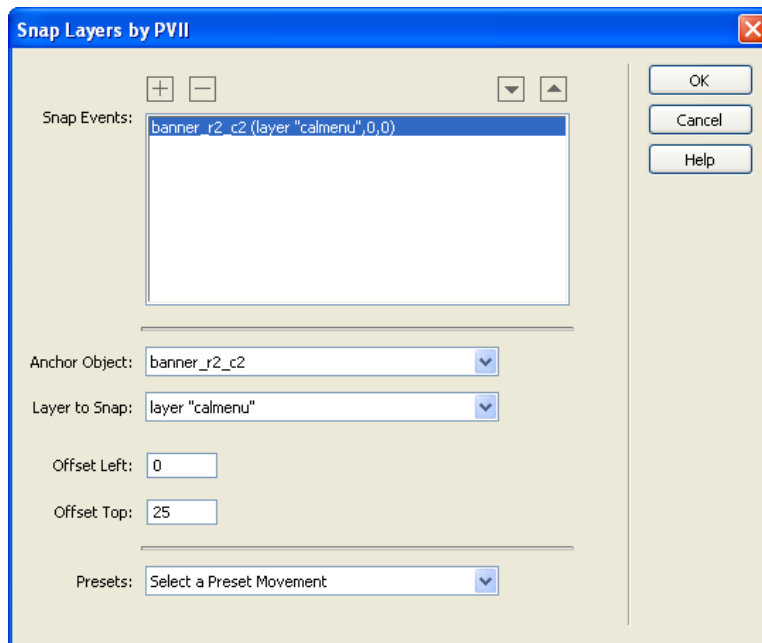
1. let's set up the trigger. The button the mouse will roll over is the trigger. When the mouse rolls over it, it needs to turn on (show) the calmenu layer. **Select** the button and open the behavior panel. **Click the plus sign** in the upper left corner and look for studioVII then Autolayer. **Select Layer** "calmenu" and click the "**Show Layer**" Button, then "OK"



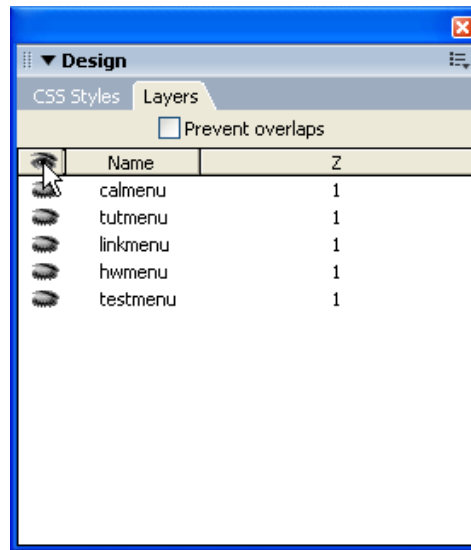
2. The action needs to be (OnMouseOver). This tells the calmenu Layer to appear when the calendar button is rolled over.



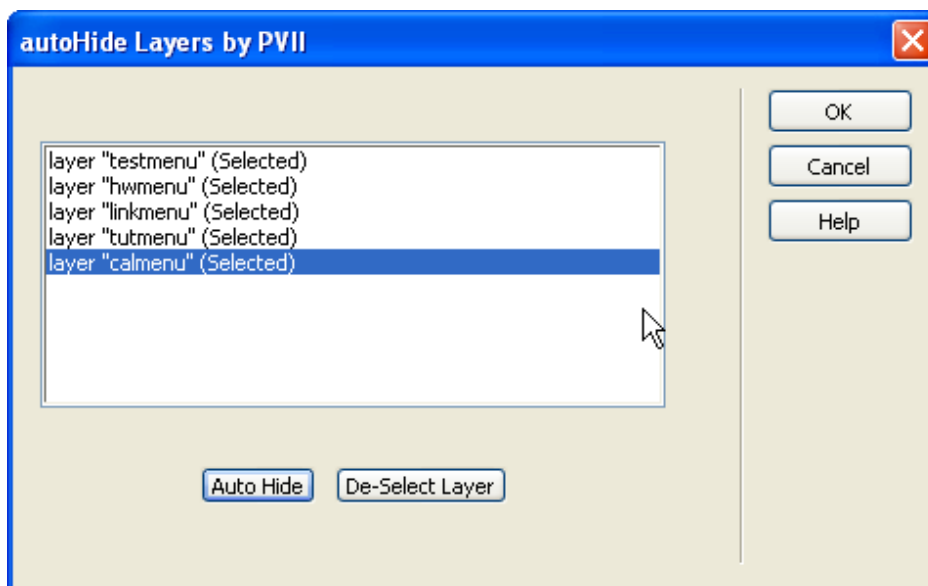
3. The last part of this system is to tell the layer exactly where to show up. We will use the **SnapLayer** behavior to do this. In effect we will attach the layer to the trigger button so no matter where the button is the menu will show up next to it. Select the Calendar button again and add the SnapLayer behavior to it. In the pop up menu select the anchor object, that is the button. Then select the layer you want to snap. Last position the layer using the upper left corner of the button as (0, 0). In this case the menu should appear below the button which is 25 pixels high. So enter 25 in the "Y" box. Make sure the "Action" is (OnMouseOver).



- Repeat this same process on the remaining menu layers. Select the trigger (button) add the Autolayer behavior to it to get the layer to "show". Add the Snaplayer behavior to position the layer.
- Next set the starting condition of the layers to hidden. Click on the Eye icon in the layer panel until a closed eye shows next to each layer. Now when the page loads in the browser the layer will start off hidden.

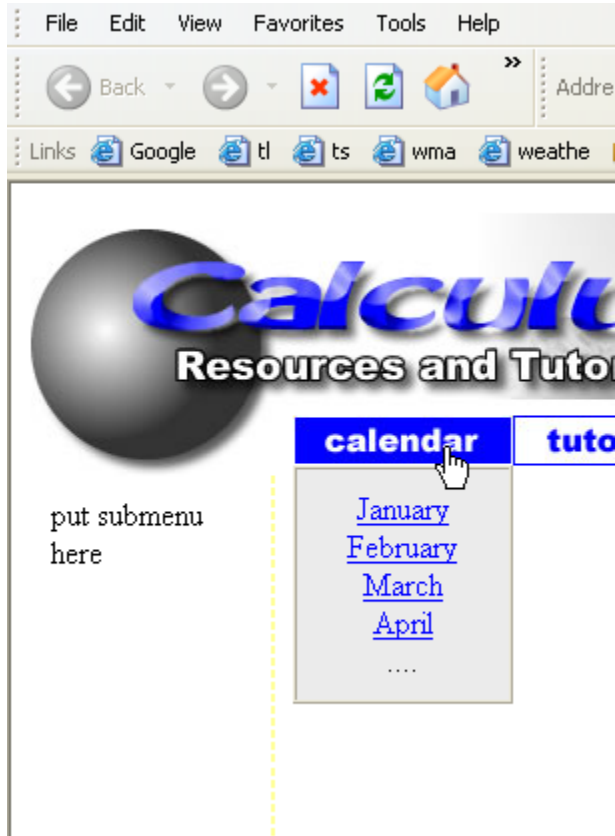


- The last thing to do is to get the menus to turn off. Select the "body" tag and apply the AutoHide behavior to it, set each layer to autohide. This enables all the menu layers to close automatically on mouse off.



7. Now do the same thing to all the buttons that need menus.

8. Test in both browsers and then celebrate.



Review Steps

1. Insert trigger (button) onto page.
2. Create and design menu in layer.
3. Select trigger and apply the "Autolayer" behavior. Selecting the appropriate menu layer to show. This will turn on the menu layer when the mouse is over the trigger.
4. Select the trigger and apply the "Snap Layers" behavior. Follow the direction in the dialogue window to position the menu layer. This allows the menu layer to show in the designated spot and also attach it self to the trigger in case the triggers position moves because of a change in the browser size.
5. Make sure all the behaviors are triggered by the (MouseOver) event
6. Select body tag and apply the "AutoHide" behavior. Set the menu layers to Autohide. The Event should be set to onLoad.
7. Turn off the "eye" adjacent to the menu layer in the layer panel and then test in both browsers.
8. After testing go back and fix what didn't work.