Learning
Corel WEB.DESIGNER

How to use this tutorial
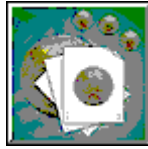
Basic Concepts   **Screen Tour**   **Getting Started**

Lesson 1   **Lesson 2**   **Lesson 3**

Consult the Learning Corel WEB.DESIGNER Overview for additional information about the HTML features explored in Lessons 1, 2, and 3.

How to use this tutorial

Corel WEB.DESIGNER concepts

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About the Corel WEB.DESIGNER tutorial

In less than two hours, this tutorial will give you the skills that you need to create dynamic World Wide Web sites using Corel WEB.DESIGNER's advanced authoring tools. For an even more interactive introduction to Corel WEB.DESIGNER, visit the Corel WebMaster Suite Web page (http://www.corel.com/corelweb/webgraphics/downloads/) and complete the HTML version of this tutorial.

Corel WEB.DESIGNER concepts

The Concepts section includes information about HTML, the World Wide Web, the Corel WEB.DESIGNER interface, and Corel WebMaster Suite integration options.

Screen tour

The Screen Tour section takes you on a visual tour of the Corel WEB.DESIGNER application, allowing you to explore the Welcome to Corel WEB.DESIGNER message and the main application window.

Getting started

The Getting Started section teaches you to open the Corel WEB.DESIGNER application, organize your viewing screens, and navigate this tutorial.

Lesson 1 Creating basic Web pages

The first lesson guides you through the creation of two simple Web pages, providing a hands-on approach to basic Web page design.

Lesson 2 Enhancing your Corel WEB.DESIGNER pages

The second lesson teaches you to apply more advanced Web elements to the pages that you created in Lesson 1, allowing you to upgrade your documents with inline images, image maps, tables, and feedback forms.

Lesson 3 Integrating applications

The third lesson guides you through the integration of some of the Web's most advanced design elements, including VRML, animations, and vector-graphics.

Is this tutorial for you?

If you are new to World Wide Web design, this tutorial is for you. Its lessons will give you a comprehensive overview of Corel WEB.DESIGNER's publishing features, and hands-on practice learning to use them.

This tutorial also introduces you to the advanced applications provided by the Corel WebMaster Suite, allowing you to build professional Web pages that attract audiences without requiring extensive HTML programming experience. Take the skills presented in this tutorial and continue to explore Corel WEB.DESIGNER's features on your own. For detailed information about any Corel WEB.DESIGNER element, refer to the online Help system that accompanies the application.

Using the lessons

Each lesson in this tutorial builds on the information and features that you have explored in previous lessons. Move through the tasks as they are presented, browsing the <u>overview</u> information first and then jumping to the

tutorial procedures. Simply click >> after you have completed each procedure to move to the next procedure or lesson.

Pay careful attention to the Concepts, Screen Tour, and Getting Started sections of the Corel WEB.DESIGNER tutorial. The hyperlinks contained in these areas give you the information you need to complete the procedures in Lessons 1, 2, and 3.

Before you begin

Because Corel WEB.DESIGNER runs under the Microsoft Windows (TM) operating system, you should familiarize yourself with basic Windows skills, e.g., opening and closing windows and using a mouse, before you attempt to complete the procedures in this tutorial. For information about Windows, see the Basic Skills section of the Microsoft Windows User's Guide.

Introduction

Before you launch the Corel WEB.DESIGNER application and work through the lessons, it's important to understand the basic publishing concepts of this Web authoring tool. To create successful Web pages that exploit all of the advanced operations offered by Corel WEB.DESIGNER, you must first explore the nature of WYSIWYG publishing, HTML, the World Wide Web, and Corel WEB.DESIGNER's document management tools.

Introduction

When you launch the Corel WEB.DESIGNER application, you are presented with the Welcome to Corel WEB.DESIGNER message and the main application screen. Explore the features displayed by these two windows before beginning your Web project to familiarize yourself with Corel WEB.DESIGNER's primary editing options and to simplify the tutorial's lessons.

Introduction

Before you launch the Corel WEB.DESIGNER tutorial and work through the lessons, you must copy all of the referenced files to your server root directory. The Getting Started section of this tutorial provides instructions for copying files, organizing your viewing screens, and navigating the tutorial.

Introduction

Truly professional World Wide Web publications merge advanced editing features with creativity and artistic sense. Browse through the Corel WEB.DESIGNER tutorial's overview information for tips on when and where to implement the features explored throughout the tutorial lessons.

Introducing Corel WEB.DESIGNER

Corel WEB.DESIGNER is a robust and versatile World Wide Web publishing tool that simplifies some of the Web's most powerful authoring features. Whether you use the application to create simple home pages or to build extensive archives, Corel WEB.DESIGNER supplies you with the tools and flexibility required to establish an influential World Wide Web presence.

Corel WEB.DESIGNER allows you to produce appealing, professional documents within a structured and manageable environment. The editor's WYSIWYG interface compliments its word processing-style features, combining the familiarity of desktop publishing with the advanced operations of World Wide Web authoring.

About Corel WEB.DESIGNER's document management tools

Corel WEB.DESIGNER's powerful document management tools allow you to organize and view your pages prior to publishing them on the World Wide Web. Corel WEB.DESIGNER's server root and preview features combine the flexibility of HTML tags and the organized structure of a word processing mechanism with the advanced interface of a WYSIWYG Web editor.

Server Root

The first time that you launch the Corel WEB.DESIGNER application, you will be asked to set a server root directory for your HTML projects. The server root stores all the .HTML files that you create using Corel WEB.DESIGNER and provides the base location from which Corel WEB.DESIGNER resolves relative URLs to image files and other hyperlinked documents. To set a server root, type the path to a directory on your local system or click Browse and search your system for the appropriate location.

You should store all referenced files, e.g., images, in the same directory as your Web page or in a subdirectory of your server root. If you store referenced files in a directory other than your server root, you will not be able to view an accurate representation of your page on your local system.

Browser Preview

Previewing documents dates back to the early stages of Web authoring, when Web pages were constructed solely in HTML code. Saving a document and opening the file in a browser was once the only way to view the results of your HTML programming.

Corel WEB.DESIGNER's Browser Preview command launches a Web browser directly from the main application window, allowing you to see how your active document will be displayed on the World Wide Web. Although Corel WEB.DESIGNER's WYSIWYG interface accurately presents the structure and layout of your page, previewing displays the minor differences in color and style that might occur when you publish your documents on the Web. Previewing also allows you to test the links and objects in your page.

Notes

- To preview documents, you must set a default browser. Click Tools, Set Browser and choose your browser's executable file (.EXE).

- To view Web pages that contain embedded files, e.g., applets or VRML, you must download the appropriate plug-in application for your browser. Netscape plug-ins are available at http://home.netscape.com/comprod/mirror/navcomponents_download.html. You can also go to the Netscape home page at http://home.netscape.com and follow the links to the plug-in page. Microsoft plug-ins are available at http://www.microsoft.com/ie/addons/default.htm or by following links from the Microsoft home page (http://www.microsoft.com). Some advanced browsers, e.g., Netscape 3.0 and Microsoft's Internet Explorer 3.0, have built-in VRML display capabilities.

About WYSIWYG, HTML, and the WWW

Throughout this tutorial, acronyms will be used to refer to some popular Web publishing tools and mediums. The most important of these are WYSIWYG (What You See Is What You Get), HTML (Hypertext Mark-Up Language), and WWW (World Wide Web).

WYSIWYG (What You See Is What You Get)

HTML (Hypertext Mark-Up Language)

WWW (World Wide Web)

Together, the WYSIWYG interface, Hypertext Markup Language, and World Wide Web provide the environment necessary for creating and publishing advanced Web projects.

WYSIWYG (What You See Is What You Get)

WYSIWYG is a common interface among most advanced Web editing tools that allows you to build Web pages without requiring extensive HTML programming experience. The WYSIWYG interface provides a visual approach to WWW design, presenting concrete layout and formatting features in a word processing-style environment.

Most WYSIWYG Web editors offer built-in syntax checks that verify the accuracy of the HTML code that corresponds to the WYSIWYG presentation of your page. For Corel WEB.DESIGNER, this syntax check is performed by the HTML Parser. The HTML Parser detects invalid HTML statements in your Web pages. Most often, error statements occur if you have incorrectly edited the HTML Source for your Web page or if you have merged files using HTML tags that are not supported by Corel WEB.DESIGNER.

WYSIWYG editors also reduce the need for repetitive previews, offering Web authors an accurate visual representation of their Web pages as they construct them. However, even WYSIWYG editors require browser previews to view the minor differences in color and style that might occur when you publish your documents on the Web. Corel WEB.DESIGNER provides the Set Browser and Browser Preview commands in the Tools menu for document previewing.

HTML (Hypertext Mark-Up Language)

The Hypertext Mark-Up Language, better known as HTML, is the core programming language of the World Wide Web. Put simply, HTML tells your Web browser how to display information on the Web using a set of character tags or codes. To construct professional, appealing World Wide Web pages that attract visitors to your site, you must instruct Web browsers to display your information correctly, using HTML tags.

Some companies, including Netscape and Microsoft, have enhanced their Web browsers with new display capabilities such as applet support, animated GIF presentation, and VRML display. As a result, these companies have created some unique HTML tags, supported only by their particular browser. Because Web surfers use many different browsers to view World Wide Web sites, unique HTML enhancements might be displayed by one browser, but not by another, depending on the types of tags that were used by the author of the page. To address the incompatibility problems that unique HTML tags create, and to ensure that the largest possible audience has access to your Corel WEB.DESIGNER sites, the Corel WEB.DESIGNER application uses HTML tags that most major browsers support.

Writing standard HTML code does not require high-powered applications - in fact, a simple text editor like Notepad, Wordpad, or DOS's Edit will do. But this type of HTML programming requires extensive knowledge of HTML tags and is only suitable for experienced WWW authors. Luckily, automated text editors like Corel WEB.DESIGNER have removed the programming from HTML coding, allowing even beginning WWW artists to construct advanced Web pages in a word processing-style application.

WWW (World Wide Web)

The World Wide Web is a hypertext-based, distributed information system originally established by researchers at the Conseil Europeen pour la Recherche Nucleaire (CERN) in Switzerland in the late 1980s. Due to recent expansion and high-speed advancement, the World Wide Web has become a staggering information resource. Millions of individuals and organizations across the globe have published pages on the Web so that anyone, anywhere, can obtain any information they need.

When you visit a World Wide Web site, you access information stored on another computer. The contents of all Web sites are coded in Hypertext Mark-Up Language (HTML) and the computer that stores the site is called a Web server. The viewing device that accesses information from the World Wide Web site and displays it on your computer screen is called a Web browser.

Each time you type a Uniform Resource Locator (URL) or Internet address in your browser, you send a signal to the server that holds that address, requesting its information. The same process takes place when you click a hyperlink on a Web page. But while you type a location URL in the Address box at the top of your browser window, a link's destination or target site is embedded in the hyperlink by the Web page author. In both cases, URLs can reference text and images, an online newsgroup, an email address, or any other information located on an Internet server.

About integration

As the central application in the Corel WebMaster Suite, Corel WEB.DESIGNER is responsible for integrating and displaying text and graphics created in Corel WEB.DRAW, Corel WEB.GALLERY, Corel WEB.MOVE, Corel WEB.Transit, and Corel WEB.WORLD. Corel WEB.DESIGNER's integration features allow you to create Web pages that present animations, professional images, and VRML. You can access Corel WEB.DESIGNER's integration features from the Tools menu or applications toolbar.

The Tools menu and applications toolbar offer launch commands for each program in the Corel WebMaster Suite. But Corel WEB.DESIGNER's true integrative power comes with its ability to import the files you create in the other WebMaster Suite applications. Clicking File, Publish to Corel WEB.DESIGNER in Corel WEB.DRAW, Corel WEB.MOVE, and Corel WEB.WORLD immediately inserts your image, animation, or VRML in your active Corel WEB.DESIGNER document. If you are a Windows 95 user, Corel WEB.DESIGNER even transports the necessary reference files to your server root, allowing you to view a more accurate presentation of files on the World Wide Web. In Corel WEB.Transit, you can publish files to Corel WEB.DESIGNER using the Edit Publication command and in Corel WEB.GALLERY, you can add professional images to your page by dragging and dropping the selected files.

Corel WEB.DESIGNER's integrative capacity improves the graphic quality of your pages, allowing you to avoid the translation and conversion flaws that can occur when you merge files from unrelated programs.

Exploring the Welcome to Corel WEB.DESIGNER message

After launching the Corel WEB.DESIGNER application and organizing your viewing screens according to the instructions provided in <u>Getting started with Corel WEB.DESIGNER</u>, you can start a new Web page, open an existing Web page, or choose a template to begin a Web page with the Welcome to Corel WEB.DESIGNER message. For information about the Welcome to Corel WEB.DESIGNER screen elements, click the appropriate areas of the following illustration:
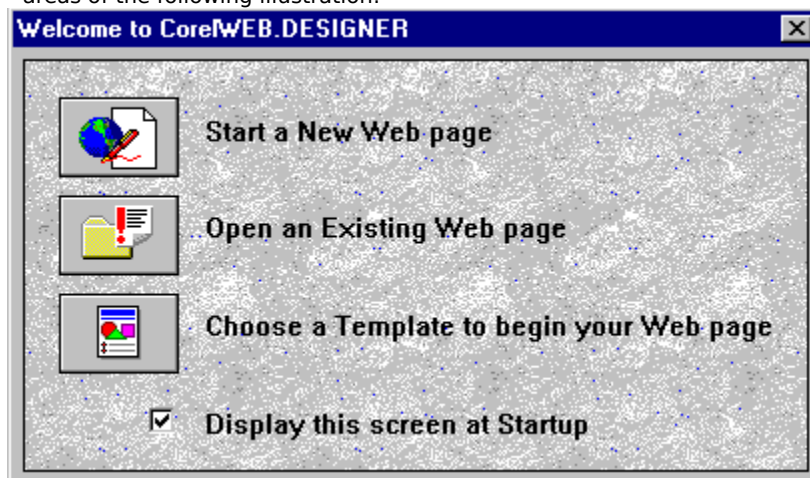
Start a new Web page

Removes the Welcome to Corel WEB.DESIGNER message and opens a new, blank document in the Corel WEB.DESIGNER window.

Open an existing Web page

Opens your server root directory in the Open dialog box, allowing you to access and edit an HTML document that you have saved on your local system.

Choose a template to begin your Web page

Opens Corel WEB.DESIGNER's Template dialog box, allowing you to edit a pre-designed HTML page in the Corel WEB.DESIGNER window.

Display this screen at startup

Enables or disables the display of the Welcome to Corel WEB.DESIGNER screen when you launch the application.
By default, Corel WEB.DESIGNER enables this command.

Exploring the Corel WEB.DESIGNER screen

To create Web pages that attract audiences and optimize Corel WEB.DESIGNER's advanced capabilities, you should first explore the main application window. Corel WEB.DESIGNER presents over 85 menu commands with almost 60 complimentary toolbar options to simplify the creation of even the most complex hyperdocuments. For information about any Corel WEB.DESIGNER screen element, click the appropriate area of the following illustration:
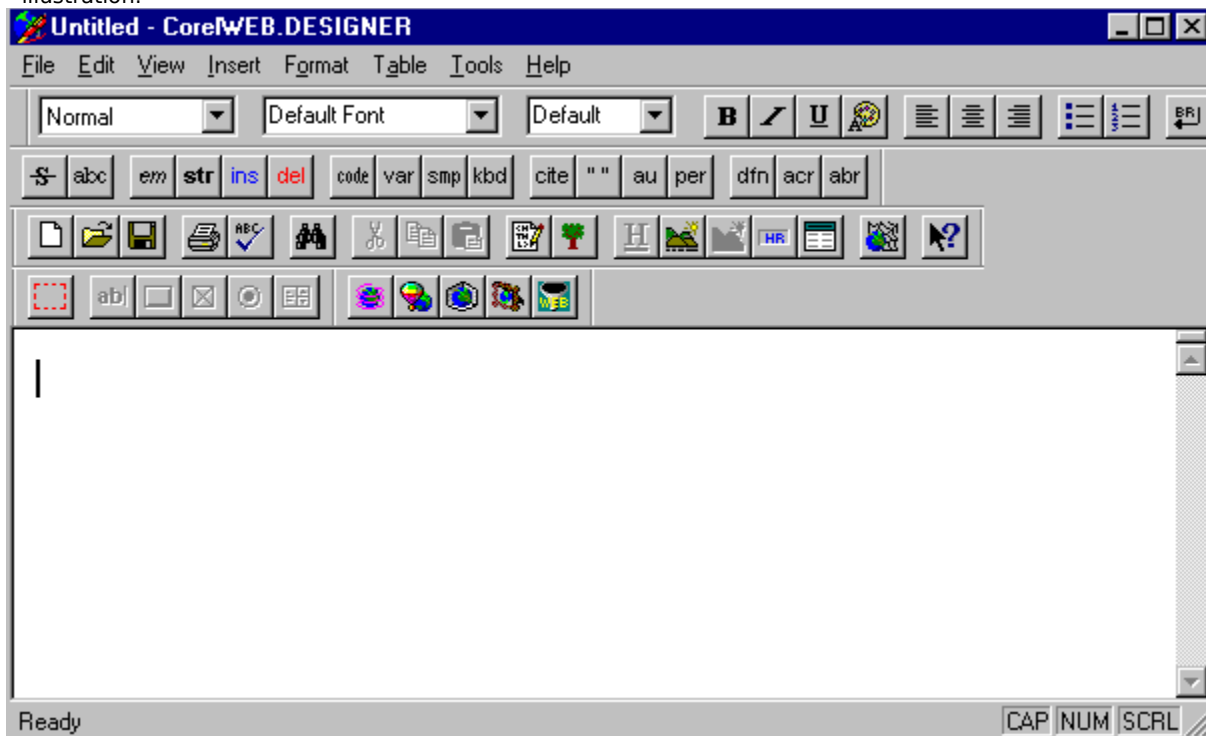
Title bar

Repositions Corel WEB.DESIGNER's main window on your computer screen. The title bar also displays the name of your active document, the system menu commands, and the Windows 95 control buttons.

System menu

Controls the appearance and status of the Corel WEB.DESIGNER application window. Click the Corel WEB.DESIGNER system icon on the application's title bar to restore, move, size, minimize, maximize, or close the Corel WEB.DESIGNER window.

Control buttons

Provide one-click access to the minimize, maximize, and close commands, allowing you to collapse, expand, or exit the Corel WEB.DESIGNER application window.

File menu

Provides standard Windows menu commands for creating new files, opening existing documents, setting page properties, saving or printing your work, and exiting the application.

Edit menu

Provides standard Windows menu commands for undoing and redoing actions, cutting, copying, and pasting text, selecting, finding, and replacing objects, editing properties, and modifying your document's HTML Source code.

View menu

Provides menu commands for splitting and refreshing windows, opening a new window, displaying the document tree, displaying toolbars in the Corel WEB.DESIGNER window, and enabling/disabling the Corel WEB.DESIGNER bookmark display.

Insert menu

Provides menu commands for adding HTML elements and files to the currently open Web page. These commands include inserting forms and form fields, adding images, horizontal rules, paragraphs, and line breaks, adding applets written in the Java (TM) Programming Language, merging .HTML files, embedding Internet files, and creating ordered and unordered lists.

Format menu

Provides menu commands for formatting headings, ordered and unordered lists, bookmarks, and hyperlinks in HTML.

Table menu

Provides menu commands for adding HTML tables to an active Web page. These commands allow you to insert and delete tables, cells, rows, or columns, select table attributes, and modify standard table properties.

Tools menu

Provides menu commands for organizing your documents. These commands allow you to check your completed documents for spelling errors, set up a server root directory, specify a browser, preview your Web pages, and enable the Welcome on startup message.

Help menu

Provides standard Windows menu commands for accessing all online help topics. You can search for specific help topics, activate the screen/menu help or Corel WEB.DESIGNER tutorial, browse through the contents page, or access the WEB.GRAPHICS SUITE Web Page.

Paragraph style

Specifies formatting for headings, preformatted text, and block quotations.

Font selection

Specifies a font to apply to selected text.

Font size

Specifies the size of selected text. You can set absolute or relative values for the font size.

Bold

Applies the boldface attribute to selected text.

Italic

Applies the italics attribute to selected text.

Underline

Applies the underline attribute to selected text.

Font/cell color

Adds color to text or table cell backgrounds.

Align left

Aligns the selected text or image to the left side of the page.

Center

Centers the selected text or image.

Align right

Aligns the selected text or image to the right side of the page.

Unordered list

Formats selected paragraphs in an unordered (bulleted) list.

Ordered list

Formats selected paragraphs in an ordered (numbered) list.

Line break

Inserts a line break.

Strike-through

Applies the Strike-through style to selected text.

Teletype

Applies the Typewritten or Teletype style to selected text.

Emphasis

Applies the Emphasis style to selected text.

Strong emphasis

Applies the Strong Emphasis style to selected text.

Inserted text

Applies the Inserted Text style to selected text.

Deleted text

Applies the Deleted Text style to selected text.

Example code

Applies the Example Code style to selected text.

Variable

Applies the Variable style to selected text.

Literal (sample)

Applies the Sample style to selected text.

Typed text

Applies the Keyboard or Typed Text style to selected text.

Citation

Applies the Citation style to selected text.

Short quotation

Applies the Short Quotation style to selected text.

Author

Applies the Author style to selected text.

Surname (Person)

Applies the Person style to selected text.

Term definition

Applies the Term Definition style to selected text.

Acronym

Applies the Acronym style to selected text.

Abbreviation

Applies the Abbreviation style to selected text.

New

Opens a new Corel WEB.DESIGNER window.

Open

Allows you to open an existing Web page.

Save

Saves the active file.

Print

Prints a Corel WEB.DESIGNER file.

Spell

Verifies all spelling in your active document.

Find

Locates a specified text string in your active document.

Cut

Removes selected data and copies it to the Windows Clipboard.

Copy

Copies selected data from your Web page to the Windows Clipboard.

Paste

Pastes data from the Windows Clipboard into an open Web page.

Edit HTML Source

Opens a new Corel WEB.DESIGNER window, displaying the HTML code that corresponds to the active Web page.

Document tree

Displays the hierarchical structure of HTML formatting tags within the active page.

Hyperlink

Allows you to format the selected text or image as a hyperlink.

Image

Allows you to add an image to your Web page.

Image map editor

Launches the Image Map Editor, allowing you to edit or create an image map file.

Horizontal rule

Inserts a horizontal rule.

Insert table

Opens the Table Properties dialog box, allowing you to add a table to your Corel WEB.DESIGNER document.

Browser preview

Launches a Web browser directly from the Corel WEB.DESIGNER window.

Screen/menu help

Displays help for buttons, menu items, and window areas.

Insert form

Opens the Form Properties dialog box, allowing you to add a form to your Web page. You can also create a form by clicking Insert, Form.

Text field

Adds a text field to your form. You can also add a text field by clicking Insert, Form Field, Text Field.

Button

Adds a button to your form. You can also add a button by clicking Insert, Form Field, Button.

Check box

Adds a check box field to your form. You can also add a check box field by clicking Insert, Form Field, Check Box.

Radio button

Adds a radio button to your form. You can also add a radio button by clicking Insert, Form Field, Radio Button.

Selection list/menu

Adds a selection list or menu to your form. You can also add a selection list or menu by clicking Insert, Form Field, List/Menu.

Corel WEB.MOVE

Launches the Corel WEB.MOVE application from the Corel WEB.DESIGNER window.

Corel WEB.DRAW

Launches the Corel WEB.DRAW application from the Corel WEB.DESIGNER window.

Corel WEB.WORLD

Launches the Corel WEB.WORLD application from the Corel WEB.DESIGNER window.

Corel WEB.GALLERY

Launches the Corel WEB.GALLERY application from the Corel WEB.DESIGNER window.

Corel WEB.Transit

Launches the Corel WEB.Transit application from the Corel WEB.DESIGNER window.

Text area

Displays the structure and layout of your active Web page.

Status bar

Displays command or toolbar functions at the bottom of the Corel WEB.DESIGNER window. To show or hide the status bar, click View, Status Bar.

CAP	Indicates that the Caps Lock function is enabled.
NUM	Indicates that the Num Lock function is enabled.
SCRL	Indicates that the Scroll Lock function is enabled.

Horizontal and vertical scroll bars

Display areas of your Corel WEB.DESIGNER document that extend beyond the boundaries of your computer screen. Scroll arrows sit at the end of both the horizontal and vertical scroll bars and point in the direction that the window moves when you press each arrow. For rapid scrolling left, right, up, or down, click and hold the appropriate scroll arrow button.

Launching Corel WEB.DESIGNER

When you launched Corel WEB.DESIGNER for the first time, it prompted you to set a server root directory that acts as the base directory or storage location for all .HTML files and images that you will use in your Web site. It then produced the Welcome to Corel WEB.DESIGNER message, allowing you to start a new Web page, open an existing Web page, or edit a pre-designed template.

Notes

- Clicking Start a New Web page opens a blank Corel WEB.DESIGNER document.
- Clicking Open an Existing Web page opens an HTML document that you have already saved on your local system.
- Clicking Choose a Template to begin your Web page opens a pre-designed Web page from the Corel WEB.DESIGNER templates directory.

Getting started with Corel WEB.DESIGNER

Whether you are new to Web publishing or experienced in HTML design, the best way to become familiar with Corel WEB.DESIGNER's unique tools and commands is to complete each tutorial lesson in order, exploring any additional features on your own as you encounter them.

Get started with Corel WEB.DESIGNER by

navigating the tutorial

setting up the image files

displaying the Help windows

Navigating the tutorial

To navigate this tutorial open the Contents page and follow the hypertext jumps provided for each topic. Use the browse buttons at the top of your tutorial screen to scroll through the tasks.

- To move to the next task in the Web design process, click [>>] at the top of your tutorial screen.

- To move back through the tasks you've just completed, click [<<] at the top of your tutorial screen.

- To return to the tutorial's main page at any point in your Web design, click [Contents] at the top of your tutorial screen.

Because each lesson in the Corel WEB.DESIGNER tutorial builds on tasks accomplished in preceding sections, you must complete each lesson in order.

A modified version of this tutorial is also available in HTML format on the Corel WebMaster Suite Web page at http://www.corel.com/corelweb/webgraphics/downloads/.

Setting up the image files

Before completing Lessons 1-3 of this tutorial, you must copy the images located in the Images folder in your install directory to your server root directory. The images supplied will be referenced throughout the tutorial lessons.

To copy the tutorial images to your server root directory

1. Navigate to your Corel WebMaster Suite install directory.
2. Double-click the Designer folder.
3. Double-click the Images folder.
4. Copy PHOTO1.JPG, PHOTO2.JPG, PHOTO3.JPG, PHOTO4.JPG, KIDZ.BMP, and HLINE.GIF to your Corel WEB.DESIGNER server root directory.

Displaying the Help windows

This tutorial's hands on approach to Web page creation requires you to display the Help and main Corel WEB.DESIGNER windows side by side on your computer screen. Displaying the screens in this way, allows you to read the tutorial in the Help window as you create your Web pages in the Corel WEB.DESIGNER window.

To display the Help and Corel WEB.DESIGNER windows side by side

1. Resize your Corel WEB.DESIGNER window, allowing it to cover only the left side of your computer screen.
2. Resize the current Help window, allowing it to cover the remaining surface of your computer screen.
3. Click Options, Keep Help on Top, On Top in the online Help window.

   The Help window will now remain on your viewing screen while you work in the Corel WEB.DESIGNER application.

Exiting the application

To close the Corel WEB.DESIGNER application, click File, Exit. If you have altered your file and have not saved your changes, Corel WEB.DESIGNER prompts you to save a local copy of your document before exiting. Click Yes to save your changes and exit Corel WEB.DESIGNER, click No to exit the application without saving your changes, or click Cancel to ignore the exit command.

Note

- In Windows 95 you can exit Corel WEB.DESIGNER by clicking the close icon , located with the minimize and maximize control buttons on the application's title bar.
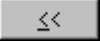
Lesson 1 Creating basic Web pages

Lesson 1 guides you through the creation of two simple Web pages and familiarizes you with Corel WEB.DESIGNER's basic publishing strategies. The following procedures introduce you to the complete Web design process, focusing on the precise tools and methodology required to build a basic Web site using the Corel WEB.DESIGNER application.

By the end of Lesson 1, you will have taken the first steps toward creating a Web presence for the Corel Art Studio, a virtual gallery displaying computer-generated artwork on the World Wide Web. Page 1 acts as the home page or entry point to the Corel Art Studio site introducing you to the studio, describing the layout and function of the gallery, and explaining the navigational techniques that visitors can use when browsing through the gallery's rooms. Page 2 represents one showroom in the Corel Art Studio. In Lesson 1, you will:

- specify page properties
- add headings and text
- create bookmarks and hyperlinks
- insert images
- save and preview your work

Tips

- Before specifying your first page's properties, you must organize your work area and image files according to the procedure outlined in Getting started with Corel WEB.DESIGNER.

- The Web pages that you create in Lesson 1 form a basis for the design strategies explored in Lessons 2 and 3. To gain a comprehensive introduction to Web creation using the Corel WEB.DESIGNER editing tool, press the browse buttons ⟨⟨ ⟩⟩ at the top of your tutorial screen and complete each task in order.

Specifying your Web page's properties

The primary goal of all Web pages is to attract audiences, and an appealing, functional format can give your pages the edge they need to succeed on the Web. To add flair and polish to your Web pages and to distinguish your sites from the millions of other hyperdocuments currently online, adjust the Document Title and Background properties listed in Corel WEB.DESIGNER's Page Properties dialog box.

Document Title

The Document Title names your document, like the name of a book and its chapters, or the title of the procedures in this tutorial. Every HTML document that you create should include a short, descriptive title that identifies your page and summarizes its function.

The Document Title labels the browser window, serves as a recording mechanism in a browser's history list, and allows accurate document indexing. The Document Title does not assign a filename to your page; this function is performed by the Save As command in the Corel WEB.DESIGNER File menu.

Background image/color

Used correctly, background images and colors improve your Web pages, making your sites attractive and distinctive to your visitors. Used incorrectly, backgrounds clutter the viewing area, complicating the presentation of information and distracting audiences. Avoid decorating your pages with harsh colors and dense images that can minimize the content and purpose of your page. Instead, choose subdued, welcoming graphics, and colors that enhance your page's function.

Text color

Assigning colors to normal text, bookmarks, and links in your Web document allows visitors to distinguish your pages from those external to your site and can add to the aesthetic appeal of background coloring. You can apply coloring to regular text, active, static, or visited links, and bookmarks. The bookmark color that you specify in Corel WEB.DESIGNER's Page Properties dialog box will not be displayed by browsers on the Web.

Setting the Document Title

In this procedure, you will set the Document Title for your first Web page. The Document Title names your document and is displayed in a browser's title bar.

To set the Document Title for your Web page

1. Click File, Page Properties.

   Corel WEB.DESIGNER opens the Page Properties dialog box.

2. In the Document Title field, type "Welcome to Corel Art Studio".
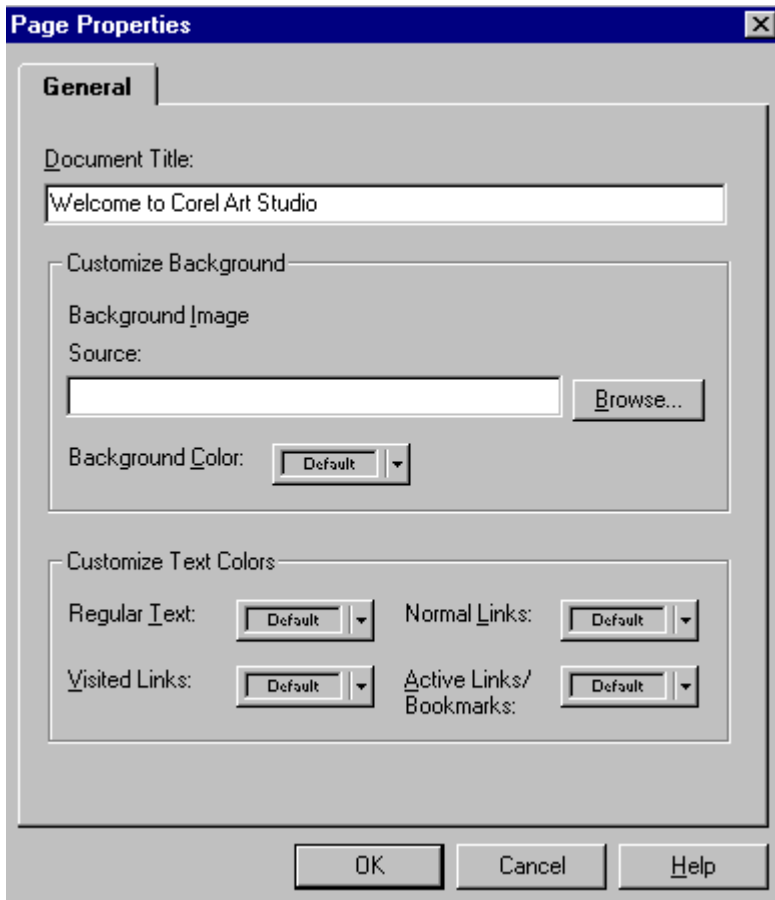
3. Keep the Page Properties dialog box open to continue.

Note

- The Document Title for Page 1 displays the name of the Web site and indicates that the page is an entry point for the archive.

Customizing a background color

In this procedure, you will choose a background color for your page. You can choose a color from the Background Color list box in the Page Properties dialog box or from the Basic Colors list and the custom palette in the Color dialog box.

To customize a background color

1. Choose Custom from the Background Color list box.
2. Choose Light Yellow from the Basic Colors list.
3. Click OK.
   Corel WEB.DESIGNER closes the Color dialog box and returns to the Page Properties dialog box.
4. Keep the Page Properties dialog box open to continue.

Tips

- To choose a color on the color palette, click the basic color that best matches your choice and point to the color palette. Move your cursor across the palette and preview the selected colors in the Color/Solid field.
- Add a color to the Custom Colors list by defining the shade on the palette and clicking

.

Choosing text colors

In this procedure, you will choose colors for the text in your Web page. You can choose text colors from the list boxes in the Page Properties dialog box or from the Basic Colors list and the custom palette in the Color dialog box.

To specify regular text color

- Choose black from the Regular Text list box.

To specify visited link color

1. Choose Custom from the Visited Links list box.
   Corel WEB.DESIGNER opens the Color dialog box.
2. Choose Green from the bottom row of the Basic Colors list.
3. Click OK.
   Corel WEB.DESIGNER closes the Color dialog box and returns to the Page Properties dialog box.

To specify normal link color

1. Choose Custom from the Normal Links list box.
2. Choose Hot Pink from the right edge of the Basic Colors list.
3. Click inside the color palette and drag your mouse until the Hue, Saturation, and Luminosity readings match those displayed in the following table:

Hue	228
Saturation	129
Luminosity	120

4. Click OK.

To specify active link and bookmark color

1. Choose Gray from the Active Links/Bookmarks list box.
2. Click OK.
   Corel WEB.DESIGNER applies your settings to the active document.

Tips

- To choose a color on the color palette, click the Basic Color that best matches your choice and point to the palette. Move your cursor across the palette and preview the selected colors in the Color/Solid window.
- Add a color to the Custom Color list by defining the shade on the palette and clicking

   .

- You can manually adjust the Hue, Saturation, and Luminosity settings in the Color dialog box.

Formatting headings and text

Although a tendency toward imagery has reduced the appeal of text-based Web pages, headings and text continue to serve important navigational functions on the World Wide Web. Headings divide and organize documents, while text provides verbal pointers and navigational instructions for visitors to your page. Most Web pages display a heading that grabs visitors attention, followed by introductory text or explanatory material that attempts to keep it.

Corel WEB.DESIGNER's formatting options allow you to organize your documents with:

- multi-level headings
- fonts and character styles
- cut, copy, and paste commands

Multi-level headings

Multi-level headings on the Web perform the same function as multi-level headings in paper documentation, dividing and ordering elements to create a more appealing, readable page. The following image displays Corel WEB.DESIGNER's six heading formats:

Heading 1

## Heading 2

Heading 3

Heading 4

Heading 5

Heading 6

Fonts and character styles

Corel WEB.DESIGNER's Style toolbar enhances blocks of text and creates variety among your pages. Choose any button on the Style toolbar to apply the corresponding character style to selected text.

In addition to these text formatting options, Corel WEB.DESIGNER offers the Formatting toolbar. Expand the Text Style, Font, and Font Size list boxes to apply your formatting specifications to selected text.
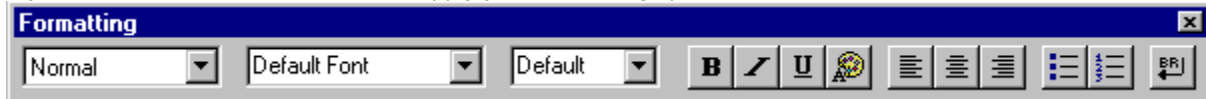
Cut - Copy - Paste

Web pages are often based on information created in other applications such as word processors. To avoid re-typing text contained in external files, you can copy the original text and paste it into your Corel WEB.DESIGNER document.

The following options are available from Corel WEB.DESIGNER's Edit menu:

Copy [CTRL+C]	Copies the selected text to the Windows Clipboard. The Windows Clipboard acts as a storage device from which the copied text can be retrieved.
Paste [CTRL+V]	Pastes the copied data into the open Web page. This command is especially useful if you want to copy from a previously created Web page or from another file.
Cut [CTRL+X]	Cuts the selected text and places a copy in the Windows Clipboard. Used with the Paste command, the Corel WEB.DESIGNER cut feature can move text from one portion of a document or program to another.

Tip

- To copy HTML tagged text from the Windows Clipboard to your Web page, you must paste the coded text into the HTML Source window.

Creating a major heading

In this procedure, you will create a large heading that will act as a title for the Art Studio page. The heading will be the first thing that visitors to Corel Art Studio see when they enter the site and should attract attention while hinting at the page's contents.

To create a heading for your Web page

1. Point to the first line of your new Corel WEB.DESIGNER page and click Format, Heading, Heading 1.
2. Type "Corel Art Studio".
3. Select the text and click to center the heading on your page.

Tip

- Your Web page's heading does not have to resemble the Document Title that you specified in the Page Properties dialog box.

Adding introductory text

In this procedure, you will add a paragraph of text that welcomes visitors to the Corel Art Studio site and introduces them to your page's main features. Introductory text often includes instructions for navigating a Web site.

To add introductory text

1. Point to the end of the Corel Art Studio heading and press ENTER [key].
2. Click Format, Normal.

    Corel WEB.DESIGNER removes the heading style.

3. Click .

    Corel WEB.DESIGNER returns your cursor to the left-align position.
4.   Type "Welcome to the Corel Art Studio — a virtual gallery of Web-wired images and inventive illustrations! Take a tour through the Art studio's showrooms or jump to Corel's KIDZONE to view some of the Web's most popular animations".

5. Click .

Tip

- Avoid lengthy text inserts that will stagger movement throughout your site.

Inserting subheadings

In this procedure, you will create three subheadings for the Corel Art Studio page. Subheadings organize the text and objects in your pages and allow you to present information in hierarchical categories.

To add the photography section

1. Press ENTER [key].
2. Click Format, Heading, Heading 2.
3. Type "PHOTOGRAPHY" and press ENTER [key].
4. Click Format, Heading, Heading 3.
5. Type "Classic photography from galleries around the world" and press ENTER [key] twice.

To add the amateur art section

1. Click Format, Heading, Heading 2.
2. Type "AMATEUR ART" and press ENTER [key].
3. Click Format, Heading, Heading 3.
4. Type "A directory of vector-based images on the Web" and press ENTER [key] twice.

To add the Web icons section

1. Click Format, Heading, Heading 2.
2. Type "WEB ICONS" and press ENTER [key].
3. Click Format, Heading, Heading 3.
4. Type "The latest and greatest in WWW imagery" and press ENTER [key] twice.

Creating bookmarks and hyperlinks

Even after years of advancement, hyperlinks remain the foundation of the World Wide Web, providing a fast and efficient means of navigating to precise information points. By clicking a hyperlink, you can jump to a different Web page or to a new point on the same Web page.

Hyperlinks distinguish hard-copy publications from online documentation, promoting a three-dimensional approach to information design. Corel WEB.DESIGNER simplifies the construction of hyperlinks by incorporating the Bookmark feature.

Bookmarks

A bookmark codes and identifies a specific location within a Corel WEB.DESIGNER document. Once you have set a bookmark, you can create a hyperlink to the bookmark's location. For example, you can construct a hyperlinked table of contents that jumps to a bookmarked section in the same document.

Hyperlinks

The most popular hyperlinks jump to bookmarks or external Web sites but hypertext links can also jump to email addresses, newsgroups, gopher, or telnet sites. To access a text and image resource, preface the URL with the Hypertext Transfer Protocol (http) specification, such as http://myURLaddress. However, if you wish to access an online newsgroup, or an email address, use the mail server protocol or the news protocol, as follows:

To link to the Corel Home Page, type
http://www.corel.com

To link to an email address, such as myfriend@corp.com, type
mailto:myfriend@corp.com

To link to a newsgroup, such as rec.gardening, type
news:rec.gardening

Additional protocols include

file://	Internet protocol used to link to a file on a local disk.
ftp://	Internet protocol used to exchange files by linking to an ftp site.
gopher://	Internet document retrieval protocol used to link to a menu-based gopher site.
telnet	Internet protocol used for sharing information across multiple networks.
WAIS	Internet textual database protocol used to link to a WAIS server.

Tip

- If you don't know the URL you want to specify for a hyperlink target, search for it on the World Wide Web. Complete Internet addresses appear in the Location box at the top of your Web browser's screen. Specifying URLs in this manner is a great way to make use of Corel WEB.DESIGNER's copy and paste features.

Creating an internal link

In this procedure, you will create three internal links, leading from the top of the Corel Art Studio page to each subheading. Internal links prevent visitors from scrolling through bulky text or graphical material to reach each section of your document.

To create bookmarks

1. Select the PHOTOGRAPHY subheading
2. Click Format, Bookmark.

   Corel WEB.DESIGNER opens the Bookmark dialog box.
3. Type "photography" in the Bookmark Name field and click OK.

   Corel WEB.DESIGNER creates a bookmark and applies the color you specified for Active Links/Bookmarks to the selection.
4. Repeat this procedure for the other subheadings in your document, using "amateur art" and "web icons" as the appropriate bookmark names.

To link to a bookmark

1. Position your cursor below the horizontal rule and press ENTER [key].

2. Type "Photography" and press .

3.   Type "Amateur Art" and press .
4.   Type "Web Icons".
5.   Select the word Photography (not the subheading) and click Format, Hyperlink.
         Corel WEB.DESIGNER opens the Hyperlink Properties dialog box.
6.   Click the Bookmark tab.
7.   Choose photography from the Bookmarks list box.
8.   Click OK.
         Corel WEB.DESIGNER applies the color you specified for Normal Links to the selection in your introductory paragraph and sets the hyperlink to the bookmarked destination.
9. Repeat this procedure for the other subheadings in your document, selecting the corresponding bookmark names from the Bookmarks list box in the Hyperlink Properties dialog box.

Creating an external link

In this procedure, you will create an external link to the Corel home page. External hyperlinks can link to email addresses, URLs, gopher sites, newsgroups, ftp servers, files, and more.

To create external hypertext links

1. Position your cursor on the last line of the Corel Art Studio page.
2. Type "Visit Corel's home page!" in Normal font.
3. Press .
    Corel WEB.DESIGNER centers the text.
4.   Select the text and click .
    Corel WEB.DESIGNER displays the Hyperlink Properties dialog box.
5.   Type http://www.corel.com in the URL of Hyperlink field.
6.   Click OK.
    Corel WEB.DESIGNER underlines the hyperlink and colors the text according to your specifications, indicating to users that the selection provides a link to another Web page or URL.

Inserting images

Images allow you to increase the visual appeal of your documents and have become one of the most popular features of successful Web pages. In fact, more and more text-based documents are being supplanted by graphics pages that incorporate very little textual material.

With Corel WEB.DESIGNER, you don't have to be an artist to create high-quality, graphic-intensive documents. Simply locate an image on the Web that you would like to insert in your document and save it to your server root. Then choose the Insert, Image command to add the graphic file to your Web page. Corel WEB.DESIGNER handles two graphic file formats directly: .JPG and .GIF. Three other file formats (.TGA, .BMP, and .PCX) will be automatically converted to .GIF or .JPG file format when you add them to the Web page.

Tip

- You can find image archives on the Web by searching using the keywords images, graphics, or image directories.

Adding images to your Web page

In this procedure, you will add images to the PHOTOGRAPHY section of the Corel Art Studio page. Because Corel Art Studio is a virtual gallery of computer-generated artwork, images are crucial to the construction of the site's opening page.

To insert images into your Corel Art Studio page

1. Position your cursor in the PHOTOGRAPHY section and click Insert, Image.

   Corel WEB.DESIGNER opens the Image Properties dialog box.

2. Click the Browse button beside the Image Source field.

   Corel WEB.DESIGNER opens the Select Image Source dialog box.

3. Locate PHOTO1.JPG in your server root directory and click Open.

4. Click OK.

   Corel WEB.DESIGNER closes the Image Properties dialog box and adds a photo to the PHOTOGRAPHY section of the Art Studio page.

5. Repeat this procedure, inserting PHOTO2.JPG, PHOTO3.JPG, and PHOTO4.JPG below the PHOTOGRAPHY subheading.

Saving and previewing your work

Previewing Web documents with a browser stems from the days when all Web pages were constructed in HTML code and the finished product could only be viewed using a Web browser. Today, with advanced WYSIWYG editors like Corel WEB.DESIGNER, previewing uncovers the minor differences in color and style that might occur when you publish documents on the Web.

Before previewing a page on the Web for the first time, you must specify a browser using the Set Browser command in Corel WEB.DESIGNER's Tools menu. Corel WEB.DESIGNER sets your selection as the default for all subsequent previews performed with the Browser Preview command or toolbar button .

Saving your Web page

In this procedure, you will save the Corel Art Studio page on your local system. Save all your HTML documents and their referenced files, e.g., images, in your server root directory.

To save your Web page

1. Click File, Save As.

   Corel WEB.DESIGNER opens your server root directory in the Save As dialog box.
2. Type "Art Studio" in the File Name field.
3. Click Save.

Note

- After you have named your file, you can click File, Save to save your work.

Previewing your work

In this procedure, you will preview the Corel Art Studio page using a Web browser. Previewing allows you to see the minor differences in color and style that might occur when you publish documents on the World Wide Web.

To set up a browser

1. Choose Tools, Set Browser.

   Corel WEB.DESIGNER opens the Select HTML Browser dialog box.

2. Type a directory path leading to your browser's executable file (.EXE) or click Browse to locate the file on your system.

3. Click OK.

   Corel WEB.DESIGNER sets your selection as the browser default for all subsequent previews.

To preview your page

1. Click .

2. Test the hyperlinks you've created by clicking the appropriate text.

Note

- To change your browser's default specification, click Tools, Set Browser and type the directory path to a new browser.

What's next?

If your Corel Art Studio page displays correctly in your browser window, you have successfully constructed a basic Web document using Corel WEB.DESIGNER's editing tools. To begin creating Page 2, the Corel Art Studio KIDZONE showroom, close your browser window and click File, New on the Corel WEB.DESIGNER screen.

Page 2: Specifying page properties

KIDZONE, the second page in the Corel Art Studio site, will expand the design techniques you developed when creating the Corel Art Studio main page while taking a more animated approach to WWW presentation. By the end of this tutorial, the KIDZONE room in the Corel Art Studio will display colorful art and animations that target a youthful audience.

To begin building the KIDZONE page, you must specify the page's properties using the techniques explored in Specifying your Web page's properties. Type KIDZONE Showroom as the Document Title and choose the following text colors:
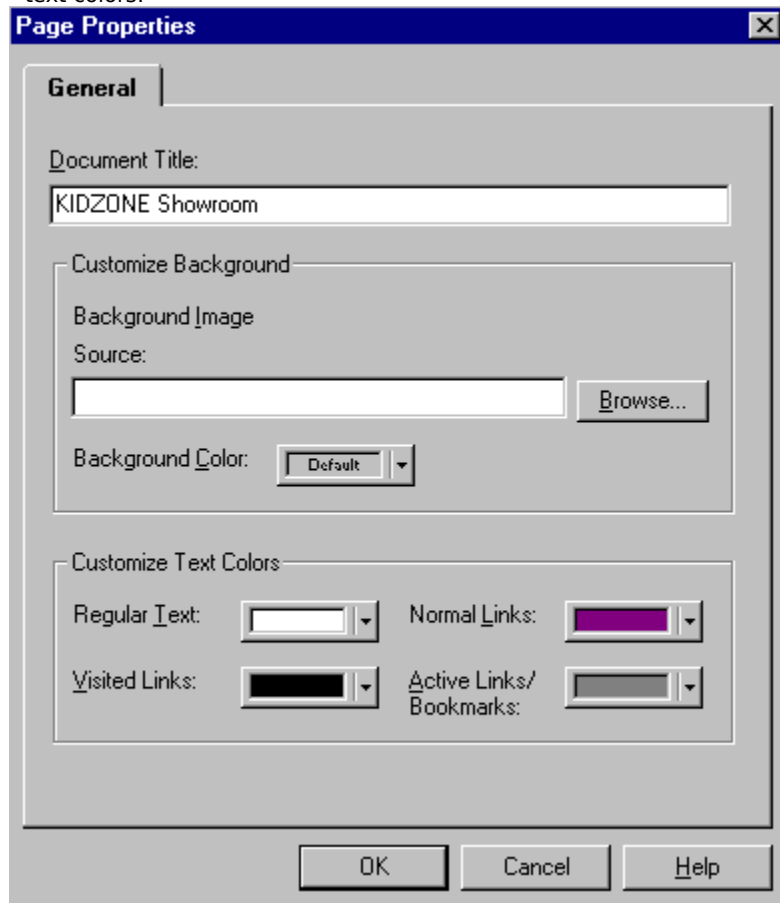
Note

- Leave the Page Properties dialog box open and click [>>] to move to the next procedure.

Setting a background image

In this procedure you will set a background image for the KIDZONE page. To bypass the tedious process of finding or creating background images for your Web pages, Corel WEB.DESIGNER provides over 65 custom-made, ready-to-use background image files. Tile a background image across the KIDZONE page using the Background Image Source command in the Page Properties dialog box.

To specify a background image

1. Click the Browse button beside the Background Image Source field.

   Corel WEB.DESIGNER opens the Select Image Source dialog box.

2. Choose BK15.GIF and click Open.

   Corel WEB.DESIGNER prompts you to copy the graphic file to your server root directory.

3. Click OK and press Save in the Copy File As dialog box.

   Corel WEB.DESIGNER copies the .GIF file to your server root directory.

4. Click OK on the Page Properties dialog box.

   Corel WEB.DESIGNER applies your specifications to the active Corel WEB.DESIGNER page.

Tips

- Any image file can be tiled across the background of a Web page using the Background Image command in the Page Properties dialog box. Choose a background image that does not distract viewers or overpower the text and objects on your Web page.

- If you have not installed the Corel WEB.DESIGNER templates, clicking the Browse button will open the Programs directory. To locate BK.15 from the Programs directory, go to your CD ROM drive and click Designer, Templates, Back.

Page 2: Modifying headings and text

In this procedure, you will modify the size and style of the KIDZONE heading. You can apply a greater range of fonts and font sizes to your headings or text by expanding the list boxes on the Formatting toolbar and choosing an alternative font or size option. Simply select the heading or line of text that you want to adjust and choose a different font or size. Corel WEB.DESIGNER automatically applies your specification.

To add the KIDZONE heading

1. Point to the first line of the KIDZONE page and type "KIDZONE".

2. Select the text and press .
   Corel WEB.DESIGNER centers the heading on your page.
3.   Choose Braggadocio or any other large heading font from the Font list box.
   Corel WEB.DESIGNER applies your font selection to the KIDZONE heading.
4.   Choose +7 from the Font Size list box.
   Corel WEB.DESIGNER applies the +7 font size to the KIDZONE heading.

Linking your local pages

In this procedure, you will link the KIDZONE page to the Corel Art Studio page. Linking two local documents internally allows visitors to the Corel Art Studio site to access the KIDZONE showroom directly.

To link the KIDZONE room to the Corel Art Studio page

1. Save the KIDZONE page in your server root directory, following the procedure outlined in <u>Saving and previewing your work</u> and using the file name KIDZONE.HTM.
2. Click View, New Window.
   Corel WEB.DESIGNER opens a blank page in a new window.
3. Click File, Open in the new window and choose ART STUDIO.HTM from your server root directory.
4. Click Open.
   Corel WEB.DESIGNER opens the Corel Art Studio page.

5. Position your cursor on the last line of the Art Studio page, press and type "Go to the KIDZONE!"
   Corel WEB.DESIGNER centers the text at the bottom of your page.

6. Select the text and click .
7. Click the Browse button beside the URL of Hyperlink field and choose KIDZONE.HTM in your server root directory.
8. Click Open.
   Corel WEB.DESIGNER returns to the Hyperlink Properties dialog box.
9. Click OK.
   Corel WEB.DESIGNER creates a hyperlink leading from the Corel Art Studio page to the KIDZONE page.

Creating mailto links

In this procedure, you will create a mailto hypertext link that allows visitors to the Corel Art Studio site to email you feedback, comments, and suggestions for your pages. To activate a mailto link, you must view the Corel Art Studio page with a browser that supports the mailing option.

To create a mailto link on the Corel Art Studio page

1. Position your cursor on the last line of the Corel Art Studio page.
2. Type "Write me and let me know what you think!"
3. Select the text and click .
4. Click .
   Corel WEB.DESIGNER opens the Hyperlink Properties dialog box.
5. Choose "mailto:" from the URL of Hyperlink list box.
6. Type your email address after the word "mailto:" in the URL of Hyperlink field.
7. Click OK.
   Corel WEB.DESIGNER closes the Hyperlink Properties dialog box and formats the text as a mailto link.

Note

- When a visitor to your site clicks your mailto link, an email dialog box opens in their browser window with your personal email address inserted in the "To:" field. When complete, the message can be sent directly from your Web site.

Page 2: Adjusting image properties

In this procedure, you will modify the properties of an image in your KIDZONE page. Corel WEB.DESIGNER's Image Properties dialog box offers alignment, scaling, spacing, and alternate text options that allow you to optimize the use of graphics in your Web pages.

To insert an image bar

1. Press ALT+TAB to return to the KIDZONE page.
2. Point to the end of the KIDZONE heading and press ENTER [key].
3. Click Insert, Image.

   Corel WEB.DESIGNER opens the Image Properties dialog box.
4. Click Browse.
5. Select HLINE.GIF and click Open.

   Corel WEB.DESIGNER returns to the Image Properties dialog box.
6. Click OK.

   Corel WEB.DESIGNER adds the image to the KIDZONE page.

To adjust the image's properties

1. Double-click the horizontal rule bar.
2. Type "horizontal rule bar" in the Alternate Text field.

   This text appears in place of the horizontal bar in browsers that cannot display images.
3. Ensure that Browser Default is specified in the Alignment list box and that the default Zero Border button is enabled in the Border Thickness field.
4. Ensure that the Browser Default button is enabled in the Horizontal and Vertical Spacing fields.
5. Enable the Scale Width check box and type 975 in the Width field.
6. Enable the Scale Height check box and type 5 in the Height field.
7. Click OK.

   Corel WEB.DESIGNER closes the Image Properties dialog box and applies your settings.

Tip

• The easiest way to set the correct properties for your image is to insert values and test their effect by clicking the Apply button.

What's next?

You have now explored some of the most intricate features involved with setting page properties, formatting headings and text, creating bookmarks and hyperlinks, and inserting graphics. Save both the Corel Art Studio page and the KIDZONE page and preview each document in your browser. Close all Corel WEB.DESIGNER windows and your browser window before beginning Lesson 2.

Lesson 2: Enhancing your Corel WEB.DESIGNER pages

Lesson 2 builds on the techniques you explored in <u>Lesson 1</u> of this tutorial, adding some of the most popular HTML features on the Web to the Corel Art Studio site. The following procedures continue the Web design process, enhancing your pages with inline images, image maps, online tables, and feedback forms created using Corel WEB.DESIGNER's advanced editing tools. By the end of Lesson 2, you will have acquired the skills necessary to construct complex Web pages for the Corel Art Studio virtual gallery. In Lesson 2, you will:

- <u>create inline images</u>
- <u>build an image map</u>
- <u>insert and color a table</u>
- <u>design a feedback form</u>

The following procedures apply to both the Corel Art Studio and KIDZONE pages. To simplify navigation among documents, display both pages in overlapping Corel WEB.DESIGNER windows on your computer screen.

Displaying windows

Because the enhanced HTML elements explored throughout Lesson 2 will be added to both the Corel Art Studio page and the KIDZONE page, open both documents in separate Corel WEB.DESIGNER windows and navigate between the files by pressing ALT+TAB.

To open the Corel Art Studio page and the KIDZONE page in separate Corel WEB.DESIGNER windows

1. Click File, Open.

   Corel WEB.DESIGNER opens your server root directory in the Open dialog box.

2. Choose ART STUDIO.HTM and press Open.

   Corel WEB.DESIGNER opens the Corel Art Studio home page.

3. Click View, New Window.

   Corel WEB.DESIGNER opens a new application window.

4. Click File, Open in the new window.

   Corel WEB.DESIGNER opens your server root directory in the Open dialog box.

5. Choose KIDZONE.HTM and press Open.

   Corel WEB.DESIGNER displays the KIDZONE page in a new window.

Tip

- Size both Corel WEB.DESIGNER windows and overlap them on the left side of your computer screen. Keep the tutorial instructions on the right to guide you through Lesson 2. Press ALT+TAB to navigate between the application windows.

Creating inline images

Through popular media, such as television and magazines, audiences have come to expect a graphic-rich presentation of information, and Web audiences are no exception. Standard images on the World Wide Web break text into digestible chunks, separate content, and add color, humor, and creativity to the medium. Inline images offer all of these benefits and give your documents the added power of hypertext in graphic format. You can create inline images by attaching a URL (Uniform Resource Locator) to a standard graphic file in exactly the same way that you attach URLs to text when you create hypertext links.

You can identify inline images in a browser by moving your mouse slowly across the graphic. If the image has been hyperlinked to another site, your mouse pointer will turn into a hand. Clicking once on an inline image transports you to the attached URL or destination.

Note

- If you have specified a border for your inline image in the Image Properties dialog box, it will appear colored in a Web browser, indicating to your visitors that the graphic contains a hyperlink specification. The border color corresponds to the Followed Links color specified in your browser's Color Options dialog box. To set the Followed Links color in Netscape, click Options, General Preferences, Colors, and press Choose Color.

Adding an inline image to the KIDZONE page

In this procedure, you will add a hyperlink to an image in the KIDZONE page. Inline images attach URLs to images in exactly the same way that hypertext links attach URLs to text.

To format HLINE.GIF as an inline image

1. Select the HLINE.GIF horizontal rule image.

2. Click .
      Corel WEB.DESIGNER opens the Hyperlink Properties dialog box.
3.   Type "http://www.corel.com/freefunfantastic/funhouse/coloring_book/index.htm" in the URL of Hyperlink field.
4.   Click OK.
             Corel WEB.DESIGNER formats the image as a hyperlink, leading to the Corel Coloring Book site on the World Wide Web.

Building image maps

In their simplest sense, image maps are inline images with two or more URLs attached to them. Clicking one region of an image map opens a particular Web page and clicking another opens an entirely different, and often unrelated, page. The Web author determines the number of hyperlinked regions that an image map contains.

Image maps can replace lists of hypertext links and present data in a more appealing format, but commonly, image maps form the complete interface for more complex World Wide Web sites. Many Web authors format a detailed image map interface at their site's entry point to attract audiences and present all necessary information in a single viewing screen.

Tip

- When viewing Web pages in a browser, you can identify image maps by moving your mouse slowly across the graphic. If the image has been mapped with more than one hyperlink URL, your mouse pointer will change to a hand and your position will be displayed by coordinates in the browser's status bar. Clicking once on a specified region will transport you to the corresponding URL.

Adding an image map to the KIDZONE page

In the following procedures you will add an image map to the KIDZONE page. Image maps are inline images that have been divided into hyperlinked regions and lead to multiple destinations.

To insert an image in KIDZONE

1. Position your cursor below the horizontal image bar and click Insert, Image.

   Corel WEB.DESIGNER opens the Image Properties dialog box.
2. Click the Browse button beside the Image Source field.

   Corel WEB.DESIGNER opens the Select Image Source dialog box.
3. Locate KIDZ.BMP in your server root directory.
4. Click Open.

   Corel WEB.DESIGNER closes the Select Image Source dialog box.
5. Click OK.

   Corel WEB.DESIGNER closes the Image Properties dialog box and inserts the image in the KIDZONE page.

6. Click .

   Corel WEB.DESIGNER centers the image on your page.

Creating the image map file

In this procedure you will create a .MAP file, listing the links that correspond to each of the clickable regions in the imagemap.

To create an image map file

1. Double-click the image.

   Corel WEB.DESIGNER displays the Image Properties dialog box.
2. Click the Image Map tab.
3. Enable the Use Image Map check box.
4. Click Create Map.

   Corel WEB.DESIGNER displays the Image Map Editor which allows you to define regions of your image and attach hyperlinks.

Defining hyperlinked regions

In this procedure, you will define a series of hotspots or hyperlinked regions that lead to some of Corel's most popular Web sites.

To define hyperlinked areas in your image-map file

1. From the Image Map Editor, click .
2.　　　　Click the top left corner of the music rectangle, drag your mouse to the bottom left corner and click again. Continue to drag and click until you have traced the entire region. Double-click to finish defining the area.
3.　　　　Type "http://www.corel.com/products/audio/stockmusic/index.htm" in the Target URL field.
4.　　　　Click .
5.　　　　Click the center of the globe image and drag your mouse to the outside edge of the image.
6. Type "http://www.corel.com/corelweb/index.htm" in the Target URL field.
7. Scroll the Image Map Editor to the right and down, and click .
8.　　　　Click above the left corner of the gift box and drag your mouse to define an approximate area for the gift image.
9.　　　　Type "http://www.corel.com/freefunfantastic/freebies/index.htm" in the Target URL field.

Note

- To remove a rectangle, circle, or polygon from your image map file, choose from the Image Map Editor toolbar and click the element that you want to delete. Press DEL [key] to remove the hotspot from your image map.

Saving and testing the image map

In this procedure, you will save and preview your completed image map to test the hyperlinks contained in the map file and to view the appearance of the map on the Web.

To save and preview your image map

1. Click Save in the Image Map Editor.

   Corel WEB.DESIGNER displays the Save Image Map File dialog box allowing you to save the Hyperlink target URL information in the .MAP file for server-side image maps. A client-side image map is created at the same time.

2. Locate your server root directory and type kidzmap in the File Name field.

3. Click Save.

   Corel WEB.DESIGNER returns to the Image Map dialog box.

4. Click OK.

   Corel WEB.DESIGNER adds the image map to your KIDZONE page.

5. Click [>>] and test the image map's links on the Web.

6. Close your browser window.

Inserting tables

Online tables bring more sophisticated document layout, increased text flexibility, and data organization to Web pages. In fact, using the Corel WEB.DESIGNER table functions, you can create organizational charts, calendars, schedules, and more. Customized layout, alignment, and sizing options allow you to produce unique, structured pages that appeal to your audience.

HTML tables became one of the most important features of HTML 3.0 specifications long before the advanced formatting feature could be translated by WYSIWYG Web editors. Creating online tables involved complex HTML tag combinations that only experienced Web programmers could master, making the element's layout and formatting benefits inaccessible to amateur Web artists.

But with Corel WEB.DESIGNER's table functions, both novice and advanced Web designers can add tables to their pages using simple word processing-style operations in a WYSIWYG interface. Corel WEB.DESIGNER also allows Web artists to color the background of their table's cells and rows, enhancing the visual quality of this formatting element.

Adding an HTML table to your KIDZONE page

In this procedure, you will add an HTML table to your KIDZONE page. HTML tables function in the same way that word processing tables function, organizing text and formatting objects for more sophisticated information design.

To add a table of hotlinks to the KIDZONE page

1. Position your cursor beneath the KIDZONE image map and press ENTER [key].
2. Click Table, Insert Table.

   Corel WEB.DESIGNER opens the Table Properties dialog box.
3. Set the Rows attribute to 3 and the Columns attribute to 2.
4. Type 70 in the Specify Width field and choose In Percent.
5. Choose Center from the Alignment list box.
6. Set the Cell Border value to 5 pixels.
7. Set the Cell Padding and Cell Spacing values to 2 pixels.
8. Click OK.

   Corel WEB.DESIGNER closes the Table Properties dialog box and inserts the table in the KIDZONE page.

Tips

- You can also insert images and image maps in Corel WEB.DESIGNER tables.

- Some browsers will not display tables or table color. To view an accurate representation of your page download Netscape 3.0 from http://home.netscape.com/comprod/mirror/index.html or download Microsoft's Internet Explorer from http://www.microsoft.com/ie/download/.

Formatting hotlinks for your table

In this procedure, you will add external hyperlinks to your HTML table. These hotlinks lead to some of Corel's most exciting children's sites.

To insert hotlinks in table cells

1. Point to the table's first cell and type "Corel Kids Index".

2. Select the text and click [>>].
   Corel WEB.DESIGNER opens the Hyperlink Properties dialog box.
3. Type "http://www.corel.com/products/entertainment&learning/index.htm" in the URL of Hyperlink field and click OK.
4. Repeat steps 1 to 3 to create hotlinks in all of the table's cells. Use the following text and URL addresses:

Corel Virtual Worlds	http://www.corel.com/freefunfantastic/vrml/vrml.htm
Fly the Corel Balloon	http://www.corel.com/freefunfantastic/funhouse/balloongame/index.htm
Corel's CDs for Kids	http://www.corel.com/products/entertainment&learning/kids/index.htm
Corel's Entertainment CDs	http://www.corel.com/products/entertainment&learning/entertainment/index.htm
Corel's Theme Packs	http://www.corel.com/freefunfantastic/themepacks/index.htm

Coloring a table cell

In this procedure, you will add background color to a table's cell. You can choose row and cell colors using the Color dialog box.

To add background color to a table cell

1. Point to the Corel Kids Index cell and click Table, Select Cell.

2. Click [icon].
3. Choose White from the Color list box.
   Corel WEB.DESIGNER applies a white background to the selected cell.

Coloring a table row

In this procedure, you will add background color to an entire row in your table. The table row color that you choose overrides individual cell colors displayed in the same row.

To add background color to a table row

1. Point to the Corel Kids Index cell and click Table, Select Row.

2. Click .

3.   Choose Custom from the Color list box.
      Corel WEB.DESIGNER opens the Color dialog box.

4.   Choose Fuschia from the Basic Colors list and click OK in the Color dialog box.
      Corel WEB.DESIGNER applies your choice to the selected row's background, overriding the original Corel Kids Index cell color.

Coloring all table cells

In this procedure, you will add background color to the entire table. The background table color that you choose overrides all other background color specifications in the table.

To add background color to the entire table

1. Position your cursor inside the table's boundaries and click Table, Select Table.

   Corel WEB.DESIGNER selects the entire table and its contents.

2. Click ![palette icon].

3. Choose Custom from the Color list box.

   Corel WEB.DESIGNER opens the Color dialog box.

4. Click Gray in the Basic Colors list and point to the color palette.

5. Move your cursor across the palette until your Hue, Saturation, and Luminosity settings equal those displayed in the following diagram:
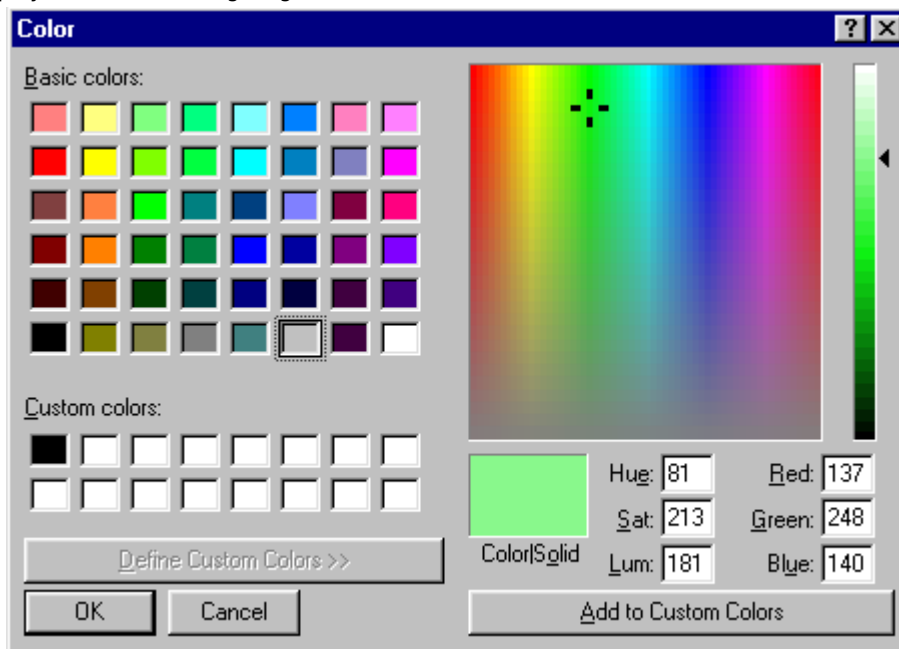
6. Click OK.

   Corel WEB.DESIGNER applies your choice to the entire table's background, overriding the original background row color.

7. Save and preview your work, then close your browser window.

Designing feedback forms

Online forms allow visitors to your Web site to send you their comments or suggestions, to purchase products, to register information, or to subscribe to an online organization. The most popular online form, the feedback form, optimizes the interactive nature of the World Wide Web, allowing Web visitors to submit their ideas and opinions concerning a particular Web page's content and design. Designing feedback forms with Corel WEB.DESIGNER involves the formatting and layout of elements, but true form functionality depends on advanced scripting called the Common Gateway Interface (CGI).

The Common Gateway Interface (CGI) is responsible for most of the more complex movement and interaction that occurs in World Wide Web forms, acting as a means of communication with programs on other computers. CGI scripts allow Web browsers to run programs directly without the help of external applications. With CGI scripts, you can scan databases, sort names, send mail, or perform almost any other interactive function.

In standard HTML pages, you access a link to a URL, instructing your browser to read, interpret, and display information contained on another Web site. With hyperlinks, clients direct their browsers to a specific screen of information. But with CGI scripts, an information provider serves up different documents depending on a client's request. More importantly, CGI allows the program or script to create new documents at the same time that clients make their requests.

Forms are one of the most popular uses for CGI on the Web, allowing advanced interaction and information exchanges in an active environment. Like most other Web editors, Corel WEB.DESIGNER supports HTML form tags but does not generate CGI scripts. This means that you can use Corel WEB.DESIGNER to construct forms for your Web pages but until you specify a CGI script in the Form Action Handler, your forms will remain static. Before you can publish pages that return requested data, respond to user input, or log accesses, you must specify the CGI program that will control your form's operations. For more information about CGI scripting, contact your Webmaster.

Adding a feedback form to the Corel Art Studio page

In this procedure, you will design an online feedback form for the Corel Art Studio site. You can use Corel WEB.DESIGNER to format the layout of forms but until you specify a CGI script that can manipulate its input, the form remains non-functional.

To format a new Corel WEB.DESIGNER form

1. Click View, New Window.

   Corel WEB.DESIGNER opens a new application window.
2. Set your page's properties, specifying white for the background and black for the Normal text color.
3. Point to the first line of the new document.
4. Click Format, Heading, Heading 3.
5. Type "Corel Art Studio Feedback".
6. Click .

Tip

- By setting the page properties and formatting your entries, you can create professional looking feedback forms.

Creating the surname field

In this procedure, you will design a simple text field for the surname entry on your HTML feedback form.

To create the surname field

1. Click Insert, Form.
   Corel WEB.DESIGNER opens the Form Action Handler in the Form Properties dialog box.
2. Click OK.
   Corel WEB.DESIGNER inserts the form work area, defined by a red dashed line.
3. Type "Surname:" in the form area.
4. Click Insert, Form Field, Text Field and double-click the object.
   Corel WEB.DESIGNER opens the Text Field Properties dialog box.
5. Type "Surname" in the Name field.
6. Ensure that Single Line Type is enabled in the Type field.
7. Set the character width to 12 and the maximum length to 25.
8. Leave the Initial Value field empty.
9. Click OK.
   Corel WEB.DESIGNER applies your selections.

Creating the given name field

In this procedure, you will design a simple text field for the given name entry on your HTML feedback form.

To create the given name field

1. Point to the end of the Surname field and press ENTER [key].
2. Type "Given Name:".
3. Click Insert, Form Field, Text Field and double-click the object.
   Corel WEB.DESIGNER opens the Text Field Properties dialog box.
4. Type "Given Name" in the Name field.
5. Ensure that Single Line Type is enabled in the Type field.
6. Set the character width to 12 and the maximum length to 25.
7. Leave the Initial Value field empty.
8. Click OK.
   Corel WEB.DESIGNER applies your specifications.

Creating the occupation field

In this procedure, you will design a series of check box fields that allow your visitors to indicate their area of professional expertise.

To create the occupation field

1. Point to the end of the Given Name field and press ENTER [key].

2. Type "Computer/Technology:".

3. Click Insert, Form Field, Check Box and press ENTER [key].

    Corel WEB.DESIGNER adds a check box to your form.

4. Insert three additional check boxes for Art/Humanities, Engineering, and Other, and press ENTER [key] after each.

5. Double-click the Computer/Technology check box.

    Corel WEB.DESIGNER opens the Check Box Properties dialog box.

6. Type "Occupation" in the Name field, ensure that the initial state unchecked option is enabled, and type "Computer/Technology" in the Value sent when checked field.

7. Press OK to apply your specifications and close the Check Box Properties dialog box.

8. Repeat steps 5 to 7 for the Art, Engineering, and Other check boxes, inserting the corresponding values in the Value sent when checked field.

Creating the address field

In this procedure you will design a single-line text field where your visitors can type their address.

To create the address field

1. Point to the end of the Other field and press ENTER [key].
2. Type "Address:".
3. Click Insert, Form Field, Text Field and double-click the object.

   Corel WEB.DESIGNER opens the Text Field Properties dialog box.
4. Specify the following attributes:

Name	Address
Type	Single Line
Character Width	35
Maximum Length	100
Initial Value	N/A

5. Click OK.

   Corel WEB.DESIGNER closes the Text Field Properties dialog box and applies your selections.

Creating additional information fields

In this procedure you will design a series of text fields that will hold the remaining address information.

To insert additional information

1. Point to the end of the Address field and press ENTER [key].
2. Type "State:" and click Insert, Form Field, Text Field.
   Corel WEB.DESIGNER inserts a Text field.
3. Press ENTER [key].
4. Type "Zip Code:" and click Insert, Form Field, Text Field.
5. Press ENTER [key].
6. Type "Email:" and click Insert, Form Field, Text Field.
7. Double-click each object and type the appropriate name, e.g., state, zip, email, in the Name field.
8. Click OK.

Note

- Do not specify sizes or character limits for the additional information fields.

Creating the comment field

In this procedure, you will create the comment section of the online feedback form, allowing your visitors to submit their own personal ideas or questions about your Web archive.

To insert the comment section

1. Point to the end of the Email text field and press ENTER [key].
2. Type "Comments/Suggestions:" and press ENTER [key]
3. Click Insert, Form Field, Text Field.

    Corel WEB.DESIGNER inserts a Text field.

4. Double-click the Text field and set the following attributes.

Name	Comments/Suggestions
Type	Multi-Line
Character Width	50
Number of Lines	10
Initial Value	N/A

5. Click OK.

    Corel WEB.DESIGNER closes the Text Field Properties dialog box and applies your selections.

Creating the submit and reset buttons

In this procedure, you will design the submit and reset buttons for your feedback form. Every form you create must include these buttons in order to allow your visitors to submit accurate data and receive results.

To create the submit and reset buttons

1. Point to the end of the multi-line text field and press ENTER [key].
2. Click Insert, Form Field, Button.
3. Double-click the Button and set the following attributes:

Name	Submit
Type	Submit form contents to URL
Button Label	Send to Corel!

4. Click OK.
5. Point to the end of the Submit button and click Insert, Form Field, Button.
6. Double-click the button and set the following attributes:

Name	Reset
Type	Reset form with Default values
Button Label	Clear and start over!

7. Click OK.
8. Click File, Save As.

   Corel WEB.DESIGNER opens the Save As dialog box.
9. Type "FORM.HTM" in the File Name field and click Save.

Your page should look like this:

Surname: [_____]

Given Name: [_____]

Computer/Technology: ☐

Art/Humanities: ☐

Engineering: ☐

Other: ☐

Address: [_____]

State: [_____]

Zip Code: [_____]

Email: [_____]

Comments/Suggestions:

[   ]

[Send to Corel!]   [Clear and start over!]

What's next?

With the techniques and design strategies that you have explored throughout Lessons 1 and 2 of this tutorial, you can create high-tech, professional pages and publish them on the Web. Preview the form you created in

Lesson 2 by clicking [icon]. Then close your browser window and close the FORM.HTM file in Corel WEB.DESIGNER. Lesson 3 incorporates the graphic features of Corel WEB.MOVE, Corel WEB.DRAW, Corel WEB.WORLD, and Corel WEB.GALLERY, allowing you to merge files from all of the Corel WEB.GRAPHICS SUITE applications with your Corel Art Studio pages.

Lesson 3: Integrating objects with your Corel WEB.DESIGNER pages

Lesson 3 exploits the advanced publishing and integration features of the Corel WebMaster Suite, allowing you to merge objects and images created in other Corel WebMaster Suite applications with your Corel Art Studio pages.

The following procedures advance the Web design process, allowing you to add applets, embed files, or publish images, VRML, and animations to your Corel Art Studio site. By the end of Lesson 3, you will have inserted some of the most innovative images and objects currently displayed on the World Wide Web. In Lesson 3, you will:

- merge an .HTML file
- publish Corel WEB.DRAW images
- publish Corel WEB.MOVE animations
- publish Corel WEB.WORLD VRML
- add Corel WEB.GALLERY images

Because only some of these advanced integration operations will be added to each page in the Corel Art Studio site, keep both documents open in separate Corel WEB.DESIGNER windows and navigate between the tutorial and these files throughout Lesson 3. For instructions on how to set up your viewing area, see Displaying windows.

Merging .HTML files

Corel WEB.DESIGNER allows you to merge existing .HTML files with your active Web pages using the Insert, HTML File command. Corel WEB.DESIGNER's merge feature is especially useful for upgrading large Web archives because it allows you to blend old and new pages.

Corel WEB.DESIGNER's Insert, HTML File command provides an alternative to the Insert, Applet command, allowing you to add .HTML files containing Java Powered (TM) applets to your Corel WEB.DESIGNER pages. When you click Insert, HTML File in the Corel WEB.DESIGNER application window and choose an .HTML file that contains an embedded applet, Corel WEB.DESIGNER automatically imports the file, including the applet, to your active document.

Merging an .HTML file with your Corel Art Studio page

In this procedure, you will merge the FORM.HTM file that you created in Lesson 2 with the Corel Art Studio page. Merging .HTML files allows you to add data to a Web page without re-typing text and images.

To merge an .HTML file with your Corel Art Studio page

1. Point to the last line of your Corel Art Studio page and press .
2. Click Insert, HTML File.
   Corel WEB.DESIGNER opens your server root directory in the Select File dialog box.
3. Choose FORM.HTM and click Open.
   Corel WEB.DESIGNER inserts the FORM.HTM file at the bottom of your Corel Art Studio page.
4. Click File, Save.
5. Click and preview the Corel Art Studio page.
6. Close your browser window to continue.

Note

- The HTML File command in the Corel WEB.DESIGNER Insert menu will merge .HTML files that contain applets, providing an alternative to the Insert, Applet command.

Publishing Corel WEB.DRAW images

You can easily merge files created in the other Corel WebMaster Suite applications with your Corel WEB.DESIGNER documents, integrating your graphics operations and resulting in advanced World Wide Web pages. Corel WEB.DESIGNER allows you to create and merge vector-graphics with your Web pages by launching Corel WEB.DRAW directly from the Corel WEB.DESIGNER screen.

Vector or object-based graphics use a series of lines or bezier curves and fills to represent shapes rather than creating images pixel by pixel or with scanners. This results in superior, professional images that give your Corel WEB.DESIGNER documents the visual appeal that they will need to succeed on the Web. Use Corel WEB.DRAW's sample vector-graphics to explore Corel WEB.DESIGNER's integration and publishing features.

Adding vector images to the Corel Art Studio page

In this procedure, you will open a sample vector image in Corel WEB.DRAW and prepare to publish the image to your Corel Art Studio page. Publish Corel WEB.DRAW sample images or create your own vector-graphics using Corel WEB.DRAW's menu commands and toolbar buttons.

To locate a Corel WEB.DRAW sample image

1. Position your cursor beneath the Amateur Art subheading on the Corel Art Studio page.
2. Click Tools, Corel WEB.DRAW.

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.DRAW application. Click Open Corel WEB.DRAW to launch the application.
3. Insert the Corel WebMaster Suite CD in your CD-ROM drive and click File, Open.

   Corel WEB.DRAW opens the Open Drawing dialog box.
4. Choose your CD-ROM drive from the Drives list box.
5. Scroll down the directory list and double-click the Webdraw folder.
6. Open the Samples folder inside the Webdraw folder to view some sample vector-graphics.
7. Click BURST.CDW and press OK.

   Corel WEB.DRAW displays the BURST.CDW image in the application window.

Tip

- Use Corel WEB.DRAW to create your own customized graphics files and publish them to Corel WEB.DESIGNER for display on the World Wide Web. For assistance in creating Corel WEB.DRAW graphics files, consult the Corel WEB.DRAW online Help system available from the application's Help menu.

Publishing Corel WEB.DRAW images to Corel WEB.DESIGNER

In this procedure, you will use the Corel WebMaster Suite publishing feature to add the Corel WEB.DRAW sample image to your Corel WEB.DESIGNER document.

To publish BURST.CDW to the Corel Art Studio

1. Click File, Publish, to Corel WEB.DESIGNER.

   The Corel WEB.DRAW application window closes automatically, returning you to the Corel Art Studio page where you can view the inserted image in your Corel WEB.DESIGNER window. If distortion occurs during the publishing procedure, click View, Refresh Window.

2. Double-click the graphic.

   Corel WEB.DESIGNER opens the Image Properties dialog box.

3. Scale the image's width and height to 200 x 200.

4. Click OK.

5. Click File, Save and preview your page.

6. Close your browser window to continue.

Tip

- To automatically publish vector images to the Corel WEB.DESIGNER page, you must launch Corel WEB.DRAW from within Corel WEB.DESIGNER.

Publishing Corel WEB.MOVE animations

Each time you use Corel WEB.MOVE to create and publish Java Powered (TM) applets, a number of files are referenced in the Barista folder. When you publish an animation using Corel Barista, a Web page, or .HTM file, is created corresponding to the directory and filename that you originally specified for your page. If you save the .HTML file to a folder other than the Barista folder, the .CLASS files AR.CLASS, EFFECT.CLASS, LOADER.CLASS, and WEBMOVE.CLASS must be copied to the new location before you can view your animation in a browser.

Referencing Files with Windows 95

To view your Corel WEB.MOVE animation in a Web browser, click File, Publish to Corel WEB.DESIGNER and enable the Copy Class Files check box. The appropriate files are automatically copied.

Referencing Files with Windows NT

To view your Corel WEB.MOVE animation in a Web browser, copy the .CLASS files AR.CLASS, EFFECT.CLASS, LOADER.CLASS, and WEBMOVE.CLASS (located in the Barista folder on the Corel WebMaster Suite CD-ROM) to the folder containing your Corel WEB.MOVE .HTML file. If you choose File, Publish to Corel WEB.DESIGNER in the Corel WEB.MOVE application, simply enable the Copy Class Files check box. The appropriate files are automatically copied.

Referencing Files with Windows 3.x

To view your Corel WEB.MOVE animation in a Web browser, load the .HTML file along with AR.CLASS, EFFECT.CLASS, LOADER.CLASS, and WEBMOVE.CLASS (located in the Barista folder on the Corel WebMaster Suite CD-ROM) onto your system's server.

Adding a sample animation to the Corel Art Studio page

In this procedure, you will add a Corel WEB.MOVE animation to the Corel Art Studio page. Publish Corel WEB.MOVE's sample animations or create your own animated graphics using Corel WEB.MOVE's menu commands and toolbar buttons.

To add a Corel WEB.MOVE animation to the Corel Art Studio page

1. Point to the end of the Corel WEB.DRAW image on the Corel Art Studio page.
2. Click Tools, Corel WEB.MOVE.

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.MOVE application. Click Open Corel WEB.MOVE to launch the application.
3. Insert the Corel WebMaster Suite CD in your CD-ROM drive and click File, Open.

   Corel WEB.DESIGNER opens the Open dialog box.
4. Choose your CD-ROM drive form the Drives list box.
5. Scroll down the directory list and double-click the Webmove folder.
6. Double-click the samples folder.
7. Choose CHEETAH.CMV and press OK in the Open dialog box.

   Corel WEB.MOVE displays the CHEETAH.CMV file in the application window.

Publishing animations to the Corel Art Studio page

In this procedure you will publish the CHEETAH.CMV animation to your Corel Art Studio page. Corel WEB.MOVE animations allow you to create active, moving pages that attract attention on the WEB.

To publish CHEETAH.CMV to the Corel Art Studio page

1. Click File, Publish, to Corel WEB.DESIGNER.

   Corel WEB.MOVE opens the Publish to Corel WEB.DESIGNER dialog box.
2. Click OK.

   The Corel WEB.MOVE application window closes automatically, returning you to the Corel Art Studio page where you can view the inserted animation.
3. Click File, Save.

4. Click ≣ .

5. Preview your Corel Art Studio page and close your browser window to continue.

Notes

- When the first frame of your animation appears in the Corel WEB.DESIGNER window, you can double-click the image or choose Properties from the Edit menu to open the Applet Properties dialog box.

- To automatically publish an animation to the Corel WEB.DESIGNER page, you must launch Corel WEB.MOVE from within Corel WEB.DESIGNER.

Adding an animated GIF to the KIDZONE page

In this procedure, you will open an animation in Corel WEB.MOVE and prepare to publish it to animated GIF. With the Corel WebMaster Suite of applications, you can publish Corel WEB.MOVE's sample files or create your own animations using Corel WEB.MOVE's menu commands and toolbar buttons.

To open an animation in Corel WEB.MOVE

1. Return to the KIDZONE page and position your cursor beneath your online table.
2. Click Tools, Corel WEB.MOVE.

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.MOVE application. Click Open Corel WEB.MOVE to launch the application.
3. Insert the Corel WebMaster Suite CD in your CD-ROM drive and click File, Open.

   Corel WEB.MOVE opens the Open Animation File dialog box.
4. Choose your CD-ROM drive from the Drives list box.
5. Scroll down the directory list and double-click the Webmove folder.
6. Double-click Samples.
7. Choose CD.CMV in the File Name field and click OK.

   Corel WEB.MOVE opens the CD.CMV file in the application window.

Publishing to animated GIF

In this procedure, you will convert your Corel WEB.MOVE animation to an animated GIF and add the image to your KIDZONE page.

To publish the CD.CMV file to animated GIF

1. Click File, Publish to Animated GIF.

   Corel WEB.MOVE opens the Export to Animated GIF dialog box.

2. Locate your server root directory and click OK to export the CD.CMV file to an animated GIF.

   Corel WEB.MOVE exports the file.

3. Click File, Exit.

4. Click Insert, Image in the Corel WEB.DESIGNER window.

   Corel WEB.DESIGNER opens the Image Properties dialog box.

5. Click Browse and locate the CD.GIF file in your server root directory.

6. Click OK.

   Corel WEB.DESIGNER closes the Image Properties dialog box and adds the animated GIF to your KIDZONE page.

7. Press .

8.   Click File, Save.

9.   Click to preview the animated GIF and close your browser window to continue.

Publishing Corel WEB.WORLD VRML

With Corel WEB.WORLD's publishing feature, you can turn your Web site into an exciting, three-dimensional world that users can enter and explore. And, you can do it without knowing anything about the Virtual Reality Modeling Language (VRML) used on the Internet.

Using Corel WEB.WORLD's toolbars and menu commands, you can create multi-level buildings with windows, doors, and separate rooms. Decorate the walls, floors, and ceilings by airbrushing, or wallpapering, and hang pictures, albums, and movies on the walls. You can attach text, sounds, and functions, such as jumps to other sites. You can even record a walking show to guide visitors through your world.

To view some of Corel WEB.DESIGNER's more advanced integration and merging operations, visitors to your site might require specialized display mechanisms and addon viewing components. For example, to view a virtual world that you have published in your Corel WEB.DESIGNER page, visitors must access your site with an advanced browser such as Netscape Navigator 3.0, Microsoft Internet Explorer 3.0 or Netscape Navigator 2.0 accompanied by plug-in applications. A plug-in is an attachment to an Internet browser that enables the browser to display file formats other than .HTML.

Viewing .WRL files in your Corel WEB.DESIGNER pages

WRL files conform to the VRML 1.0 standard used by the most popular viewers (such as Netscape 2.0) that have a 3D plug-in. Viewing .WRL files in a browser allows visitors to explore your world viewing all of the paints, wallpapers, pictures, and links to URLs. Standard viewers do not support the ability to view albums, attached text, sounds, walking shows, background MIDI music, or moving wallpaper. The only function supported by the VRML standard is Link to URL. The background color for your world becomes the sky color.

If you publish the .WRL copy of your file, you can direct visitors to the Netscape Internet site to download Netscape's VRML plug-in for Netscape 2.0, Live3D. The Netscape Internet site resides at http://home.netscape.com/comprod/mirror/navcomponents_download.html or may be located by following links from the Netscape home page at http://home.netscape.com. Live3D is built into Netscape 3.0 so visitors to your site using this version do not require addon applications.

Note

- You can download the Corel WEB.WORLD Viewer file from Corel's downloading site at http://www.corel.com/corelweb/webgraphics/viewers.

Adding VRML to the KIDZONE page

In this procedure, you will open a sample VRML file in Corel WEB.WORLDand prepare to publish the file to your KIDZONE page in Corel WEB.DESIGNER.

To locate a sample VRML

1. Point to the end of the animated GIF and press ENTER [key].
2. Click Tools, Corel WEB.WORLD

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.MOVE application. Click Open Corel WEB.MOVE to launch the application.
3. Insert the Corel WebMaster Suite CD in your CD-ROM drive and click File, Open.

   Corel WEB.DESIGNER opens the Open 3D Space File dialog box.
4. Choose your CD-ROM drive from the Drives list box.
5. Scroll down the directory list and double-click the Webworld folder.
6. Double-click Samples.
7. Double-click Legend.
8. Choose DWARF1.MUS and click OK.

   Corel WEB.WORLD loads the DWARF1.MUS file in the 3D Space Window.

Publishing VRML to Corel WEB.DESIGNER

In this procedure, you will publish the sample VRML file from Corel WEB.WORLD to your KIDZONE page. With Corel WEB.DESIGNER you can publish Corel WEB.WORLD's sample files or create your own animations using Corel WEB.WORLD's menu commands and toolbar buttons.

To add a VRML to your KIDZONE page

1. Click File, Publish to Corel WEB.DESIGNER.

   Corel WEB.DESIGNER prompts you to save the 3D space before you publish to Corel WEB.DESIGNER. Clicking Yes allows you to save the file for editing or use in future Web projects. Clicking No publishes the 3D space to Corel WEB.DESIGNER without saving the .MUS file on your local system.

2. Click No.

   Corel WEB.WORLD copies the VRML's .MUS, .WRL and associated files, closes the Corel WEB.WORLD application window, and displays the first screen of the VRML in your Corel WEB.DESIGNER document.

3. Click File, Save.

Note

- To automatically publish VRML to the Corel WEB.DESIGNER page, you must launch Corel WEB.WORLD from within Corel WEB.DESIGNER.

Previewing VRML files

In this procedure, you will preview the KIDZONE page using a VRML capable browser or an appropriate plug-in application. Netscape Navigator 3.0 and Microsoft's Internet Explorer 3.0 have built-in VRML support.

To view the VRML in your browser

1. Launch your browser and download the appropriate VRML plug-in application.

2. Click ▤ in Corel WEB.DESIGNER to preview your document. Then close your browser window.

Notes

- If you publish the .WRL copy of your file, you can go to the Netscape Internet site to download Netscape's VRML plug-in for Netscape 2.0, Live3D. The Netscape Internet site resides at http://home.netscape.com/comprod/mirror/navcomponents_download.html. Live3D is built into Netscape 3.0 so visitors to your site using this version do not require addon applications. You can find the Internet Explorer 2.0 plug-in at http://www.microsoft.com/ie/addon/vrml.htm or by accessing the Software library from the Microsoft home page at http://www.microsoft.com.

- To view .MUS files in Netscape, on a Windows 95 or NT system, download the Netscape plug-in from Corel's downloading site at http://www.corel.com/corelweb/webgraphics/viewers. The Corel WEB.WORLD Viewer file can also be downloaded from this location.

Inserting Corel WEB.GALLERY images

Corel WEB.GALLERY is a powerful desktop publishing utility, designed to help you organize, manage, and manipulate your multimedia files. Corel WEB.GALLERY includes a comprehensive collection of image files, including photos, clipart, dividers, and more.

Corel WEB.GALLERY uses a Multi-Document Interface (MDI) construction that lets you open and cascade or tile multiple windows at once within the main window. The main application window is bordered by a title, menu, ribbon, scroll, and status bar. The drive window appears in the main window when you open the program and is docked to the bottom edge of the main screen. Album windows are split into two viewing areas with individual scrolling bars. The left viewing area shows the overall tree structure, while the right view shows sub-albums and items. Files in the drive window are read-only and cannot be modified.

Corel WEB.GALLERY lets you move and copy files from the drive window to your Corel WEB.DESIGNER pages, allowing you to create graphic-rich documents with ease. To drag and drop Corel WEB.GALLERY's image files, press and hold the mouse button over a thumbnail, drag it into the destination, and drop it by releasing the mouse button. This procedure copies the file associated with it. Should you experience any difficulty in dragging and dropping using Corel WEB.GALLERY, try copying and pasting images using the Windows Clipboard.

Adding Corel WEB.GALLERY icons to the Corel Art Studio page

In this procedure, you will add Corel WEB.GALLERY icons to the Corel Art Studio page. With Corel WEB.GALLERY, you can drag and drop pre-designed .JPG and .GIF images for display in your Corel WEB.DESIGNER documents.

To add icons to the Corel Art Studio page

1. Return to the Corel Art Studio page in Corel WEB.DESIGNER.
2. Position your cursor beneath the Web Icons subheading.
3. Click Tools, Corel WEB.GALLERY.

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.GALLERY application. Click Open Corel WEB.GALLERY to launch the application.
4. Click OK.

   Corel WEB.DESIGNER closes the Welcome to Corel WEB.GALLERY message.
5. Resize the Corel WEB.GALLERY window, arranging the screens so that you can see the Art Studio page below it.
6. Insert the Corel WebMaster Suite CD in your CD-ROM drive and double-click your CD drive at the bottom of the Corel WEB.GALLERY screen. Then double-click the albums folder.
7. Double-click ICONS.GAL and click OK in the Corel WEB.GALLERY Information dialog box.

   Corel WEB.GALLERY displays the contents of the ICONS.GAL album in the main display window.
8. Drag and drop 1CD.GIF onto your Corel WEB.DESIGNER screen.

   Corel WEB.DESIGNER prompts you to save a copy of the selected image in your server root directory. Click OK and save the image in the appropriate location.
9. Continue to drag and drop images until your WEB ICONS directory is complete.

Note

- To preview your page, click File, Save and then press .

Adding Corel WEB.GALLERY animation to the Corel Art Studio page

In this procedure, you will add a Corel WEB.GALLERY animation sequence to the Corel Art Studio page. With Corel WEB.GALLERY, you can drag and drop pre-designed animations to run in your Corel WEB.DESIGNER documents.

To add animation to the Corel Art Studio page

1. Return to the Corel Art Studio page in Corel WEB.DESIGNER.
2. Position your cursor beneath the **** subheading.
3. Click Tools, Corel WEB.GALLERY.

   If the Display application startup screen command has been enabled in the Options dialog box, Corel WEB.DESIGNER prompts you to open the Corel WEB.GALLERY application. Click Open Corel WEB.GALLERY to launch the application.
4. Click OK.

   Corel WEB.DESIGNER closes the Welcome to Corel WEB.GALLERY message.
5. Resize the Corel WEB.GALLERY window, arranging the screens so that you can see the Art Studio page below it.
6. Insert the Corel WebMaster Suite CD in your CD-ROM drive and double-click your CD drive at the bottom of the Corel WEB.GALLERY screen. Then double-click the albums folder.
7. Double-click **** and click OK in the Corel WEB.GALLERY Information dialog box.

   Corel WEB.GALLERY displays the contents of the **** album in the main display window.
8. Drag and drop **** onto your Corel WEB.DESIGNER screen.

   Corel WEB.DESIGNER prompts you to save a copy of the selected animation in your server root directory. Click OK and save the image in the appropriate location.
9. Continue to drag and drop images until your **** directory is complete.

Note

- To preview your page, click File, Save and then press ![icon].

What's next?

Congratulations! You have completed the Corel WEB.DESIGNER tutorial and constructed two Web pages using the most popular features offered in the Corel WebMaster Suite of applications. While most of your future Web projects will contain only one or two of the advanced features displayed in the Corel Art Studio site, the Art Studio and KIDZONE pages act as your art sketch book, allowing you to experiment with the implementation of some of the most important Corel WEB.DESIGNER elements. Combine the technical features that you have explored throughout this tutorial with your own personal artistic and creative sense to build powerful Web pages that get noticed!