PVII Background Image Rotator Magic

The state of the art in Dreamweaver widgets...

Create a gorgeous and responsive page background image rotator in Dreamweaver with just a few clicks!

We hope you enjoy using this product as much as we did making it.

Al Sparber & Gerry Jacobsen PVII

INSTALL THE EXTENSION

Extension installer files come in 2 formats: MXP and ZXP. MXPs are supported by Extension Manager versions MX, MX2004, 8, CS3, CS4, CS5, CS5.5 and CS6. ZXP is supported by versions CS5.5 and higher. Version CC and higher have dropped support for the MXP format. To continue to support all Adobe customers, regardless of version, we include both the classic MXP and the new ZXP versions.

For version CS6 and older

Look for the extension installer file **p7_BRM_109.mxp** in the root of the zip archive you downloaded. Double-click the files to install the extensions. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation.

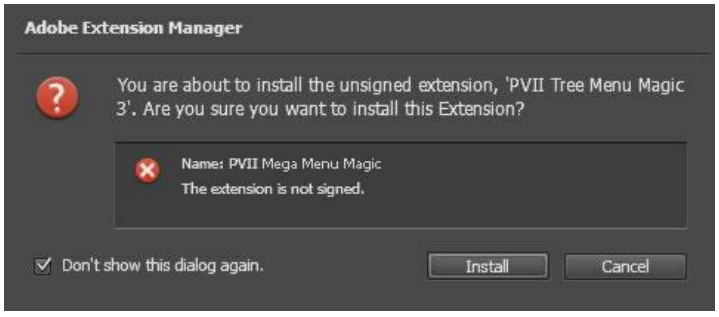
For version CS7 and higher

Look for the extension installer file **p7_BRM_109.zxp** in the root of the zip archive you downloaded. Double-click the files to install the extensions. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation.

About the ZXP Extension Installer Format

The ZXP format is identical to the tried and true MXP format developed by Macromedia with the chief difference being the file extension. It was adopted by Adobe to support its efforts to move third party extensions to the Adobe Exchange Store (for a fee)—a service we have no need for at this time.

When you install the ZXP version of Background Image Rotator Magic, you might see this alert box, **which is totally harmless**, despite its looks.



Simply click the Install button and your extension will be installed without issue.

The purpose of a digital signature is primarily to protect the software developer's interest, ensuring that no one has altered the file from its original state. When you buy directly from the developer, in this case PVII, this is not an issue.

WORK IN A DEFINED DREAMWEAVER SITE

Before you begin, make sure you are working inside a defined Dreamweaver web site. This is necessary so that Dreamweaver knows how to link required assets. If you are new to Dreamweaver or need to learn how to define a web site, follow these simple steps:

Choose Site > New Site

SPECIFY LOCAL SITE LOCATION

The Site category of the Site Setup dialog box is the only one you need to fill out to begin working on your Dreamweaver site. This category lets you specify the local folder where you'll store all of your site files. When you're ready, you can fill out the other categories in the **Site Setup dialog box**, including the Servers category, where you can specify a remote folder on your remote server.

SITE NAME

The name that appears in the Files panel and in the Manage Sites dialog box; it does not appear in the browser.

LOCAL SITE FOLDER

The name of the folder on your local disk where you store site files, templates, and library items. Create a folder on your hard disk or click the folder icon to browse to the folder. When Dreamweaver resolves site root-relative links, it does so relative to this folder.

OVERVIEW

Background Image Rotator Magic (BRM) is a tool that installs inside Dreamweaver with its own automated user interface (UI), which allows you to create and manage the rotator on your page.

RESPONSIVE AND MOBILE READY

The BRM system is designed to automatically respond to the size of the browser window.

CREATE OR MODIFY

The user interface has 2 modes, **Create** and **Modify**, and will automatically open in the correct one based on whether or not there is an existing rotator on your page.

- If there is no current BRM system on the page, the interface will open in ***Create*** mode.
- If there is an existing BRM system on the page, the interface will open in ***Modify*** mode.

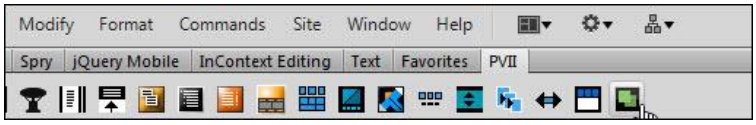
DREAMWEAVER TEMPLATE SUPPORT

The system is specifically designed to support Dreamweaver templates. You can insert the widget into a template (.dwt) master page at any time. You can also insert the widget into a template-based child page if the master template does not already contain the widget. The system will automatically detect the template and adjust to place the appropriate code inside an editable region.

INSERTING A NEW WIDGET

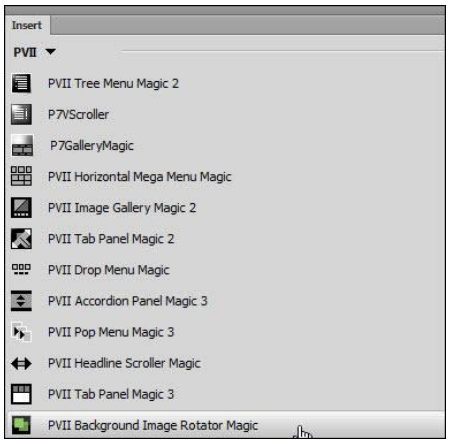
-Click the ***Background Image Rotator Magic*** **icon** in the ***PVII*** Section of Dreamweaver's Insert Bar.

Classic Dreamweaver Insert Bar

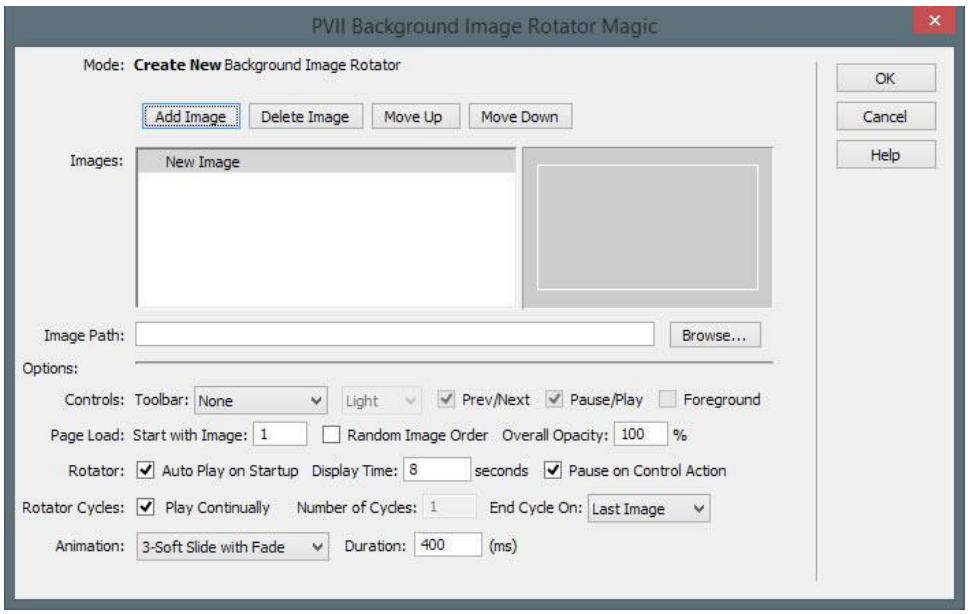


NOTE: NEWER VERSIONS OF DREAMWEAVER WILL ONLY BE ABLE TO DISPLAY ICONS IN SHADES OF GRAY, RATHER THAN IN COLOR. IF YOU ARE USING THE CREATIVE CLOUD VERSION OF DREAMWEAVER, THIS INSERT PANEL TUTORIAL MIGHT BE OF INTEREST.

Dreamweaver Insert Panel



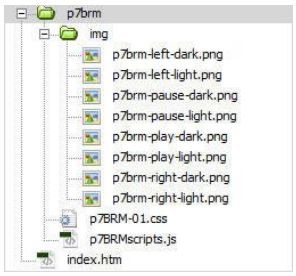
The Background Image Rotator Magic user interface will open in the **Create** mode.



Since the rotator works as a background for your entire page you can create only one widget on your page.

ASSET FOLDERS

When you create a widget, the system creates an assets folder named **p7BRM** at the same level as the page that contains your widget. This folder will contain the BRM JavaScript file and the relevant widget style sheet, as well as an **img** sub-folder that contains arrow background images used by the rotator toolbar.

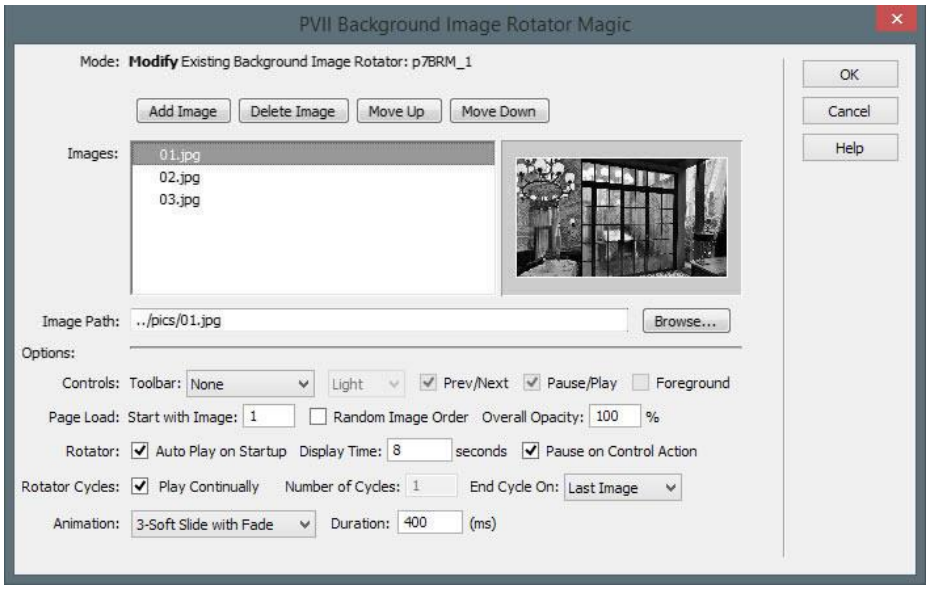


When you publish your site, make sure you upload the entire **p7brm** folder.

USING THE INTERFACE

This section will cover the options and settings in the BRM interface. You can set options when creating or modifying a new or existing Background Image Rotator Magic widget on your page at any time.

-Open the interface using the BRM icon on the Insert Panel or Bar.



MANAGING THE USER INTERFACE ITEMS

MODE

Displays the current operational Mode for the user interface: either ***Create*** or ***Modify***. When in Modify mode, the **id** of the widget being modified will also be displayed.

IMAGES

This box displays the image file name for each image in the Background Image Rotator, one line for each image. A newly created line which does not yet have an image assigned will display the default text: "New Image". Select (click) the line you wish to act on.

Add Image

Click the Add button to add a new image. A new line will be created with the default text "New Image". The new line will be created immediately after the currently selected line. Click the ***Image Path Browse*** button to assign an actual image.

Since this is a page background rotator, your images will be scaled to fit the viewport. You want to use images that are the same orientation as most viewports…that is, your images should be landscape orientation and close to a widescreen aspect ratio, which is 16:9. Portrait images should be avoided. A good size to make your images would 1600 pixels by 900 pixels optimized as JPGs at 60-70% compression. You should weigh quality versus file size very carefully—with due consideration given to how your images look on your most important target devices.

Delete Image

Click the Delete button to remove the selected image.

NOTE: THE INTERFACE REQUIRES AT LEAST ONE IMAGE TO BE IN THE LIST AT ALL TIMES. THE SYSTEM WILL NOT ALLOW YOU TO DELETE AN ITEM IF IT IS THE ONLY REMAINING ONE.

Move Up

The Up button will move the selected line in the Images list up one row. Successive clicks will keep moving the line up, one row per click, until the line is at the top of the list.

Move Down

The Down button will move the selected line in the Images list down one row. Successive clicks will keep moving the line down, one row per click, until the line is at the bottom of the list.

IMAGE PATH / BROWSE…

Enter the path to your image, or use the **Browse** button to open the ***Select the Rotator Image*** dialog box. You can change the image at any time by selecting the image in the Images list and clicking the **"Browse..."** button. Valid image types are: .gif, .jpg, and .png.

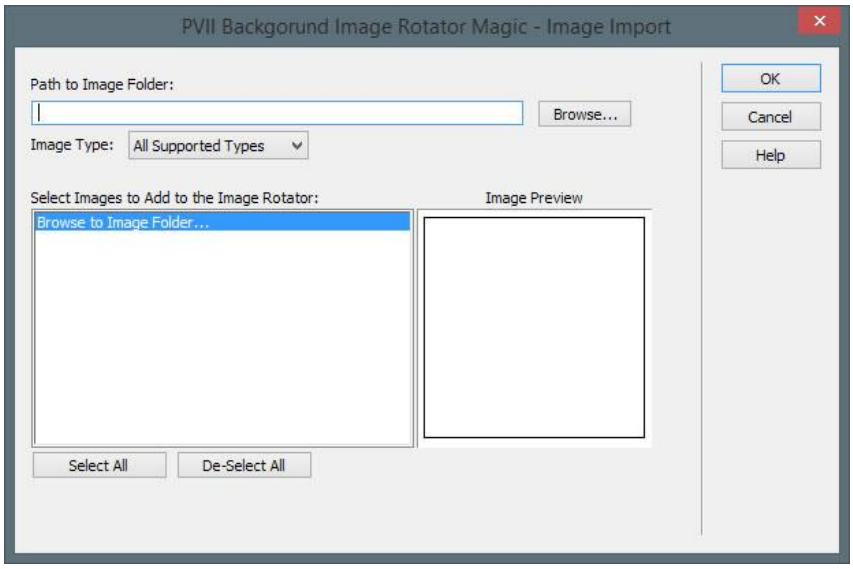
Import Image

Use the Import Images system to quickly import images from a folder on your hard drive or any drive connected to your computer. All images in the folder you select will be returned to the BRM interface in a listing allowing you to quickly select one or more images from the listing. If the images are stored in a location outside of your currently defined Dreamweaver Site the system will also, optionally, copy those images into your site.

Open the Background Image Rotator Magic Import Images interface

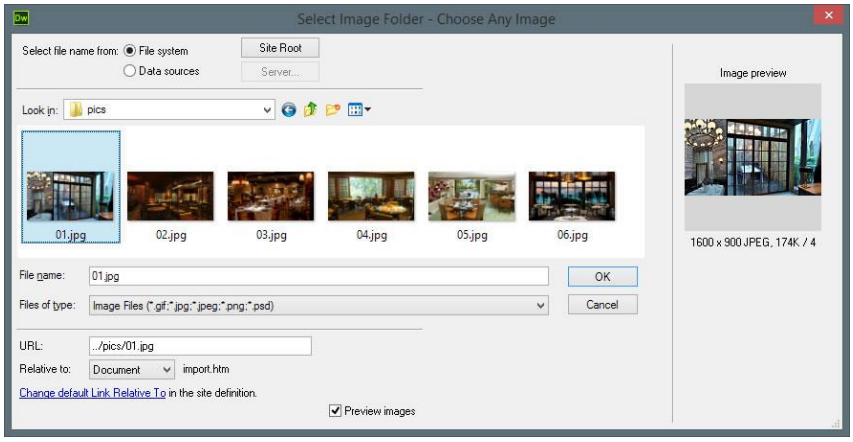
The Import Images selection interface will open whenever you click on the Import button in the main Background Image Rotator Magic interface.

The BRM Image Selection window will open:



Path to Image Folder / Browse...

Click the Browse button to locate your images folder. Browse to the folder where your images are and select any image.



Then click OK.

All of the Images contained in the folder you selected are returned to the BRM Image Selection dialog.

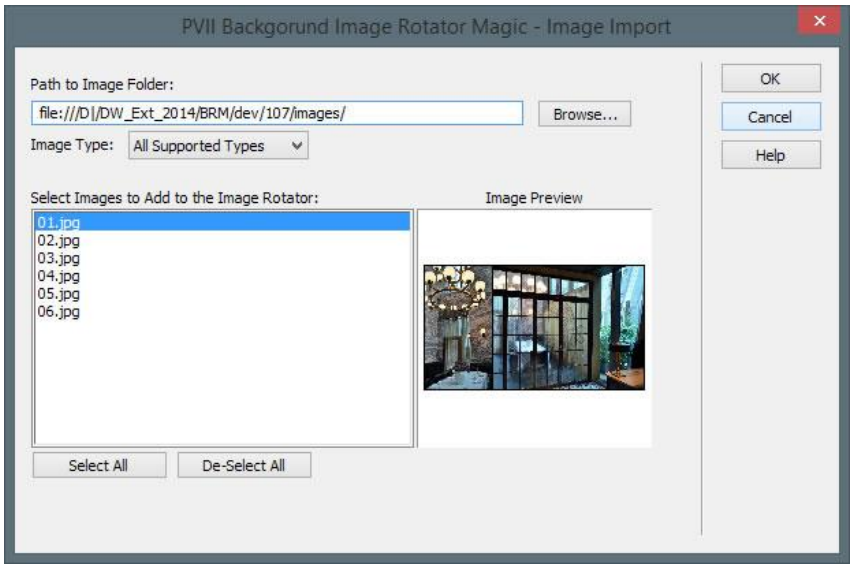
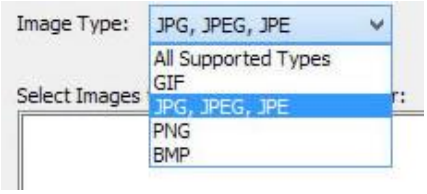


Image Type

You can optionally filter the types of images that are displayed in the listing. If you set an Image Type filter then only those images matching the filter are returned.



Select Images to Add to the Background Image Rotator

All of the images that match the selected Image Type will be displayed in this image listing. You can now select the images you wish to add to the Background Image Rotator system, only the Selected images will be added.

Image Preview

To aid in image selection the Image Preview box will show a thumbnail version of the image that is currently selected in the Images list.

Select All

Click this button to quickly select all of the images in the listing.

De-Select All

Click this button to remove selected state from any images currently selected.

Once you have selected the images you wish to add to the Background Image Rotator, click the OK button. The system will verify your selections and alert you to any problems that need your attention. If there are no problems the images will be imported into the Background Image Rotator. The interface will close and return you to the main Background Image Rotator interface, with the newly added images in the Images list.

Whenever you choose an image folder that is outside of your currently defined Dreamweaver Site the BRM system will display this option box:

The system can conveniently copy the selected images to a folder within your currently defined Site. Click the OK button and the system will copy the images to a newly created folder inside the same folder as your current page. The folder is named: /brm_images.

If you do not want the system to copy the images then click the Cancel button. The system will abort the Import process and return you to the main BRM interface since these images cannot be linked to when the page is placed on your web server.

NOTE: BE SURE TO UPLOAD THIS FOLDER TO YOUR WEB SERVER WHEN PUBLISHING YOUR BRM PAGE(S).

OPTIONS

These settings are applied to the BRM widget you are currently editing.

CONTROLS

The user interface allows you to choose which control buttons will be used, if any, and also allows a choice of position on the screen.

Toolbar

- **None** -The control toolbar will not be shown.
- **Top Right** -The control toolbar will display at the top right of the screen.
- **Bottom Right** -The control toolbar will display at the bottom right of the screen.

Toolbar Icon Style

Choose which icon image set you would like to use, **Light** or **Dark** icons.

Prev/Next

Check this box to include the Previous and Next Arrows in the toolbar.

Pause/Play

Click this box to include the Pause/Play button in the toolbar.

Foreground

Click this box to include the Foreground/Background toggle button. In Foreground mode the background image will come to the foreground, hiding all of the page content.

PAGE LOAD

Start With Image

Enter the number of the image which you would like as the current background image when the page first loads.

Random Image Order

Select this option if you wish to have the system select your background images in random order. Each time the page loads into the browser a random image order will be selected.

Overall Opacity

This box allows you to set the overall opacity (transparency) of the background image. You can enter a value between the default 100 (fully opaque) and 1 (fully transparent). In most cases, this option should not be changed from the default. Use it if your images are too bright and you want to tone them down.

ROTATOR

Auto Play on Startup

Check this box if you want to have the Rotator automatically start playing when the page first loads.

Display Time

This controls the amount of time each image is displayed during the rotation, in seconds. The default is 8 seconds.

Pause on Control Action

With this box checked (the default) any click on the controls buttons will shift the Rotator into Pause mode. The Rotator will not resume until the Play button is clicked.

ROTATOR CYCLES

Play Continually

This option allows the Rotator to play through the images indefinitely. It will not stop unless the user clicks the pause button.

Number of Cycles

Enter the number of times you wish Rotator to play through all of the images.

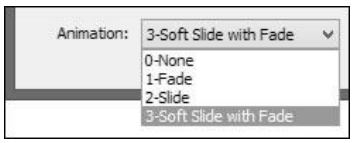
End Cycle On

This allows you to choose the ending image for the Rotator cycle. When the Rotator has completed the assigned number of rotations it will stop on:

- **Last Image** -The Rotator will stop at the last image in the Image list.
- **First Image** - When the Rotator reaches the last image it will loop back and stop at the first image in the Image list.

ANIMATION METHOD

The BRM system allows you to choose from 3 animation methods—including "None".



Duration

This option allows you to control the speed of the animation. ***Duration*** defines the total amount of time that the animation will run, in milliseconds. The default is ***400***, which is fine for the default animation: *Soft Slide with Fade*. Lower the ***Duration*** setting and the animation will be faster. Raise the setting to make the animation slower. In our testing, we've found a setting of 1000-3000 to be good for animation 1: *Fade*. The setting for animation 2: *Slide*, should be kept between 400 and 800. Do keep in mind that different browsers and different devices will render animations differently. Test on as many devices as you can to find your optimal setting.

COMMAND BUTTONS

OK

When you are done setting your desired options, click the **OK** button to build the widget. The system will verify your selections and alert you to any problems that need your attention. If there are no problems, the interface will close and a widget will be added to your page or updated—depending on whether you are in ***Create mode*** or ***Modify mode***.

NOTE: YOU WILL NOT SEE ANYTHING IN DREAMWEAVER DESIGN VIEW. THE BACKGROUND IMAGE(S) WILL SHOW ONLY IN A RUNNING BROWSER.

Remove

Click the Remove button to remove the current widget from your page.

What will be removed

The system will completely remove the html markup for the selected widget from your page. The system will also remove the link to the relevant **CSS file** and the BRM **JavaScript** file.

What will not be removed

The system will not remove the **p7brm** folder, which contains the widget-related assets (images, JavaScript file, and CSS files). This ensures that you will not lose any assets you may have modified and any other pages that depend on those modified assets will continue to look and behave as expected.

Cancel

Click the ***Cancel*** button to completely abort the current operation.

Help

Click the ***Help*** button to open the associated Help File in your browser.

WIDGET STYLING

Due to the nature of this product, you should never need to edit the CSS.

SUPPORT AND CONTACT INFO

PVII quality does not end with your purchase - it continues with the best customer support in the business.

PVII KNOWLEDGE BASE

The PVII Knowledge Base is an online PVII application allowing you to access dozens of Tech Notes, tips, and techniques relating to our products, as well as to general web development issues..

Open the Knowledge Base

PVII COMMUNITIES

PVII maintains separate and distinct Web Forum and Newsgroup communities. We do this to ensure you always have access via your preferred medium and device.

1. The PVII Web Forums

The PVII Web Forum is a modern browser-based community, accessible to both desktop and mobile devices and requires no additional software or plugins.

Visit The PVII Web Forum community now...

2. PVII Newsgroup forums

The Project VII Newsgroup is available via private and secure NNTP servers. In order to subscribe to a newsgroup you must have a newsgroup-capable client installed such as:

1. Mozilla Thunderbird
2. Windows Live Mail
3. Windows Mail/Outlook Express
4. Opera Mail
5. Entourage

BEFORE YOU CONTACT US

Before making a support inquiry, please be certain to have read the documentation that came with your product. Please include your Dreamweaver version, as well as your computer operating system type in all support correspondence.

E-Mail:
support@projectseven.com

Phones:
330-650-3675
336-374-4611

Phone hours are 9:00am - 5:00pm Eastern Time U.S.

SNAIL MAIL

Project Seven Development
339 Cristi Lane
Dobson, NC 27017

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