

## ACCORDION PANEL MAGIC 3 (APM3)



APM3 is a Dreamweaver extension that allows you to add accordion widgets to an existing page in just a few seconds—with markup and CSS that is clean, efficient, and easy to understand. You can add multiple widgets to a page and each one can contain as many content panels as you need. Content panels can contain text, images, links, forms, or tables and are editable in Dreamweaver Design View at all times. Each widget can have its own styling or widgets can share the same styles—the choice is yours.

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

**Al Sparber & Gerry Jacobsen, PVII**

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## INSTALL THE EXTENSION

Look for the extension installer file **p7\_APM3\_323.mxp** or **p7\_APM3\_323\_upg.mxp** in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Upon completion, restart Dreamweaver.

**OS X users:** If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

## 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


This is 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.

## INSERTING A NEW APM3 WIDGET

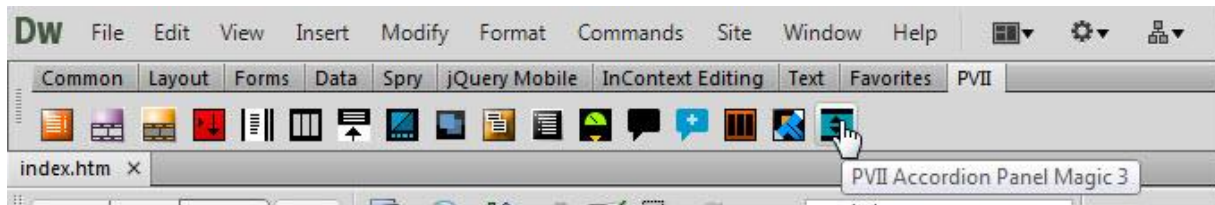
Widgets can be inserted anywhere on your page—even into the content panel of an existing APM3 widget. Once you have established your insertion point, click the APM3 icon  to open the interface. Alternatively, you can choose **Insert > Studio VII > Accordion Panel Magic 3 by PVII**.

The widget will adapt to the width of the element in which it was inserted—whether that width is fixed or flexible. In the absence of a containing element, the widget will stretch the full available width of your browser window. You can insert as many individual widgets as you like on a page. Each one can be configured independently to set different options and features. Multiple APM3 widgets on a single page can share the same style theme or be set to separate themes. Each widget can contain any type of content. Content panels are directly editable in Dreamweaver Design View using normal Dreamweaver editing techniques.

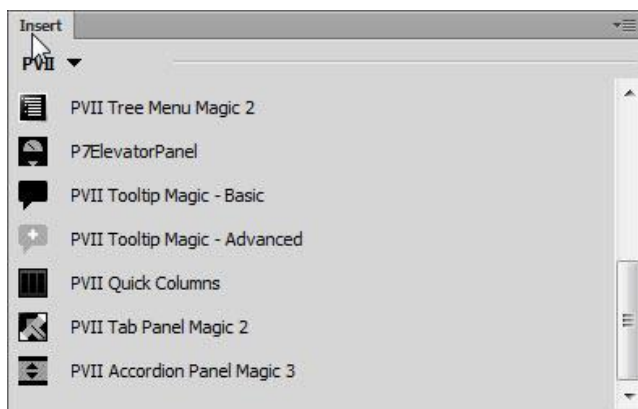
-Establish the insertion point for your new APM3 widget by clicking in the area of the page where you would like it to be created.

-Click the APM3 icon  in the **PVII** Section of Dreamweaver's Insert Bar or choose **Insert > Studio VII > Accordion Panel Magic 3 by PVII**.

### CLASSIC DREAMWEAVER INSERT BAR



### DREAMWEAVER INSERT PANEL



The APM3 user interface will open in the **Create New Accordion Panel Magic 3** mode.

Configure your widget, set your options, and then click **OK** to build the widget at your insertion point.

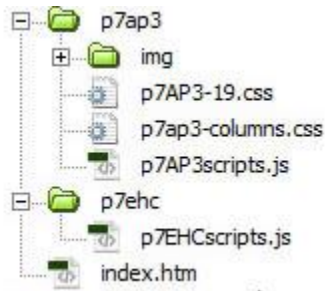
You can create as many as you like on your page.

**Tip:** When you insert an APM3 widget, all content will be visible and fully expanded in Dreamweaver to make adding and editing content a simple task. The widget's functionality can be tested by previewing in a browser.

## ASSET FOLDERS

When you create a widget, the system creates an assets folder named **p7ap3** at the same level as the page that contains your widget. This folder will contain a JavaScript file, relevant CSS files, as well as an **img** sub-folder that contains background images used by the CSS.

If any of your content panels have been formatted with multi-columns, the system will also create a **p7ehc** folder to house the **Equal Height Columns** script, which ensures that your columns are always equal in height.




When you publish your site, make sure you upload the entire **p7ap3** folder and, if present, the entire **p7ehc** folder.

## MODIFYING AN EXISTING APM3 WIDGET

You can modify any of the existing widgets on your page at any time.

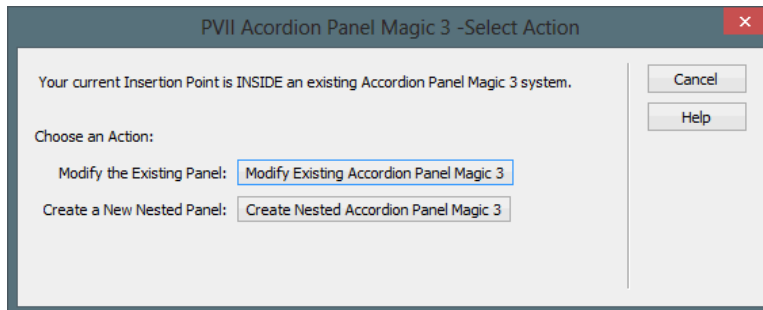
-Click **inside** the widget that you wish to modify.

-Click the **APM3 icon**  in the **PVII** Section of Dreamweaver's Insert Bar or Insert Panel—or choose **Modify > Studio VII > Modify Accordion Panel Magic 3 by PVII**

**Note:** If you use a Macintosh computer, Apple bugs will sometimes cause the Modify menu to be inactive (grayed out). If this happens to you, use the icon to launch the interface. You can also launch the interface from the Insert menu. The system will open the interface in the appropriate mode whether you use the Insert Menu, Insert Panel/Bar or the Modify menu.

### SELECT ACTION DIALOG

The *Select Action* dialog box will be displayed—allowing you to choose to create a new nested widget at your insertion point inside an existing widget's panel, or to Modify the existing widget.



**Note:** This dialog only appears when your insertion point is inside of an existing APM3 panel. If not, the main interface will open in Create mode.



The Accordion Panel Magic 3 User Interface will open in the **Modify Existing Accordion Panel Magic 3 mode**.

Configure your panels and options and click **OK**.

## MANAGING THE USER INTERFACE ITEMS

Let's look at the individual options and settings available in the user interface.

### 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.

## PANEL HEADINGS

This box displays the text for each panel trigger in the widget—one line for each panel or external link. Select the line you wish to act on.

### ADD PANEL

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Click the **Add** button to add a new content panel. A new line will be created with the default text "Heading Text". The new line will be created immediately after the currently selected line.

### DELETE PANEL

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Click the **Delete** button to remove the currently selected line. The content panel will be removed.

### UP

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

### DOWN

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The **Down** button will move the selected line in the **PANELS** 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.

## HEADING TEXT

The **Heading Text** box displays the text of the currently selected line in the **PANEL HEADINGS** list. The text can be edited at any time. **THE BOX CANNOT BE LEFT BLANK.**

**Note:** If an image has been assigned, this box will be disabled (grayed out) and will instead contain the file name of the assigned image. Removing the Image Path will re-enable this box for editing.

### LINK ONLY-NO ASSOCIATED CONTENT PANEL

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Check this box if you wish to have the selected Heading Text serve as a normal page link. There will be no associated content panel. If you set this option for an existing panel heading, its content panel will be removed.

### LINK PATH / BROWSE...

The **Link** box is activated whenever the **Link Only** option is enabled. Enter the path to the linked page or use the **Browse** button to open a Windows or Mac **BROWSE TO FILE** dialog. If no entry is made, the system will automatically supply a named anchor to the associated content panel.

## TRIGGER IMAGE / BROWSE...

**Note:** The Image Path box is only used if you are using images for your headings. For text-based headings this box should be left empty.

Enter the path to your image or use the **Browse** button to open a **SELECT IMAGE SOURCE** dialog box. You can change the image at any time by selecting the trigger item in the Panel Headings list and clicking the "**Browse...**" button. Valid image types are limited to the **.GIF**, **.JPG**, and **.PNG** file types.

The image you select must always be the **default state image**. The system will automatically handle image pre-loading. Images for additional states (over, down, and overdown), depending on the **Image Swap Option** you select, must be stored in the same folder as your default image. The system will automatically find them. Default state image file names can be any valid name. You must, however, follow a naming convention for the additional state images.

## ALT TEXT

Enter a description for the related image in the **Alt Text** box. If the image is a picture of hats, then **HATS** would be a good choice for the text to use.

## CONTENT LAYOUT

When adding a new panel you can choose a content format:

- Default (Single-Column)
- 2 Columns 50/50
- 2 Column-Sidebar Left
- 2 Column-Sidebar Right
- 3 Column 33/33/33
- 3 Column-Wide Middle
- 4 Column 25/25/25/25

**Note:** This option is available **ONLY** for newly created panels. It will be unavailable (grayed out) for existing panels. If you want to change the format of an existing panel, create a new one below it. Then copy the content from the existing one into the new one. When you are done, open the interface again and delete the old panel.

## OPTIONS

These settings are applied to the current widget. Other widgets on the same page can have different options.

### TRIGGER ACTION

#### **SHOW ONE PANEL AT A TIME**

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Select this option to automatically close any other open panels when a new panel is opened. This ensures that only one panel is displayed at a time. This option toggles open panels only within the same APM3 widget. Other widgets on the page will not be affected.

#### **ALWAYS KEEP ONE PANEL OPEN**

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This setting will ensure that your Accordion Panel will never be completely closed. Successive clicks on the currently open panel's heading text will not close that panel.

#### **ENABLE MOUSE OVER OPEN ACTION**

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Check this box to allow mouse over activation of the panel headings. The associated panel will open whenever the user moves his mouse over the panel heading. The click behavior to open or close the panel will still remain enabled (supporting keyboard and mobile device users).

#### **ENABLE MOUSE OUT CLOSE ACTION**

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Check this box if you wish to allow a close action when the user moves his mouse away from the Heading Text onto another area of the page. Mouse Out close action will also take place when the user moves his mouse out of the content panel.

## RESPONSIVE

### ENABLE RESPONSIVE MODE

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When you enable Responsive Mode, the APM3 system will display a toggle icon above it when viewed on a smartphone—or in a conventional browser window when its width is less than 700 pixels. The toggle icon permits users to completely hide the widget so that they can view more of the page content.

### START WITH CLOSED TOOLBAR

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Set this option if you want the default state of your APM3 system, when viewed on a smartphone, to be closed. Users will be able to control the visibility of the system by clicking the toggle icon or text links.

### SHOW TOGGLE TEXT

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Enable this option to also show a text label, "Show Menu" or "Hide Menu" next to the toggle icon in the toolbar. The actual text content for these labels can be modified in the Smartphone Menu Media Query section of the APM3 style sheet.

## PAGE LOAD

You can configure how APM3 sets up when the page first loads into the browser.

### OPEN WITH ALL PANELS CLOSED

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The Accordion Panel will start out with all panels closed.

### OPEN A SPECIFIC PANEL

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You can select a specific panel to open when the Accordion Panel initializes. Selecting this option will activate the **Panel Number** box where you can enter the number of the panel you wish to be open on startup.

### OPEN A RANDOM PANEL

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Select this option if you wish to have the system randomly select a panel to open. Each time the page loads a random panel will be selected.

### OPEN ALL PANELS

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Select this option if you want all panels open when the page loads.

### OPEN ALL PANELS THEN CLOSE ALL

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This option will load the page with all panels open. After a brief delay, the panels will all glide closed.

## AUTO ROTATE

APM3 includes an automated panel rotator system that will display each panel in succession, starting with the currently active panel. The system also includes a Rotate Behavior that allows you to control the Rotator actions externally.

### AUTO ROTATE PANELS ON STARTUP

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

### CYCLES

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The system will display all of the panels in succession once—or you can set it to loop any number of times. Enter the number of times you want the system to loop through the rotation. To have the Rotator loop indefinitely enter a very high number, such as 9999.

### DELAY

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This controls the amount of time each panel is displayed during the rotation, in milliseconds. The default is 5000ms (5 seconds).

## CURRENT MARKING

These settings control the operation of the included automatic Current Marking system.

### ENABLE CURRENT MARKING

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Check this box to enable automatic current marking (highlighting) of links in your APM3 widget. The system looks for links in the widget's panels that match the current page address. When a matching link is found, it's highlighted and the associated panel is set to be the currently active one. The system assigns a special style class named **current\_mark** to this link and also to its associated Trigger Link. This provides a visual **"YOU ARE HERE"** indicator.

### OPEN PANEL WHEN MARKED

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Check this box if you wish to have the panel associated with the current-marked panel open automatically when the page loads. Uncheck this box if you wish to have the current-marked panel remain closed.

### INCLUDE URL PARAMETERS IN MATCH

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This option controls whether the automatic current-marking feature will include any URL parameters in the page address when looking for a matching link in the widget. Check this box if you wish to have your URL parameters included in the match criteria.

## IMAGE SWAP OPTIONS

The system supports using images for any of the Trigger links and is designed to automatically handle pre-loading, swapping, maintaining states, and assigning a current-marker. This automation requires that you follow the image file name convention. The system supports up to 3 different image states. Select the Swap Option that you would like to use:

- **Single Image Only** - Choose this option if you are using just a single image and do not want any swap actions.
- **Normal and Over** - Choose this option if you are using two images: one normal image and one for the over (hover) state. The over image will also be used as the open (down) state and current-mark images.
- **Normal, Over and Open Images** - Choose this option if you are using three images: one normal image, one for the over (hover) state, and one for the open (down) state. The open state image will be used for the current-marker images.

**Note:** Be sure to choose the option carefully to match the number of image states you are using. The system will pre-load the various state images based on this selection.

## ROLLOVER OPEN STATE

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This controls the swap action when the trigger link is in its open state. The system will swap to the over image if the trigger link is in the open state and you have a 3-state swap option set. Uncheck the box if you want to disable this swap action.



## ANIMATION

You can choose from 3 animation methods or animation can be turned off.

### ANIMATION LIST

Image Swap Options: Single Image Only ☒ Rollover Open State ☒ Rollover Mark State

Animation Method: 2-Glide -Gradual Stop  (ms)

Style Theme: 2-Glide -Gradual Stop

0-None  
1-Glide -Normal  
2-Glide -Gradual Stop  
3-Glide -With Bounce

▶ One  
▼ Two

### DURATION

This option allows you to control the animation speed. **DURATION** defines the total amount of time that the animation will run, in milliseconds, regardless of a content panel's dimensions. The default **250** is fine in most cases. Lower the **DURATION** setting and the animation will be faster. Raise the setting to make the animation slower.

### STYLE THEME

APM3 comes with a variety of pre-defined CSS style themes. Choose a theme that best approximates the look you desire. You can later make edits to the style sheet to fully customize your widgets. You can change to a different style theme at any time without affecting the content inside the widget.

Style Theme: 13-Anthracite

01-Basic  
02-Carbon  
03-Greystone  
04-Bluestone  
05-Cayenne  
06-Citrus  
07-Teal  
08-Emerald  
09-Image Based  
10-Onyx  
11-FAQ-In-Blue  
12-Transparently  
13-Anthracite  
14-Berry Splash  
15-Taberific  
16-Chocolate Truffle  
17-Neon  
18-Pastel Beauty  
19-Cabernet  
20-Lime Rickey

▶ One  
▼ Two

A preview of the selected Style Theme is displayed to the right of the Style Theme select list. This Preview will change whenever you select a different Style Theme.

## COMMAND BUTTONS

The following command buttons are available.

### OK

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When you are done, click the **OK** button to build the widget. You can then preview in a browser to test your widget.

### CANCEL

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Click the **Cancel** button to completely abort the current operation. This will close the interface and no changes will be made to your page.

### HELP

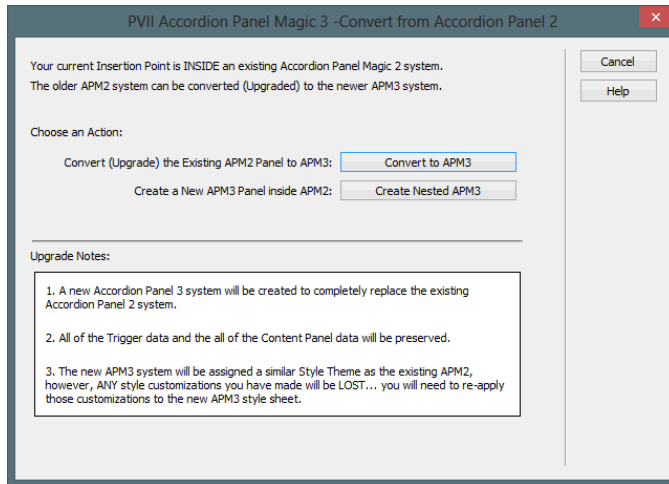
---

Click the **Help** button to open the relevant help page in your browser. The help page can remain open while you continue working with the Accordion Panel Magic 3 interface.

## CONVERTING PREVIOUS VERSIONS OF APM TO APM3

The APM3 system can convert an existing Accordion Panel Magic 1 widget to an APM3 widget. Conversion is as easy as clicking inside the existing **APM1** or **APM2** widget and opening the **APM3** interface.

Place your cursor inside the existing **APM1** or **APM2** widget and open the APM3 interface. The system will detect that your insertion point is inside an **APM1** or **APM2** widget and the **CONVERT FROM ACCORDION PANEL 1 (OR 2)** interface will open.



### CHOOSE AN ACTION

1. Click the **Convert to APM3** button to launch the **CONVERSION** process.

The system will open the **APM3 MODIFY** interface populated with the existing Trigger and Panel data from your **old** widget. Existing Style Theme and Animation options will be reflected in the interface. Make any changes and set any new options as desired, then click **OK** to finish the conversion process. The HTML markup for the original widget will be replaced with **APM3** markup. The original **STYLE SHEET** link will be removed and a new **APM3** style sheet will be linked in its place. The old **SCRIPT** link will be replaced by a link to the APM3 script.

2. Click the **Create a new APM3 Panel inside APM1 (or 2)** button to launch APM3 in **Create** mode.

The system will create a new APM3 widget at the current insertion point inside the existing widget, which will not be altered.

**Tip:** When you convert an older widget, its original style theme will be used in default APM3 form. If your old widget's theme was customized, you will need to edit the new APM3 theme's style sheet. In most cases, this should be a fairly easy task of changing a few background-color and color property values. If your CSS skills are not up to the task, contact us or post on our [forum](#) and we will be happy to help.

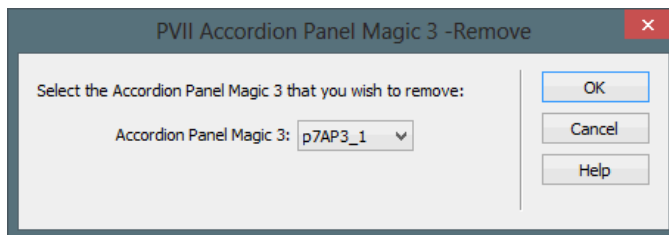
## REMOVING AN APM3 WIDGET

The APM3 system includes a **Remove** command that allows you to quickly and thoroughly remove an existing widget from your page. Using this command will ensure that there are no code corruptions or remnants left on your page, which can easily happen if you attempt to remove the widget manually.

### OPEN THE REMOVE INTERFACE

**Open** a page that contains one or more APM3 widgets. Choose **Commands > Studio VII > Remove Accordion Panel Magic 3** to open the **REMOVE** interface.

**Note:** The Remove option will be unavailable (grayed out) if there is no APM3 widget on the page. Some Mac systems have compatibility problems with Dreamweaver. If the Remove command is grayed out and inaccessible, download and install this command: [Return False Fix](#). After installing it, restart Dreamweaver and your menus will be accessible.



The interface will provide a listing of all the APM3 widgets on your page. The list will display the root **ID** for each widget. From the listing, select the widget that you wish to remove. You can remove one widget at a time.

**Tip:** If you are unsure about which widget relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all IDs that begin with **p7AP3**. The opening DIV tag for an APM3 widget looks like this: `<div id="p7AP3_1" class="p7AP3-01 p7AP3">`

### WHAT WILL BE REMOVED

The system will remove the HTML markup for the selected widget, along with the markup for any widgets nested inside of it. The system will also remove the link to the relevant **CSS files—IF NO OTHER WIDGET ON THE PAGE IS USING THOSE FILES**. If there are no remaining APM3 widgets on your page, the system will also remove the link to the APM3 **JavaScript** file.

### WHAT WILL NOT BE REMOVED

The system will not remove the **p7AP3** assets folder, which may be in use by widgets on other pages. This also ensures that you will not lose any customized CSS files or images.

## APM3 IMAGE FILE NAMING CONVENTION

APM3 supports the use of image-based trigger links with preloading, swapping, multiple state management and current-marking automatically handled. The system supports up to 3 different image states:

- **Normal** - the base image
- **Over** - appears on hover
- **Down** - appears when the related panel is open

The system automatically loads the appropriate image according to the **Image Swap option** selected in the User Interface. When you choose an image in the APM3 interface, you only choose the **Normal** (base) image. The system will look at your **SWAP OPTIONS** and, if additional images are required, they will be located automatically in the folder that contains your **NORMAL** state image. This automation requires that you follow an image file naming convention. Your **Normal** image file name can be anything you like—but you must follow a naming convention for the **Over** and **Down** state images. If your **NORMAL** image is named **myButton.gif**, the following conventions must be used:

- The **Over** image that displays on hover would be named: **myButton\_over.gif**
- The **Down** image that displays when its associated panel is open would be named: **myButton\_down.gif**

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### ACCORDION PANEL MAGIC 3 DEFAULT NAMING CONVENTION:

- **Normal Image:** myButton.gif
- **Over Image:** myButton\_over.gif
- **Down Image:** myButton\_down.gif

## EXTERNAL LINKING AND BOOKMARK SUPPORT

An opener detection system is included that allows you to set up links with special parameters that will load a page and also trigger a specific panel in an APM3 widget on that page. The opener will look for the APM3 widget number, an underscore, and the APM3 content panel number. There are 2 methods available:

- **Anchor Method:** The system will look for "**#ap3**" plus a panel reference after the anchor. The anchor **index.htm#ap31\_4** will trigger panel 4 in the first APM3 Widget on the page.
- **URL Parameter Method:** The system will look for "**ap3=**" in the URL parameter. The URL parameter **index.htm?ap3=2\_4** will trigger panel 4 in the second APM3 Widget on the page. You can then give out the link so people can go directly to your specific content panel.

**Note:** This feature is meant to be used on links to your page from external locations—not on links that are in your page. If you want to add links on your page that control the panels, you would use the Control Behaviors described below.

## CSS EDITING

APM3 themes utilize advanced and modern CSS, resulting in beautiful designs that are remarkably easy to customize—without having to worry about editing complex background images.

### CUSTOMIZING TRIGGER LINK COLORS AND EFFECTS

The majority of customizations will involve changing the colors and/or effects assigned to the trigger links—the headings that are used to operate your panels. Let's look at the trigger link style rules for the **Cayenne** theme:

The actual rules in your style sheet have more properties. We will only list those which you are likely to want to edit:

```
.p7AP3trig.p7ap3-theme-05 a {
padding: 10px 20px;
color: #000;
background-color: #C30;
font-weight: normal;
background-image: url(img/p7ap3_east_black.gif);
border-bottom: 1px solid #000;
border-top: 1px solid #FB3F00;
font-variant: small-caps;
box-shadow: inset 0px 20px 20px rgba(255,255,255,.1);
-webkit-transition: all linear 0.15s 0.1s;
transition: all linear 0.15s 0.1s;
}
```

The above rule is the default state of your trigger links.

**Padding** is comprised of 2 values. The first value (10px) controls the height of the trigger link. The second value controls the amount of whitespace to the left and right of the link text.

**Color** controls the text color.

**Background-color** set the background color for each trigger link.

**Font-weight** can be either **NORMAL** or **BOLD**.

**Background-image** determines the icon to the left of the trigger link text. Your **p7ap3/img** folder contains black, gray, and white versions of each arrow. To change the arrow above to a white one, simply set the image name to **p7ap3\_east\_white.gif**

**Border-bottom** and **border-top** sets a border below and above each link. If you change the background-color, you probably want to change the border-colors to suit.

**Font-Variant** sets text to small caps. If you would like your text to appear in normal case-format, simply delete this property.

**Box-shadow** is inset, which creates a gradient-like effect. Edit the x-axis, y-axis and blur radius (**0px 20px 20px**) to change the effect. Do not change **inset** or the **rgba** color value. Using an rgba color means you can simply change the background-color and your effect will continue to look good.

**Transition** creates the basis for a CSS3 animation. The **all** value means that when a user hovers over the trigger, the browser will take all the properties common to the default and hover states and animate the difference using, in this case, a **linear** transition that takes **.15 SECONDS** to complete, with a **.1 SECOND DELAY**. Firefox and IE10 support the standard property name, while Chrome and Safari (at this writing) require the **-webkit-** prefix. The duplicate prefixed property is always listed ahead of the standard version.

```
.p7AP3trig.p7ap3-theme-05 .p7AP3_ext, .p7AP3trig.p7ap3-theme-05 .p7AP3_ext.p7AP3trig_down {
background-image: url(img/p7ap3_page_black.gif);
color: #000;
background-color: #C30;
}
```

The above rule applies to trigger links that have been set to **external** links using the **Link Only- No Associated Content Panel** option in the interface.

```
.p7AP3_ext:hover {
background-image: url(img/p7ap3_page_white.gif) !important;
}
```

The above rule sets a special page icon for external links on hover. Just like the arrow icons, the **p7ap3/img** folder contains black, gray, and white versions you can use as needed.

```
.p7AP3trig.p7ap3-theme-05 a:hover {
color: #FFF;
background-color: #222;
border-color: #222;
background-image: url(img/p7ap3_south_white.gif);
}
```

The above rule is the hover state for your trigger links.



```
.p7AP3trig.p7ap3-theme-05 .p7AP3trig_down, .p7AP3trig.p7ap3-theme-05 .p7AP3trig_down:hover {
background-image: url(img/p7ap3_south_gray.gif);
background-color: #222;
color: #CCC;
border-color: #222;
}
```

The above rule is the down state for your trigger links—which occurs when a trigger's associated panel is open. The default and hover states are combined into a single rule.

## PROGRESSIVE ENHANCEMENT

Accordion Panel Magic 3 employs the concept of **progressive enhancement**. We start with well-formed code that displays all content in all devices. Then we use CSS3 for rounded corners, shadows, and animated transitions. We also use CSS3 media queries to reflow multi-column content inside your panels for optimal rendering on smartphones. These effects are deployed in ways that enhance modern browsers and devices while assuring an attractive and accessible presentation in older browsers.

## APM3 CONTROL BEHAVIORS

APM3 comes with 3 very handy behaviors to control APM3 functions that you can assign to ordinary links on your page. The links can be anywhere on your page—even inside an APM3 content panel. The Behaviors are:

1. Trigger Panel
2. Rotate
3. Open/Close All

### CREATING A NEW APM3 BEHAVIOR

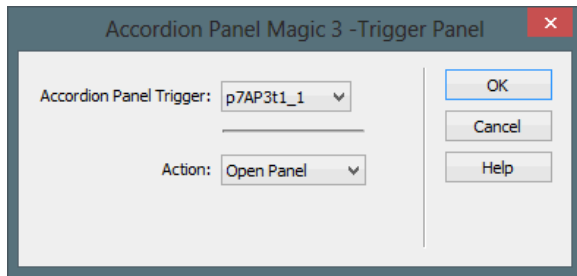
1. **Select** (click) a text link or image to act as the behavior trigger.
2. Open your Behaviors panel (Shift + F4)
3. **Click** the plus sign (+) on the Behaviors panel.
4. Choose **Studio VII > Accordion Panel Magic 3 >** then...
5. **Select one of the 3 available Behaviors**

### MODIFYING AN EXISTING BEHAVIOR

1. **Select** the element that contains an **existing Accordion Panel 3** behavior.
2. Double-click the behavior in the **Behaviors panel** to open the interface.
3. Edit your options.

## THE TRIGGER PANEL INTERFACE

The Accordion Panel Magic 3 -Panel Trigger interface allows you to select the panel to trigger.



### ACCORDION PANEL TRIGGER

The interface contains a listing of all of the **Panel Triggers** in all of the APM3 widgets on the page. Select the **PANEL TRIGGER** you want to affect. The **Panel Triggers** are listed by ID. The ID begins with **p7AP3t** followed by the widget number, an underscore, and then the content panel number. For example, **p7AP3t1\_1** would be the first **PANEL TRIGGER** in the first APM3 widget on the page, while **p7AP3t3\_2** would be the second **PANEL TRIGGER** in the third APM3 widget on the page.

Select the **Action** you want to apply:

#### OPEN PANEL

This will open the selected panel. If the panel is already open then it will remain open.

#### CLOSE PANEL

This will close the selected panel. If the panel is already closed then it will remain closed.

#### TRIGGER PANEL

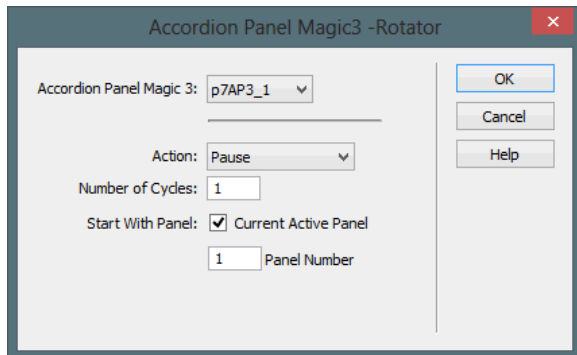
This will emulate a user mouse click on the Panel Trigger in one of two ways:

1. If the Panel Heading has an associated content panel then that panel will become active.
2. If the Panel Heading does not have an associated content panel (Link Only option), then the hyperlink assigned to the Panel heading will be executed.

**Note:** Any Trigger Option options set for this widget will also apply. For example, if "**Always Keep One Panel Open**" is set, and your behavior is set to act on a panel that happens to be open, clicking the link will not close that panel.

## THE ROTATE INTERFACE

The Rotator interface allows you to select the Rotation options.



### ACCORDION PANEL MAGIC 3

The interface contains a listing of all of the APM3 widgets on the page. The widgets are listed by **ID**, using a naming convention that begins with **p7AP3\_** followed by the widget number. **SELECT THE WIDGET TO ACT ON.**

Select the **Action** you want to apply:

#### PAUSE

This will stop or pause the Rotator and the panel that is currently displayed will remain displayed.

#### PLAY OR RESUME

This will start a Rotator cycle. Each panel will be displayed successively and rotation will continue for the number of cycles specified.

#### SET A NUMBER OF CYCLES

This controls the number of times the system will repeat each rotation. All panels are displayed in one rotation. The system will replay the rotation again for the number of times specified in this option.

#### START WITH PANEL

You can select which panel the rotation will start with.

### CURRENT ACTIVE PANEL

---

Check this box if you want the rotation to start with the panel that is currently open. This is the default and is also the option to use if you are creating a "Resume" behavior.

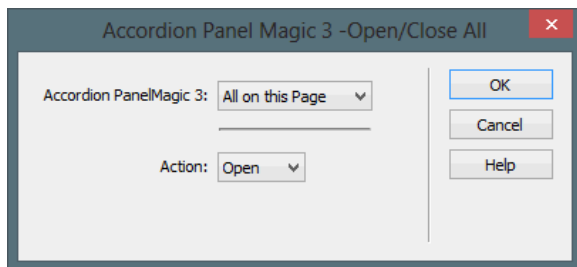
### PANEL NUMBER

---

Enter the number of the panel you want the rotation to start with. You must also uncheck the **CURRENT ACTIVE PANEL** box to enable this feature.

## THE OPEN/CLOSE ALL INTERFACE

The Accordion Panel Magic 3 -Open/Close All interface allows you to select the following options.



### ACCORDION PANELMAGIC 3

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This list contains the IDs for all of the individual APM3 widgets on the page, as well as an **All on this Page** option. The APM3 widgets are listed by ID, which follows a naming convention beginning with **p7AP3\_** followed by the widget number.

Select the **Action** you want to apply:

#### OPEN

---

This will open all of the panels in the selected widget(s).

#### CLOSE

---

This will close all of the panels in the selected widget(s).

**Note:** If the **Show Only One Panel at a Time** or **Always Keep One Panel Open** options are enabled, the action will override them and open or close all of the panels.

## 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](#)

### NEWSGROUP FORUM COMMUNITIES

The Project VII Newsgroup community is our primary support vehicle and is available 24 hours a day. Choose from the following newsgroups:

1. The PVII Webdev Newsgroup
2. The PVII Dreamweaver Newsgroup
3. The PVII Fireworks Newsgroup
4. The PVII CSS Newsgroup

**Note:** If you have trouble linking directly to news servers, use your default newsreader's program options to set up a new account and point it at the following server:

**forums.projectseven.com**

[Setting up a new newsgroup account in Outlook Express](#)

[Setting up a new newsgroup account in Mozilla Thunderbird](#)

[Setting up a new newsgroup account in Entourage](#)

If you have another newsgroup-capable program that you are using, please see its documentation to learn how to add a new newsgroup account.

**Note:** PVII newsgroups are private and have nothing to do with usenet feeds that may be provided by your ISP. That is, you will not find our newsgroups in a list of newsgroups distributed by your internet service provider. You must set up our news server as a new account.

## RSS NEWS FEEDS

Keep up with the latest news the minute it's released by subscribing to our RSS news feed. If you are not sure how to subscribe, please check this page:

[PVII RSS Info](#)

## 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](mailto:support@projectseven.com)

**Phones:**

330-650-3675

336-374-4611

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

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