

Adding links (navigation)

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Links can be added to objects on the page such as text and images.

Links are added to the code by specifying a file path from the document that contains the link to the document or page that is being to. There are two types of links:

Relative – a link to another document inside the root folder. The file path indicates the file name and location of the file being linked to in the root folder.

Absolute – a link to another document not inside the root folder. For instance this could be a link to a page in another web site. The file path would need to indicate the full address of the page as found in the address field of a browser. Therefore the file path would begin *http://*

Links do not function in Dreamweaver. The page needs to be saved and previewed in a browser in order to check the links.

Text links

The most useful panel for this is the Properties panel. To use the Properties panel to make links set it to the HTML option.

Relative links

Select the text you want turn into a link and click the Browse folder icon to the right of the Link field on the Properties Inspector.



This opens a file browsing window for selecting the file to link to. Select the file and click OK.

Alternatively, to create the link, click on the Hyperlink button in the Insert panel.



This opens another box displaying the selected text. Click on the Browse for file button by the link field and browse for the file to link to.

The linked file appears in the Link field of the Properties panel and the text carrying the link becomes underlined and (in most cases) blue. This is the standard colour for links.

The next stage is to check the link. To do this, preview the page in a browser.

There is an option to add a Title to the link in the Properties panel. This becomes visible in the browser when the mouse is over the link. Typically, this would be the title or subject of the document that the link is targeting. This function can aid a user and help with search engine word search.

Absolute links

You may want to add links to another site. To do this, start by selecting the text you want to turn into a link.

Because you are linking to a site outside your own, you won't be able to use the Properties Inspector to browse for a file.

The best way to do this is to bring up the page you want to link to in a browser. Copy the address from the address field and paste it into the Link field in the Properties panel.

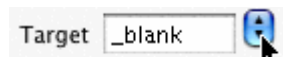


Preview the link by viewing the page in a browser. In addition, you will need to be online to see the page load.

Targeting a link

Changing the target of a link causes the linked page in a new browser window or tab (depending on how the browser is set up). This is useful when linking to another site as it prevents the new page replacing the present page.

To do this, select the link on the page, then use the Properties Inspector to choose the *_blank* option from the Target drop-down menu.



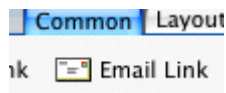
The other target options are intended for *framed* web pages.

Email links

Clicking on an email link opens up the default email client on a computer. In this regard they are limited in their practicality. For instance, when using a public computer the email client may not be configured for sending email. Nonetheless it is useful for instances when this is not the case. Therefore it is appropriate to include the email address on the page or as the link so that a user can copy and paste it into a web based email client.

Unfortunately including an email address on the page can lead to spam email, caused by *spambots* harvesting email addresses. The best way to avoid this is to use an email form within the page which links to a script on a server that executes the email. This is a more secure way of hiding email addresses as they are not included in the code on the page. An easy way to set this is to use a third party email script provider such as emailmeform.net.

To create an email link begin by placing the cursor where you want the link to go or by selecting some text on the page. In the Insert panel under the Common section, click on the Email Link button.



This will bring up the Email Link dialogue box. If you selected text first this will appear in the Text field, otherwise type the text that you wish to see on the page here. Finally, type in the email address in the E-Mail field and click OK.

This method only allows you to add the link to text. If you wish to add the link to an image then you will need to do it via the code.

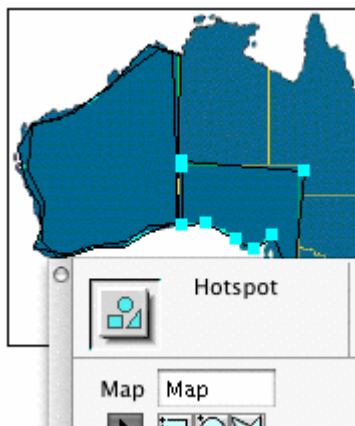
Adding links to images

Select the image on the page and look for the Link option in the Properties panel.

Use the techniques described above to either browse for a page in your own site, or copy in the web address of a site you'd like to link to.

Image mapping (hot spots)

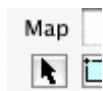
This allows one or more linked areas to be drawn onto an image.



First select the image and locate the blue hotspot shapes to the left of the Properties panel. The shape you choose depends on the area you want to highlight.

To draw rectangular or elliptical areas click the required shape then drag the mouse over the part of the image you want to turn into a link.

To reposition or resize a hotspot use the pointer tool.



To draw irregular shaped areas use the Polygon Hotspot Tool. Use this by clicking the outline of the shape required in the image.

Adding links to a hotspot

When you've created your hotspot, the Properties Inspector will change to show

the editing options available (if it doesn't, select the hotspot first).

Add the link to the hotspot via the Properties panel using one of the methods described above.

The hash sign (#) is automatically placed into the link field by Dreamweaver. This is referred to as a null link and is used when a link address is not specified. This prevents an error occurring on the page when clicking on the link in a browser. Replace the hash with your link.

Other methods of making links

Drop-down Link field

The Link field in the Properties panel is also a drop-down menu. Listed here are previous links that have been made. Choose one of these to repeat and establish a link quickly.



Point to File linking

The point-to-file icon is located just to the left of the Link folder icon.

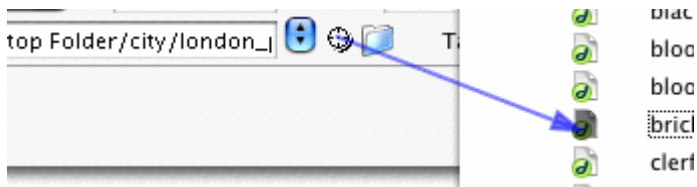


It provides an alternative way of setting a link when used in conjunction with the site Files panel (Window > Files).

First, scroll through the Site panel until you can easily see the name of the file you want to link to.

Next, select the text or image in your Dreamweaver page that you want to turn into a link.

Click the point-to-file icon and, holding down the mouse, drag onto the Site panel until the arrow highlights the file you want to link to.



Named Anchors

These are links that take a user to a specific point on a page. For instance if a web page contains a lot of information which requires scrolling to view, then it would be useful to provide links at the top of the page to various points down the page. Also, it may be necessary to provide a link back to the top of the page.

To create a link further down the page requires an object to carry the link (text or image) and a Named Anchor at the point on the page where the link is to go.



To place a Named Anchor on the page, click where you want it to go. In the Insert panel, under the Common section, click on the Named Anchor button and in the panel that opens give the Anchor a name (no spaces). Give this a short but meaningful name and click OK. An icon of an anchor appears on the page (this is not visible in a browser).

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The link can now be established in one of two ways:

1. Select the object on the page (text or image) that is to carry the link. If necessary, scroll down the page to see the anchor icon and from the link field in the Properties panel click on the Point to File icon and drag the pointer to the anchor.
2. Select the object on the page (text or image) that is to carry the link. In the Properties panel type in the name of the anchor preceded by the hash sign into the Link field.

Making a Back to Top link

One way of making a link from lower down to the top of the page is not to use an anchor but instead to refresh the page. Do this by highlighting the object that is to carry the link and link it to the page itself, as when linking to another web page.