

This tutorial focuses generating chromeless html popup windows driven by Flash source. The tools used here are Dreamweaver 4 and Flash 5. At least 1 available Flash MX extension available at Macromedia Flash Exchange simulates most of this functionality.

### Step 1: Defining your site in Dreamweaver

First Create a folder on your hard drive into which you will place all files that will go public. Also create a folder for all of the larger original files including .fla, .psd and other source files.

Name the folders MySite and MySiteSource

Open up Dreamweaver.

On the menu bar select Site--> New Site

SiteName: MySite

LocalRootFolder: navigate to "MySite" folder

Http Address: i.e. <http://www.expression.edu/~dru>

### Step 2: Setting up the flash scene.

First create 2 circle shapes within flash (fig 1).  
Select the first one and convert it to a button symbol (F8).  
Select the second circle and convert to a symbol.

Save your Flash scene as flashPop.fla into "MySiteSource"

Select the first Circle button and launch the action editor.  
(Ctrl+Alt+A) Switch to Expert mode and insert this bit of code ( fig 2):

```
on (release) {  
    getURL("Javascript:myPop()");  
}
```

Select the second Circle button and Insert this bit of code in its action editor.

```
on (release) {  
    getURL("Javascript:myPop2()");  
}
```

Save your scene again.

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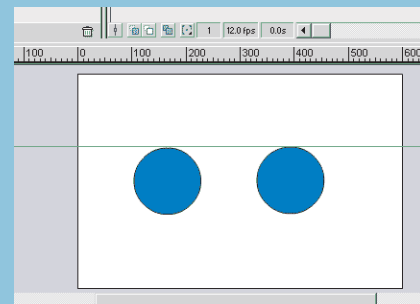


figure 1

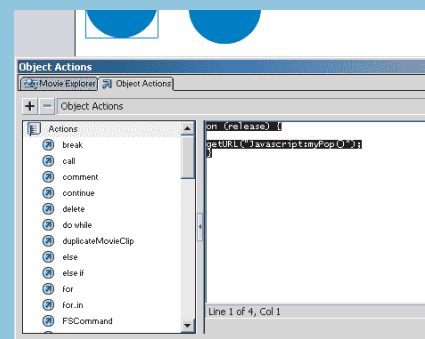


figure 2

### Step 3: Getting your flash site into Dreamweaver

In Flash go to File-->Publish (F12). This exports your flash file as a .swf file.

Open up the folder "MySiteSource" Locate flashPop.swf and transfer it to "MySite" folder.

Launch Dreamweaver.

Hit F8 to open the Site Files window if it isn't already open.

Select "mySite" from the Site drop down. See fig 3.

Create a new doc: File->new.

Save as index.htm

Import your file flashPop.swf into index.html  
Insert-->Media-->Flash

### Step 4: Modifying the index.htm code

Insert the following code in between the </head> and the <body tag.

```
<script language="JavaScript" type="text/JavaScript">
function myPop(){
window.open ('PopupWindow1.htm','popup1',
'toolbar=no,
location=no,status=no,width=640,height=480');
}
</script>
```

Save index.htm again.

### Step 5: Creating the Popup window

Create a new htm window and save it as PopupWindow1.htm

Insert a 640x480 jpg image into the doc.  
Save PopupWindow1.htm again.

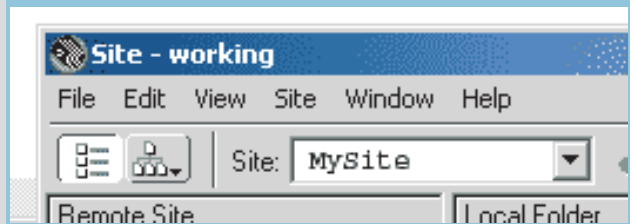


figure 3

### Step 6: Testing your Popup button

1. In dreamweaver select File-->Preview in Browser or hit F12.
2. Click on the button attached to the myPop function. When you hit it a blank 640x480 window should open and focus, containing "PopupWindow1.htm". It should be chromeless, meaning that there are no scroll bars, navigation bars etc.
3. Now click back on the index.htm page and again click on your button. Notice that the popup doesn't focus back to the top. The page is actually reloading at this point, its just not coming to the front. Continue to Step 7 to focus your popup window.

### Step 7: Making your popup windows focus

The code required to make your PopupWindow1.htm focus is placed within that htm page's code.

1. Open "PopupWindow1.htm" if it isn't already open.
2. The code should look like this:

```
<body bgcolor="#FFFFFF" text="#000000">
```

3. Insert this code:

```
onload='javaScript:window.focus()';
```

4. So that it looks like this:

```
<body onload='javaScript:window.focus()';  
bgcolor="#FFFFFF" text="#000000">
```

5. Save PopupWindow1.htm again.
6. Open index.htm (or switch to it) and hit F12 to publish it again. Click your button to open up your popup. Now go back to the index page and click on the button again. The window should now focus back to the top.

### Step 8: Setting up your second button.

1. Open index.htm
2. You have to insert a second Javascript reference in in this code to activate the second button.
3. This second button is linked to the javascript function myPop2
4. You will simply paste this code directly under the first script you pasted.
5. It should look like this. (The first script will already be there, it is included here for demonstration.)

```
<script language="JavaScript" type="text/JavaScript">
function myPop(){
window.open ('PopupWindow1.htm','popup1','toolbar=no,location=no,status=no,width=640,
height=480');
}
</script>

<script language="JavaScript" type="text/JavaScript">
function myPop2(){
window.open ('PopupWindow2.htm','popup2','toolbar=no,location=no,status=no,width=320,
height=240');
}
</script>
```

6. Notice the difference between the two scripts. The first one opens the PopupWindow1.htm page you you already created. The second one opens up PopupWindow2.htm which you should create now.

7. Create a new document and save it as "PopupWindow2.htm."

8. Place a 320x240 jpg image into it.

9. Insert this line of code like before:

```
onload='javaScript:window.focus()';
```

9. Save both your index.htm and "PopupWindow2.htm."

Step 8: Final Testing of interactivity.

1. Open or switch to index.htm
2. Hit F 12
3. Your index.htm will preview.
4. Hit button 1. A popup should open to 640x480
5. Click back on the index preview and click button 1 again. Now this popup will refocus to the top.
6. Test button 2 out as well.
7. Everything should be working fine.
8. Congratulations!