

PVII TPM2 (TPM2)



Tab Panel Magic is a very modern, very engaging, and very easy tool with which to create Tabbed Panel widgets using a fully automated graphical user interface that installs into Dreamweaver.

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

Al Sparber & Gerry Jacobsen PVII

Contents

PVII TPM2 (TPM2).....	1
Installation.....	9
Before you begin.....	9
Work in a Defined Dreamweaver Web Site	9
Overview.....	10
Creating a New TPM2 Widget Interface Walkthrough	12
Asset Folders.....	14
Modifying an Existing TPM2 Widget	15
Managing the User Interface Items.....	17
Mode	17
Panels	17
Trigger Text	17
Link Path / Browse.....	18
Trigger Image / Browse...	18
Alt Text	18
Content Layout.....	18

Options.....	18
Page Load.....	18
Auto Rotate	18
Triggers	19
Current Marking.....	20
Animation	20
Image Swap Options	21
Style Theme	21
Command Buttons	22
CSS Glossary	23
The root TPM container.....	23
Images inside the widget.....	24
Trigger (Tabs) container	24
Left and Right scrolling control arrows	24
Padding and font synchronization for tabs and arrows	25
Trigger (Tabs) container	25
Trigger (Tabs) unordered list	25
Utility rule to remove image borders	25
Trigger (Tabs) list items.....	25

Margin Reset Rule for first tab	26
Link styles for your tabs	26
Tab hover and focus.....	26
Tab list item open state	27
Tab open link state	27
Content panels wrapper.....	27
Content panels wrapper when scrolling arrows are enabled.....	27
Panels Viewport	28
The content in each panel	28
Important notes	28
About Fading	28
Content Layout.....	29
Content Layout CSS	30
Customizing Content Layout Columns.....	30
How do I edit the Tabs in the iTabs or Glassy Green Themes?	31
Changing the default link color for old browsers	31
Changing the default link color for modern browsers	31
Changing the hover color for old browsers.....	32
Changing the hover color for modern browsers	33
Changing the open color for old browsers.....	33
Changing the open color for modern browsers.....	33

Converting a TPM1 Widget to TPM2	34
Overview.....	34
Choose an Action.....	34
PVII Tab Panel Magic 2 Image File Naming Convention.....	36
Overview.....	36
Tab Panel Magic 2 Default Naming Convention:.....	36
Changing the image naming convention.....	37
PVII Tab Panel Magic 2 -Remove.....	38
Overview	38
Open the Remove PVII Tab Panel Magic 2 interface.....	38
What will be removed	39
What will Not be Removed.....	39
PVII Tab Panel Magic 2 -Open Panel Behavior.....	40
Overview	40
Creating a new Open Panel behavior.....	40
Modifying an existing Open Panel behavior	40
The Interface	40
The Interface Items	40
The Interface Control Buttons	41

PVII Tab Panel Magic 2 -Rotator Behavior	42
Overview	42
Creating a new Rotator behavior	42
Modifying an existing Rotator behavior	42
The Interface	42
The Interface Items	43
The Interface Control Buttons	44
Advanced Current Marker	45
Overview	45
Opening the Advanced Current Marker.....	46
Modifying the Advanced Current Marker	47
Removing the Advanced Current Marker	48
Advanced Current Marker "None - Disable All"	49
Overview	49
Opening the Advanced Current Marker.....	49
Select the Current Marker Option.....	50
Finished.....	50

Advanced Current Marker Link Text Marking Option.....	51
Overview.....	51
Opening the Advanced Current Marker.....	51
Select the Current Marker Option.....	52
Select the Link Text.....	52
Finished.....	52
Advanced Current Marker URL Match Option	53
Overview.....	53
Opening the Advanced Current Marker.....	53
Select the Current Marker Option.....	54
Select the URL to Match.....	54
Finished.....	54

Advanced Current Marker "Folder:Text Match"	55
Overview	55
Opening the Advanced Current Marker.....	55
Select the Current Marker Option	56
Define the Folder Name :: Link Text Pairs.....	56
Specify the Folder Name	56
Specify the Link Text.....	57
Adding another Folder Name :: Link Text Pair	57
Using a Compound Folder Name	58
Ordering the Defined Pairs	59
Deleting a Defined Pair.....	59
Finished.....	59
Support and Contact info	60
PVII Knowledge Base.....	60
Newsgroup forum communities.....	60
RSS News Feeds	60
Before you Contact us.....	61
Snail mail	61

Installation

Look for the extension installer file **p7_TPM2_250.mxp** (or higher) in the root of the zip archive you downloaded. If you purchased the upgrade to TPM1, the installer file name will be **p7_TPM2_250_upg.mxp** (or higher). Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Once the installation is complete, 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.

Before you begin

Work in a Defined Dreamweaver Web 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, please see this tutorial: [Defining a Dreamweaver Web Site](#).

Overview

Tab Panel Magic 2 includes some very powerful features. The list below describes some important features that you can use to streamline your workflow and meet your project requirements.

Automatic Upgrade of Tab Panel 1 widgets: The TPM2 system includes an auto-convert feature that allows you to convert existing Tab Panel Magic 1 widgets to TPM2.

Create or Modify - with Nesting Support: The user interface is designed to open to the correct mode, *Create* or *Modify*, based on your current insertion point in the document:

- If your insertion point is not within an existing TPM2 widget the user interface will open in *Create* mode.
- If your insertion point is inside an existing TPM2 widget a dialog box will open allowing you to choose whether to *modify* the existing widget or *Create a Nested One*. This allows you to easily add new TPM2 widgets into the content panels of existing TPM2 widgets, a process called nesting.

When you nest one TPM2 widget inside another you need to select the same Style Theme for the nested widget as the one that is assigned to the parent widget. *This is not a product limitation but rather a limitation of the natural way that CSS cascades from parent element to child elements.*

Style Themes: TPM2 includes 12 Style Themes, including freshened versions of the original TPM1 themes plus several new themes employing some visually striking CSS3 effects.

Trigger Actions: TPM2 widgets can be set to work **on Click** or **on Click and Mouse Over**. These actions can be set individually for each TPM2 widget on the page. Either method is compatible with Apple *iDevices* and phones.

Auto Width and Auto Height: By default, a TPM Widget automatically adapts to the width of the page element into which you insert it—but can also be set to a fixed width by assigning a width in the CSS Style sheet. By default, a TPM Widget automatically adapts to the height of each content panel.

Scrolling Triggers (Tabs) Support: The TPM system can automatically provide scrolling control arrows when the number of triggers is such that they will not all fit within the width of your layout container. This allows you to add as many triggers and panels as you like and still have the triggers fit into the allocated space. Arrows at either end of the Tabs bar allow you to scroll the Tabs left and right to reveal those that do not fit in the available horizontal space. If you turn this option off and your triggers do not fit on one line, they will wrap to multiple lines.

Dreamweaver Template Support: The system is 100% Dreamweaver Template compatible. You can insert one or more widgets into a template (.dwt) page at any time. You can also insert one or more widgets into a template-based page. The system will automatically detect the template and adjust to allow insertion into an editable region.

Visible Panel at Startup: Your widget can be set to open a specific or a random panel each time the page loads.

Animations: Your choices are:

- No animation
- Vertical Panel Slider (the default)
- Horizontal Panel Slider
- Fade

Image Support: The system supports using images for the panel triggers and automatically handles pre-loading, swapping, multiple state management and current marking. This automation requires that you follow an image file name convention discussed later in this guide. The system supports up to 3 different image states.

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 a TPM widget on that page. The opener will look for the TPM widget number, an underscore, and the TPM content panel number. There are 2 methods available:

- **Anchor Method:** The system will look for "#tpm" plus a panel reference after the anchor. The anchor `index.htm#tpm1_4` will trigger panel 4 in the first TPM Widget on the page.
- **URL Parameter Method:** The system will look for "tpm=" in the URL parameter. The URL parameter `index.htm?tpm=2_4` will trigger panel 4 in the second TPM 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.

Included Dreamweaver Behaviors: The system also includes a suite of Behaviors that can be used to create custom **TPM2** actions on links located anywhere on your page:

- **Open Panel** - The Open Panel Behavior can be used to create Open Panel actions on links located anywhere on your page:
- **Auto Panel Rotator** - The Rotator Behavior allows you to display each of your widget's panels in slide show fashion. Each panel will be displayed sequentially with a timed pause (that you can adjust in the main TPM2 interface) between panels.


Removal: A handy Remove TPM2 command is included that can be used to quickly and thoroughly remove any **TPM2** widget from your page.

Creating a New TPM2 Widget Interface Walkthrough

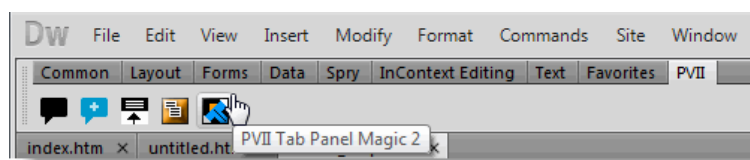
TPM2 widgets can be inserted anywhere on your page, even into the content panel of an existing TPM2 widget. Once you have established your insertion point, click the TPM2 icon  to open the interface. Alternatively, you can choose **Insert > Studio VII > Tab Panel Magic 2 by PVII**.

TPM2 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 TPM2 widgets as you like on your page. Each one can be configured independently with different options and features. Different TPM2 widgets on a single page can share the same style theme or be set to separate style themes. *A nested widget, however, should be set to the same theme as its parent.* Each widget can contain any type of content. Content panels are directly editable in Dreamweaver Design View using normal Dreamweaver editing techniques.

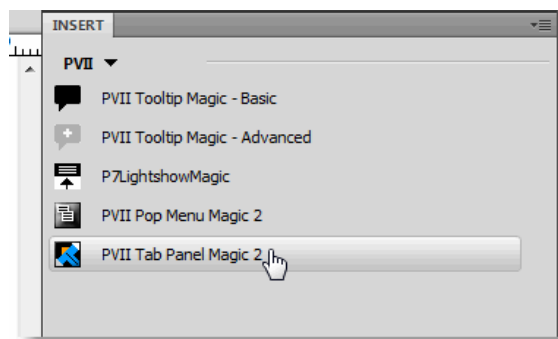
-Establish the insertion point for your new TPM2 widget by clicking in the area of the page where you would like the widget to be created.

-Click the **TPM2 icon**  in the **PVII** Section of Dreamweaver's Insert Bar or choose **Insert > Studio VII > Tab Panel Magic 2 by PVII**.

Classic Dreamweaver Insert Bar



Dreamweaver CS4-CS6 Insert Panel



TPM2 user interface will open in the **Create New** mode.

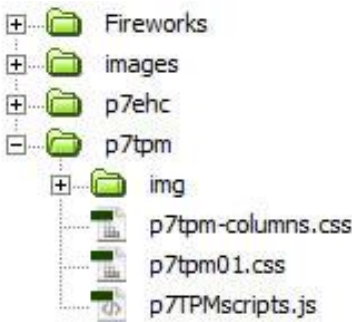
Configure your widget, set your options, and then click **OK** to build the widget at your insertion point.

You can create more than one TPM2 widget on your page. Add as many as you like.

Tip: When you insert a TPM2 widget, all content will be visible and fully expanded in Dreamweaver to make adding and editing content a simple task. TPM2 functionality can be tested by previewing in your browser.

Asset Folders

When you create a TPM2 widget, the system creates an assets folder named **p7tpm** at the same level as the page that contains your widget. This folder will contain a JavaScript file, relevant CSS file (or files), as well as an **img** sub-folder that contains the background images used by the CSS. A **Fireworks** folder will be created at the same level as the **p7tpm** folder and will contain editable versions of all necessary background images. Each Fireworks file is named to correspond with its associated Style Theme: **tpm01.png** through **tpm12.png**. *The Fireworks folder does not need to be uploaded to your Web server.* If you choose to insert multi-column content into panel, the system will also create a **p7ehc** folder, which will contain a small script used to display your columns equal height.



When you publish your site, make sure you upload the entire **p7TPM** folder. *The Fireworks folder does not need to be uploaded to your Web server.*

Modifying an Existing TPM2 Widget

You can modify any of the existing TPM2 widgets on your page at any time.

-Click inside the TPM2 widget that you wish to modify.

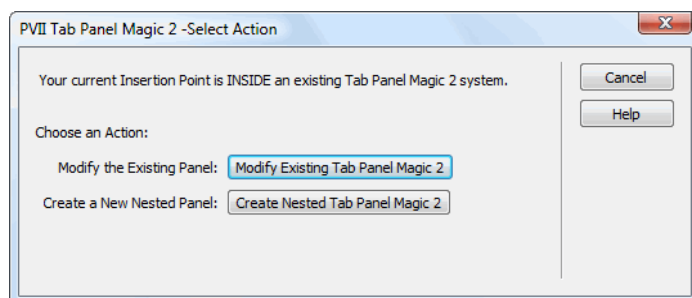
-Click the **TPM2 icon**  in the *PVII* Section of Dreamweaver's Insert Bar or Insert Panel—or choose:

Modify > Studio VII > Modify Tab Panel Magic 2 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 to allow you to choose whether to create a new Panel widget nested inside of the existing Panel, or to Modify the existing Panel widget.



Note: This dialog only appears when your insertion point is inside of another Panel system. If your insertion point is not inside a Panel widget the interface will open directly to the main Panel interface in Create mode. *If you are nesting, make sure that the nested widget is set to use the same Style Theme as its parent.*

TPM2 User Interface will open in **Modify** mode.

The screenshot shows the 'PVII Tab Panel Magic 2' dialog box in 'Modify Existing Tab Panel Magic 2: p7TPM_1' mode. The 'Panels' list contains 'Intro', 'Specials', and 'Press Releases', with 'Press Releases' selected. The 'Trigger Text' is 'Press Releases'. The 'Link Path' is 'Anchor to Content Panel'. The 'Trigger Image' is empty, and the 'Alt Text' is empty. The 'Content Layout' is 'Default'. The 'Options' section includes 'Page Load' (Start with Panel: 1, Start with Random Panel), 'Auto Rotate' (Play on Startup, Show Each Panel for: 5000 (ms), Number of Cycles: 1), 'Triggers' (Enable Mouse Over, Scrolling: None, Duration: 250 (ms)), 'Current Marking' (Enable Current Marking, Include URL Parameters in Match), 'Animation' (1-Vertical Panel Slider, Duration: 300 (ms)), 'Image Swap Options' (Single Image Only, Rollover Open State), and 'Style Theme' (01-Win Tabs). A preview of the tab panel is shown at the bottom right.

Mode: Modify Existing Tab Panel Magic 2: p7TPM_1

Buttons: Add, Delete, Up, Down

Panels:

- Intro
- Specials
- Press Releases

Trigger Text: Press Releases

☐ Link Only -No Associated Content Panel

Link Path: Anchor to Content Panel

Trigger Image: Alt Text:

Content Layout: Default

Options:

Page Load: Start with Panel: 1 ☐ Start with Random Panel

Auto Rotate: ☐ Play on Startup Show Each Panel for: 5000 (ms) Number of Cycles: 1

Triggers: ☐ Enable Mouse Over Scrolling: None Duration: 250 (ms)

Current Marking: ☐ Enable Current Marking ☒ Include URL Parameters in Match

Animation: 1-Vertical Panel Slider Duration: 300 (ms)

Image Swap Options: Single Image Only ☒ Rollover Open State

Style Theme: 01-Win Tabs

Preview: TRIGGER TEXT TR

Buttons: OK, Cancel, Help

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

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 TPM2 widget being modified will also be displayed.

Panels

This box displays the text for each panel trigger in the TPM2—one line for each panel or external link. Select (click) the line you wish to act on.

Add

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

Delete

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

Up

The Up button will move the selected line in the Panels 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.

Down

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.

Trigger Text

The Trigger Text box will always display the text of the currently selected line in the *Panels* list. The system will display *Trigger Text* as the default text when first adding a new content panel. Enter or edit the text that you wish to display for this panel heading. *The box cannot be left blank.*

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

Link Only -No Associated Content Panel

Check this box if you wish to have the selected Trigger Text serve as a normal page link with no content panel associated with it.

Link Path / Browse...

The Link box is activated whenever the **Link Only** box is checked. Enter the path to the linked or use the **Browse** button. 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 **Browse** to it. Valid image types are: **gif**, **jpg**, and **png**. The image you select must always be the **default state image**. TPM2 will automatically locate your over and open images based on the **Image Swap Option** you select.

Alt Text

Enter a description (Alt Text) for the related image.

Content Layout

Select a custom column configuration for your content panel. This option is only available when you create a new panel inside your widget. If you want to change the layout of an existing panel, create a new one below the existing one and set the Content Layout you desire. After your widget is updated, copy the content from the existing panel into the new one. Then open the TPM2 interface again and delete the original panel.

Options

These settings are applied to the current TPM2 widget. Other TPM2 widgets on the same page can have different options.

Page Load

You can configure how TPM2 sets up when the page first loads into the browser.

Start With Panel

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

Start With Random Panel

Select this option if you wish to have the system randomly select a panel to open.

Auto Rotate

TPM2 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.

Play on Startup

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

Show Each Panel For

This controls the amount of time each panel is displayed during the rotation, in milliseconds. The default is 5000ms (5 seconds). To display each panel for 8 seconds, for example, enter 8000 into the box.

Number of Cycles

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 simply enter a very high number, such as 9999.

Triggers

Enable Mouse Over on Triggers

Check this box to allow mouse over activation of the Trigger Panel links. The associated panel will open whenever the user moves his mouse over the Trigger link. The click behavior to open the panel will still remain enabled.

Scrolling

The TPM system can automatically provide scrolling control arrows when the number of triggers is such that they will not all fit within the width of your layout container. This allows you to add as many triggers and panels as you like and still have the triggers fit into the allocated space. If you turn this option off and your triggers do not fit on one line, they will wrap to multiple lines. This option's animation speed can be adjusted using the Duration box.

None - Scrolling is disabled and no scrolling arrows will show. If there are more Tabs than can fit in one row then the Tabs will wrap to a second row to assure that all of the Tabs are visible and accessible to the user.

Auto Tab Positioning - Scrolling is enabled. Scroll arrows will show at the left and right of the Tabs row. When scrolling right the scroller will align the first Tab in the next series to the left of the Tab viewport. When scrolling left the scroller will align the last Tab in the next series to the right of the viewport. This assures that each tab is fully visible at least once through a complete scrolling session.

Normal Scrolling - Scrolling is enabled, scroll arrows will show at the left and right of the Tabs row. The scroller will advance the Tab row by the width of the Tab viewport. No Auto Tab positioning is performed. This scrolling mode is the ideal choice when using images for the Tab triggers.

Duration

This option allows you to control speed for the trigger **Auto Scrolling** animation. *Duration* defines the total amount of time that the scrolling will run, in milliseconds, regardless of a trigger panel's dimensions. The default 250 (a quarter of a second) is fine in most cases. Lower the *Duration* setting and the scrolling will be faster. Raise the setting to make the scrolling slower.

Current Marking

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

Enable

Check this box to enable automatic current marking (highlighting) of links. The system looks for links in the widget's panels that match the current page URL (address). When a match is found, the link is highlighted and the panel that contains the link 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.

Note: This box must be checked in order to use the Advanced Current Marker features for the widget.

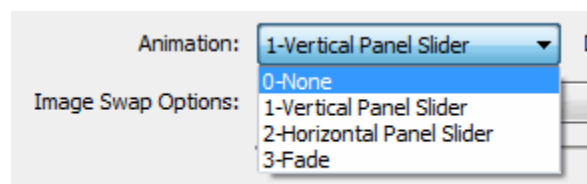
Include URL Parameters in Match

This option controls whether the automatic current marking feature will include any URL parameters in the page's 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.

Animation

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

Animation List



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 *300* (a bit less than one third of a second) is fine in most cases. Lower the *Duration* setting and the animation will be faster. Raise the setting to make the animation slower.

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.

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 image swap actions on any of the trigger states.
- **Normal and Over** - Choose this option if you are using two images: one normal image and one for the over (hover) state. The over state 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

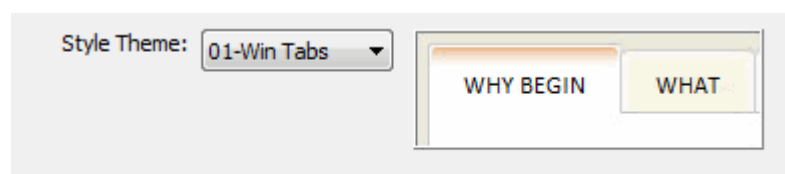
This controls the swap action when the trigger link is in its open state. The system will swap to the over image if the trigger link is in the open state and you have a 3-state swap option set. Uncheck the box if you want to disable this swap action.

Rollover Mark State

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

Style Theme

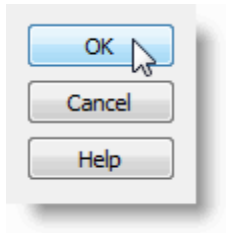
TPM2 comes with a variety of pre-defined CSS style themes. Choose a theme that best approximates the look you desire. You can later make edits to the style sheet to fully customize your TPM2 widgets. You can change to a different style theme at any time without affecting the contents of the TPM2 widget.



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

When you are done, click the **OK** button to build the TPM2 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 TPM2 will be added to your page or updated—depending on whether you were in *Create mode* or *Modify mode*. You can then preview in a browser to operate the TPM2 and check its functionality.

Tip: To make further changes, click inside an existing widget then open the TPM2 interface.

Cancel

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 associated Help File in your browser. This page can remain open for easy reference while you continue working with the TPM2 interface.

CSS Glossary

Each of the TPM2 Style Themes has its own related CSS file, which is named to match the theme. For example, the CSS file associated with Style Theme **01-Win Tabs** is named **p7tpm01.css** and each rule in the style sheet begins with the matching class name **".p7tpm01"**. Let's explore each rule in the **p7tpm01.css** style sheet to see what it does and how you can customize it.

The root TPM container

TPM2 widgets are contained within a root DIV. In all themes the width is set to auto, which allows your widget to adapt to the width of the element in which you created it.

```
.p7TPM01 {
width: auto;
margin: 0 auto;
padding: 12px;
background-color: #EDEBDE;
border-top: 1px solid #F9F8F2;
border-right: 1px solid #D9D5B9;
border-bottom: 1px solid #D9D5B9;
border-left: 1px solid #F9F8F2;
font-family: Calibri, Arial, Helvetica, sans-serif;
border-radius: 5px;
}
```

Under certain circumstances, you might want to set a fixed width. If you do set a fixed width, your widget will automatically center when placed in a wider container or if it is a direct child of the body. Centering occurs because margin is set to **"0 auto"**. If you set a fixed width but would like your widget left aligned, simply change the margin value from **"0 auto"** to **"0"**.

In most of the themes the container provides a matte, which is created using padding, background color, and sometimes borders. You can adjust these as you see fit.

Font-family for the entire widget and all its contents is set.

For some themes, we use border-radius to round the outer corners. Some themes also use the CSS3 box-shadow property to assign drop shadows to the outer box. To read about the border-radius and box-shadow specifications, refer to the actual [W3 Specification](#).

Note: CSS3 border-radius and box-shadow are supported by modern browsers including Firefox, Opera, Safari, Chrome, and IE9. Older browsers default to rectangular corners and no shadows.

Images inside the widget

This rule ensures that any images within your widget display properly for all declared document types. Don't change it.

```
.p7TPM01 img {
vertical-align: top;
}
```

Trigger (Tabs) container

This is the outer container for your widget's tabs and tab scrolling control arrows. Do not edit or change this rule in any way.

```
.p7TPMtabs_01 {
position: relative;
z-index: 999;
overflow: hidden;
zoom: 1;
}
```

Left and Right scrolling control arrows

The following 8 rules govern the position of the left and right arrows that control scrolling tabs (if you've elected to enable that option). These rules should not be edited.

```
.p7TPM_arrows_01 .p7TPM_arrow_L, .p7TPM_arrows_01 .p7TPM_arrow_R {
float: left;
position: relative;
z-index: 9999999999;
}
```

```
.p7TPM_arrows_01 .p7TPM_arrow_R {
float: right;
}
```

```
.p7TPM_arrows_01 a {
display: block;
text-decoration: none;
color: #CCC;
text-indent: -9999px;
width: 26px;
background-repeat: no-repeat;
background-position: 0px 0px;
}
```

```
.p7TPM_arrows_01 .p7TPM_arrow_L a {
background-image: url(img/tpm01_west.jpg);
}
```

```
.p7TPM_arrows_01 .p7TPM_arrow_R a {
background-image: url(img/tpm01_east.jpg);
}
```

```
.p7TPM_arrows_01 a:hover, .p7TPM_arrows_01 a:focus {
outline: 0;
}
```

```
.p7TPM_arrows_01 a.off {
display: block;
background-position: 0px -138px;
cursor: default;
}
```

```
.p7TPM01 .p7TPMtabs_viewport {
position: relative;
overflow: hidden;
zoom: 1;
}
```

Padding and font synchronization for tabs and arrows

This is a special multiple element rule that sets font-size, padding-top, and padding-bottom for both the arrows and the tabs. These properties must always be in synch for both elements to ensure they are always rendered the same height. Adjust the padding to increase or decrease the height of your tabs. Do not edit the font-size.

```
.p7TPM_arrows_01 a, .p7TPM_tabs_01 a, .p7TPM_tabs_01 a:visited {
font-size: 14px;
padding-top: 16px !important;
padding-bottom: 6px !important;
}
```

Trigger (Tabs) container

This is the containing DIV for your Tabs. This rule should not be edited or changed.

```
.p7TPM01 .p7TPMtabs_wrapper {
position: relative;
}
```

Trigger (Tabs) unordered list

Your tabs are displayed inside an unordered list. Use this rule to set the font size for your tabs. Do not edit or change the other properties.

```
.p7TPM_tabs_01 {
font-size: 12px;
margin: 0;
padding: 0px;
position: relative;
z-index: 999;
zoom: 1;
}
```

Utility rule to remove image borders

By default, all browsers place borders around images that are inside links. This rule removes those borders.

```
.p7TPM_tabs_01 a img {
border: 0;
}
```

Trigger (Tabs) list items

These are the individual list items that contain each of your tabs. Style Theme 1 is the only theme that has a background image for this element. It is used to create the left edge of the rounded tab. We could do this with border-radius, but Style Theme 1 is one of the freshened TPM1 Themes and so it is designed to match the older version. This rule should not be edited.

```
.p7TPM_tabs_01 li {
float: left;
list-style-type: none;
margin-left: -1px;
background-image: url(img/tpm01_tab_left.jpg);
background-repeat: no-repeat;
position: relative;
}
```

If you want to customize the image, do so in the included Fireworks file named **tpm01.png** in the Fireworks folder generated when you created your Tab Panel. After editing the images, export the web slices back to your **p7tpm/img** folder to overwrite the originals.

Margin Reset Rule for first tab

Margin left is set to -1px on the tabs LI element to get the tags to snug up against each other. This rule sets the first tab's margin-left to zero.

```
.p7TPM_tabs_01 .tpmfirst {
margin-left: 0;
}
```

Link styles for your tabs

These are the link styles for your tabs. Adjust as you please. Style Theme 1 does use a background image for this element to carry the right side of the tabs.

```
.p7TPM_tabs_01 a, .p7TPM_tabs_01 a:visited {
display: block;
color: #000;
text-decoration: none;
padding-right: 18px;
padding-left: 18px;
background-image: url(img/tpm01_tab_right.jpg);
background-repeat: no-repeat;
background-position: right top;
border-bottom: 1px solid #CCC;
}
```

If you want to customize the image, do so in the included Fireworks file named **tpm01.png** in the Fireworks folder generated when you created your Tab Panel. After editing the images, export the web slices back to your **p7tpm/img** folder to overwrite the originals.

In other Style Themes, no images are used. Instead, you might see background-color, CSS3 box-shadow, CSS3 border-radius, and CSS3 linear-gradient. To read more about CSS3 linear gradients, see the actual [W3 specification](#). Here is a quick example of how CSS linear gradients are deployed in the Carbon Style Theme:

```
.p7TPM10 {
filter: progid:DXImageTransform.Microsoft.gradient(startColorstr='#222222', endColorstr='#444444');
background: -webkit-gradient(linear, left top, left bottom, from(#222222), to(#444444));
background: -moz-linear-gradient(top, #222222, #444444);
background: linear-gradient(#222222, #444444);
}
```

It's really quite simple and all you need to be concerned with are the starting and ending colors in each version of the property. We are created a simple linear gradient that starts on the top with color #222222 and ramps down to an ending bottom color of #444444.

The Carbon Theme is quite remarkable in that it creates a gradient-based look that works in most modern browsers and even in versions of IE down to IE5.5. And it's all done without using a single image.

Tab hover and focus

Sets the properties for the tabs when they are hovered over or tabbed into. Edit as you please but do not change or remove the outline property.

```
.p7TPM_tabs_01 a:hover, .p7TPM_tabs_01 a:focus {
outline: 0;
color: #E39658;
}
```

Tab list item open state

This special class is assigned to the LI element of a tab when that tab's panel is showing. For Style Theme 1 we reposition the background image to expose the section of it that contains the orange blur. We also adjust the top position to hide the bottom border, which allows the open tab's bottom to blend into the content panel. Do not edit this rule in any way.

```
.p7TPM_tabs_01 li.open {
background-position: left -127px;
top: 1px;
}
```

Tab open link state

This special class is assigned to the "A" element of a tab when that tab's panel is showing. For Style Theme 1 we reposition the background image to expose the section of it that contains the orange blur. We also set the border color to transparent, which allows the open tab's bottom to blend into the content panel. Do not edit this rule in any way.

```
.p7TPM_tabs_01 a.open, .p7TPM_tabs_01 a.open:visited {
text-decoration: none;
color: #000;
background-position: right -127px;
border-color: transparent;
}
```

Content panels wrapper

This element is the wrapping container for all of the content panels. Do not edit or change the position or top properties. The remaining properties set the color of the content panels, their borders, and their border-radius (roundedness) for Theme 1. All Themes are assigned a background-color, while only some themes are assigned radius corners.

```
.p7TPMwrapper_01 {
position: relative;
top: -1px;
border: 1px solid #CCC;
background-color: #FFF;
border-radius: 0 5px 5px 5px;
}
```

The border-radius in this rule is expressed in CSS shorthand, with 4 values. The 4 values represent the 4 corners of the box, starting with the top left, then moving clockwise to top right, bottom right, and bottom left. So the values "**0 5px 5px 5px**" render a 5px curve for all sides except for the top left, which remains rectangular.

Content panels wrapper when scrolling arrows are enabled

This special class is assigned to the .p7TPMwrapper element when scrolling arrows have been enabled. In Theme 1 the panels wrapper has round corners but if the scroll arrows are showing we want to square off the top right corner to match up with the arrow box.

```
.p7TPMwrapper_01.arrows_on {
border-radius: 0 0 5px 5px;
}
```

Not all Themes use this rule due to different arrow designs or because the panel wrapper corners are not rounded.

Panels Viewport

This special class turns off all Microsoft filters to ensure that the viewport element in a nested TPM widget will not inherit filters assigned to its parent's viewport.

```
.p7TPMcwrapper_01 .p7TPM_vp {  
  filter: none;  
}
```

The content in each panel

This rule is assigned to the actual content panels. Use it to adjust padding inside the panels, text color, font size, and line height.

```
.p7TPM_content_01 {  
  padding: 20px;  
  color: #000;  
  font-size: 13px;  
  line-height: 1.5em;  
}
```

Important notes

Please note the following points

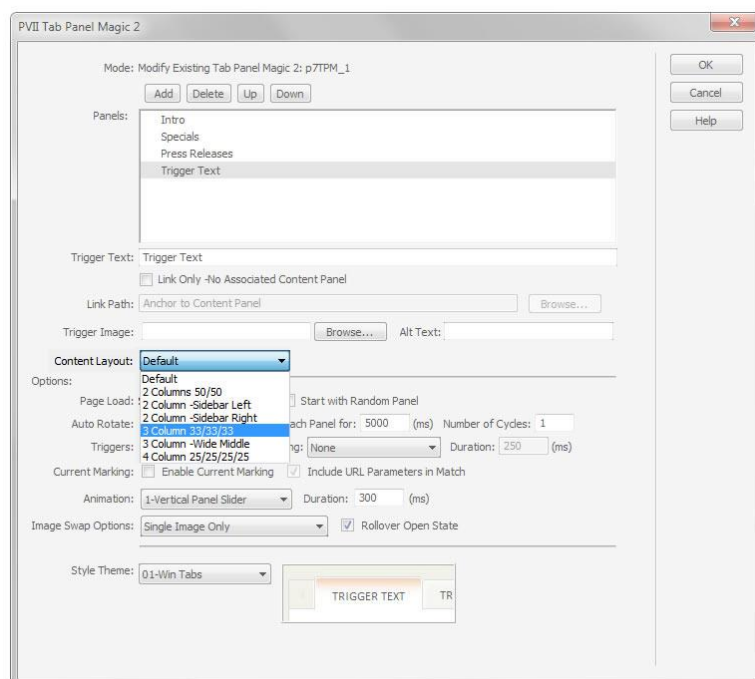
About Fading

Firefox and IE8 have some cosmetic issues with text fading that could cause flashing or ghosting until the fade completes. The Firefox issue is duly noted on Mozilla's development site and will likely be fixed in Firefox version 4. The bug manifests itself only when using certain text colors over certain background colors. Black text over a white background is fine, while gray text over white will cause ghosting. Setting a background color on the content panel will sometimes help, but this is not always viable with some of the more advanced CSS3 style themes. The IE8 issue will be fixed for IE9. This is not an issue caused by our script and is apparent when any script is used for text fading. The fade animation works wonderfully and elegantly for content that is mostly image-based. A little text here and there is not a problem, but you might want to consider another animation if your content is all text.

Content Layout

When adding a new panel you can choose from 7 content layouts:

- Default -A simple paragraph of boilerplate text
- 2 Columns - 50/50
- 2 Columns - Sidebar Left
- 2 Columns - Sidebar Right
- 3 Columns - 33/33/33
- 3 Columns - Wide Middle
- 4 Columns - 25/25/25/25



Note: This option is available **ONLY** for newly created panels and it will unavailable (grayed out) for any existing panels. If you want to change the layout of an existing panel, create a new one below the existing one and set the Content Layout you desire. After your widget is updated, copy the content from the existing panel into the new one. Then open the TPM2 interface again and delete the original panel.

Content Layout CSS

The column structures that you can choose from the Content Layout list are controlled through a separate CSS file named **p7tpm-columns.css**, which is linked to your page. The file can be found inside your **p7tpm** folder.

It is recommended that you **DO NOT** edit the **p7tpm-columns.css** file.

Customizing Content Layout Columns

Column layouts are all percentage based. This allows the structures to adapt to the width of your page. If your page is fixed-width, then the columns will be fixed.

If you want to customize the appearance of a column, it is best to assign a custom class to the relevant DIV and create a CSS rule in your page style sheet. As an example, let's say you wanted to set a background color of orange on the left column of a 2-column 50-50 structure. The default markup would look like this:

```
<div class="p7tpm-column width-50">
  <div class="p7tpm-column-content p7ehc-1">
    <p>Left column content is here.</p>
  </div>
</div>

<div class="p7tpm-column width-50">
  <div class="p7tpm-column-content border-left p7ehc-1">
    <p>Right column content is here.</p>
  </div>
</div>
```

Locate the content DIV for the left column:

```
<div class="p7tpm-column-content p7ehc-1">
```

Add an additional custom class of orange:

```
<div class="p7tpm-column-content p7ehc-1 orange">
```

Create a new CSS rule in your page style sheet:

```
.orange {background-color: orange;}
```

That's it!

How do I edit the Tabs in the iTabs or Glassy Green Themes?

The glassy look of the Tabs looks terribly complex when the CSS is viewed, but changing the Tab color is an extremely easy task. Here are the style rules involved and the steps to take when you want to change the colors. The rules used are from the iTabs Theme. The same methods will work for Glassy Tabs.

Changing the default link color for old browsers

To change the default link color for old browsers, use this rule:

```
.p7TPM11 .p7TPM_tabs a, .p7TPM11 .p7TPM_tabs a:visited {
background-color: #000;
border-top: 1px solid #333;
border-right: 1px solid #000;
border-bottom: 1px solid #000;
border-left: 1px solid #333;
}
```

Simply change the background-color and border colors to suit.

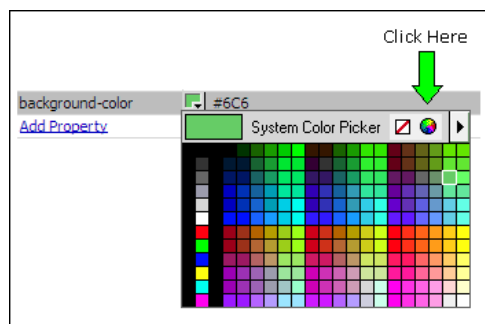
Changing the default link color for modern browsers

To change the default link color for modern browsers, use the following rule. As scary as the rule looks, you only need to edit one property, which is marked in bold below:

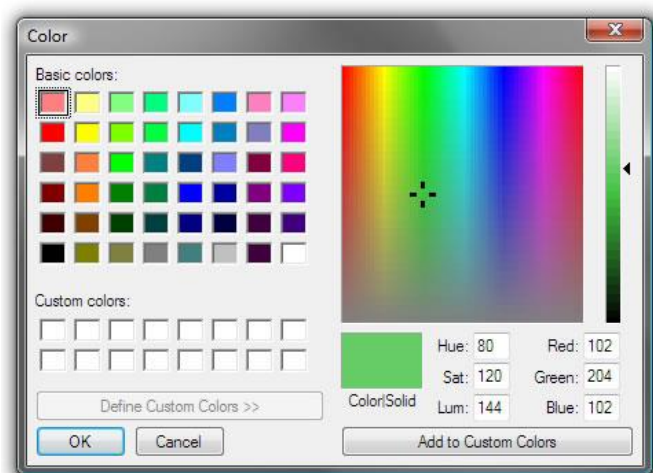
```
.p7TPM11 .p7TPM_tabs a, .p7TPM11 .p7TPM_tabs a:visited {
display: block;
text-decoration: none;
padding-right: 12px;
padding-left: 12px;
color: #999;
border-radius: 5px;
border: 1px solid rgba(0,0,0,1);
background-color: rgba(10,10,10,1);
box-shadow: 0 2px 6px rgba(0,0,0,0.5), inset 0 1px rgba(255,255,255,0.3), inset 0 10px
rgba(255,255,255,0.2), inset 0 10px 20px rgba(255,255,255,0.25), inset 0 -15px 30px
rgba(0,0,0,0.3);
}
```

You simply need to change the background-color value. The value is expressed using RGBA, which stands for Red-Green-Blue-Alpha. Dreamweaver can help you to determine the RGB values. The Alpha value is simply a percentage of transparency.

To determine the RGB values, use the Hex color you set in the "old browser" rule above. Let's say you set that to #6C6. Locate the property in your CSS Styles Panel and open the color picker. Click the System Color Picker icon (beach ball):



The System Color Picker will open:



Your RGB numbers are listed as the Red, Green, Blue values: 102, 204, 102. So change your background color to:

background-color: rgba(102,204,102,1);

Changing the hover color for old browsers

To change the hover color for old browsers, use this rule:

```
.p7TPM11 .p7TPM_tabs a:hover, .p7TPM11 .p7TPM_tabs a:focus {
background-color: #FC0;
border-color: #FFD11C #EABB00 #EABB00 #FFD11C;
}
```

Simply change the background-color and border colors to suit.

Changing the hover color for modern browsers

To change the hover color for modern browsers, use the following rule. Edit the background-color property's RGB values, as you did for the default link above.

```
.p7TPM11 .p7TPM_tabs a:hover, .p7TPM11 .p7TPM_tabs a:focus {
outline: 0;
color: #000;
background-color: rgba(255,204,0,1);
border: 1px solid rgba(0,0,0,1);
}
```

Changing the open color for old browsers

To change the open color for old browsers, use this rule:

```
.p7TPM11 .p7TPM_tabs a.open, .p7TPM11 .p7TPM_tabs a.open:visited {
background-color: #C30;
border-color: #F03D00 #B92F00 #B92F00 #F03D00;
cursor: default;
}
```

Simply change the background-color and border colors to suit.

Changing the open color for modern browsers

To change the open link color for modern browsers, use the following rule. Edit the background-color property's RGB values, as you did for the default link above.

```
.p7TPM11 .p7TPM_tabs a.open, .p7TPM11 .p7TPM_tabs a.open:visited {
color: #DDD;
background-color: rgba(204,51,0,1);
z-index: 999;
border: 1px solid rgba(0,0,0,1);
}
```

Converting a TPM1 Widget to TPM2

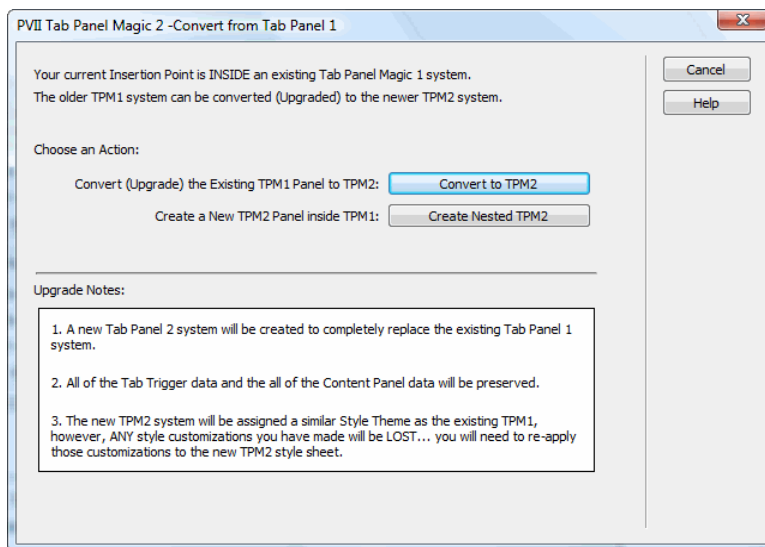
Overview

The Tab Panel Magic 2 system is designed to automatically convert (Upgrade) an existing Tab Panel Magic 1 widget to the Tab Panel Magic 2 widget. Converting is as easy as clicking inside the existing Tab Panel Magic 1 widget and clicking the Tab Panel Magic 2 icon.

The Tab Panel Magic 2 user interface is designed to open to the correct mode based on your current insertion point in the document:

- If your insertion point is *not* within an existing **Tab Panel Magic 1** widget the user interface will open in the normal Tab Panel Magic 2 *Create* mode.
- If your insertion point is *inside* an existing *Tab Panel Magic 1* widget the *Convert from Tab Panel 1* dialog box will open allowing you to choose whether to *Convert (Upgrade)* the existing widget or *Create* a new Tab Panel Magic 2 widget inside the existing Tab Panel Magic 1 widget—a process known as *nesting*. If you do decide to nest, please make sure you set your nested widget to the same Style Theme as its parent.

Whenever the current insertion point is inside of an existing Tab Panel Magic 1, the *Convert from Tab Panel 1* interface will open.



Choose an Action

Convert to TPM2

Click this button to launch the *Convert (Upgrade)* process. The system will open the Tab Panel Magic 2 *Modify* interface populated with the existing Tab Trigger and Panel data from the Tab Panel Magic 1 system. The Style Theme and Animation options will be reflected in the interface.

When the Tab Panel Magic 2 interface opens make any additional changes and set any new options as desired, then Click OK to finish the Convert process.

The Conversion Process:

- The entire html markup of the original Tab Panel Magic 1 widget will be replaced by the new Tab Panel Magic 2 html markup.
- The Tab Panel Magic 1 style sheet link will be removed, and a new, default, Tab Panel Magic 2 style sheet be linked in its place.
- The Tab Panel Magic 1 script link will be replaced by the Tab Panel Magic 2 script link.
- The Tab Panel Magic 1 initializer, normally set to the <body> onLoad event, will be removed.

Create a new TPM2 Panel inside TPM1

Click this button to launch Tab Panel magic 2 *Create* mode. The system will create the new Tab Panel Magic 2 at the current insertion point inside of the existing Tab Panel Magic 1. The existing Tab Panel Magic 1 widget will not be altered.

PVII Tab Panel Magic 2

Image File Naming Convention

Overview

Tab Panel Magic 2 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 mouse hover
- **Open** - appears when the menu item's related sub menu is open

The system automatically loads the appropriate image based on the **Image Swap option** chosen in the User Interface. When you choose an image in the TPM User Interface, you only choose the Normal (base) image. The system will look at your Swap Options and, if additional images are required, it will look for those images in the folder that contains your Normal image.

This automation requires that you follow an image file naming convention. Your base (normal state) image file name can be anything you like, but you must follow a naming convention for the "Over" and "Open" state images. For example, if you name your base image **myButton.gif**, the following conventions must be used for your additional **state** images:

- The image that displays when users mouse over the base image would be named: **myButton_over.gif**
- The image that displays when its associated panel is showing would be named: **myButton_down.gif**

Tab Panel Magic 2 Default Naming Convention:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Open Image:** myButton_down.gif

The default naming convention is designed to work with the default Fireworks (CS4) naming convention for exporting multiple state images. Our naming convention is user-definable to allow you to match your image editor's capabilities or your own requirements.

Changing the image naming convention

The basic image name must be the same for all four button images, but the appendage you use to differentiate the over, open and mark state images can be anything you like.

1. Open the **p7TPMscripts.js** file located in the p7pmm folder. Near the top of the file you will see 3 lines (not counting the comments):

```
// define the image swap file naming convention

// rollover image for any image in the normal state
var p7TPMover='_over';

// image for any trigger that has an open sub menu -no rollover
var p7TPMopen='_down';
```

2. To change the naming convention simply change the assigned text that follows the equal (=) sign in each of the three lines.

For example, if you want to change the naming convention to use the appendages **_over**, **_open**, and **_marked**, change the assignments so they look like this:

```
// define the image swap file naming convention

// rollover image for any image in the normal state
var p7TPMover='_hover';

// image for any trigger that has an open sub menu -no rollover
var p7TPMopen='_open';
```

3. Save and close the file.

Now the Tab Panel Magic 2 system will use this revised naming convention to locate the over, open and mark state images. The image file names, using this customized naming convention, would look like:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_hover.gif
- **Open Image:** myButton_open.gif

As you can see, any naming convention will work by managing the text assignment for each image state in the scripts file.

Note: If you create a system in another folder or site, and you want to use a revised naming convention, you will need to update the script file in that folder.

PVII Tab Panel Magic 2 -Remove

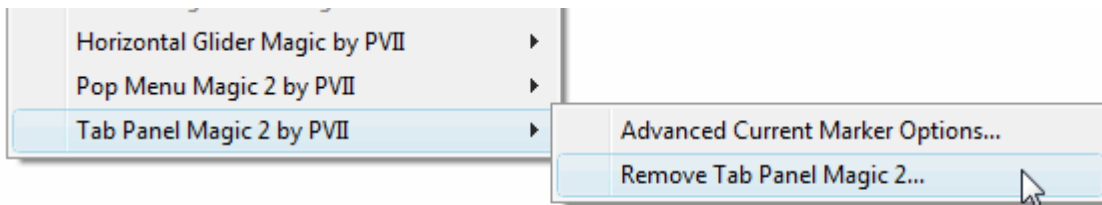
Overview

The Tab Panel Magic 2 system includes a **Remove** command that allows you to quickly remove an existing Tab Panel Magic 2 widget from your page.

Open the Remove PVII Tab Panel Magic 2 interface

-**Open** a page that contains one or more Tab Panel Magic 2 widgets.

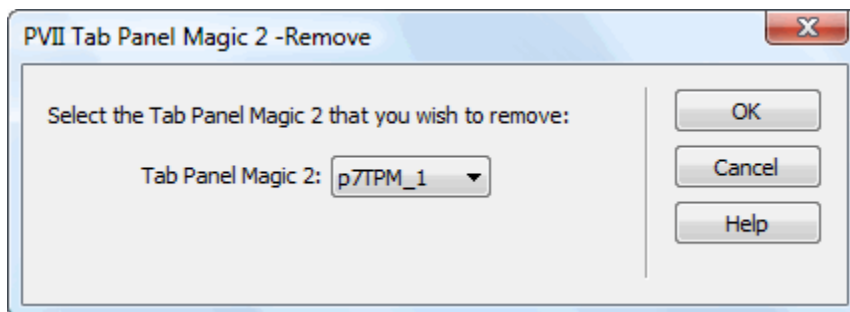
-Choose **Commands > Studio VII > Remove Tab Panel Magic 2...** to open the Remove interface.



Note: The Remove option will be unavailable (grayed out) if there is no Tab Panel Magic 2 widget on the page. Some Mac systems have compatibility problems with Dreamweaver. If the Remove command is grayed out and completely inaccessible download and install this command: [Return False Fix](#)

After installing it, restart Dreamweaver and your menus will be accessible.

The Remove Tab Panel Magic 2 interface will open.



The interface will provide a listing of all of the Tab Panel Magic 2 widgets on your page. The list will display the root ID of each widget.

-Select the widget that you wish to remove from the listing (you can only 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 p7TPM. The opening DIV tag for a Tab Panel Magic 2 widget looks like this: `<div id="p7TPM_1" class="p7TPM01">`

What will be removed

The system will completely remove the html markup for the selected widget from your page, along with any widgets that are nested inside. If there are other Tab Panel Magic 2 widgets on the page they will not be affected. The system will also remove the link to the relevant **CSS file** *if no other widget on the page is using the same style theme*.

If there are no remaining Tab Panel Magic 2 widgets on your page, the system will also remove the link to the Tab Panel Magic 2 **JavaScript** file.

What will Not be Removed

The system will not remove the **p7TPM** 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.

PVII Tab Panel Magic 2 -Open Panel Behavior

Overview

The Tab Panel Magic 2 system includes an *Open Panel* Behavior that allows you to remotely open any panel in any Tab Panel Magic 2 widget on your page.

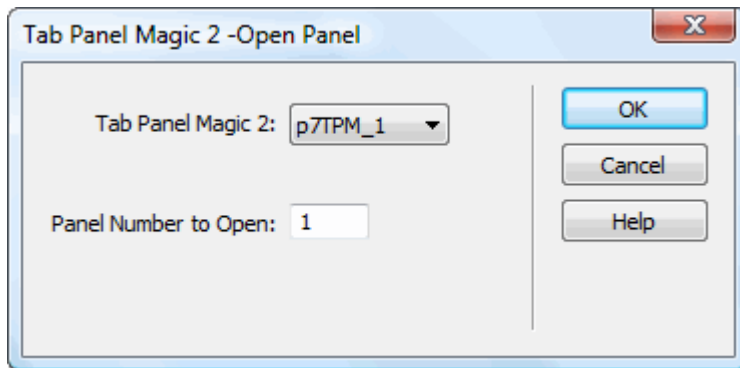
Creating a new Open Panel behavior

1. **Select** (click) a text link or image to act as the behavior trigger.
2. Open the Behaviors Panel (Shift + F4)
3. **Click** the plus sign (+) on the Behaviors panel
4. Choose **Studio VII > Tab Panel Magic 2 > Open Panel** to open the interface
5. Select the panel to act on
6. Enter the panel number to open.
7. Click **OK** to apply the behavior

Modifying an existing Open Panel behavior

1. **Select** the element that contains an **existing Open Panel** behavior
2. Double-click the **Tab Panel Magic 2 - Open Panel** behavior in the **Behaviors panel** to open the interface
3. Select the panel to act on
4. Enter the panel number to open.
5. Click **OK** to apply the revised behavior

The Interface



The Interface Items

Tab Panel Magic 2

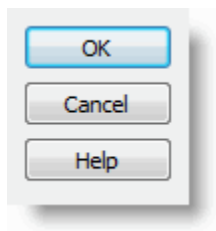
The interface contains a listing of all of the Tab Panel Magic 2 widgets on the page. The widgets are listed by ID, which follow a unique naming convention, beginning with "p7TPM_" followed by the Panel Tab Panel Magic 2 widget number.

Select the widget that you wish to apply the action to.

Panel Number to Open

Enter the panel number that you wish to open.

The Interface Control Buttons



OK

When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the "onClick" event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.

Cancel

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 associated Help File in your browser. This page can remain open for easy reference while you continue working with the Tab Panel Magic 2 interface.

PVII Tab Panel Magic 2 -Rotator Behavior

Overview

The Tab Panel Magic 2 system includes a *Rotator* Behavior that allows you to display each of your widget's panels in *slide show* fashion. Each panel will be displayed sequentially with a timed pause (that you can adjust) between panels. The rotation can be limited to one cycle of panels or can be set to loop multiple times.

This feature can also be set to run automatically when the page first loads, in order to gain the user's attention and/or expose all of the content panels briefly, and is controlled as an option in the main Panel Tab Panel Magic 2 interface.

Creating a new Rotator behavior

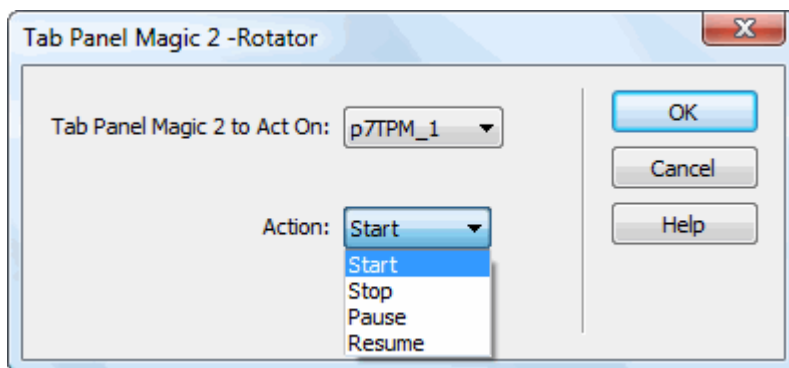
1. **Select** (click) a text link or image to act as the behavior trigger.
2. Open the Behaviors Panel (Shift + F4)
3. **Click** the plus sign (+) on the Behaviors panel
4. Choose **Studio VII > Tab Panel Magic 2 > Rotator** to open the interface
5. Select the panel to act on
6. Select the action and other options
7. Click **OK** to apply the behavior

Modifying an existing Rotator behavior

1. **Select** the element that contains an **existing Rotator** behavior
2. Double-click the **Tab Panel Magic 2 - Rotator** behavior in the **Behaviors panel** to open the interface
3. Select the panel to act on
4. Select the action and other options
5. Click **OK** to apply the revised behavior

The Interface

The Rotator interface allows you to select the Rotation options.



The Interface Items

Tab Panel Magic 2 to Act On

The interface contains a listing of all of the Tab Panel Magic 2 widgets on the page. The widgets are listed by ID, which follow a unique naming convention, beginning with "p7TPM_" followed by the Panel Tab Panel Magic 2 widget number.

Select the widget that you wish to apply the action to.

Action

Select the action to apply:

Start

This will start a new Rotator cycle. Each panel will be displayed successively and rotation will continue for the number of cycles specified in the **Number of Cycles** box in the main Tab Panel Magic 2 user interface. The Rotation will start from the currently active panel.

Stop

This will Stop the Rotator completely at its current panel location.

Pause

This will Pause the Rotator at its current panel location.

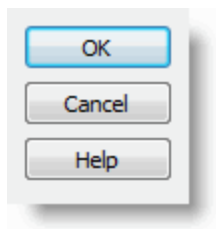
Resume

This will resume a Rotator cycle. Each panel will be displayed successively and rotation will continue until number of cycles specified in the **Number of Cycles** box in the main Tab Panel Magic 2 user interface is reached. The Rotation will start from the currently active panel.

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. If you want the rotations to run indefinitely, set a very large number of cycles such as 9999.

The Interface Control Buttons



OK

When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the "onClick" event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.

Cancel

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 associated Help File in your browser. This page can remain open for easy reference while you continue working with the Tab Panel Magic 2 interface.

Advanced Current Marker

Overview

The Tab Panel Magic 2 system includes a built-in feature that applies a Current Marker to a link in the widget that matches the current page's URL. The system sets this link to a special style class named **current_mark**. This provides a visual trail to the current page in the widget—a ***you are here*** indicator. This feature can be turned on or off by checking the **Enable** box for *Current Marking* in the user interface for each widget on the page.

This *default Current Marker* feature works automatically, without user intervention—but it does rely on matching the current page's URL to the hyperlinks contained in the widget. In most cases this will work just fine. However, when the current page is not reflected as a link in the widget, the current marker will not be able to find a match and no marker is applied. Fortunately, Tab Panel Magic 2 includes an **Advanced Current Marker** system to allow you to handle these **exceptions** so that even pages that *do not appear as links in the widget* can have a specified link *Current Marked*.

Note: Use the Advanced Current Marker ONLY when the page does NOT appear as a link within the widget system. In other words, the Advanced Current Marker is designed to handle the exceptions that go beyond the capabilities of the *default current marking feature*.

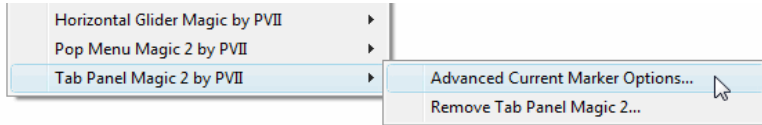
The Advanced Current Marker system is designed to be 100% **Dreamweaver Template friendly**. It can be applied to any template or template-based page. The system will detect the page type and process accordingly.

Opening the Advanced Current Marker

To open the interface:

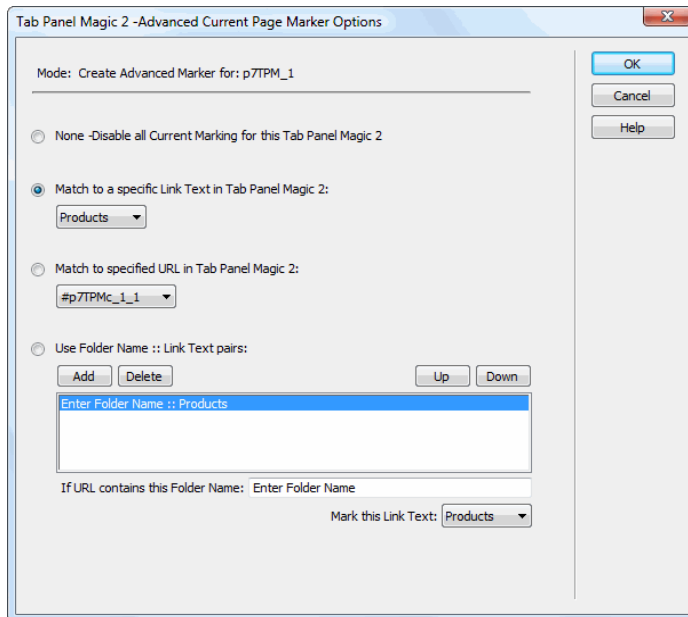
-Click inside the Tab Panel Magic 2 widget that you wish to act on.

-Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker Options...**



Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tab Panel Magic 2 html markup on the page or if you have not clicked on the widget you wish to act on.

The Advanced Current Marker user interface will open.



The interface allows you to manage each of four options and also allows you to Remove an existing Advanced Current Marker.

To activate the Advanced Current Marking feature you simply click the radio button next to the option you wish to use:

1. Using the None Option
2. Using the Text Link Option
3. Using the URL Match Option
4. Using the Folder/Text Option

Modifying the Advanced Current Marker

The system also includes the ability to Modify the parameters of a page that already has one of the Advanced Current marker options applied.

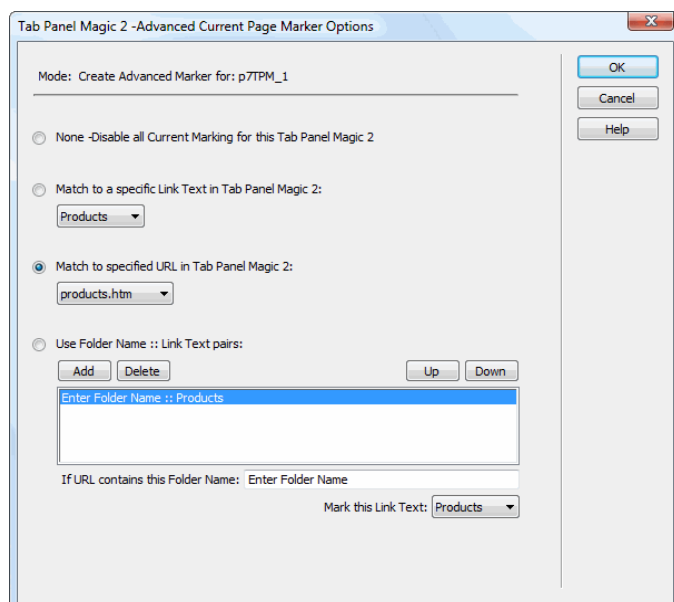
On a page that already contains an Advanced Current Marker...

-Click inside the widget that you wish to act on.

-Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker...**

The interface will open in Modify mode.

Note: When the Advanced Current Marker interface is in Modify mode, a **Remove** button appears in the column of command buttons on the right edge of the interface window.

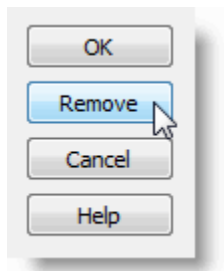


In this example, the interface opens with the **URL** option selected. The system will detect which option is being used on the page and set the interface accordingly.

Removing the Advanced Current Marker

The Advanced Current Marker system includes a handy Remove utility that allows you to quickly remove an existing Advanced Current Marker from any page. If the system detects an Advanced Current Marker on your page, it will open in Modify mode - in which case, a **Remove** button will be present below the OK button.

-Click the Remove button.



The system will completely remove the Advanced Current Marker settings from your page.

Advanced Current Marker

"None - Disable All"

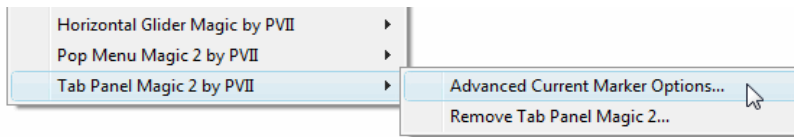
Overview

The **None - Disable All** option allows you to completely turn off all current marking for this widget on this page only. This is a special override that allows you to have the widget working with current marking turned off on a specific page while it is enabled on other pages.

Opening the Advanced Current Marker

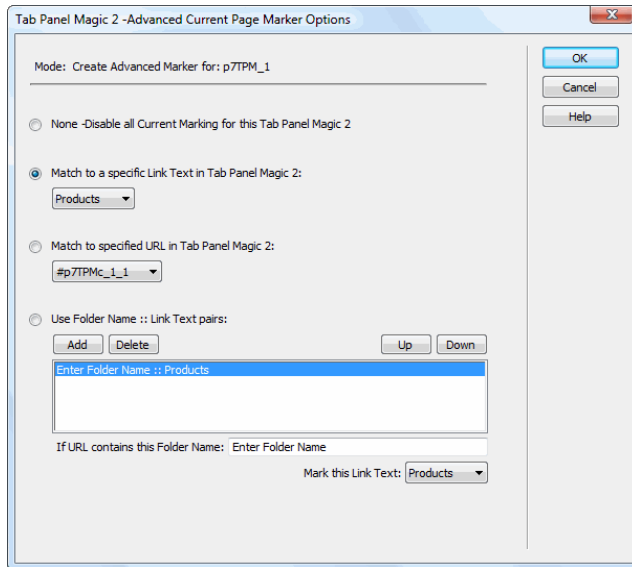
To open the interface:

- Click inside the Tab Panel Magic 2 widget you wish to act on.
- Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker Options...**



Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tab Panel Magic 2 html markup on the page or if you have not clicked inside the widget you wish to act on.

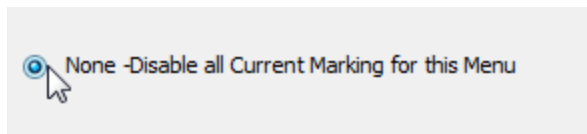
The Advanced Current Marker user interface will open.



The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

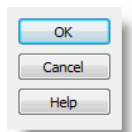
Select the Current Marker Option

-Click on the first radio button to select the **None -Disable All Current Marking** option.



Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.



-You can preview and test the widget now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker Link Text Marking Option

Overview

The Link Text option allows you to select the text of any one of the existing links in your Tab Panel Magic 2 widget as the *target* for the current marker. When the page loads, the system will look for this text in the widget markup. If a match is found it will apply the current marker style class (**current_mark**) to the widget link.

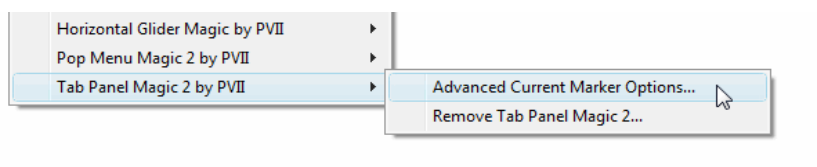
This feature should only be used on pages that are **NOT** linked in the widget. The Advanced Current Marker is designed to address *current marking* only for those pages that are not represented in the widget. If the page does have a corresponding link in the widget then that link will be used by the *default current marker* instead.

Opening the Advanced Current Marker

To open the interface:

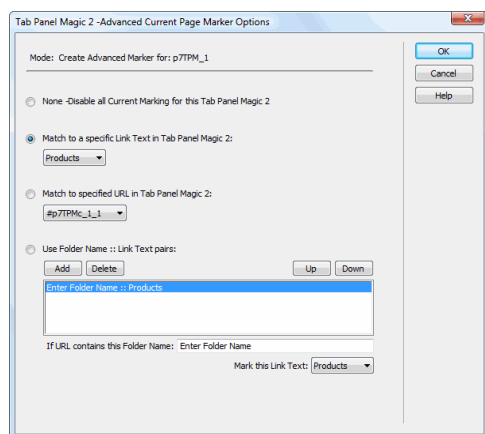
-Click inside the Tab Panel Magic 2 widget that you wish to act on.

-Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker Options...**



Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tab Panel Magic 2 html markup on the page or if you have not clicked on the widget you wish to act on.

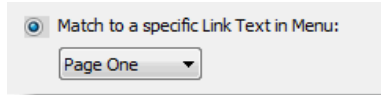
The Advanced Current Marker user interface will open.



The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

-Click on the second radio button to select the **Link Text** option.

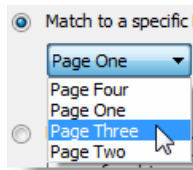


Select the Link Text

The Link Text option includes a drop down listing of all of the links in your widget.

For this example, let's assume that you want to highlight the root trigger link that contains *Page Three* as its text.

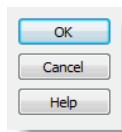
-Select **Page Three** from the drop down list.



This tells the system to look for the item in the widget that contains **Page Three** as its text. When found, the system will apply the special *current marker* style class to it.

Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.



-You can preview and test the widget now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker URL Match Option

Overview

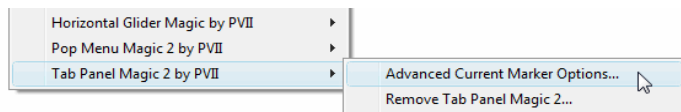
The URL Match option allows you to select the link value (the href) of any one of the existing links in the Tab Panel Magic 2 system as the *target* for the current marker. When the page loads, the system will look for this link value in the widget markup. If a match is found it will apply the current marker style class (**current_mark**) to the widget link. The simplest and most direct method for Advanced Current Marking is to use the Text Option. However, there may be occasions where you have duplicate text values in the widget. In these cases you can use the URL match option to target a specific link for *current marking*. This feature should only be used on pages that are NOT linked in the widget. The Advanced Current Marker is designed to address *current marking* only for those pages that are not represented in the widget. If the page does have a corresponding link in the widget then that link will be used by the *default current marker* instead.

Opening the Advanced Current Marker

To open the interface:

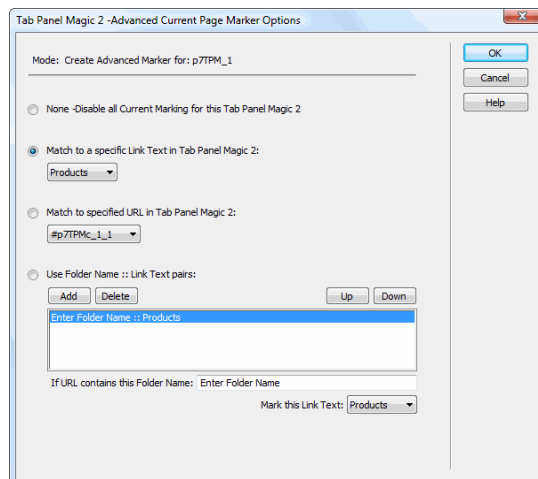
-Click inside the Tab Panel Magic 2 widget that you wish to act on.

-Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker Options...**



Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tab Panel Magic 2 html markup on the page or if you have not clicked on the widget you wish to act on.

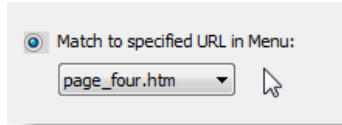
The Advanced Current Marker user interface will open.



The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

-Click on the third radio button to select the **URL Match** option.

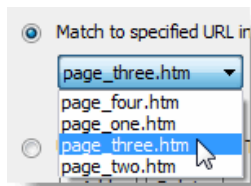


Select the URL to Match

The URL Match option includes a drop down listing of the link values (href) for all of the links in your widget.

For this example, let's assume that you have a page that pertains to the "Products" section of your site, but this page is not represented as a link in the widget. Your products section is represented in the widget with a link (href) value of **page_three.htm**.

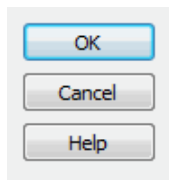
-Select **page_three.htm** in the listing.



This tells the system to look for the link value (href) in the widget that contains **page_three.htm**. When it's found, the special *current marker* style class is assigned to it.

Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.



-You can preview and test the widget now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker

"Folder:Text Match"

Overview

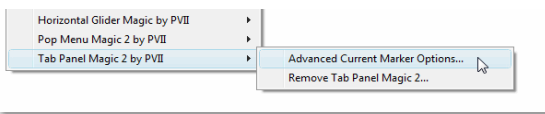
The *Folder:Text Match* option is designed to allow you to handle large numbers of current marker *exceptions* and is typically used as a global option applied to every page. Use this option when you have a large number of pages that are not represented in the widget. This option allows you to specify a series of folder names and link text values that the system will use for determining the current marked link in the widget. For example, you can specify that any page which contains the folder "support" in its URL will be matched to the specific text link "Information". This is referred to as a **Folder Name :: Link Text pair**. You can specify as many of these Folder Name :: Link Text pairs as you like. The system will test each pair until it finds a match. If a match is found it will apply the current marker style class, **current_mark**, to the widget link to provide the "you are here trail" in the widget. You can use this system to automatically handle current marking for all of your site's pages without having to edit any of them individually. This feature should only be used on pages that are NOT linked in the widget. The *Advanced* Current Marker is designed to address current marking only for those pages that are not represented in the widget. If the page does have a corresponding link in the widget then that link will be used by the *default* Current Marker instead.

Opening the Advanced Current Marker

To open the interface:

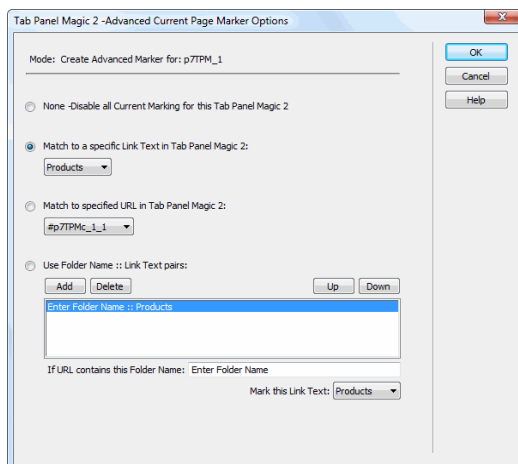
-Click inside the Tab Panel Magic 2 widget that you wish to act on.

-Choose **Commands > Studio VII > Tab Panel Magic 2 by PVII > Advanced Current Marker Options...**



Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tab Panel Magic 2 html markup on the page or if you have not clicked on the widget you wish to act on.

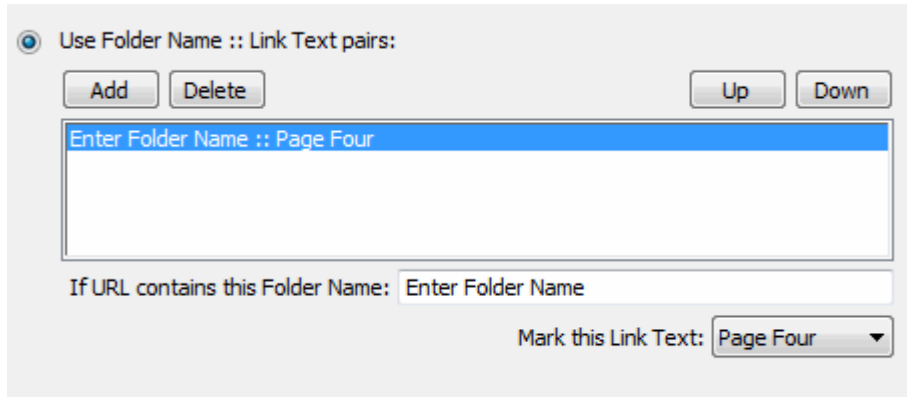
The Advanced Current Marker user interface will open.



The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

-Click on the fourth radio button to select the **Folder Name :: Link Text** option.



The screenshot shows a dialog box titled "Use Folder Name :: Link Text pairs:". It has a radio button selected next to the title. Below the title are four buttons: "Add", "Delete", "Up", and "Down". A text input field contains the text "Enter Folder Name :: Page Four". Below this field is a label "If URL contains this Folder Name:" followed by another text input field containing "Enter Folder Name". To the right of this is a label "Mark this Link Text:" followed by a dropdown menu showing "Page Four".

The interface allows you to add as many Folder Name :: Link Text pairs as you like. The first pair is always pre-defined and ready for editing.

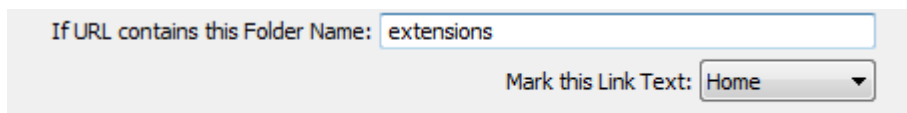
Define the Folder Name :: Link Text Pairs

This example will work with a widget system that resembles the structure of the projectseven.com web site menu. You have an **Extensions** link that links to a main extensions page, but there are quite a few pages that are related to *Extensions* and stored in a folder named *extensions*. Naturally, all of these pages do not appear in your widget. A **Folder Name :: Link Text** rule can be defined to apply the current marker to the *Extensions* link for any page that contains "extensions" in the page's URL.

Specify the Folder Name

The folder name is case sensitive and should match the actual folder name as used in your site.

-Enter the folder name **extensions** into the *If Url contains this Folder Name* box.

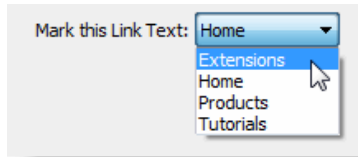


The screenshot shows a dialog box with a label "If URL contains this Folder Name:" followed by a text input field containing "extensions". To the right is a label "Mark this Link Text:" followed by a dropdown menu showing "Home".

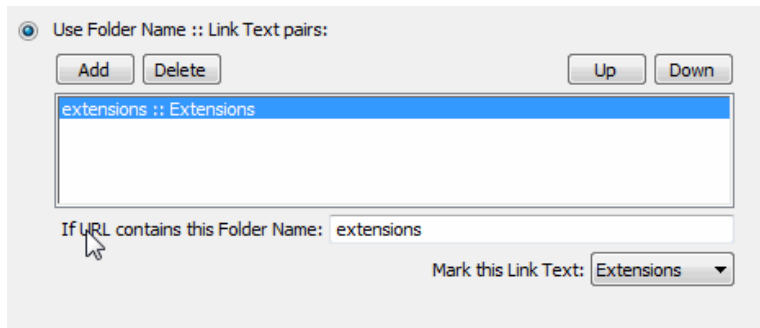
Specify the Link Text

The *Mark this Link Text* list is an alphabetized listing of all of the links in the widget.

-Select the **Extensions** link text.



The interface now reflects your changes. The first **Folder Name :: Link Text** pair is defined.

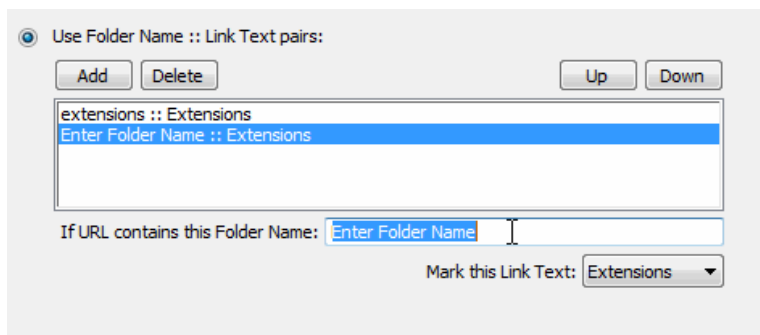


The system will apply the current marker to the **Extensions** widget item whenever the page contains the **extensions** folder in its address (URL).

Adding another Folder Name :: Link Text Pair

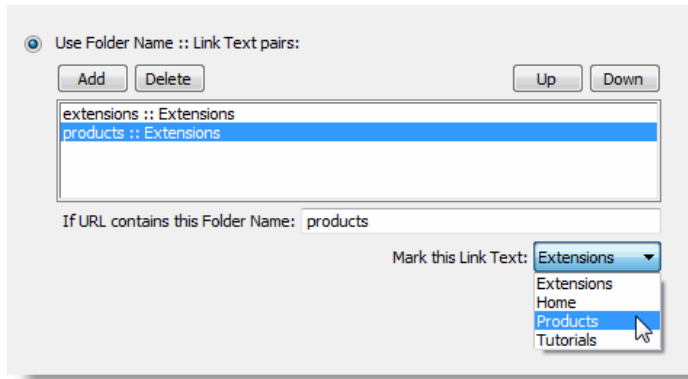
The site contains many pages that relate to the *Products* section but are not represented as links in the widget. To handle these pages you can add another Folder Name :: Link Text pair.

-Click the **Add** button. A new Folder Name :: Link Text line item is created in the interface. The values are preset to default values, ready for editing.

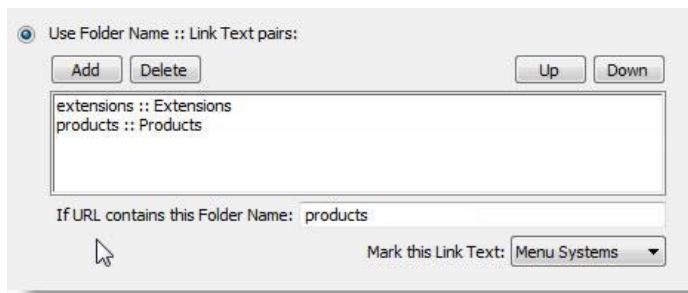


-Enter the folder name, **products**, into the *If Url contains this Folder Name* box.

-Select the **Products** link text in the *Mark this Link Text* drop down.



The interface now reflects your changes. Two **Folder Name :: Link Text** pairs are defined.



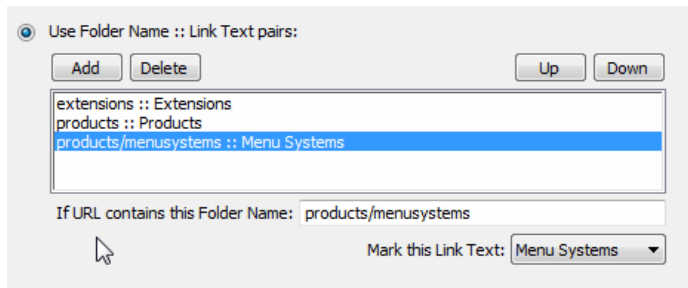
Using a Compound Folder Name

The site also contains sub-folders in the *products* area. You can define a compound folder name to allow a set of pages to current mark a more specific link.

-Click the **Add** button.

A new Folder Name :: Link Text line item is created in the interface.

-Enter the folder name, **products/menusystems** into the *If Url contains this Folder Name* box.

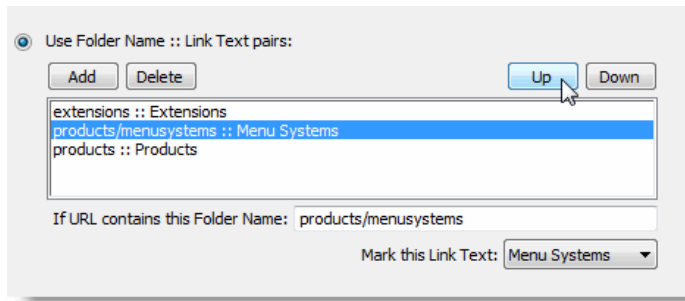


This will instruct the system to apply the current mark to the **widget Systems** link item whenever the page contains **products/menusystems** in its URL.

Ordering the Defined Pairs

The system will apply the current mark to the first match it finds. It will search in the same order as the pairs are listed in the interface. In this case it will always find the **products** match before it finds the compound **products/menusystems** match since the page URL contains the word **products** and the products pair is listed before the **products/menusystems** pair.

-With the **products/menusystems** pair **selected**, click the **Up** button.



The system moves the selected item up one line. Now the search for the compound folder name will be made before the search for the products folder name.

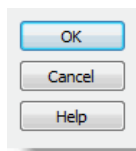
You can move any selected line **Up** or **Down**. Each time the button is clicked the selected item will move one line.

Deleting a Defined Pair

You can delete an existing defined Folder Name :: Link Text pair at any time. Select the Folder Name :: Link Text pair you wish to delete and simply click the Delete button.

Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.



-You can preview and test the widget now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

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](#) | [View the 10 Most Recent Additions](#)

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

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