

## PVII IMAGE ROTATOR MAGIC

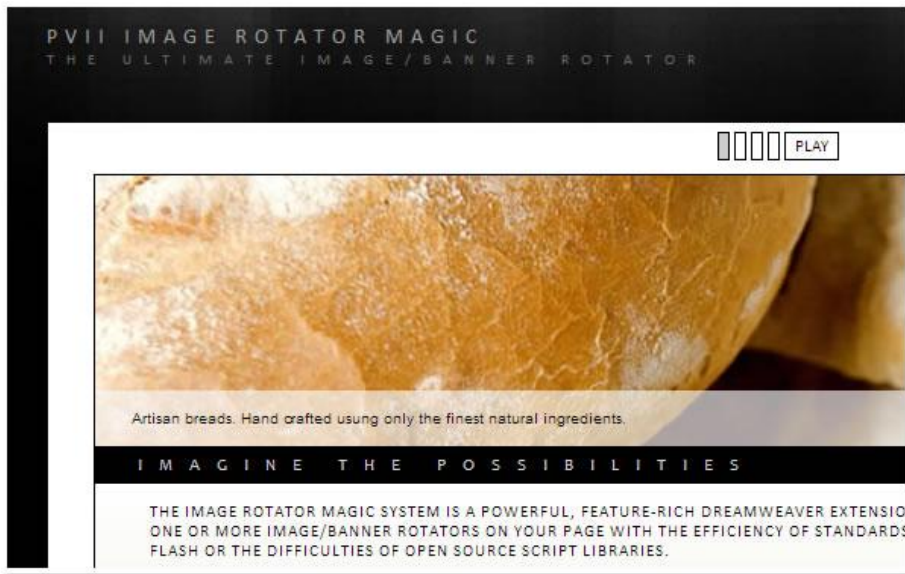


Image Rotator Magic is a powerful, feature-rich Dreamweaver Extension that enables you to instantly create and manage one or more image/banner rotators on your page with the efficiency of standards-based CSS and markup—and without the overhead of Flash or the difficulties of open source script libraries.

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

**Al Sparber & Gerry Jacobsen PVII**

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## INSTALLATION

Look for the extension installer file **p7\_IRM\_115.mxp** (or higher) in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. 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

IRM installs into Dreamweaver, giving you a fully automated graphical user interface from which you can create and manage Image Rotator widgets. You can add multiple widgets to a page and each one can contain as many images as you need. Each widget can have its own styling or widgets can share the same styles—the choice is yours.

**Create or Modify:** 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 Image Rotator widget the user interface will open in *Create* mode.

If your insertion point is inside an existing Image Rotator widget the interface will open in *Modify* mode and allow you to make further changes to the existing Image Rotator.

**User Definable Control Configuration** -The Image Rotator system includes support for 3 different types of control sets, or no controls at all. The user interface allows you to choose which control sets will be used and whether to position them above or below the image. The control sets can be added in any combination. These are the available sets:

- No User Controls
- Paginator Boxes
- Paginator Overlay Boxes
- Button Control Bar

**Auto Width and Auto Height Support** - By default, an IRM 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, an IRM Widget automatically adapts to the height of each image—but you can also set a fixed height in your widget's CSS if necessary.

**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.


**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 image in an IRM widget on that page. The opener will look for the IRM widget number, an underscore, and the IRM image number. There are 2 methods available:

1. **Anchor Method:** The system will look for "#irm" plus an image reference after the anchor. The anchor, `index.htm#irm1_4`, will trigger image 4 in the first IRM Widget on the page.
2. **URL Parameter Method:** The system will look for "irm=" in the URL parameter. A URL parameter, `index.htm?irm=2_4`, will trigger image 4 in the second IRM Widget on the page. You can then give out the link so people can go directly to your specific image.

**Included Dreamweaver Control Behavior:** The system also includes a Control Actions Behavior that can be used to create Rotator actions on links located anywhere on your page.


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

## Insertion

Image Rotator Magic widgets can be inserted anywhere on your page. Once you have established your insertion point, click the Image Rotator icon  to open the interface. Alternatively, you can choose **Insert > Studio VII > Image Rotator Magic by PVII**. The Image Rotator width will adapt to its location. You can insert as many individual Image Rotator widgets as you like on your page. Each one can be configured independently to set different options and features. Image Rotator widgets on a single page can share the same style theme or be set to separate style themes. Each widget can contain any type of content. Content images are directly editable in Dreamweaver Design View using normal Dreamweaver editing techniques.

## INSERTING A NEW IMAGE ROTATOR

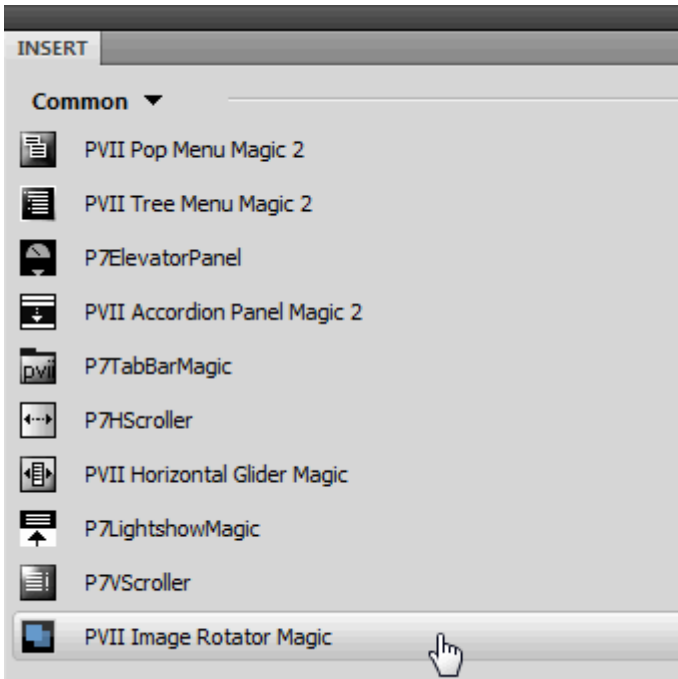
-Establish the insertion point for your new Image Rotator widget by clicking in the area of the page where you would like the widget to be created.

-Click the *Image Rotator Magic* icon  in the *Common* Section of Dreamweaver's Insert Bar or choose **Insert > Studio VII > Image Rotator Magic by PVII**.

### Classic Dreamweaver Insert Bar

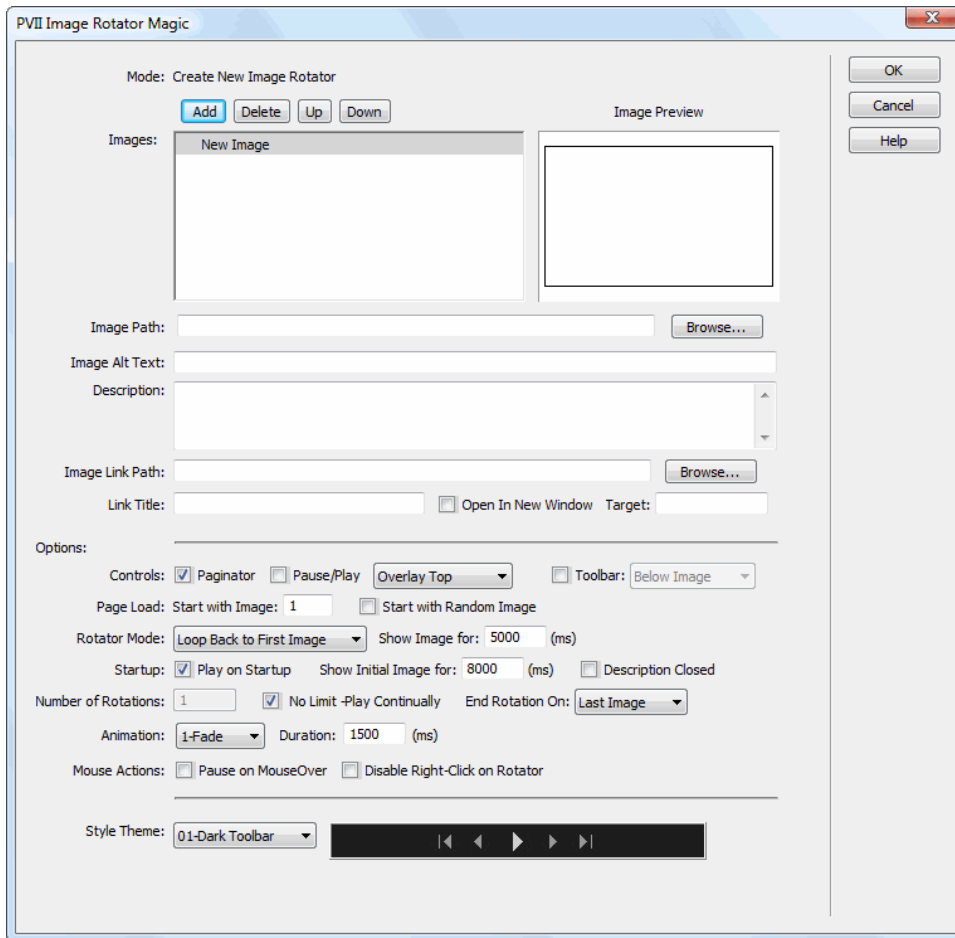


### Dreamweaver CS4 Insert Bar



**Dreamweaver CS4 Users:** We highly recommend switching to Classic Workspace mode, which allows for a conventional Insert Bar across the top of your Design View window. If you use the new CS4 workspaces, the Insert Bar becomes a vertical bar that is somewhat hard to use as it lacks support for mouse wheel and keyboard scrolling.

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



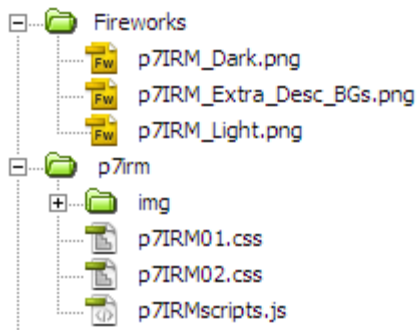
You can create more than one Image Rotator widget on your page. Add as many as you like.

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



## ASSET FOLDERS

When you create an Image Rotator Magic widget, the system creates an assets folder named **p7irm** 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 also be created and will contain editable versions of all necessary background images. *The Fireworks folder does not need to be uploaded to your Web server.*




When you publish your site, make sure you upload the entire **p7irm** folder.

## MODIFYING AN EXISTING IMAGE ROTATOR

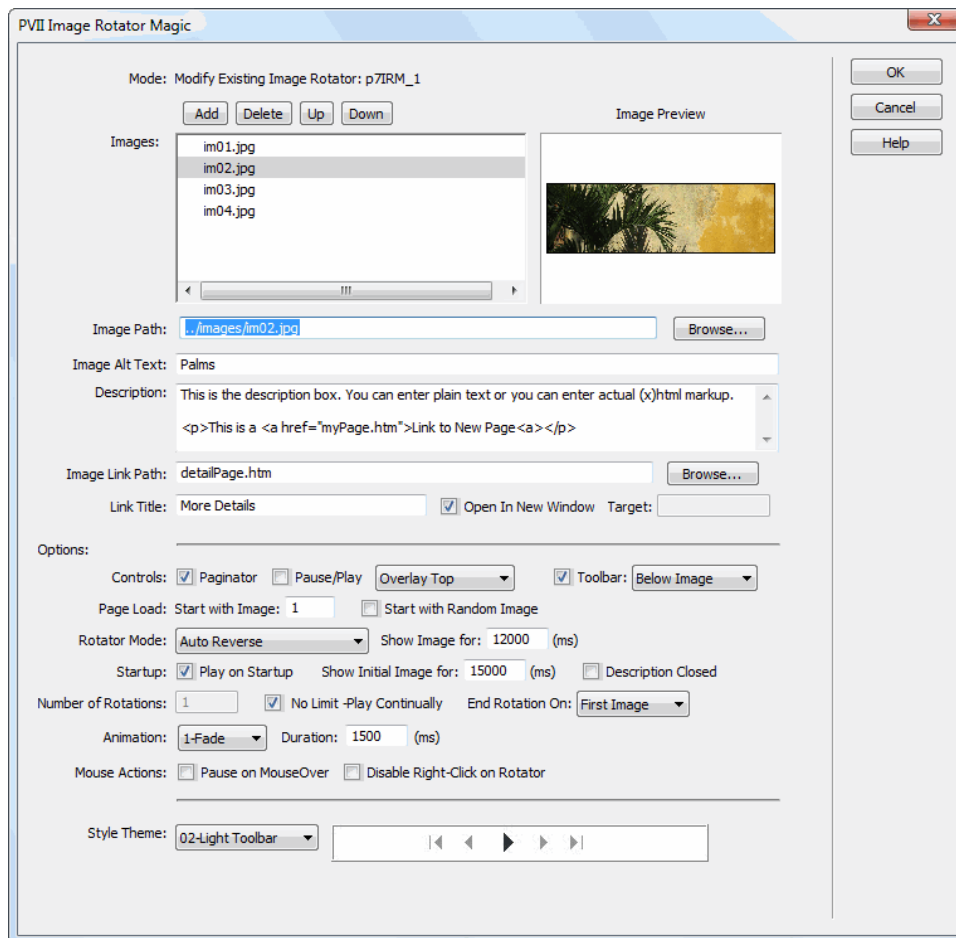
You can modify any of the existing Image Rotator widgets on your page at any time.

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

-Click the *Image Rotator Magic icon*  in the *Common* Section of Dreamweaver's Insert Bar or choose **Modify > Studio VII > Modify Image Rotator Magic 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. If you'd like to fix this Mac bug, download and install [this Command](#) and then restart Dreamweaver.

The Image Rotator Magic User Interface will open in the **Modify Existing Image Rotator mode**.



## 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 Image Rotator widget being modified will also be displayed.

### IMAGES

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

#### Add

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

#### Delete

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

#### Up

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

#### Down

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

### Image Preview

The Preview box will show a thumbnail version of the image that is currently selected in the Images list.

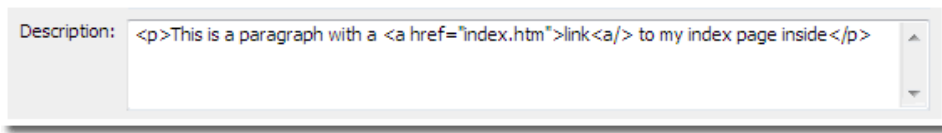
### IMAGE PATH / BROWSE...

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

## IMAGE ALT TEXT

Enter descriptive text for the related image.

### DESCRIPTION

A screenshot of a web form element labeled 'Description:'. The input field contains the following HTML code: `<p>This is a paragraph with a <a href="index.htm">link</a> to my index page inside</p>`. The text is displayed in a light gray box with a vertical scrollbar on the right side.

The Description box allows you to supply additional text that will display at the bottom of the image. You can enter normal text or you can enter actual (x)html markup into this box. When entering (x)html markup you can create paragraphs, headings, and even links, as shown in the screen capture above. Leave this box blank if you do not wish to show any descriptive text to appear.

**Note:** When entering plain text the system will automatically convert any line breaks to a `<br>` markup tag so that the line break will be viewable in the actual presentation. If the system detects actual markup that you have entered, then it will ignore line breaks.

### IMAGE LINK PATH / BROWSE...

The Image Link Path box allows you to set a hyperlink on the image. When the image is clicked the system will launch the linked page. Click the **Browse** button to open the *Select the File to Link* dialog box and choose the html page that you wish to link to. The Image Link functionality is optional and is blank by default. Supplying a link in this box enables the image link for the currently selected image. No other images are affected.

### Link Title

This box allows you to add a title attribute to the Image Link, which will display as a small pop up near the cursor when the user mouses over the image. Enter a short description in plain text.

### Open in New Window

By default any linked page will open in the current browser window or tab, replacing the current page. Check this box if you want the linked page to open in a new browser window or tab.

### Target

If you are using the Image Rotator on a frames-based page, or would like the linked page to open in an iframe then enter the name of the Frame that you want the linked page to load into in this box.

## OPTIONS

These settings are applied to the current Image Rotator widget. Other Image Rotator components on the same page can have different Options.

## CONTROLS

The user interface allows you to choose which control sets will be used and also allows a choice of position, above or below the image. You can choose to use one control set, no control sets, all control sets, or any combination.

### Paginator

The Paginator Bar will create a series of boxes, one for each image, in a horizontally oriented list. These will act as trigger links to display the associated image. Choose the display option from the drop down list.

### Pause/Play

You can choose to have a fully functional text-based **Pause/Play** link displayed at the end of the Paginator Bar by checking the **Pause/Play** box.

### Paginator Position

Choose how you would like the Paginator Bar displayed:

- Above Image
- Below Image
- Overlay Top
- Overlay Bottom

### Toolbar

The Toolbar is an image-based control set that features First, Previous, Pause/Play, Next, and Last buttons.

### Toolbar Position

Choose how you would like the Toolbar displayed:

- Above Image
- Below Image

## PAGE LOAD

You can choose the Image Rotator startup configuration when the page first loads into the browser.

### Start With Image

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

### Start With Random Image

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

## ROTATOR MODE

IRM rotates images in succession, starting with the currently active image.

Choose one of these Rotator Modes:

- **Auto Reverse** -With the Auto Reverse option enabled, when the last image is reached, the system will switch to the previous image and continue playing in reverse order until it reaches the first image. Then it will reverse again, advancing to the last image—and so on.
- **Loop Back to First Image** -The Rotator will display each image in successive order from first to last. When the last image has been displayed it will switch back to the first image and continue playing through the image list.

### Show Image for

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

## STARTUP

### Play on Startup

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

**Tip:** If you have opted to not have any controls or a toolbar then do make sure that Play on Startup is selected.

### Show Initial Image For

This controls the amount of time *the first image* is displayed. During page load it is often desirable to allow the first image to be displayed slightly longer than the other images to give the rest of the page assets a chance to load. The default is 8000ms (8 seconds). For example, to display the first image for 12 seconds enter 12000 into the box.

### Description Closed

The Description box includes a Close or Open control icon which allows the user to close or open the Description box at any time. By default the Description is shown in the open state when the page first loads. If you want the Description to start in its closed state then check this box.

### NUMBER OF ROTATIONS

Enter the number of times you wish the Rotator to play through all of the images. By default this box is disabled and the *No Limit -Play Continually* option is turned on. To activate this box uncheck the *No Limit -Play Continually* option and enter a number in the box.

### No Limit -Play Continually

This option allows the Rotator to play through the images indefinitely. It will not stop unless the user clicks the pause button (if you've made it available).

### End Rotation On

This allows you to choose the ending image for the Rotator. If you've set a *number of rotations*, when the Rotator has completed the assigned number of rotations it will stop on:

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

### ANIMATION

You can select one of 2 different animation options:

- **0-None** -Choose this option to disable animation.
- **1-Fade** -This provides a smooth cross-fade from one image to the next.

## Duration

This option allows you to control the cross-fade speed. *Duration* defines the total amount of time that the animation will run, in milliseconds, regardless of the image size. The default *1500* (one and a half seconds) is fine in most cases. Lower the *Duration* setting and the animation will be faster. Raise the setting to make the animation slower.

## MOUSE ACTIONS

### Pause on Mouse Over

Select the **Pause on Mouse Over** option if you want the Rotator to pause when the user's mouse is over the image. The Rotator will automatically resume once the mouse is moved away from the image.

### Disable Right-Click on Rotator

The Disable Right-Click on Rotator option suppresses the browser's right-click context menu when the user right-clicks the image. This option simply impedes casual users from easily copying or dragging the image. The browser context menu is only suppressed for the image and will continue to work normally on all other parts of the page.

**Note:** Disabling the right-click is not a failsafe copyright protection method. There is no way to prevent savvy users from copying your images—even if you use Flash. By suppressing right-click we are helping you to prevent users with a low level of computer proficiency from easily copying your images.

## STYLE THEME

Image Rotator Magic includes 2 style themes: Light Toolbar and Dark Toolbar.

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

**Note:** In an image or banner rotator, the images are the star of the show. The style themes provided are purposely neutral to ensure that nothing competes with your images for attention. The **p7irm/img** folder contains several extra background images that can be used for your optional Description Popup. You can assign the image to the **.p7IRM01**, **.p7IRMdesc** or **.p7IRM01 .p7IRMdesc** CSS classes in your IRM style sheet. See the User Guide for additional details.



## THE INTERFACE CONTROL BUTTONS

### OK

When you are done, click the **OK** button to build the Image Rotator. 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 an Image Rotator 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 Image Rotator and check its functionality.

### 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. The Help File can remain open for easy reference while you continue working with the Image Rotator Magic interface.

## REMOVING A ROTATOR FROM YOUR PAGE

The Image Rotator system includes a **Remove** command that allows you to quickly remove an existing Image Rotator widget from your page.

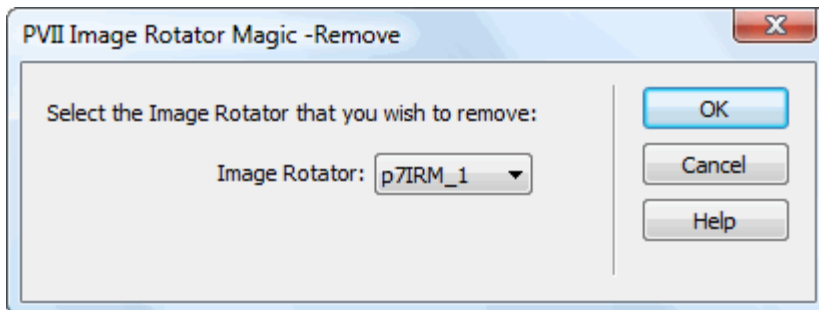
### OPEN THE REMOVE PVII IMAGE ROTATOR INTERFACE

- Open** a page that contains one or more Image Rotator widgets.
- Choose **Commands > Studio VII > Remove Image Rotator...** to open the Remove interface.



**Note:** The Remove option will be unavailable (grayed out) if there is no Image Rotator widget on the page. If you do have a widget on your page and the Command option is still grayed out, then you have a Mac with a Mac bug that causes menu entries to be inactive (grayed out). If this happens to you, download and install [this Command](#) and then restart Dreamweaver.

The Remove Image Rotator interface will open.



The interface will provide a listing of all of the Image Rotator 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 **p7IRM**. The opening DIV tag looks like this:

```
<div id="p7IRM_1" class="p7IRM01">
```

## WHAT WILL BE REMOVED

The system will completely remove the html markup for the selected widget from your page. If there are other Image Rotator 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 Image Rotator widgets on your page, the system will also remove the link to the Image Rotator **JavaScript** file.

## WHAT WILL NOT BE REMOVED

The system will not remove the **p7irm** 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.

## THE INTERFACE CONTROL BUTTONS

### REMOVE

Click the **Remove** button. The selected Image Rotator widget will be removed from the page

### CANCEL

Click the **Cancel** button to completely abort the current Remove Image Rotator 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 Image Rotator interface.

## THE IMAGE ROTATOR MAGIC BEHAVIOR

The **Control Actions Behavior** allows you to configure a link anywhere on your page to remotely operate any Image Rotator widget on your page.

### Available Control Behavior Actions:

- Open First Image
- Open Previous Image
- Play (Resume) Rotator
- Pause Rotator
- Open Next Image
- Open Last Image
- Open Image Number ...

### CREATING A NEW CONTROL ACTIONS BEHAVIOR

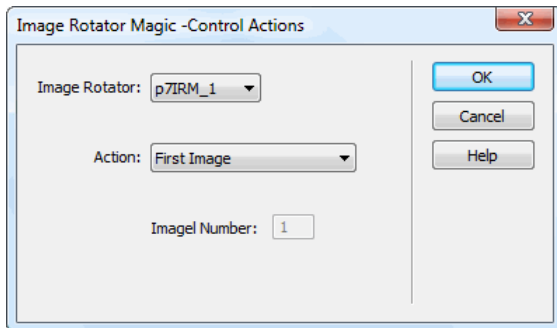
1. **Select** (click) a text link or image to act as the behavior Control.
2. Open your Dreamweaver Behaviors Panel (Shift + F4)
3. **Click** the plus sign (+) on the Behavior Panel.
4. Choose **Studio VII > Image Rotator > Control Actions** to open the interface.
5. Select the widget you wish to act on.
6. Select the action.
7. Click **OK** to apply the behavior.

### MODIFYING AN EXISTING CONTROL ACTIONS BEHAVIOR

1. **Select** the element that contains an **existing Image Rotator Control** behavior.
2. Double-click the **Image Rotator Magic- Control Actions** behavior in the **Behaviors Panel** to open the interface.
3. Select the widget you wish to act on.
4. Select the action.
5. Click **OK** to apply the revised behavior.

## THE INTERFACE

The Image Rotator Magic -Control Actions interface allows you to select an action to apply.



## THE INTERFACE ITEMS

### Image Rotator

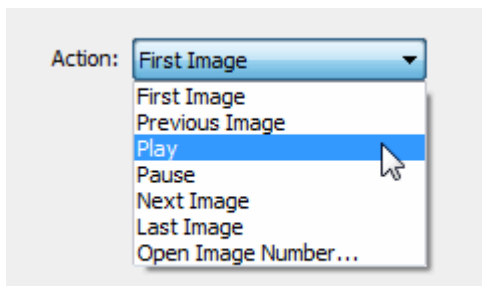
The interface contains a listing of all of the Image Rotator widgets on your page. The list will display the ID of each widget. Select the Image Rotator you want to control.

**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 **p7IRM**. The opening DIV tag looks like this:

```
<div id="p7IRM_1" class="p7IRM01">
```

### Action

Select the action you want to apply.



### First Image

This will display the First image.

**Previous Image**

This will display the image that comes before the currently displayed image.

**Play**

This will Start or (resume) the Auto Play Mode.

**Pause**

This will Stop (or pause) the running Auto Play mode.

**Next Image**

This will display the image that comes after the currently displayed image.

**Last Image**

This will display the last image.

**Open Image Number...**

This allows you to select the exact image to be displayed by entering the **Image Number**.

**Image Number**

This box is active only when the **Open Image Number** action is selected. Enter the number of the image you wish to display.

## 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 Image Rotator Magic interface.

## QUESTIONS AND ANSWERS

The following questions and answers should prove helpful as you build and manage your widgets.

### HOW DO I USE OR MANAGE WIDGETS IN DIFFERENT FOLDERS?

When you create a widget, the system writes a folder named **p7irm** in the folder that contains the page you are working on - and uses that folder to store style sheets, images, and scripts. This allows for easy and safe prototyping. If you create a widget on page1.htm, in a folder named tutorials, and edit the CSS for that widget, your changes are restricted to that folder. Make another page in that folder and create a widget using the same *Style Theme* and it will use the same style sheet you edited while working on page1. If you create a widget on a page in a new folder, the system will create a new **p7irm** folder inside that folder and populate it with default style sheets, scripts, and images. This allows you to test and prototype with complete freedom - without affecting finalized pages in other folders.

There may, however, be times when you want widgets in different folders to use the same style sheets. To do that, create your widgets first. Then decide which **p7irm** assets folder you want to use for all your pages. You'll need to set the paths for all CSS files, and the JavaScript file, to point to the **p7irm** assets folder you want to use. For a page with a widget using the Dark Toolbar theme, the CSS and script links look like this:

```
<link href="p7irm/p7IRM01.css" rel="stylesheet" type="text/css" media="all" />
<script type="text/javascript" src="p7irm/p7IRMscripts.js"></script>
```

You can change the path to CSS or script files visually in Dreamweaver by displaying Head Content in a toolbar at the top of your design window. To turn this feature on, choose **View > Head Content**.

Click the appropriate icon and your Property Inspector will change to reflect your choice, easily enabling you to browse to the location of the assets folder you want to use.



## CAN I REVERT BACK TO A DEFAULT STYLE THEME CSS FILE?

Should you ever make a large error and need to revert back to a default and working CSS file, do this:

1. Delete the bad CSS file from your **p7irm** folder
2. Open a page in that folder that contains a widget that uses that bad style sheet. Your widget may appear unstyled. Don't worry, that's expected, given the circumstances
3. Place your cursor inside the widget
4. Open the IRM UI in *Modify* Mode
5. Make no changes in the UI - simply click the **OK** button
6. The system will create a new version of the appropriate CSS file

Depending on your DW version, you might not see the changes at first. If that be the case, save and close the file, then re-open it.

## MY FONT STYLES/COLORS ARE NOT SHOWING UP, WHAT DO I DO?

Chances are there are rules in other style sheets attached to your page. If, for example, your widget was inserted into a DIV that has an ID of **maincontent** and a corresponding CSS rule, and that rule contains competing font properties, you will need to make your widget's CSS rule more specific. You do that by adding the ID of the element your widget is inside of to the beginning of the IRM rule. For instance, if you have a rule in your page style sheet that sets font color for links, such as:

```
#maincontent a {
color: #FF0;
}
```

If that rule causes all links in your Rotator to be #FF0, then you can change the selector name(s) of the affected rules in your IRM style sheet to be prefaced with #maincontent:

```
#maincontent .p7IRM01 .p7IRMdesc a {
color: #69C;
}
```

You can also just add an !important notation to the IRM rule:

```
.p7IRM01 .p7IRMdesc a {
color: #69C !important;
}
```

MY IMAGES ARE TOO WIDE AND POUR OVER THE EDGE OF MY CONTAINER IN DREAMWEAVER.  
IS THERE A FIX FOR THIS?

IRM is designed to automatically adjust to the width of your layout. If you insert a widget inside a layout container that is 600 pixels wide, and your images are 640 pixels wide, the excess 40 pixels will be cropped. CSS bugs in Dreamweaver CS4 (and under) will, however, display the full width of the image—the same problem that you'll see in Internet Explorer 6 and under. The same workaround that fixes IE6 will also fix Dreamweaver Design View. Here is the fix:

Locate this rule in your IRM style sheet:

```
.p7IRM01 .p7IRMdv {
padding: 0px;
border: 0;
position: relative;
margin: 0;
overflow: hidden;
}
```

The selector name will begin with either **.p7IRM01** or **.p7IRM02** depending on the style theme you are using.

Assign a width equal to the width of your layout container. If your container is 600 pixels wide make the width of **.p7IRM01 .p7IRMdv** 600px:

```
.p7IRM01 .p7IRMdv {
padding: 0px;
border: 0;
position: relative;
margin: 0;
overflow: hidden;
width: 600px;
}
```

Depending on the complexity of your CSS layout, you might need to adjust the width slightly, based on the CSS box model. Simply change the width value until it appears just right in Dreamweaver and IE6.

SOME OF MY IMAGES ARE DIFFERENT HEIGHTS.

MUST I EDIT MY IMAGES OR IS THERE A CSS TWEAK I CAN USE?

IRM is an image/banner rotator and as such works best when all images are the same height. If one or more images are different, the widget will display the image, but the transition will be abrupt and any content below your widget will move up or down with the image. If you do not want to resize your images in an image editor, you can assign a height to the IRM image container. This will cause the browser to crop the image to the height you set.

Locate this rule in your IRM style sheet:

```
.p7IRM01 .p7IRMdv {
padding:0px;
border: 0;
position: relative;
margin: 0;
overflow: hidden;
}
```

The selector name will begin with either **.p7IRM01** or **.p7IRM02** depending on the style theme you are using.

Assign a height. It is usually best to set the height based on the shortest image in your set. If the shortest image in your set is 140 pixels high, set the height to 140px:

```
.p7IRM01 .p7IRMdv {
padding: 0px;
border: 0;
position: relative;
margin: 0;
overflow: hidden;
height: 140px;
}
```

IS THERE ANY WAY TO MOVE THE DESCRIPTION TO THE TOP OF MY IMAGES AND HAVE IT DROP DOWN?

Yes. That requires a relatively simple CSS tweak. Locate this rule in your IRM style sheet:

```
.p7IRM01 .p7IRMdesc_wrapper {  
position: absolute;  
width: 100%;  
bottom: 0px;  
visibility: hidden;  
overflow: hidden;  
}
```

The selector name will begin with either **.p7IRM01** or **.p7IRM02** depending on the style theme you are using.

Change *bottom* to **auto**. Then add a *top* property and set it to **0**:

```
.p7IRM01 .p7IRMdesc_wrapper {  
position: absolute;  
width: 100%;  
bottom: auto;  
top: 0;  
visibility: hidden;  
overflow: hidden;  
}
```

Now locate this rule:

```
.p7IRM01 .p7IRMdesc_open_wrapper {  
  overflow: hidden;  
  position: absolute;  
  z-index: 20;  
  padding: 0;  
  margin: 0;  
  bottom: 0px;  
  visibility: hidden;  
  right: 0px;  
  height: 30px;  
  width: 30px;  
}
```

Change *bottom* to **auto**. Then add a *top* property and set it to **0**:

```
.p7IRM01 .p7IRMdesc_open_wrapper {  
  overflow: hidden;  
  position: absolute;  
  z-index: 20;  
  padding: 0;  
  margin: 0;  
  bottom: auto;  
  top: 0;  
  visibility: hidden;  
  right: 0px;  
  height: 30px;  
  width: 30px;  
}
```

## CAN I EDIT THE TEXT AND LINK COLORS OF MY IMAGE DESCRIPTIONS?

Yes. This is the rule that control the Description text:

```
.p7IRM01 .p7IRMdesc {  
  color:#CCC;  
  background-image: url(img/p7IRMDark_transblack.png);  
  font-family: Arial, Helvetica, sans-serif;  
  font-size: 10px;  
  padding: 12px 36px 12px 24px;  
  margin: 0;  
}
```

And these are the style rules for links inside your image Descriptions:

```
.p7IRM01 .p7IRMdesc a {  
  color: #69C;  
}  
.p7IRM01 .p7IRMdesc a:hover {  
  color: #FFF;  
}
```

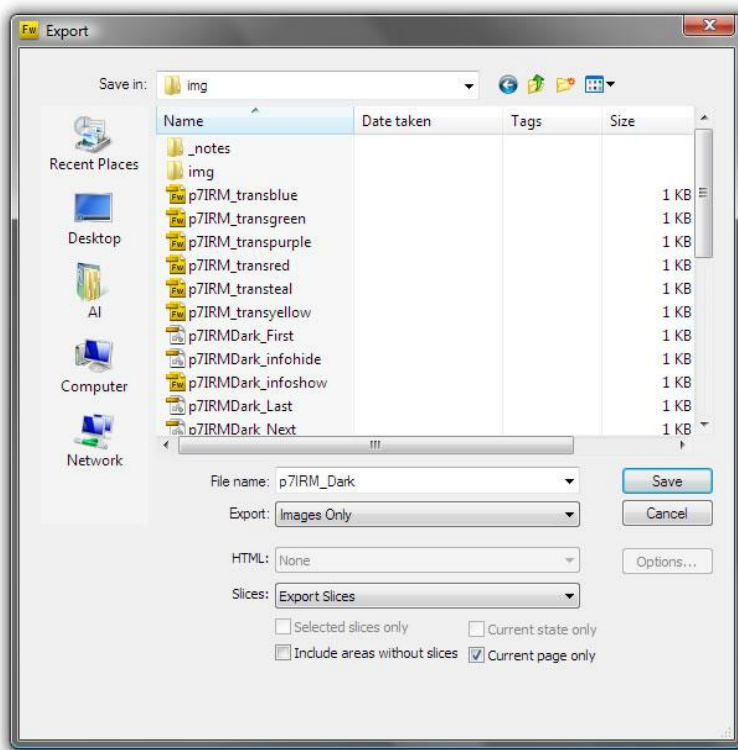
## CAN I EDIT THE TOOLBAR BUTTON IMAGES OR THE DESCRIPTION BACKGROUNDS?

When you create an IRM widget, the system will create a Fireworks folder at the same level as your page and in that folder will be Fireworks documents for each style theme. Use these documents to edit the background images for a theme. These are the Fireworks documents:

- **p7IRM\_Dark.png**
- **p7IRM\_Light.png**
- **p7IRM\_Extra\_Desc\_BGs.png**

It is highly recommended that unless you are proficient with both image editing and CSS that you limit your edits to simple color changes.

Once you've edited the images inside a Fireworks document, you need to export the images back to your Web site's **p7irm/img** folder. In Fireworks, use these export settings:



**Note:** The **File name** box is irrelevant since you are exporting slices.

### CAN I CHANGE THE TRANSPARENT BACKGROUND OF MY DESCRIPTION TO ANOTHER COLOR?

Yes. The p7irm/img folder contains several alternatively colored images you can use. They are:

- p7IRM\_transblue.png
- p7IRM\_transgreen.png
- p7IRM\_transpurple.png
- p7IRM\_transred.png
- p7IRM\_transteal.png
- p7IRM\_transyellow.png

Edit the **.p7IRM01 .p7IRMdesc** rule to point to one of the above images:

```
.p7IRM01 .p7IRMdesc {
color:#CCC;
background-image: url(img/p7IRM_transyellow.png);
font-family: Arial, Helvetica, sans-serif;
font-size: 10px;
padding: 12px 36px 12px 24px;
margin: 0;
}
```

### IS THERE A PLACE ON THE PVII SITE WHERE I CAN FIND MORE EXAMPLES, TUTORIALS, OR TWEAKS?

Yes. Go to the IRM [Home Page](#). All new content will be linked from there.



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

### **Phones:**

330-650-3675

336-374-4611

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

## **SNAIL MAIL**

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