

Chapter 13: Buttons

Buttons are very familiar objects on a website. When visitors click on a button, they expect to go to another location in your site or another site on the internet. That is because buttons contain links. These links can go to a different location on the current page (aka “*anchor*”), to another page on your site, or to another website on the internet. Buttons do not come with links, they are added later.

Buttons are also design elements that can enhance the visual style of the page. They can range from simple colored objects with text (such as a blue *Home* button) to buttons that change their appearance when the mouse is moved over them or when they are clicked (rollover buttons).

You can copy buttons, arrange them, and align them on the page just like other objects. After you have all the buttons in place on a page, you can copy them and then use the *Paste in Place* command to put them in the same location on other pages. If the buttons have links, the links are pasted with the buttons onto the other pages.

Buttons and Links

A button is just another object on a page until it has a link. Links are the connections that are needed in order for visitors to view all of the pages of your website. Besides adding links to buttons, you can add links to other objects, such as text or graphics.

Links can also go on text or any other graphics on your page. See the *Links* chapter.

Types of Buttons

There are three types of buttons: *Normal* buttons, *Rollover* buttons and *Graphic Rollover* buttons.

Normal Buttons

Normal buttons are those that always look the same. They do not change even when the mouse is moved over them or when they are clicked.

Rollover Buttons

Rollover buttons change in some way when you move the mouse over them or *click* them. The changes are defined as three states: *Normal*, *Mouse Over*, and *Mouse Down*. In Web Studio, you can change hue, saturation, and luminosity in one, two, or all three states.

Graphic Rollover Buttons

Graphic Rollover buttons are special buttons that allow you to use graphics for one, two, or all three states: *Normal*, *Mouse Over*, and *Mouse Down*. This means you can use text, photos or any graphic objects to create a custom look for the buttons on your website.

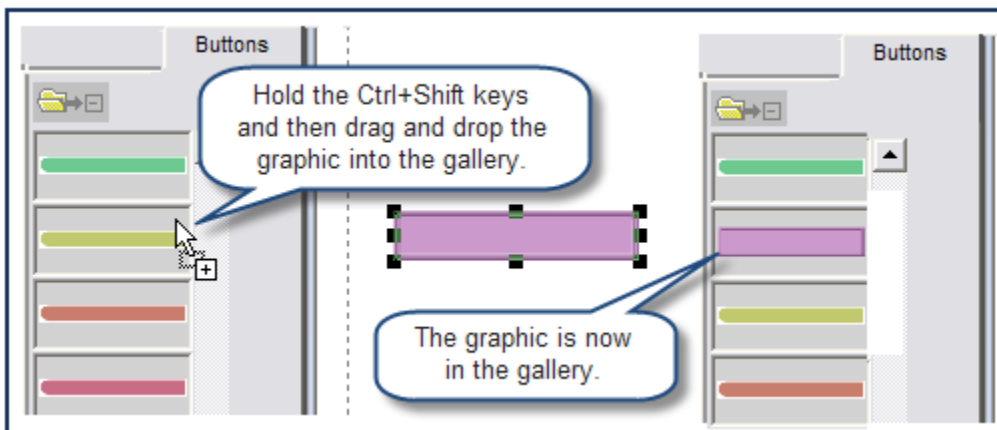
Using a Button from the Buttons Gallery

The *Buttons Gallery* contains hundreds of ready to use buttons and you can also add buttons of your own. To use a button from the *Buttons Gallery*, simply *drag and drop* it onto the page. This opens the *Rollover Button Studio* that allows you to customize your button. After you make your choices, the button is placed on the page. Later, you can always edit your choices by *double-clicking* the button to reopen the *Rollover Button Studio*.

Add a button to the Buttons Gallery

You may want to use your own graphic to make a button. The easiest way to do this is to add it to the *Buttons Gallery*. This allows you to use the features in the *Rollover Button Studio* for your graphic. The *Galleries* chapter has detailed instructions for adding content to galleries. This is a quick review to explain how to add a button to the gallery.

- Place a graphic on the page that you want to add to the *Buttons Gallery*.
- *Click* on tab to open the *Buttons Gallery*.
- Hold down the *shift + ctrl* keys and then *drag and drop* the graphic from the page onto one of the buttons in the gallery. Do not use a button with a sub-gallery folder.
- The buttons in the gallery “move over” to make room for the new button and it is added to the gallery.
- The original graphic remains on the page.



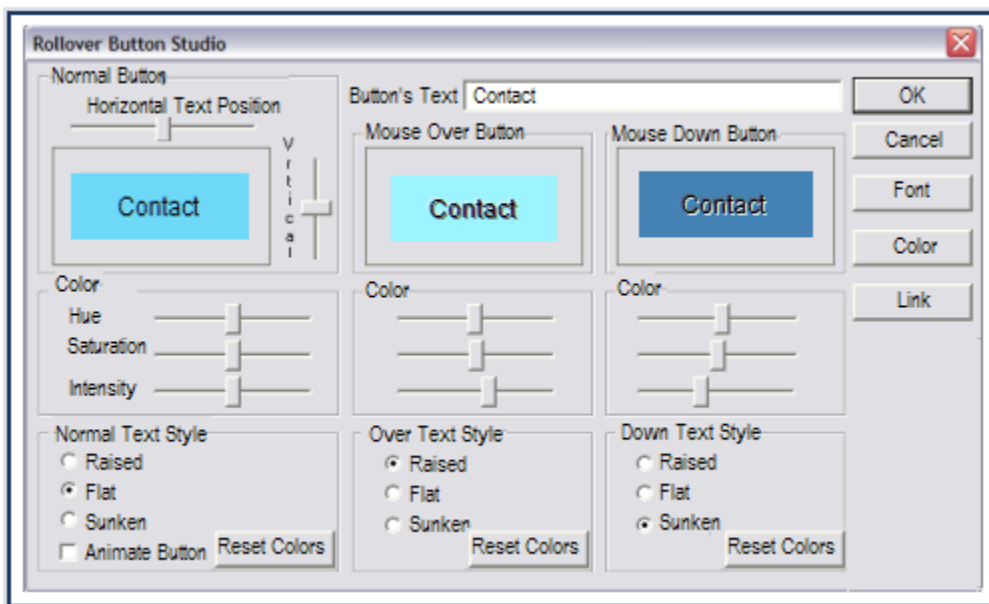
You can also use *Right-click>Selected Object Menu>Copy* and then *Right-click>Paste* into the gallery.

Use the Buttons Gallery to make a button with normal or rollover options

When you *drag and drop* a button from the *Buttons Gallery* the *Rollover Button Studio* automatically opens. This dialog provides you with several design choices for your buttons. You can use this dialog to make changes in one or more of the states or make all of the states identical to have a normal button.

Choose a button

- Click on the *Buttons* tab to open the *Buttons Gallery*.
- Scroll through the gallery and choose a button.
- *Drag and drop* the button onto the page. The *Rollover Button Studio* opens.



Fill in the Rollover Button Studio options

The *Rollover Button Studio* has three *Preview* windows that show what the button will look like in the *Normal*, *Mouse Over*, and *Mouse Down* states. In our example above, this button will look lighter blue when the mouse is moved over it and darker blue when it is *clicked*.

- Choose the options that you want for your button:

Button's Text. Enter the name that you want displayed on the button. When you enter the text, you can see what it will look like in the *Preview* pane. You can fill in this field now or later.

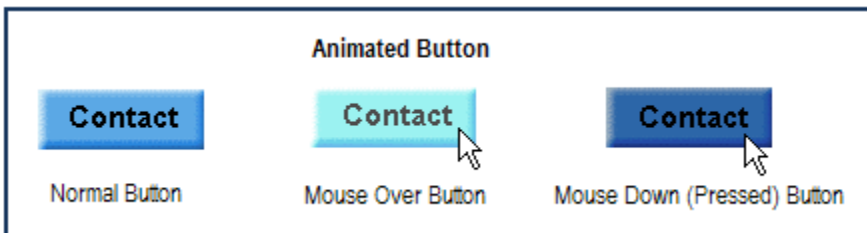
Font Options. Click on *Font* and *Color* to select the font, font style, and font color for the buttons.

Text Position. Use the *Horizontal* and *Vertical* sliders to move the text position on the button up, down, left, or right. This is especially helpful when you have an icon on a button.

Color. The sliders allow you to change the *Hue (color)*, *Saturation*, or *Intensity* for each button state.

Text Style. Choose one of three styles for the text: *Raised*, *Flat*, or *Sunken*. The preferred text for the normal state and any button that is *not* a rollover button is *Flat*.

Animate Button. This feature gives an animated look to the button. When the mouse is moved over the button, the text moves a bit to the right. Then when it is *clicked*, the button looks pressed and the text moves down a bit. Check this box if you want to animate the button.



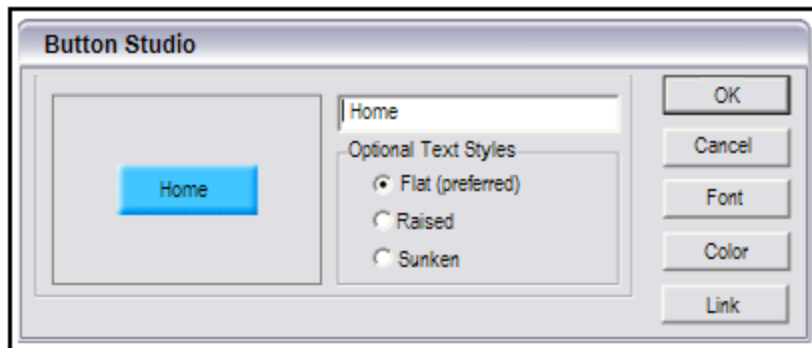
Link. Use the *Link* button to open a dialog where you can add links or anchors to the button. See *Adding Links to Buttons* later in this chapter and also the *Links* chapter for more information about working with links.

- Click *OK* when you are done.
- A button is placed on the page. Even though the button has three states, only the normal state is seen. To see the button in action with all three states, you must *Preview* the button.

Make a normal button without any rollover options

You can also use the buttons from the *Buttons Gallery* to create normal buttons that have no rollover options.

- Click on the *Buttons* tab to open the *Buttons Gallery*.
- Scroll through the gallery and choose a button.
- **While holding down the *alt* key**, *drag and drop* the button onto the page. The *Button Studio* opens. The screen shot shows the button commands in the dialog. The dialog in the program also has a *Help* section.



- Fill in the button name in the text field, or leave it blank and fill it in later.
- Use the *Font*, *Color*, and *Link* buttons to make choices for the text on the button.
- Use the *Link* button to open a dialog where you can add links or anchors to the button. See *Adding Links to Buttons* later in this chapter and also the *Links* chapter for more information about working with links.
- *Click OK* when you are done.
- The button is placed on the page.

Preview the button

- *Click on Home > Preview > Preview Page or Create > Preview > Preview Page.*
- View the button in the browser.
- If you created your button to change when the mouse moves over it or *clicks* it, you can see these changes in *Preview*.



You can see what the button looks like and how it changes states using the *Preview Page* command. However, if you want to check links on the button, you must use the *Preview Link* or *Preview Website* commands.

Make changes to a button

- *Double-click* on the button.
- The *Button Studio* opens.
- Make changes and then *click OK*.

Creating a Graphic Rollover Button

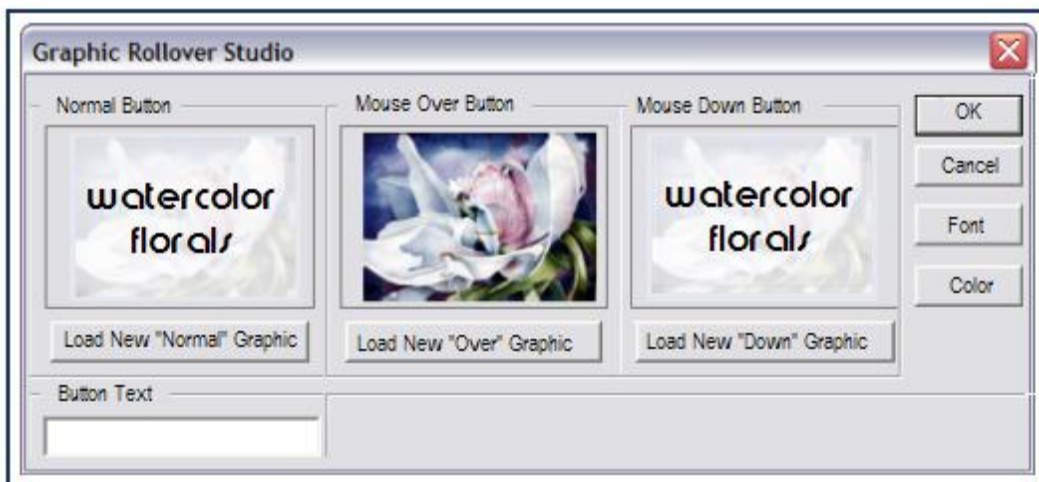
A *rollover* button has the ability to look different in the *normal*, *mouse over*, or *mouse down* states. A *graphic rollover* button is made of three graphics that look and act like buttons. To create one of these buttons, you must add three graphics or text objects to your page. Even if you want to use the same graphic twice, you will need three objects. The objects should be the same size or proportions because Web Studio will resize all of the graphics to the size of the one selected for the normal state.

Place and resize three graphics

- Place three graphic or text objects on the page.
- *Select* the object that you want to use for the normal state and then use the handles to make it the size that you want for your button.
- Resize the other two graphics so that they have the same proportions.
- With the first object selected, hold down the *shift* key and then *click* on the other two objects in the *Mouse Over* and *Mouse Down* order. Now all three objects are selected and can be made to be equal size.
- *Click* on *Page Layout > Make Equal > Size*. This makes all of the objects the same size as the first object.

Create the rollover button

- The objects are still selected. If they are not, then hold down the *shift* key and *select* the objects in the normal, mouse over, and mouse down order.
- *Click* *Create > Rollovers > Graphic Rollover*. This opens the *Graphic Rollover Button Studio*. This screen shot shows the commands. This dialog in the program also has a *Help* section.



This dialog allows you to change the graphic as well as the text, font, and font color. You can use any combination of graphics. It is not necessary to use text on graphic rollovers especially if the graphic defines the purpose and state.

Button Text. This places text on all three states. If you want the text to be different on the buttons, create a text box and merge it with the graphic before you make the rollover button.

Font Options. Click on *Font* and *Color* to select the font, font style, and font color for the buttons.

Load Graphics. You can change any one of the graphics by clicking the *Load New Graphic* button. This opens the *Open* dialog. Choose the graphic then click *Open* to replace the graphic.

- Click *OK* when you are finished.

Preview the rollover button

- Click on *Home > Preview > Preview Page* or *Create > Preview > Preview Page*.
- To see the rollover button in action, move the mouse over the button and click on it.



You can see what the button looks like and how it changes states using the *Preview Page* command. However, if you want to check links on the button, you must use the *Preview Link* or *Preview Website* commands.

Editing Buttons

All buttons can be edited by *double-clicking* to bring up the *Rollover Button Studio* or *Graphic Rollover Button Studio*. Each studio contains text and design choices for the button. Choose the changes you want to make and then *click OK* when you are done.



You can make changes to buttons that have links without losing the link.

Adding Links to Buttons

A button is not a button until it has a link. The link tells the button what web page to go to when it is clicked. You can add links to your buttons at any time, but it is quicker and easier to add links to buttons once all of your pages are created. The Master Page provides you with a quick way to add buttons to all of your pages. You can even add links to the buttons on the Master Page and the links are automatically added to the other pages.

See the *Links* chapter for a full explanation of links and how to work with the *Links Gallery*.

Add a link to a button from the Links Gallery

The *Links Gallery* contains a list of all of the pages on your site in the *Site Links* section. You *drag and drop* the page's name from the gallery onto the button.

- Click on the *Links* tab in the *Galleries* pane.
- Find the link to be added to the button.
- *Drag and drop* it from the *Links Gallery* onto the button.
- The link is applied to the button.

Pay attention to the cursor's Hot Spot when you *drop* a link. The *tip* of the cursor must be over the button when you release the mouse to *drop* the link.

Add a link to a button from the Page List

All of the pages of your Project are shown in the *Page List*. You can use the names to link to buttons and other objects.

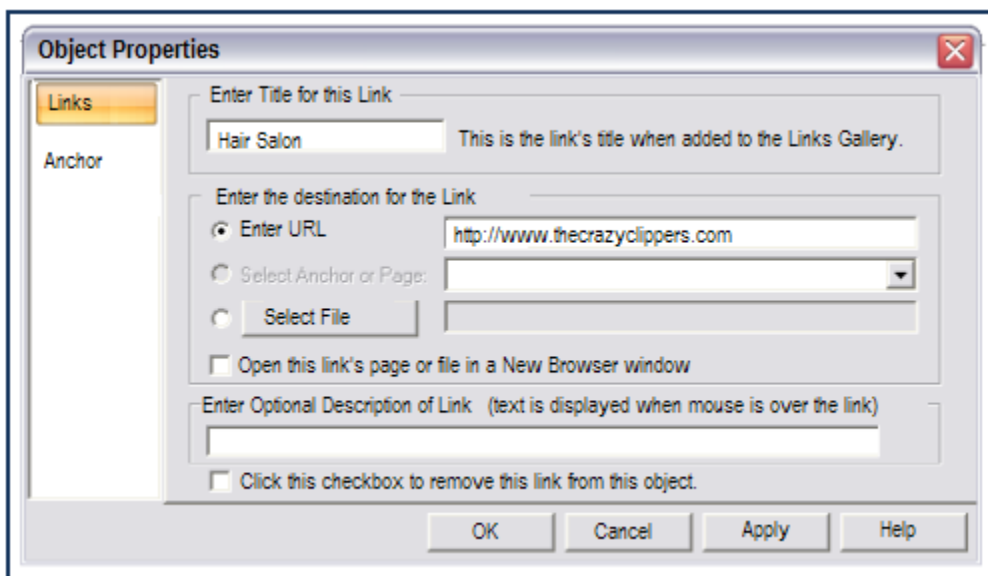
- Click on a page name in the *Page List*.
- *Drag and drop* the name onto the button.
- The link is applied to the button.

Add a link to a URL using a dialog

You can link to any page on the internet. If the link to another site is located in the *Links Gallery*, you can *drag and drop* it onto a button just like any other link. However, if it is not in the gallery you can add a link from two different commands using the *Object Properties* dialog.

Use the Add/Edit Link command

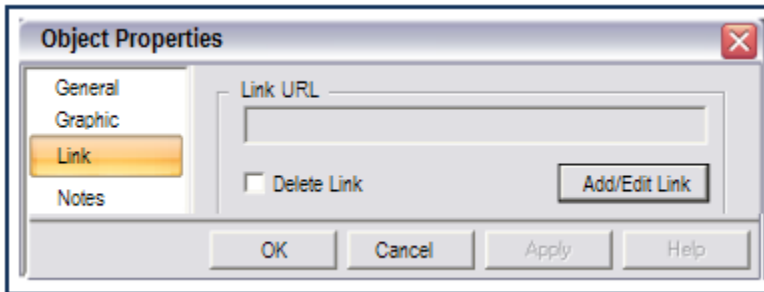
- *Right-click* on the button and choose *Add/Edit Link* from the *Selected Object Menu*. The *Object Properties* dialog opens.



- Enter the *Title*, *URL*, and *Description* for the link and *click OK*.
- The link is applied to the button.

Use the Properties command

- *Right-click* on the button and choose *Properties* from the *Selected Object Menu*. The *Object Properties* dialog comes up.
- *Click* on the *Link* section in the dialog.



- Click the *Add/Edit Link* button. The *Link Information* dialog comes up.
- Enter the *Title*, *URL*, and *Description* for the link and click *OK*. The link is applied to the button.