Chapter
6

Working with Links and Hyperlinks

Introduction

The attraction of the Internet and, more precisely, that of the World Wide Web is the implementation of hyper information. That is, the attachment of information sources which could reside within a page, or on a local site, or even be external to the current site. A web site consists of a number of pages so that hyperlinks facilitate navigation between pages. The term hypertext is used to describe a text which contains an embedded reference to another information source. Extending this concept to images, sound, video, etc, leads to hypermedia. A hyperlink in this sense simply means that a link exists between the source (for example, some words, or an image) and the embedded reference (for example, another section of the page, or remote site). Hyperlinks have a common place in web site development, though at times they add to the fuzziness of knowing exactly where one is when browsing cross sites.

We have seen how to layout a page, include text and images, modify and edit contents. In this chapter, we will explore the variety of ways of including links to the contents. This will include a discussion on defining paths, using images for linking, as well making text hyper and adding mailto links.

Defining link paths

Before looking at ways to include hyperlinks, it is important that we understand the way paths connecting to a linked destination can be defined. There are two ways of describing a path, either through absolute addressing or via relative addressing. The former gives the full address, starting with the root folder. The latter provides an address with reference to the current location of a file. The best way to understand the difference is to look at an example. Figure 6.1 shows a site map for a company specializing in computer products. The company produces computers of various specifications and

categorizes these into three groups: Series A, Series B, and Series C. In Figure 6.1, the folders represent the three categories and a description of each of the products is within the respective HTML files. Furthermore, the company (GoComputer PLC) folder is located within the X drive on the local system.

Let us assume that we are currently within the file Gamer.htm under the Series B folder and we wish to create a link to the file Performer.htm located in the Series C folder. To specify the path to the Performer.htm file, we can either use absolute or relative addressing. Table 6.1 shows the variants for both cases. From this, it can be seen that an absolute path commences with the root folder, whilst the relative path is with reference to the current location. The two dots and forward slash (../) is a common feature within Unix and DOS environments and means to go one level above the current position. In the example shown, this would be from the Series B to GoComputers PLC folder.
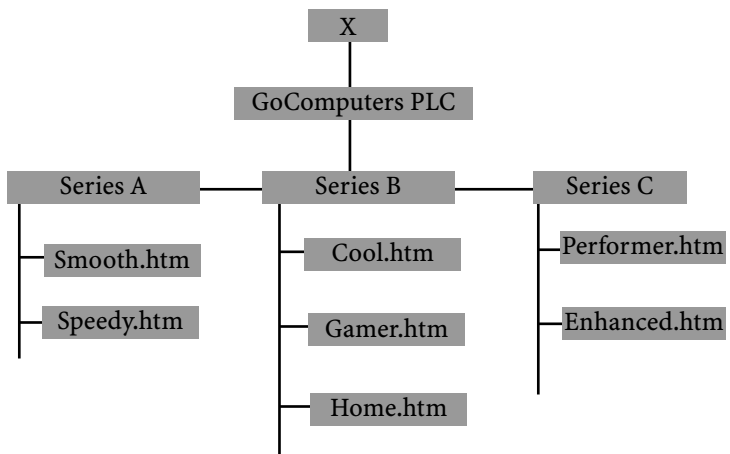

Figure 6.1 *Site structure for a computer company.*

Table 6.1 Absolute and relative addressing modes.

Address mode	Address
Absolute	X/GoComputer PLC/Series C/Performer.html
Relative	../Series C/Performer.html

So, how does this discussion assist in the development of a site? The key to this lies in understanding that absolute paths are ideal for creating links to external, remote, sites. Linking to local files and folders should always be undertaken using relative addressing. In the Dreamweaver 4.0 environment, the term document relative path is used for this. The benefit of using relative paths is that it makes a site portable since it does not require a full address – especially reference to a local system hard drive.

We, therefore, use the complete URL (Universal Resource Locator) to reference external sites and relative paths to link to local information. Dreamweaver 4.0 environment typically expresses an absolute address to a file on a local storage device as:

```
File:///X|/GoComputers PLC/Series C/Performer.htm
```

We note that this refers to the hard drive X, which may not exist when the file is published on a server. Therefore, such references need to be translated to relative paths to ensure that the developed web site works properly. We should also note that the Dreamweaver 4.0 environment initially works with absolute addresses until it is in a position to calculate the relative paths. Absolute addresses are automatically changed to relative paths when a file is saved.

In addition, the Dreamweaver 4.0 environment supports a third type of addressing. This is termed root relative paths. As the name suggests, all links in this case are with reference to the root folder, which is established by the location of the local site. The central audience for using this feature would be a comparably large web site that makes use of several servers, or a single server hosting a number of different sites.

A root relative path begins with a forward slash (/), which represents the site root folder. An example of this is as follows:

```
/stadiums/London/Wembley.htm
```

The subfolder `stadiums` (and then `London`) is placed under the root folder and the file (`wembley.htm`) is addressed using root relative path. One difficulty with using this addressing mode is that preview of pages can only take place when the

site is uploaded onto a server. For our discussion here, we will work with absolute and document relative paths.

Creating linked images

In the previous chapter (Chapter 5), we looked at inserting images on a page and touched on developing an image rollover effect. We can take this further to include a linked image. In its basic form, we attach a file to the image so that when the image is activated, the linked file opens. To do this, we make use of the Property Inspector panel and the Link parameter therein. Figure 6.2 shows the position of the Link parameter on the panel. This, in fact, shows three different ways of inserting a hyperlink to the selected image:

● Type the path (URL) in the text field; or
● Use the folder icon next to the text field to browse for a file; or
● Link to a file using the point-to-file icon located next to the text field. For this to work, we need to have the Site window open (Site | Site Files). Then click on the point-to-file icon and drag out a line. The line represents the link. Drop the line on top of the file to be linked to the image. The corresponding relative address appears in the Link text field. Figure 6.3 (also Plate VI) shows an animated illustration of this. In the example shown, the selected image is linked to another image, tree.png. The effect of this, as Figure 6.4 (also Plate VII) depicts, is similar to the image rollover scenario whereby the primary image is swapped with the rollover image when the mouse is clicked over the image area.
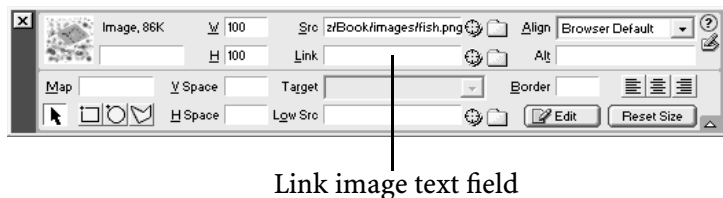
Link image text field

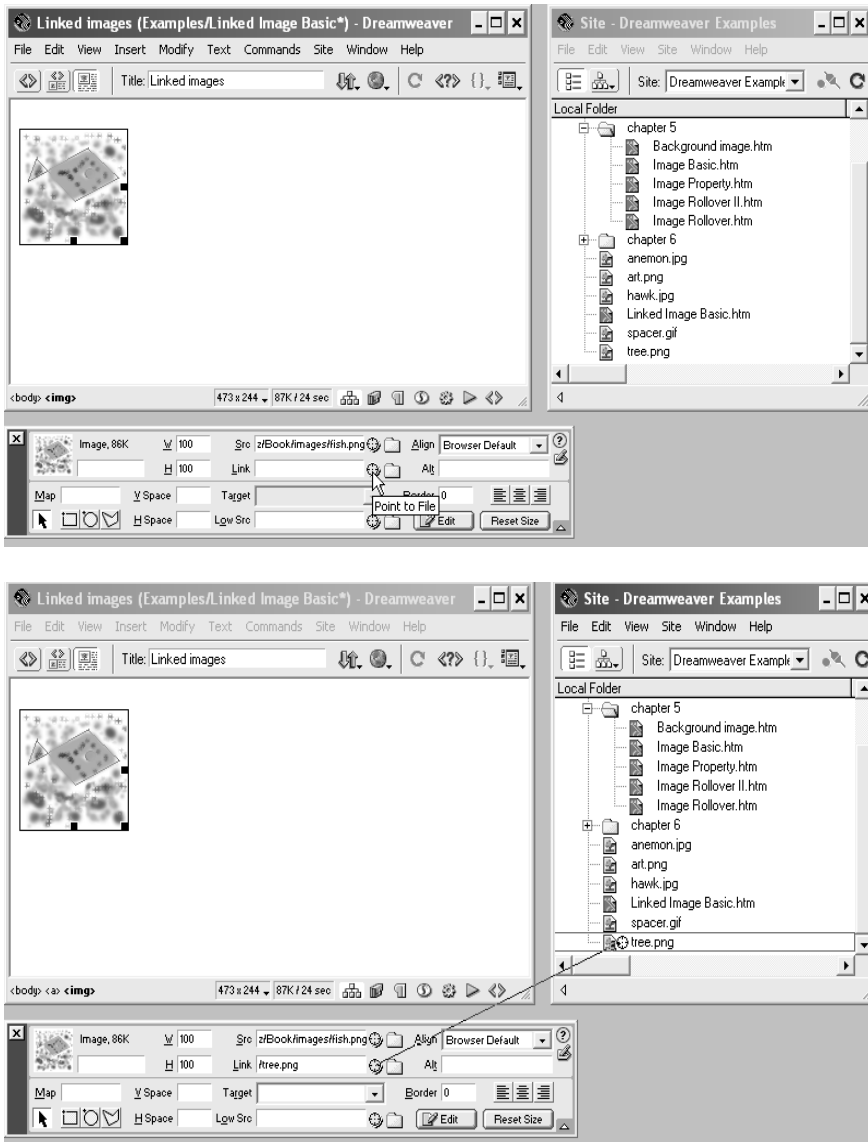*Figure 6.2 Image link option on the Property Inspector panel.*

Figure 6.3 Using point-to-file icon to create a linked image (also Plate VI).

A border around the image can also be included, as discussed in the previous chapter, by using the Border parameter located on the Property Inspector panel. This, however, will only frame the primary image and not the linked image.

Although the example shown in Figure 6.4 (also Plate VII) appears to return a image rollover effect, it actually is returning a linked image. The image rollover process, as mentioned in the previous section, changes images as the mouse cursor goes over the image area rather than when the mouse button is clicked. In addition, the main purpose of the image rollover is to show that the mouse is over an area that when clicked will activate a linked file. In other words, we need a third file for a rollover effect: one that is displayed as the browser opens the page, the second for rollover effect, and the third when the mouse button, for example, is clicked.

To add a linked file or URL to the rollover image, we choose `Insert | Interactive Images` and then Rollover Image. This, as discussed in Chapter 5, opens up the dialogue box shown in Figure 6.5. This time, we can add a URL or file path to the parameter labelled 'When Clicked, Go To URL'. In the example shown in Figure 6.5, the URL www.macromedia.com has been added. Interesting enough, since we are working with an image rollover effect rather than linked image, the Property Inspector panel has the URL
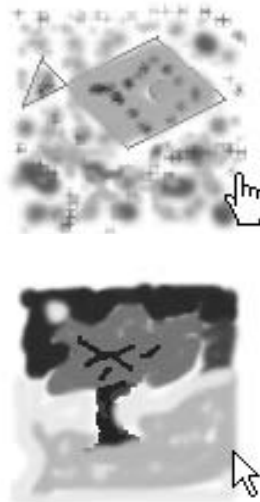

Figure 6.4 *Effect of linking an image to another image is equivalent to creating a image rollover effect (also Plate VII).*

address in the Link box. The rollover image path does not appear on the panel. Figure 6.6 highlights this fact.
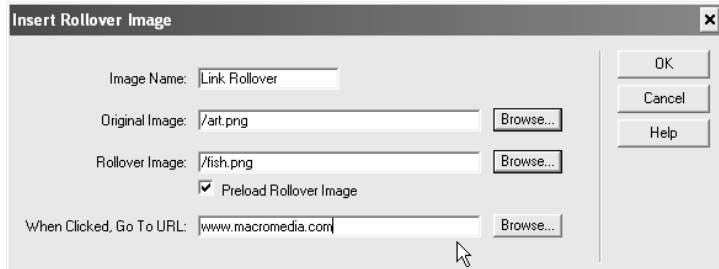

Figure 6.5 Adding a link to an image rollover effect.

Figure 6.6 Property Inspector panel shows image link URL.

Understanding image maps

The discussion in the previous section has shown how to create a linked image, where the whole area covered by an image can be used to activate a link. It is possible to work with a subset of the image and to link each subset separately. If, for example, an image represented a road map showing the routes between cities and towns, we could create subsets for each city or town so that when selected, more information on the city or town will appear. In web design terminology, the subsets are referred to as hotspots, whilst an image (like the road map) containing hotspots is called an image map. Therefore, by clicking on a hotspot, a file opens. The file could be resident locally, or be a remote (web) site.

Image maps are a common feature in web design and development and, as such, it comes as no surprise to find that software application programs such as Fireworks and Illustrator have tools to create these. Image maps can be created on the client (browser) side or on the server side. We will look at client side image maps since they are self-containing in that hyperlink information is embedded within the defining HTML document. In the case of server side image maps, hyperlink information is stored in a separate file. Client side image maps provide faster rendering and are given priority by browsers where both types of image maps are included in a document.

We start the process of creating an image map by firstly selecting an image whose area we intend to subdivide into hotspots. We then make use of the corresponding tools available on the Property Inspector panel. As Figure 6.7 depicts, there are three shape tools available to create a hotspot; namely, a rectangle, a circle and a polygon tool. There is also a text box, labelled Map, which must be completed to identify the image map. The name needs to be unique for a given page. The environment will automatically create an image name if no entry is made in the Map text box. The pointer arrow tool provides a way of selecting an image map. Once selected, an image map can be moved and resized.
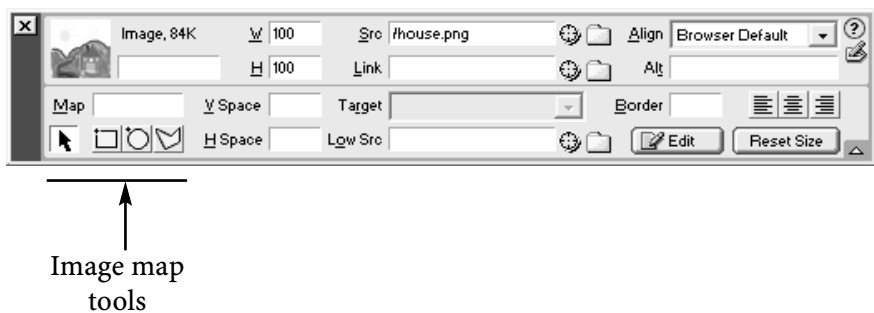
Image map tools

Figure 6.7 Image tools on the Property Inspector panel.

Adding image maps

We will create some hotspots for the image shown in Figure 6.8 (also Plate VII). The image consists of a house, a river, mountains and a sun. Each of these components will be used as a hotpot (hyperlinked to a specified destination address). To create a hotspot, we need to follow the steps listed below:

- Select an image (in our case the image shown in Figure 6.8).
- Open the Property Inspector panel (`Window | Properties`).
- Enter a name for the image map in the Map text box. Ensure the name is different than other names given to hotspots residing on the same page.
- Choose a selection (rectangle, circle, or polygon) tool to create a hotspot. Discussion on how to use each tool is given below.
- Once a hotspot is created, the Dreamweaver 4.0 environment automatically changes the Property Inspector panel to show the relevant attributes for the hotspot. Figure 6.9 depicts the hotspot panel.
- We can add a link path for the file or URL which will open when the hotspot is clicked. Type the relevant path in the Link text box, or click on the folder icon to locate a file or use the point-to-file icon to link the hotspot to a relevant file.
- In addition, we can add alternative text to the hotspot. This works in a similar way to the image case discussed in Chapter 4. Add the desired text in the Alt text box.
- The Target parameter specifies how and where the linked file should open (for example, in a separate window).
- Additional hotspots for an image can be created through choosing a selection tool and repeating the above steps thereafter.
- Click anywhere outside the image to apply the hotspot. This action also restores the contents of the Property Inspector panel.
- Press **F12** or `File | Preview in Browser` and then the

default browser (iexplore for Microsoft Internet Explorer) to test the working of the hotspots.

We will begin at developing image maps for the image shown in Figure 6.8 by creating a hotspot for the house through the rectangle tool: select the image and then choose the rectangle tool from the Property Inspector panel. The cursor changes from an insertion to crosshair shape as it is moved across the image. Place the crosshair to the top left of the house and click and drag it diagonally across to form a rectangle to cover the whole house. On release of the mouse button, a hashed filled rectangle is drawn on top of the house. Figure 6.10 (also Plate VIII) gives an animated illustration of this. As this shows, three handles are attached to the drawn rectangle, which allow for resizing of the image map. If we wanted to make use of this (in other words, to resize), click on the pointer tool and then choose a handle to modify the dimensions of the image map.

If an image map (for example, hashed filled rectangle) is not displayed on the image, then we will need to switch this on. Select View | Visual Aids and then Image Maps to toggle the display. As Figure 6.11 depicts, we should see a tick (✓) next to the Image Maps option.

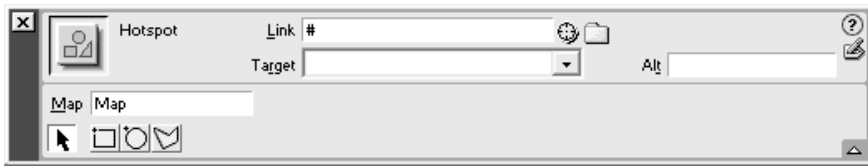*Figure 6.8 Image used to illustrate working with hotspots (also Plate VII).*

Figure 6.9 Hotspot attributes on the Property Inspector panel.

Once the image map is drawn, we can use the resulting hotspot Property Inspector panel to add a hyperlink to the house (www.property.com) and a brief description of the hotspot in Alt box. Figure 6.12 shows the panel with the mentioned details entered. The working of the hotspot is shown in Figure 6.13 (also Plate VIII). The hand shaped cursor is well known to depict a hyperlink and, in this case, a mouse click will result in the browser locating the linked URL. The hand shaped cursor appears only over the drawn rectangle hotspot and the contents of the Alt box are returned as a tool tip.

Figure 6.10 Rectangular tool being used to create a hotspot for the house (also Plate VIII).
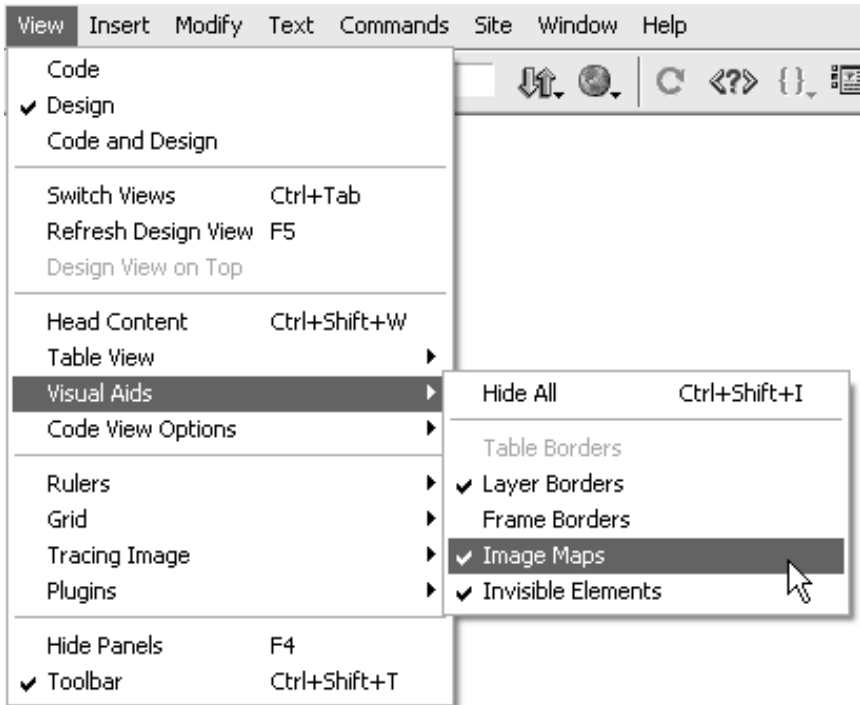
Figure 6.11 *Toggling the display of image maps.*

Using a similar approach, we choose the circle tool to create a hotspot for the sun. Figure 6.14 depicts the scenario where we note that the circle hotspot is selected and a hyperlink (www.sun.com) has been added. The Alt box, in addition, has some relevant text to indicate what will happen when the sun hotspot is clicked.

Next, we want to develop an image map for the river and for the mountains. We could choose to use a single map for both or a map each for the two components. Let us assume that we want to go for the latter. The process for creating an image map for the river or for the mountains is the same in that we will use the polygon tool to generate the hotspot. In our discussion here, we will develop an image map for the river.

Having selected the polygon tool from the Property Inspector panel, position the crosshair at one end of the river. Click to identify the starting point for the polygon. Then

Figure 6.12 *Hotspot Property Inspector panel for the house.*
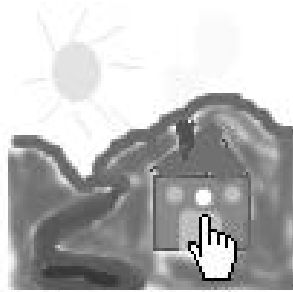

Figure 6.13 *Hotspot over the house (also Plate VIII).*

either go clockwise or counter clockwise and click at points where the river shape changes rapidly. Each click is recognized as an endpoint to a line and defines the respective edge(s) to the polygon. In other words, after an initial click (point) additional points on the polygon are defined using further mouse clicks. These in turn reflect the changes in the shape outline.

In the case of developing an image map for the river, we go down one side of the river in a sequence and insert points at the appropriate place. Figure 6.15 (also Plate IX) shows the effect of doing this. At this stage, the polygon does not cover the river since we have not defined the width (that is, the shape) of the river. If we continue going clockwise around the river (placing the polygon points on the other side), we end up with an image map covering the whole of the river. Figure 6.16 (also Plate IX) depicts the scenario.

It takes some practice in placing the points and as such, it is wise to fine-tune the initial image map by selecting the pointer tool and adjusting the polygon points. In the worst

Figure 6.14 *Insertion of a circle hotspot for the sun.*

case, we can select and delete the image map and start again. The rule of thumb is to insert more polygon points where the shape changes are occurring. This way the polygon is following the shape outline. Alternatively, we could develop a more coarse image map that simply places the river (or the mountains) within it, without taking note of the shape contours. The exact approach very much depends on the end goal and requirements that need to be met.

Having established the image map, we then use the respective hotspot Property Inspector panel to insert a corresponding hyperlink and alternative text. The alternative text becomes more and more important as an image begins to have more hotspots. As implied in Figure 6.16 (also Plate IX), image maps tend to overlap so that when viewed in a browser, the alternative text needs to assist the viewer in choosing the desired hotspot.

Adjusting image hotspots

In the previous section, we created some image maps as a means of facilitating hyperlinks to external web sites. We noticed that image maps could be created and then edited to realize a desired shape. There are other options available to us. These include selection of multiple hotspots, setting the order of display of two or more hotspots, and aligning hotspots.
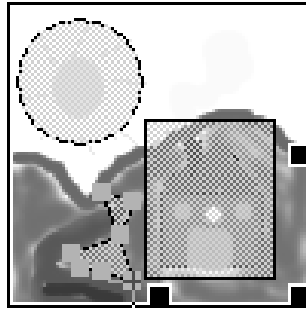
Figure 6.15 *Insertion of polygon points on one side of the river (also Plate IX).*
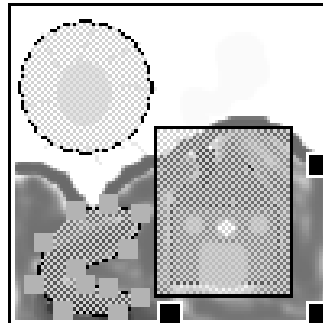

Figure 6.16 *Image map for the river (also Plate IX).*

To select more than one hotspot at a time, ensure the pointer tool on the Property Inspector panel is selected. Then, using the Shift key, click on the hotspots to be selected. Alternatively, we can choose all the hotspots belonging to an image: select the image and then use the key combination of control (Ctrl) and A.

As mentioned above, working with a number of hotspots for an image can lead to some fuzziness in terms of which hotspot is active at any one moment in time. This is particularly true for hotspots that overlap. In this case, we need to establish a display priority for the hotspots. To do this, we can make use of the main menu or the context menu. With the former, select a hotspot and then choose `Modify | Arrange`. This, as Figure 6.17 depicts, opens up a submenu
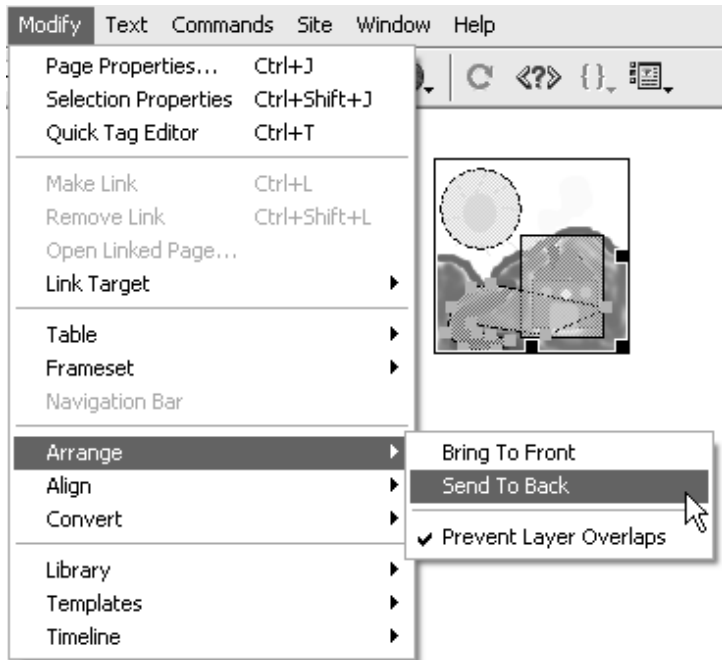
Figure 6.17 Setting display priority for a selected hotspot.

with the option of either sending the hotspot to the back (lowest priority) or of bringing it to the front (highest priority).

Similar options are available through the context menu. Select the image and then click on the right mouse button to open the context menu. As Figure 6.18 shows, we can choose an appropriate option from the menu.

Although the need for ordering image hotspots could be for unwanted overlap of image maps, there are occasions where such a situation may be desirable. For example, we may have the image shown in Figure 6.19 (also Plate X). Here, there are two regions: one, green for Go and the other red for Stop. Two corresponding hotspots are required. We probably start with using a rectangle tool to generate the image map for the Go region and then the circle tool for the Stop area. The result will look similar to Figure 6.20 (also Plate X).

| Image Map Name... |
| Link... |
| Target... |
| Alt... |
| Align Left |
| Align Right |
| Align Top |
| Align Bottom |
| Bring To Front |
| Send To Back |
| Make Same Width |
| Make Same Height |
| Cut |
| Copy |
| Paste |
| Properties |

Figure 6.18 *Establishing display order for a selected hotspot through the context menu.*

One difficulty that we may encounter is that once the circle hotspot has been created, it is not possible to select it. This is because the image map that is created first (the rectangular shape in our example) will be taken as being on top. Therefore, if we wanted to adjust the shape or position of the circular image map, we will need to take one of the following two steps:

- Select the rectangular image map and then choose Send to Back from the `Modify | Arrange` submenu; or
- Select the rectangular image map and then drag it across until the circular image map becomes visible. Figure 6.21 (also Plate X) depicts the scenario.
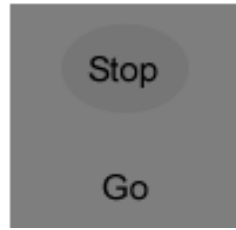
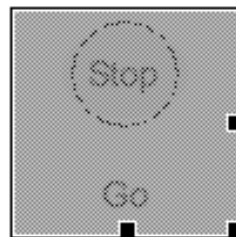*Figure 6.19* *Image with two regions: Go and Stop (also Plate X).*

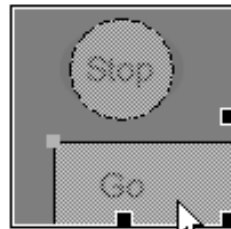*Figure 6.20* *Two image maps for the respective regions (also Plate X).*

Figure 6.21 *Dragging the rectangular image map to make visible the circular image map (also Plate X).*

Although an image map can be moved interactively by clicking and dragging, we can also use the keyboard to make horizontal or vertical shifts. To do this, select an image map and use the arrow keys to move one pixel in the desired direction. Alternatively, we could do the same but this time combine it with the Shift key. This makes the increments 10 pixels rather than one.

Image maps can in addition be aligned. The possible alignments are similar to other objects in that two or more

image maps can be aligned to the left, centre, right, or bottom. The main menu or the context menu can be used for this purpose. In the case of the former, choose `Modify | Align` and then the desired alignment (for the selected image maps) from the submenu. Figure 6.22 depicts the scenario. Alternatively, as Figure 6.23 shows, the context menu can be used to perform the same.

In addition to the alignment options, we can also use the Make Same Width and Make Same Height to resize image maps and to add some consistency to a design. These options become available when two or more image maps are selected. As shown by Figures 6.22 and 6.23, both options can be chosen using the main menu or the context menu.

An example of where these options could assist us is when a menu is being designed. Figure 6.24 shows a typical scenario, together with corresponding image maps covering each of the six choices. The image maps are all of different sizes (reflecting the word length for each menu choice) and not
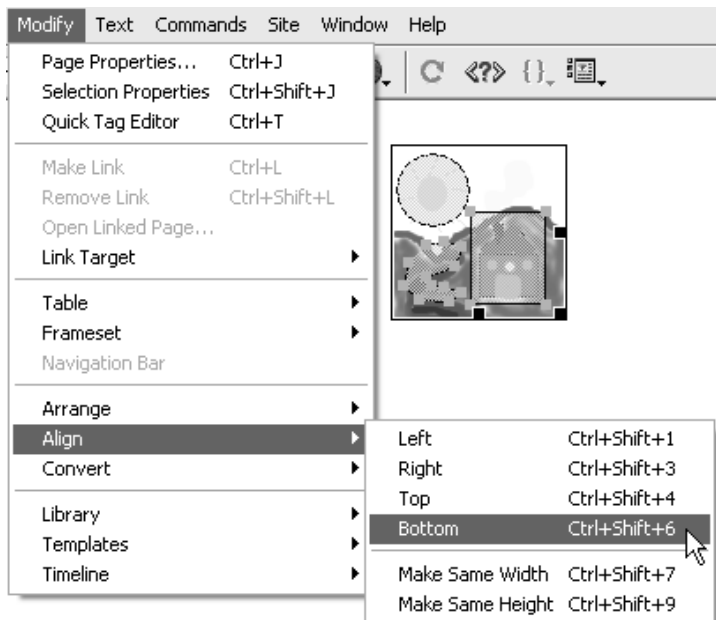

Figure 6.22 Aligning selected image maps using the main menu.

aligned (though the choices themselves are left justified). Using such a menu with the resulting hotspots is possible, though it will lack consistency of presentation and feel for the options. As such, the menu could be said to be short on conformity. A better way to present the menu would be to make the height and width of the image maps the same and to align all the hotspots to the left. We, therefore, undertake this requirement by firstly selecting all the image maps by using the key combination Ctrl and A. Next, the above mentioned approaches are used to adjust the image hotspots so that they have the same width and height, and are aligned to the left as desired. The result of this is shown in Figure 6.25 (also Plate XI), where clicking a choice will open up a relevant page.
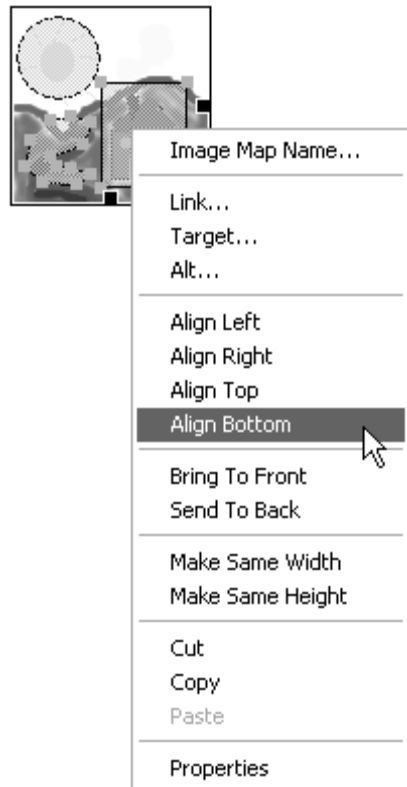

Figure 6.23 *Aligning selected image maps via the context menu.*

Linking within a page

One common requirement in web development is for a viewer to be able to move quickly to different parts of a page. Typically, this is where more information on a topic is provided. This is the case where a page is subdivided into sections and a main menu at the top of the page is provided to navigate to a desired section.
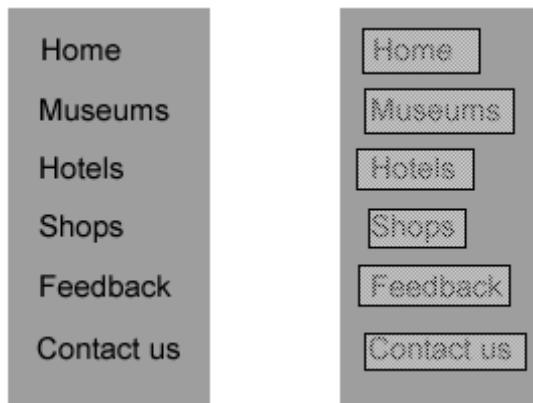

Figure 6.24 *Image maps for six menu choices.*

Figure 6.25 *Resizing and left align the menu options (also Plate XI).*

Alternatively, an embedded link could be employed to move around a page. An embedded link is where some text is set up to provide a link to a designated part of a page. We have often seen these in websites where a word or two is shown in colour (non-black) to distinguish it from rest of the text.

To generate a link within a document, we make use of the Property Inspector panel and named anchors. Anchors in general are reference points and a named anchor is, therefore, one which has a label attached to it. By placing the named anchors at desired locations on a page (for example, at the top of a page), we can link other parts of a document to it. In other words, the named anchor becomes the destination point to a hyperlink attached to it.

To create a link within a page, therefore, we need firstly to establish named anchors and then to generate the corresponding links. There are several ways of generating named anchors:

- Position the insertion point at the place on the page where the named anchor is to be included.
- Next, we need to insert the named anchor. There are three possible ways of doing this: one approach makes use of the main menu, the other Objects panel and the third, shortkeys. The way the three can be invoked is as follows:
  - Choose `Insert | Invisible Tags` and then Named Anchor from the submenu. Figure 6.26 depicts the scenario.
  - Alternatively, we can make use of the Objects panel by choosing the Invisibles category. Figure 6.27 depicts the scenario. The category consists of three options. Choose the named anchor icon. This is shown in Figure 6.28. In fact, if the insertion point has already been placed on the page then click on the icon. Otherwise, click and drag the icon onto the page. Figure 6.29 shows how this approach could be used to identify the location for a named location.
  - The shortkey combination for inserting a named anchor is Ctrl + Alt + A.
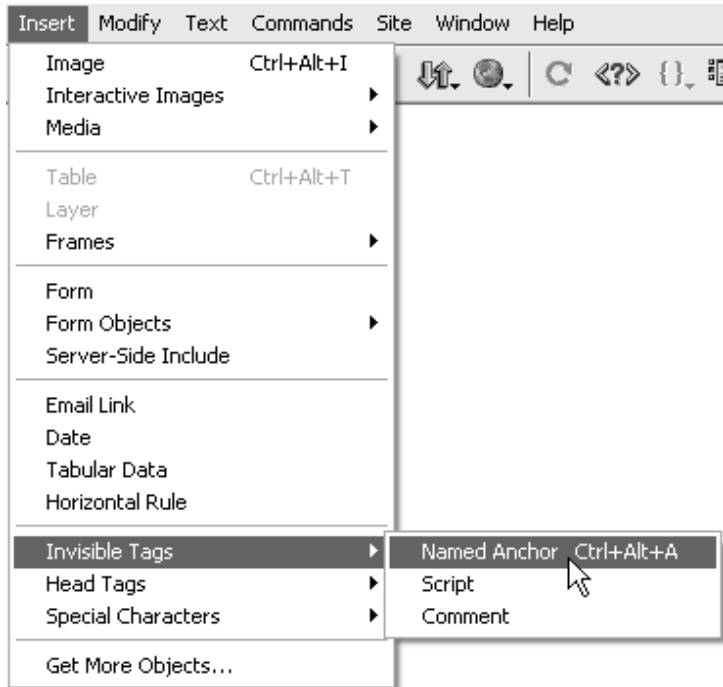
Figure 6.26 Option on the main menu to insert a named anchor.

● Selecting any one of the above three options results in the dialogue box shown in Figure 6.30. Here, we type in the name of the anchor in the text field that is provided. The name should not contain any spaces. The names are also case sensitive.

● Depending upon the environment settings, the message box shown in Figure 6.31 may appear once an anchor has been named. The message is highlighting the fact that a marker appears next to the insertion point to show that a named anchor has been inserted. The appearance of the marker is controlled by a corresponding option which acts as a toggle to show or not show what Dreamweaver 4.0 environment refers to as invisible elements. As Figure 6.32 depicts, click on `View | Visual Aids` and then check the Invisible Elements. A tick appears next to the selected option to say that invisible elements (such as named anchors) are to be displayed. The full set of

invisible elements are provided in the preferences dialogue box. Choose Edit | Preferences and then the category Invisible Elements from the resulting dialogue box. We then have the option of choosing which element (marker) should be shown. This is depicted in Figure 6.33.
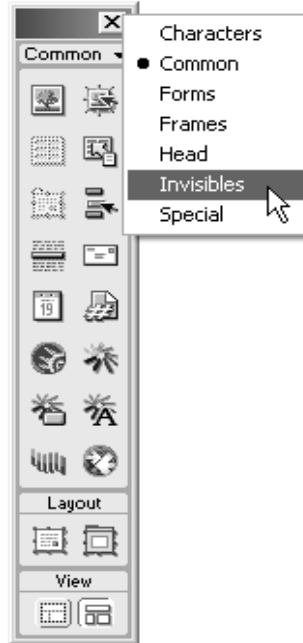

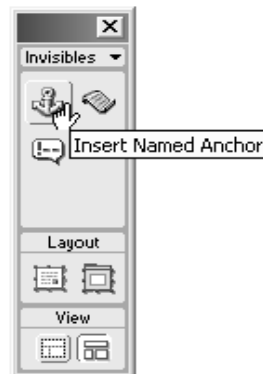*Figure 6.27 Selecting the Invisibles category on the Objects panel.*

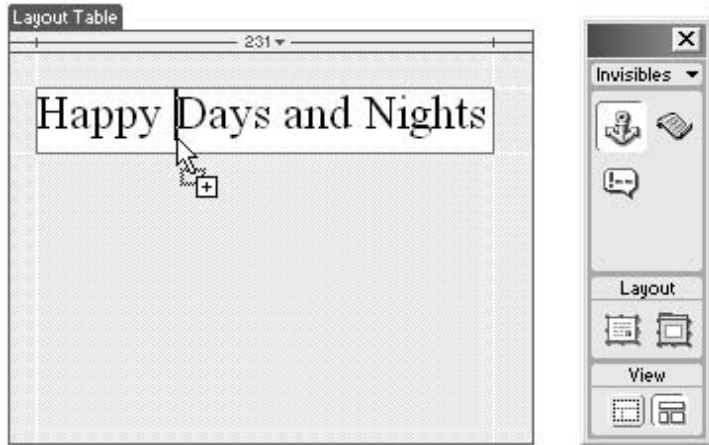*Figure 6.28 Using the Objects panel to insert a named anchor.*
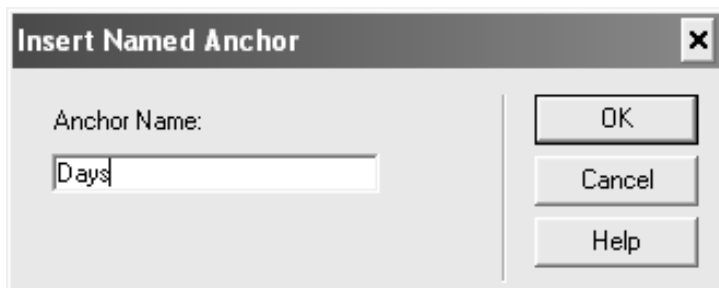
Figure 6.29 *Inserting a named anchor on the fly.*

Figure 6.30 *Insert Named Anchor dialogue box.*

Figure 6.31 *Warning message to say that anchor will be invisible.*
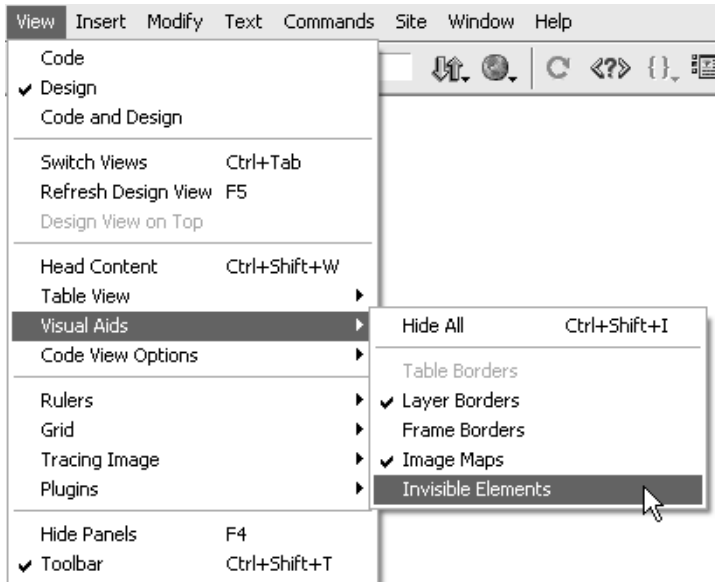
Figure 6.32 Option for making named anchor visible or invisible.

A corresponding marker for the named anchor is displayed at the insertion point on the page. This is shown in Figure 6.34, for the case depicted earlier in Figure 6.29. The name of the anchor can be edited, if required: open the Property Inspector panel and then select the anchor marker. This opens up the corresponding attributes for the named anchor. As Figure 6.35 shows, only the name parameter can be altered. Edit the existing name or type in a suitable new one in the text box. Note that the panel displays the anchor marker, as well as a label (NamedAnchor) to identify the panel contents.

Having created a named anchor, we are now in a position to produce a hyperlink. This will facilitate a viewer to jump to the position of the anchor marker. To build a link, do the following:

● Open the Property Inspector panel (`Window |
Properties`).
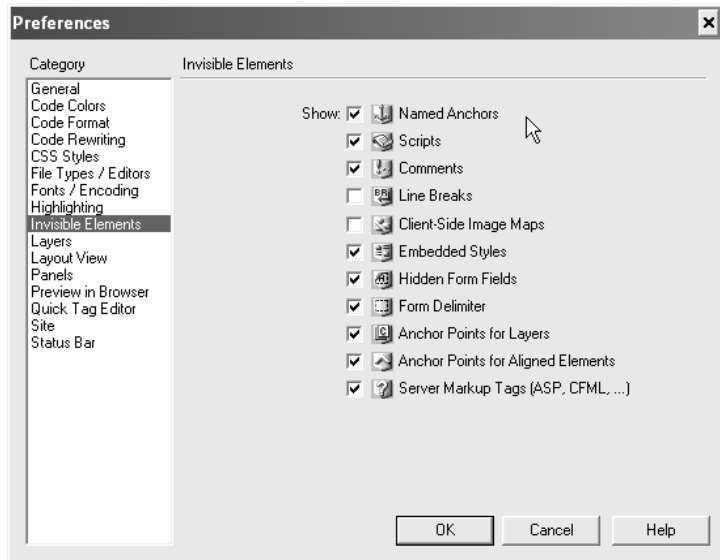● Choose Layout view from the Objects panel.

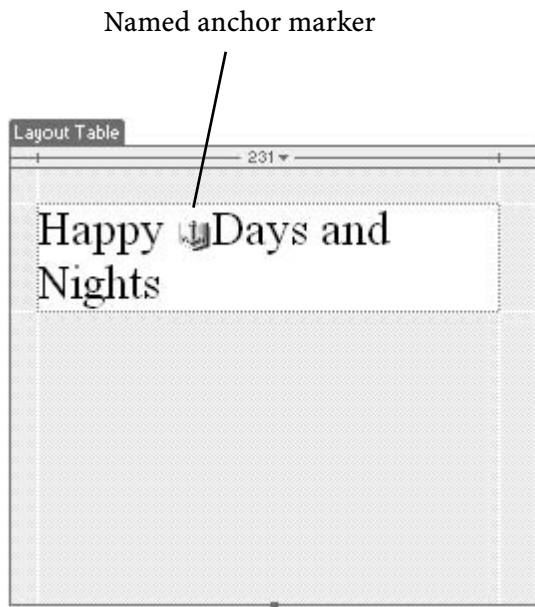*Figure 6.33 Invisible elements supported by Dreamweaver 4.0.*

Named anchor marker

Figure 6.34 Marker for a named anchor.

Figure 6.35 *Property Inspector panel for an anchor marker.*

- Select some text (or an image) which will be the link to the named anchor.
- We can then create a link using the Property Inspector panel by any of the following three ways:
- Typing in the name of the named anchor in the Link box. This must be preceded by a hash (#), or
- Use the point-to-file icon (on the right of the Link box) to attach to an anchor marker. Figure 6.36 (also Plate XI) gives an illustration of this. As this portrays, the text 'Take me to the top!' is highlighted. We then use the point-to-file icon to create a link to the named anchor (topofpage). The environment automatically inserts the name of the anchor in the Link box; or
- From the selected text, press and hold down the Shift key and drag to the anchor marker. This is shown in Figure 6.37 (also Plate XII). The overall effect of doing this is the same as above whereby the environment automatically inserts the name of the anchor in the Link box.

Once a named anchor is created, it can be used by more than one hyperlink. In other words, we only need one named anchor at the top of a page, for example, and have several links pointing to it.
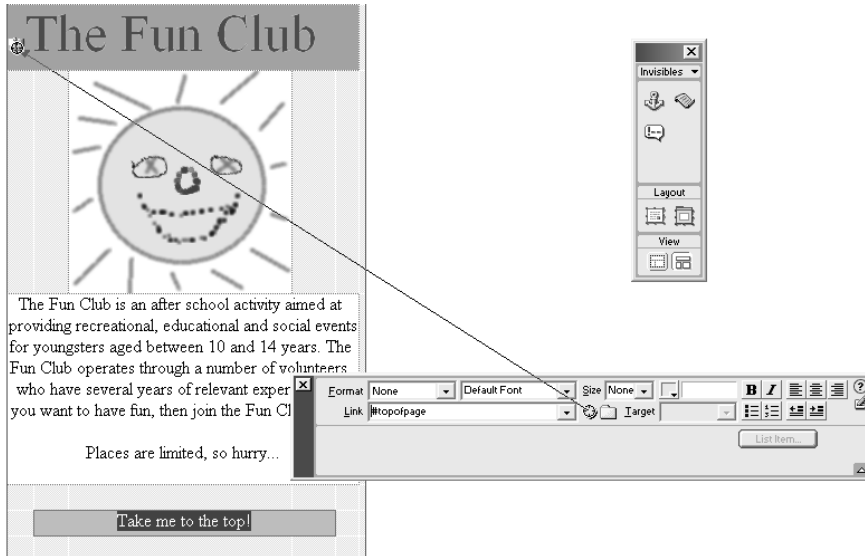
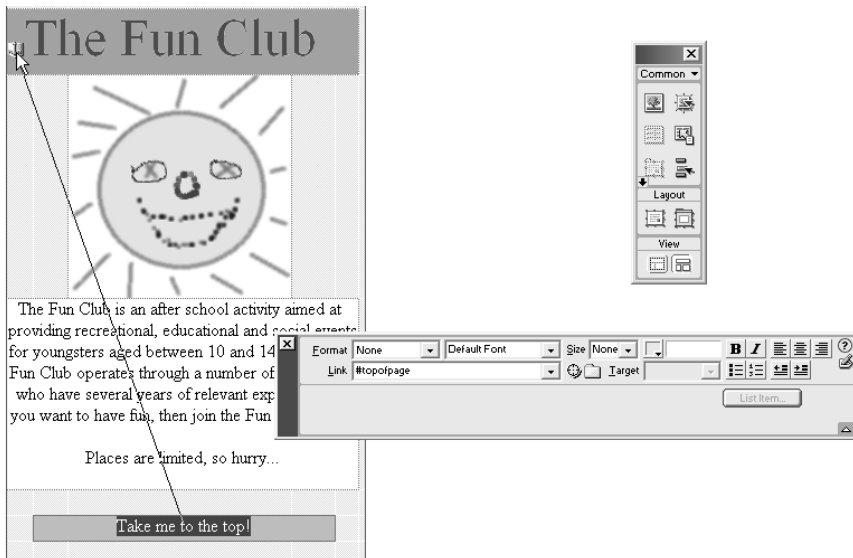*Figure 6.36* *Using point-to-file icon to create a hyperlink (also Plate XI).*

Figure 6.37 *Using Shift + drag to create a hyperlink (also Plate XII).*

Linking to other parts of a site

Being able to link within a page or to an external site through a URL is convenient. However, we also need to be able to move to other parts of the same site. A site typically has many pages (describing different aspects of a business, for example) and although each page may have been developed independently, hyperlinks are used to connect pages together.

The process of linking two or more pages together is similar to having a link within a page. We firstly create a named anchor and then create a hyperlink utilizing the created anchor. For example, on the first (home) page a menu is provided which points to information that resides on other pages. In this case, we would create named anchors on the other pages and then link these to the menu options appearing on the home page. Likewise, we would create a named anchor for the top of the home page and use this in the other pages to link back (that is, to return) to the home page.

The subtle difference between linking within and linking to another page is the fact that the named anchor in the latter case resides on a separate page. In order to use this, we must therefore give the address of the other page, together with the name of the anchor. That is, the location of the file containing the other page needs to be attached to the named anchor. This in practice resorts to specifying the filename, as the files belonging to a site are located in the same folder and we would be using relative addressing (for reasons described earlier in the chapter).

For example, if we had a named anchor (topofpage) within a file titled index.html, then for a selected text residing in another file, we would enter the following in the Link box: index.html#topofpage. This would create a hyperlink from the selected text to the named anchor.

As a site is developed, remembering (and therefore using) names of anchors can become tedious. A more convenient

way for creating links would be to use the two visual forms discussed in the previous section. To achieve this, do the following:

- Open the first page (file) and place an anchor at the desired location.
- Next, open the second page (file) and highlight some text (or an image) which is to be used as a hyperlink.
- From the Property Inspector panel, click and drag the point-to-file icon associated with the Link parameter and release it on top of the named anchor marker. The corresponding hyperlink path is automatically entered in the Link text box. Figure 6.38 (also Plate XII) depicts the scenario: the words 'Take me home!' in file Named Anchor.htm are linked to the named anchor (topofpage) located in the file Page Link.htm.
- Alternatively, select the text and use Shift and drag to the named anchor marker. The link address automatically appears in the Link box, highlighting the fact that a hyperlink between the two pages has been generated.
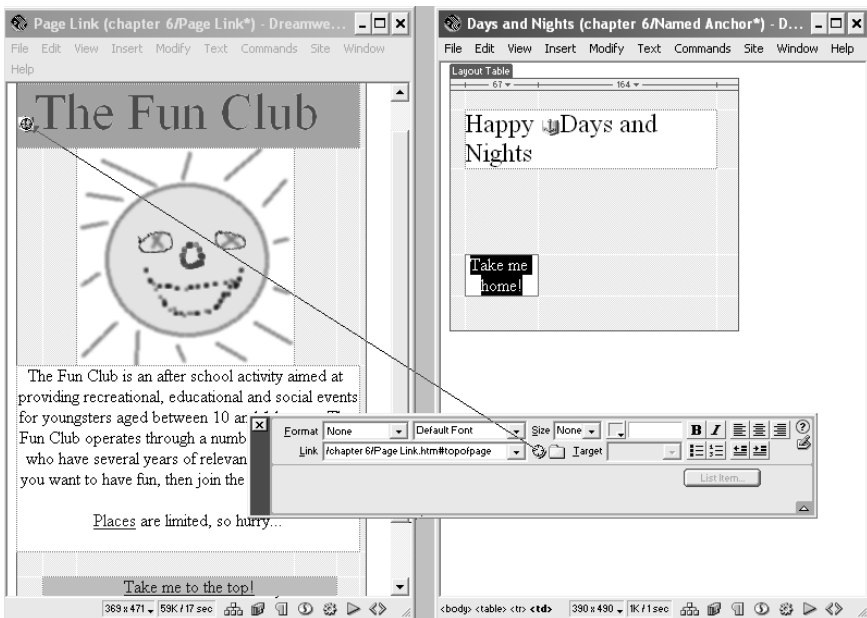

Figure 6.38 Creating a hyperlink between two pages (files) (also Plate XII).

Adding a Mailto link

Most professional web sites, and even those less professional, have a way of allowing viewers to contact them by electronic mail (email). In order for this to be realized, a link needs to be established on a page, which when selected by the viewer opens a default email application (such as Microsoft Outlook). The link is referred to as a Mailto link. We make use of the Objects panel to insert the link. As Figure 6.39 depicts, within the Common category of the panel, we choose the Insert Email Link icon.

Figure 6.39 Using the Objects panel to add a mail link.

The result of choosing the respective icon is a dialogue box, which requires two parameters: the first being the text that will be used as the link to invoke the mail application

programme. The second parameter is the email address where a message is to be sent. Figure 6.40 shows an illustrative example.

An alternative to the above approach is to select a text from a page and then to click on the Insert Email Link icon on the Objects panel. As Figure 6.41 shows, this will open up the corresponding dialogue box with the selected text within the Text box. The Dreamweaver 4.0 environment automatically inserts the email address that was previously used. Edit contents of either text boxes as desired.
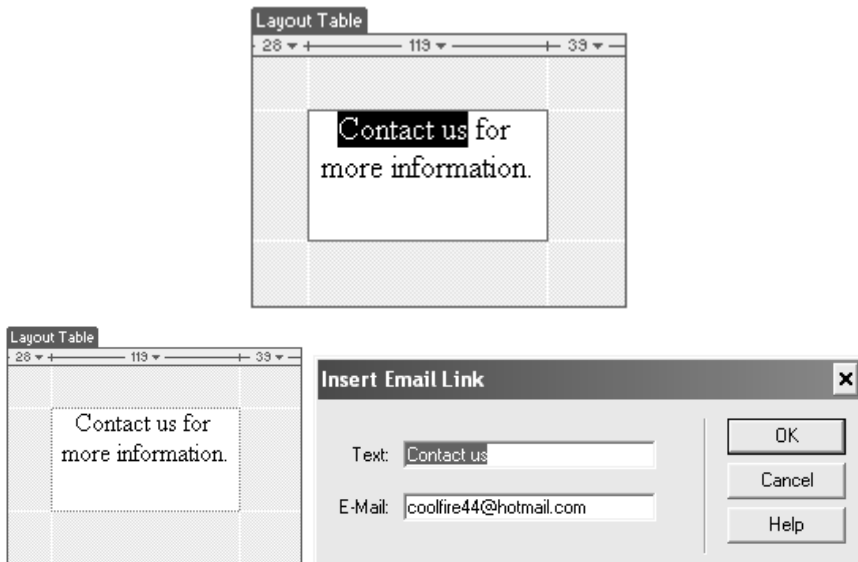

Figure 6.40 Setting-up an email link on a page.

Figure 6.41 Selecting text for emailing purposes.