

ACTIONS

The GoLive 6 package includes 91 actions. Due to page count constraints, I wasn't able to cover all of them in *GoLive 6 Visual QuickStart Guide*. Here are details about some of the actions I didn't have room to cover.

Getter

- ◆ Get Floating Box Position is a Head Action that grabs the top-left coordinates of a floating box. You can use this data to invoke another Action that acts upon this information.

To create a Get Floating Box Position Action:

1. Create an animation consisting of two floating boxes: one with an animation path and the second with no movement assigned to it.
2. Drag the Head Action icon from the Smart set of the Objects palette into the document's Head section.
3. In the Head Action Inspector, choose OnCall from the Exec. pop-up menu.
4. Give the new action a name in the Name field.
5. Choose Getters > Get Floating Box Position from the Action pop-up menu in the Action Inspector (**Figure 1**).
6. Choose a floating box from the pop-up menu. This is the box whose position will be passed retrieved by the Action.
7. Add a second Head Action to the document's Head section.
8. Configure the second action by choosing Specials > Idle in the Action Inspector.
9. Uncheck the Exit Idle If Condition Returns True check box.
10. Under In the Condition tab, choose a Specials > Timeout Action and edit the timeout value.
11. Click the True tab, and choose Multimedia > Move To from the Action pop-up menu. This Action allows you to specify the location to which your floating box will move.
12. Choose the floating box from the pop-up menu.
13. Click the buttons next to the Position field twice, so that the green question mark appears.
14. From the Position pop-up menu, choose the Get Floating Box Position Action you created earlier.
15. Click the False tab.
16. Repeat steps 11–14.

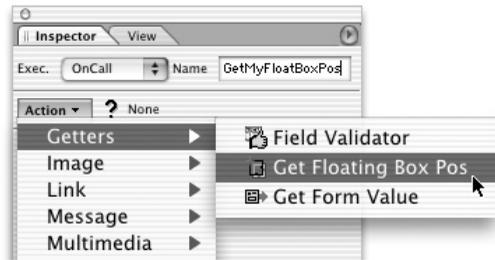


Figure 1 Choose Get Floating Box Position in the Actions Inspector.



Figure 2 Display a message to a user clicking a link to confirm their action.

Link Actions

- ◆ Confirm Link, as described in *GoLive 6 Visual QuickStart Guide*, displays a dialog box when the user clicks a link.
- ◆ Open Window, as the name implies, opens a new window, causing a linked page to be displayed in the window. Open Window Prompt is just like Open Window, but it allows the user to choose the size of the new window.
- ◆ Random Links will send the user to one of six random locations when they trigger the link.
- ◆ Target Remote opens a link in another browser window that is already open.

To add a Confirm Link action:

1. Create a mouse- or keyboard- event triggered action, as described in the “To set up an action triggered by a mouse or key event” on page 411.
2. Choose Link > Confirm Link from the Action pop-up menu in the Actions palette.
3. Enter your confirmation message in the Message field. This will bring up a confirmation dialog box in the browser with your message along with OK and Cancel buttons
4. Enter a URL for the Action to link to in the “Go to this URL on OK” field (**Figure 2**). This link will be loaded when the user clicks OK.
5. If your site contains frames, enter the name of the frame name you wish to target in the Target frame name field.

To create an Open Window action with or without prompt:

1. Create a mouse- or keyboard-triggered action.
2. Choose Link > Open Window or Link > Open Window Prompt from the Action pop-up menu in the Actions palette.
3. Type a URL, browse, or Point & Shoot to the linked page that will appear in the new window.
4. If necessary, use the Target field to specify what window the new page should open.
5. To control the appearance of the window itself, use the other controls in the palette. Start by specifying a size (in pixels) for the new window when it appears onscreen.
6. Click the Resize check box to allow the user to resize the new window.
7. Leave any of the six browser display buttons checked to show scroll bars, menus, directory buttons, status indicators, toolbars, and location bars.

✓ Tip

- You can also use this as a timeline-triggered action or a browser-triggered action set to OnLoad, or timeline-triggered action.



Figure 3 Add your links in the Random Links Inspector to redirect to a random choice.

To add a Random Links action:

1. Create a mouse- or keyboard-triggered action.
or
Add a head action to your page with Exec. set to OnLoad to trigger the action when the page loads, or OnUnload to have it triggered when someone leaves the page.
2. Select Link > Random Links from the Action pop-up menu in the Actions palette (or in the Head Action Inspector for a Head action).
3. Enter the target for the link to open into. This can be the name of a frame or window, or you can use `_blank` to open a new window.
4. Type a URL, browse, or Point & Shoot to the linked page that will appear when the action is triggered in the first Random Link field (**Figure 3**).
5. Repeat Step 4 for up to six different random links using the fields provided.

To create a TargetRemote action:

1. Set up an Open Window action, as described in the “To create an Open Window Action” section of this document.
2. Create a mouse- or keyboard-triggered action on the page that is opened by the Open Window action.
3. Type the URL, browse, or Point & Shoot to the page that you would like to appear in the remote window in the The URL Link field (**Figure 4**).

If the remote window contains a frame-set, optionally add the frame you would like to target in the Target field.

✓ Tip

- Because of a bug in Netscape Navigator, windows that have been resized cannot be targeted by the TargetRemote action. You should disable the Resize option when you set up the OpenWindow action to be sure that visitors cannot resize a window that you would like to use to link remotely.

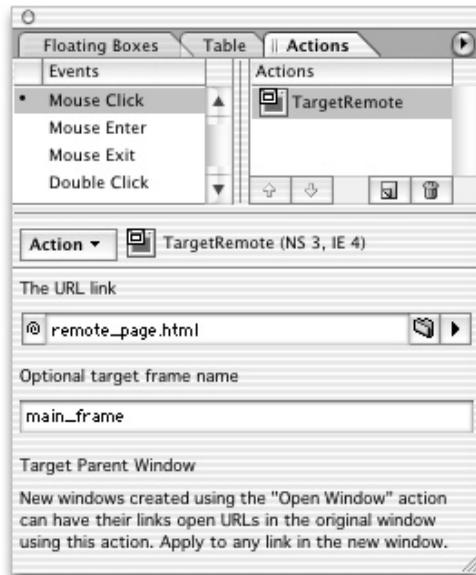


Figure 4 Use the TargetRemote action to add a your own “remote control” to your site.

Multimedia Actions

GoLive 6 Visual QuickStart Guide lists the multimedia actions included with GoLive. Here is the list again, along with step-by-step instructions for creating each.

- ◆ Flip Move allows you to move a floating box from a starting point to another position on the page, and back again when triggered a second time.
- ◆ Float Layer locks the position of a floating box on your page so that even when a visitor scrolls the page, the floating box is shown in the same place in the window.
- ◆ Mouse Follow lets you set a floating box to follow the mouse cursor as it is moved around the browser window.
- ◆ Move By specifies the vertical and horizontal movement of a floating box. When triggered, the box moves according to the measurement in the Move By action and no further.
- ◆ Move To behaves just like Flip Move, except that the floating box does not return to the original position.
- ◆ Play Scene and Stop Scene actions control the start and stop points of animations created in the Timeline Editor.
- ◆ Play Sound and Stop Sound actions control the stopping and starting of sounds.
- ◆ ShowHide controls the visibility of a floating box on the page.
- ◆ SlideShow and SlideShowAuto let you display an image slideshow. The SlideShow action lets the user control movement through the images, and the SlideShowAuto action automatically moves through the images after a specified time interval.
- ◆ SlideShowAutoStop is used with the SlideShowAuto action to allow the user to stop and restart an automatic slideshow.
- ◆ Stop Complete stops all animation, including visual and audio playback. It is useful to give visitors a trigger that allows them to stop animation if their Internet connections are slow, or if they simply don't want to bother with it.
- ◆ Wipe Transition creates a fading effect that applies to floating boxes as they enter and leave the visitor's view.

To add a Float Layer Action:

1. Add a Head action to your page.
2. Choose Multimedia > Float Layer from the Action pop-up menu in the Actions palette (**Figure 5**).
3. Choose the floating box you would like to float from the pop-up box menu in the Actions palette.
4. Enter the values in pixels for how far in from the edge of the browser window you would like your floating box.

✓ Tip

- You can use the z-index setting for floating boxes to use this action in different ways. If you set the z-index lower than other floating boxes on the page, you can use the floating box like a watermark on your page. If you set the z-index higher than other floating boxes, you can use it for things like a navigation menus that's always onscreen even if a user has scrolled.

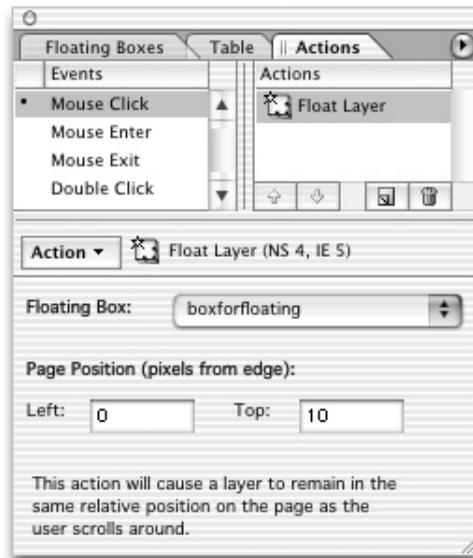


Figure 5 The Float Layer action allows you to always keep a floating box in the browser window, even when the user scrolls.

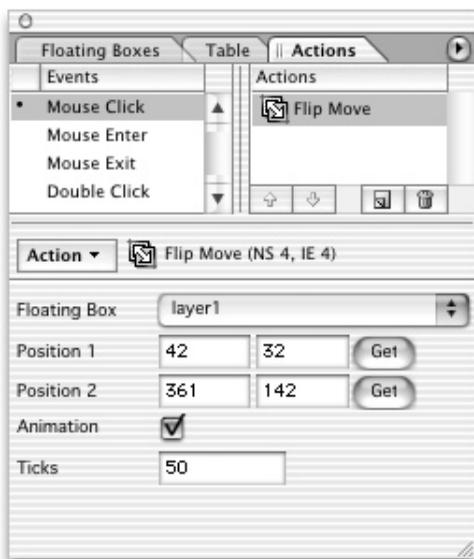


Figure 6 The Flip Move action moves a floating box and its content to a specified location on the page and then back again.

To add a Flip Move action:

1. Within a document that contains at least one floating box, create a mouse- or keyboard-triggered action.
or
With the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
2. Choose Multimedia > Flip Move from the Action pop-up menu in the Actions palette (**Figure 6**).
3. Choose a floating box from the pop-up menu.
4. Click the Get button on the Position 1 line to establish the initial coordinates (in pixels) of the floating box. GoLive fills in the coordinates.
5. In the Document window, drag the floating box to the position you want to move it to, and click the Get button for Position 2 line in the Inspector, to fill in the second set of coordinates.
6. Leave the Animation box checked to allow the flip move to work.
7. To make an object move faster or more slowly, raise or lower (respectively) the number of ticks in the Ticks field. (A tick is $\frac{1}{60}$ of a second.)
8. When you drag the floating box to set its coordinates, you'll lose contact with the Inspector associated with the image or text you're using to trigger the Action. Don't worry about that. When you have finished dragging the floating box, click immediately on the text or image, activating the Action Inspector. Click Get to set up the Flip Move, and you're ready to test it.

To create a Mouse Follow action:

1. Within a document that contains at least one floating box, create a mouse- or keyboard-triggered event action.
2. Choose Multimedia > Mouse Follow from the Action pop-up menu in the Actions palette.
3. Choose a floating box from the pop-up menu.

✓ Tip

- You can create a Move To action by following steps 1–7 in “To Create a Flip Move Action,” but, in step 2, choose Multimedia > Move To Action from the Action pop-up menu in the Actions palette instead.

To create a Move By action:

1. Within a document that contains at least one floating box, create a mouse- or keyboard-triggered event action.
or
With the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
2. Choose Multimedia > Move By from the Action pop-up menu in the Actions palette (**Figure 7**).
3. Choose the floating box to be moved from the pop-up menu.
4. Enter DeltaX and DeltaY coordinates—the horizontal (X) and vertical (Y) movement, measured in pixels.



Figure 7 Move By actions move a floating box and its content vertically or horizontally by a specified amount when triggered.



Figure 8 Under a specified trigger, the Play Scene action starts an animation controlled by the Timeline Editor.

To play and stop scenes:

1. Create an animated scene (see Chapter 20 in *GoLive 6 Visual QuickStart Guide*), using the Timeline Editor.
2. Create a mouse- or keyboard-triggered event action.
3. Choose Multimedia > Play Scene from the Action pop-up menu in the Actions palette (**Figure 8**).
4. Choose the scene you created from the Scene pop-up menu.
5. To stop the scene, create a second Action by clicking the New button. This adds a second event to the current trigger.
6. Choose Multimedia > Stop Scene from the Action pop-up menu in the Actions palette.

✓ Tip

- Triggers for Play Scene and Stop Scene Actions must be mouse events (mouse up, mouse click, mouse enter, etc.). If you choose a non-mouse event, the icon that appears next to the name of the Action you select will have an “X” through it. The X is your visual cue that you need to choose a different trigger and it appears whenever triggers and Actions are incompatible.

To play and stop sounds:

1. Add a sound to your page using a plug-in icon from the Basic set of the Objects palette.
2. Name the plug-in in the More tab of the Plugin Inspector.
3. Create a mouse- or keyboard-triggered event action.
or
With the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
4. In the Actions palette, choose Multimedia > Play Sound from the Action pop-up menu.
5. Click the New Action button to add a Stop Sound Action.
6. Choose the plug-in name you used before to complete the action.

To add a ShowHide Action:

1. Create an animation including a floating box.
2. With the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
3. Choose Multimedia > ShowHide from the Action pop-up menu in the Actions palette.
4. Choose a floating box from the Floating Box pop-up menu.
5. Choose Show, Hide, Show, or Toggle (switch between Show and Hide) from the Mode pop-up menu (**Figure 9**).

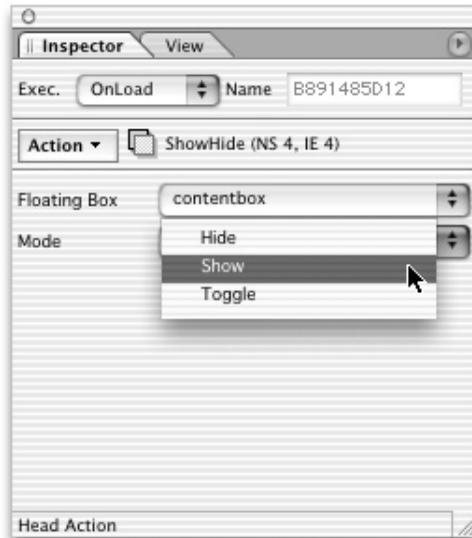


Figure 9 The ShowHide action controls whether or not a specified floating box is visible.



Figure 10 Specify Wipe Transitions in the Head Action Inspector.

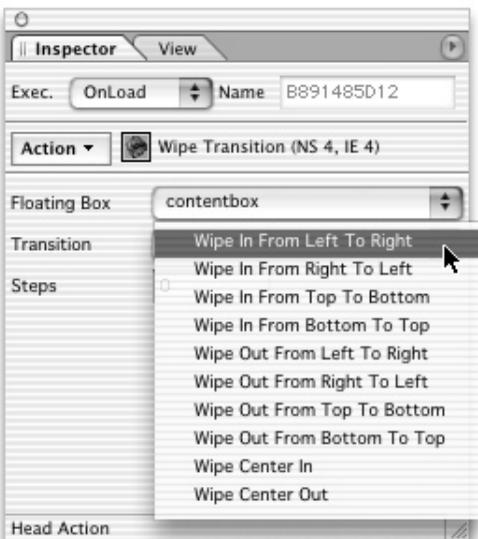


Figure 11 The available wipe directions for a Wipe Transition are listed in a pop-up menu in the Actions palette.

To add a Stop Complete action:

1. Create a mouse- or keyboard-triggered event action, and choose Multimedia > Stop Complete from the Action pop-up menu in the Actions palette.
2. Choose Multimedia > Stop Complete from the Action pop-up menu in the Actions palette.

To create a Wipe Transition action:

1. In a document that contains at least one floating box, create a mouse- or keyboard-triggered event action.
or
With the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
2. In the Head Actions Inspector, choose Multimedia > Wipe Transition from the Action pop-up menu (**Figure 10**).
3. Choose the floating box you want to wipe from the Floating Box pop-up menu.
4. Choose a wipe direction from the Transition menu (**Figure 11**).
5. Enter a number of transition steps in the Steps field. The larger the number, the smoother and less jumpy the transition will be.

Other Actions

- ◆ Netscape CSS Fix works around a bug that causes some versions of Netscape 4.0 browsers to lose Cascading Style Sheet information when the page is resized.
- ◆ Print Document allows you to create a link that will open the browser's Print dialog box to print the current page or chosen frame.
- ◆ Resize Window changes the size of the browser window when triggered.

To add a Netscape CSS fFix Action:

1. Drag the Add a Head Action icon into the Head section of a document containing Cascading Style Sheet information.
2. In the Head Action Inspector, choose Others > Netscape CSS Fix from the Action pop-up menu.
3. Leave the OnLoad option (the default) selected in the Exec. pop-up menu.

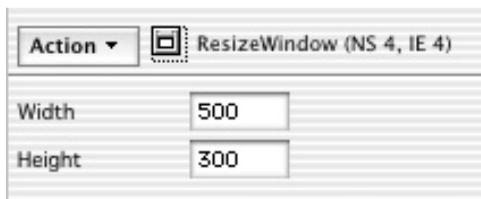


Figure 12 The Actions palette for the ResizeWindow action specifies the size of the window (in pixels) to be achieved under the specified trigger.

To add a Print Document Action:

1. Create a mouse- or keyboard-triggered event action.
or
Add a Head action to your page by dragging it onto your page from the Smart set of the Objects palette.
2. Choose Others > Print Document from the Actions pop-up menu in the Actions palette (or the Head Action Inspector if a head action).
3. If you want to print a particular frame in a frameset, enter the frame name in the Frame field.

To add a ResizeWindow Action:

1. Create a mouse- or keyboard-triggered action.
or
Add an action marker to the Action track. With of the Timeline Editor open, Command-click (Mac) or Control-click (Windows) the Action track to add an Action marker.
2. In the Actions palette, choose Others > ResizeWindow from the Action pop-up menu.
3. Enter the Width and Height (in pixels) that you want to apply to the page when this action is triggered (**Figure 12**).

Special Actions

- ◆ Condition actions are triggered based on whether defined conditions (such as other actions) occur. They use the Text Variable, Intersection, and Timeout actions.
- ◆ Idle actions periodically determine whether a condition has been met. They work with Floating Box Intersection actions and Timeout actions, and yield a true/false result.
- ◆ KeyCompare triggers another action when a specified key is pressed.
- ◆ Timeout allows you to either trigger another action or stop an action after a specified period.

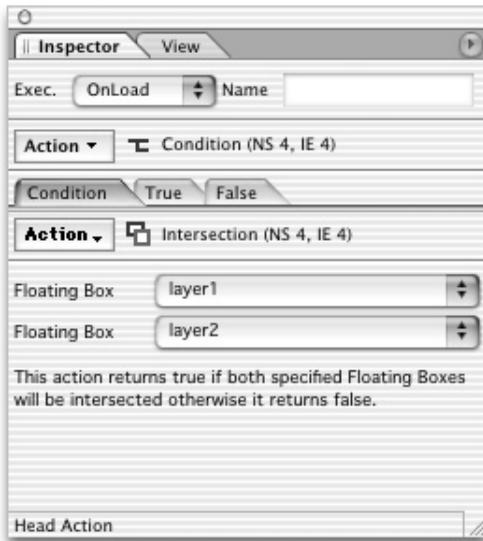


Figure 13 Specify whether floating boxes should overlap in the Condition section of the Inspector.

To add a Condition Action:

1. Add a head action to a document containing at least two floating boxes.
2. In the Head Action Inspector, choose **Specials > Condition** from the Action pop-up menu. New tabs and a new Action pop-up menu appear in the Action Inspector.
3. Choose **Specials > Intersection** from the Action menu below in the Condition tab (**Figure 13**), to specify the intersection of two floating boxes—whether or not they overlap.
4. From the Floating Box pop-up menus labeled Floating Box, below the Actions menu, choose the floating boxes whose intersection (or lack thereof) should trigger the Action.
5. To choose what will happen if the condition is met, click the True tab in the Inspector, then choose and configure an Action.
6. To choose what will happen if the condition is not met, click the False tab in the Head Action Inspector, then choose and configure an Action.

To add a TimeOut Condition Action:

1. Create a Condition Action, as described in the previous set of steps.
2. From the Actions pop-up menu below in the Condition tab in the Action Inspector, choose **Specials > Timeout** to set an Action that will occur when a set amount of time has passed.
3. In the TimeOut field, set the number of seconds to wait.

To add an KeyCompare Action:

1. Add a Head Action to the page.
2. In the Head Action Inspector, choose **Specials > Idle** from the Action pop-up menu.
3. Choose **Specials > KeyCompare** from the Actions pop-up menu in the Condition tab.
4. Type the ASCII code for the keystroke you would like to trigger the action into the CharCode field.
5. Switch to the True tab and configure the action you would like the keystroke to trigger.

✓ Tip

- Do not add an action to the False tab of the KeyCompare action. This would be triggered before the user had a chance to press any key on their keyboard.

To add an Idle Action:

1. Add an head Action to the Head section of a document.
2. In the Head Action Inspector, choose Specials > Idle from the Action pop-up menu.
3. Check Select the “Exit Idle if Condition returns True” check box.
4. Under In the Condition tab of the Head Action Inspector, choose Specials > Intersection, or Specials > Timeout from the Action pop-up menu to specify a condition.
5. Add actions that should be triggered if the condition is true or false under their respective tabs in the Head Action Inspector.