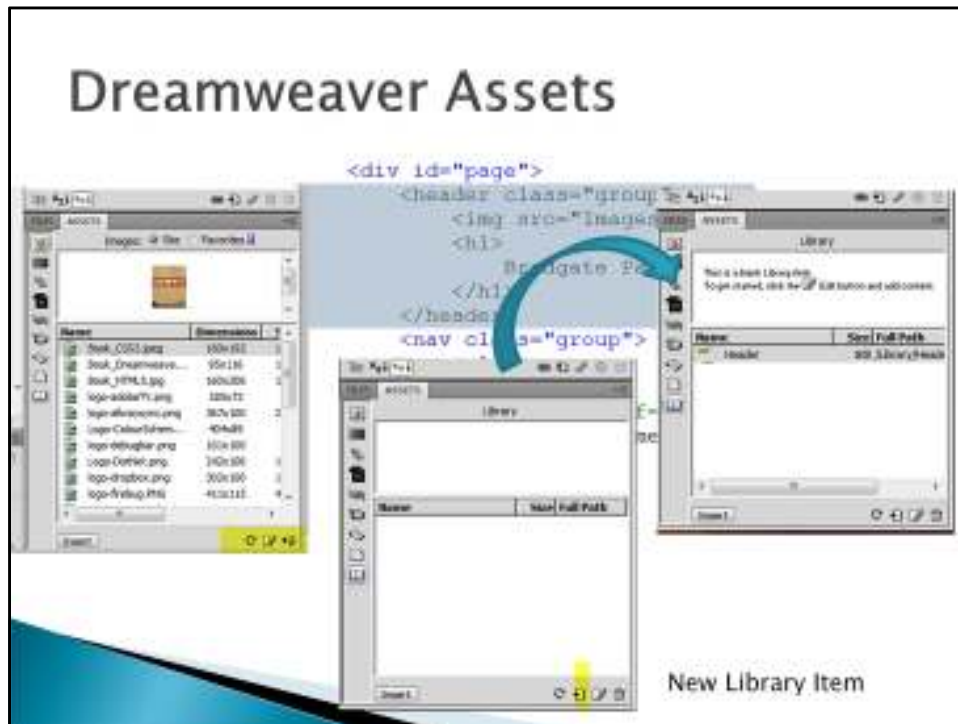




A short presentation on how to create a new Dreamweaver Template with suitable library items.



At the bottom right hand corner next to the files panel, is an Assets panel. Dreamweaver keeps track of the location of all of a particular category of Assets. The icons on the left hand side of the Assets panel represent all the categories of assets that Dreamweaver keeps track of. They include Images, Video, URLs and Library items.

To create new Library items open the html page that contains the prospective library item. Select the code fragment and then click on New Library item. The selected code will be copied to the new library items which can then be named e.g. the **header**. In place of the original code, in the html page will be a commented section that is labelled a library item. That region will be updated automatically whenever the library item is changed.

Selecting fragments of code is most easily done using the keyboard. Place the cursor at the beginning of the first line of code, and then with the shift key held down, use the down arrow key to extend the area selected until it encloses all the code for the library item.

## Using a Library Item

```
<body>
  <div id="page">
<!-- #BeginLibraryItem */Library/header.lbi" -->
<header class="group">
  
  <h1> Bradgate Park Web Site </h1>
</header>
<!-- #EndLibraryItem -->
```

Dreamweaver recognises a Library item from the HTML comments added to the code. It highlights library items in yellow. This code is automatically updated by Dreamweaver when the library item is changed. This will only happen in Dreamweaver, and not in any other HTML editor.




Once all the library items have been created the HTML page can be **Saved as Template** from the file menu. This will create a **Templates** folder (unless one already exists), and it will save the template as a **dwt** file. Any changes made to the template will automatically update all the web pages based on that template.

The page title is an editable region in the template as each web page should have a different title. Also there is another editable region for adding extra links to other style sheets that might be needed in some pages.

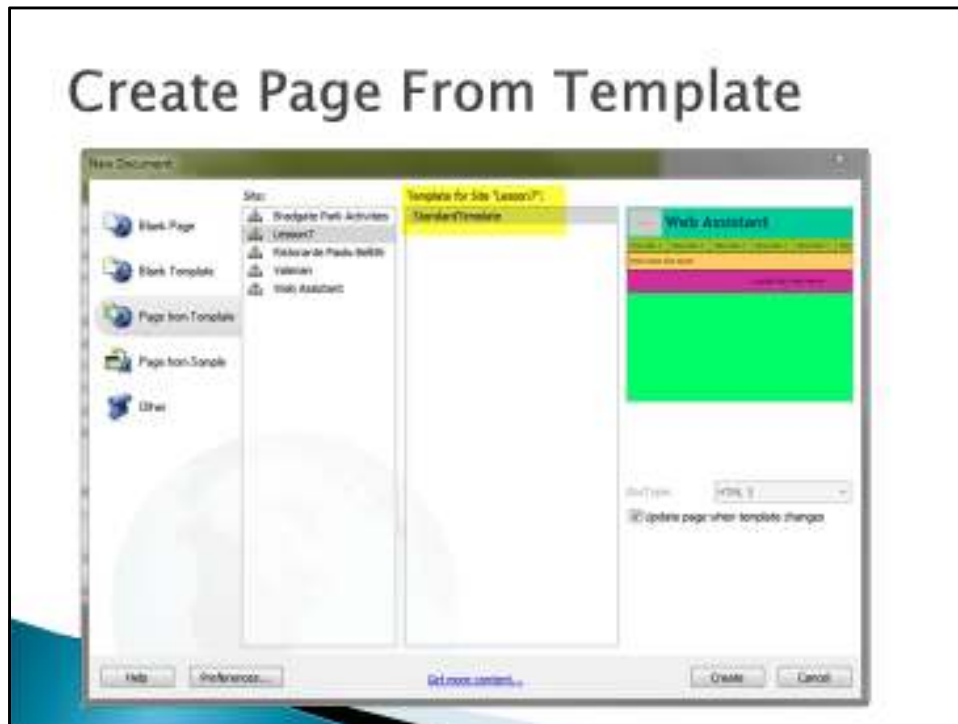
However the content of the template needs to be identified as editable.

## Creating Editable Regions

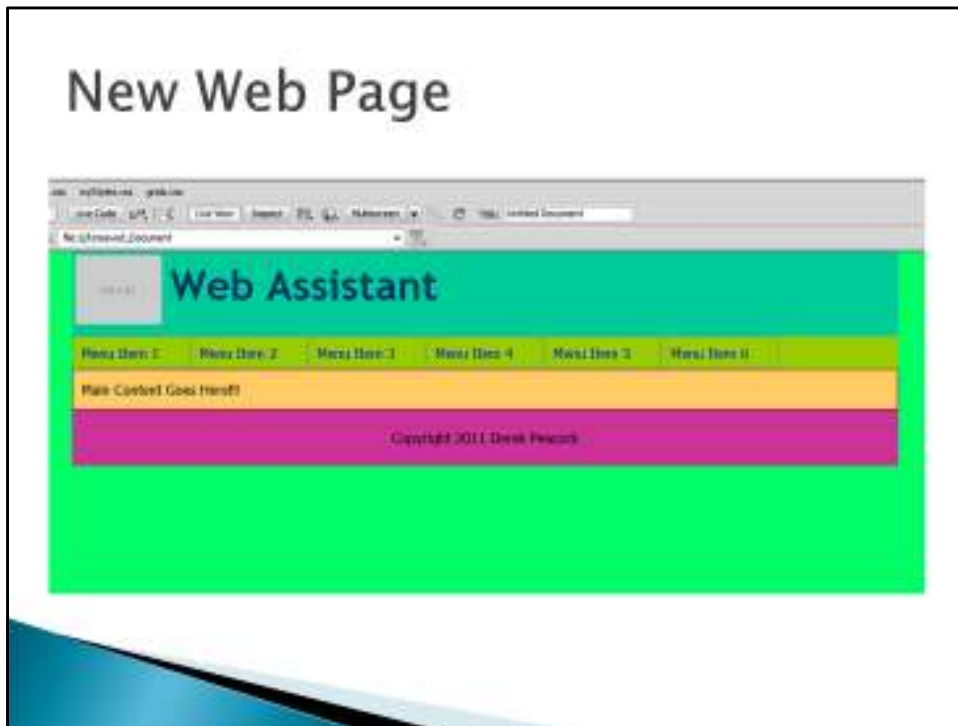
```
<!-- TemplateBeginEditable name="content" -->
<section class="row">
  <aside class="unit size1of4">
    <h2> Side Bar </h2>
    <p>
      Lorem ipsum dolor sit amet, consecte
    </p>
  </aside>
  <section class="lastUnit size3of4">
    <h2> Welcome to Bradgate Park </h2>
    <p>
      Lorem ipsum dolor sit amet, consecte
    </p>
  </p>
</p>
```



In order for the contents of a web page created from the template to be editable, select all the editable content and then choose **Insert -> Template Objects -> Editable Region** from the main menus. Each editable regions requires a unique name (e.g. **content** in this example). Dreamweaver will place HTML comments around the region to label it as editable.



Once templates have been created they can then be used to create web pages by selecting **File -> New** from the menu and then **Page from Template**.



In the new web page only the content of the editable regions can be changed. The remaining code cannot be altered directly. However changes to the Template or the Library Items can be changed and any pages using them updated.