



• CASCADING STYLE SHEETS • DYNAMIC HTML

• JAVASCRIPT ACTIONS

• VISUAL LAYOUT AND DESIGN • SOURCE CODE EDITING

• SITE MANAGEMENT

# GoLive CyberStudio 3

# **GoLive CyberStudio**

**Version 3.1 Addendum**

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# New Features in GoLive CyberStudio 3.1

Welcome to GoLive CyberStudio, Golive Systems, Inc.'s premium application for HTML layout, design, and Web site management. This manual addendum introduces you to the most prominent new features introduced with the new release 3.1.

## What's New, What's Hot?

Golive Systems Inc.'s research & development team has gone out of their way to roll out a new release that is not only more stable and has even more useful features, but also anticipates cutting-edge technologies that will be incorporated in MacOS 8.5, Apple Computer Inc.'s new operating system due to be released in fall 1998.

Program enhancements fall in three major categories:

- new authoring features
- MacOS integration
- *Site Window* enhancements

The following sections provide listings of the new features, sorted by category and accompanied by brief descriptions.

## New Authoring Features

Here is a short list of general authoring features that have been enhanced:

- Fontsets are now available in the *Edit* menu, including application-wide and project-specific fontsets.
- You can now double-click images or other resource files in the document window to open them within a suitable application, depending on the settings made in the preferences.
- The *JavaScript Editor* window has been redesigned for maximum ease of use.
- Users can now insert user-editable text macros in the *HTML Source*, *JavaScript* and *WebObjects Declaration* editors.
- New actions have been added to the Dynamic HTML editing environment. As of Release 3.1, all actions are arranged in hierarchical submenus.

- GoLive CyberStudio's *Web Database* now allows using default values for HTML attributes, gives users the option of having tags and characters listed either hierarchically or non-hierarchically, and supports "dirty" HTML, as well drag & drop.

## MacOS Integration

Here is a short list of recent and future MacOS features that have been integrated into GoLive CyberStudio:

- GoLive CyberStudio 3.1 supports some of the upcoming QuickTime™ 3.0 features, including movies with embedded URLs and QuickTime™ Video Effects.
- Support has also been added for Color Sync™ 2.5, Apple Computer Inc's premier color matching technology. GoLive CyberStudio 3.1 displays JPEG images in true colors, based on external or embedded color profiles.
- Control-clicking text or an object in a document window brings up a contextual menu with the appropriate set of commands. Contextual menus are also supported for items in the *Site Window*.
- GoLive CyberStudio 3.1 has full support for the future MacOS 8.5 *Appearance Manager* built-in. It is one-hundred percent Themes-savvy, thus ensuring a smooth migration to Apple's new operating system.
- GoLive CyberStudio is prepared to interwork with the upcoming MacOS 8.5 Navigation Services—a new function designed to ease navigation in Open and Save dialogs.

## Site Window Enhancements

GoLive CyberStudio 3.1 comes with further enhanced site management and viewing capabilities. Here is a list of new *Site Window* features:

- The *Import Site from FTP* command lets the user download a Web site accessible on an FTP server to a local folder.
- Users can now drag & drop a local folder from the Finder on to the *Import Site Folder* dialog.
- File access privileges can now be changed remotely on FTP servers.
- GoLive CyberStudio 3.1 supports multiple mail addresses, that is "Mail to" items addressing more than one receiver.
- For URLs, E-mail addresses, colors, and fontsets selected in the *Site Window*, GoLive CyberStudio shows the files they are used in.

- Integration with the Finder has been further improved, allowing files to be duplicated directly in the *Site Window*.
- The *Publish* item in the *File Inspector* may assume any of three states now.
- The *Find in Site* command finds files in the *Site View* now.
- In the *Site View*, collapsed branches of the site tree are displayed as stacked items.
- The *Site Navigator* shows an item count.

## Where to Look for New Authoring Tools

The following sections tells you where to look for the new authoring features added to GoLive CyberStudio 3.1 and instructs you how to use them.

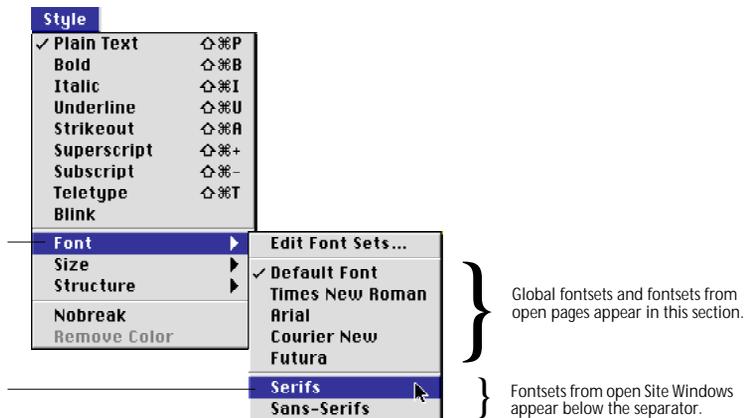
### Fontsets

The *Font* command from the *Edit* menu lists all fontsets available for the current session. The choice of fontsets varies with the availability of their source windows: Global fontsets are displayed by default, while fontsets used in individual pages or stored in the *Site Window* appear only when their parent windows are open. The following menu shot illustrates the choice of fontsets that is available when a Web page and the *Site Window* are open.

#### Fontsets in the Style Menu

Choosing Font from the Style menu...

...displays a list of fontsets available for the current session.



Separators divide the *Font* submenu in three sections:

- The *Edit Font Sets...* command opens the *Font Set Editor* shown below.
- Listed below the first separator are the global fontsets managed by the application and the fontsets from open pages.

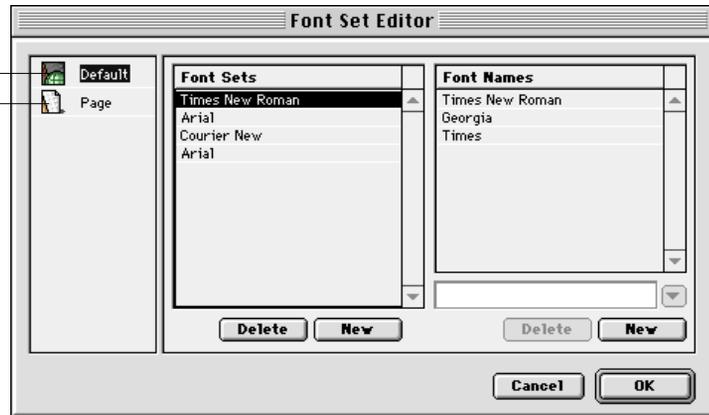
- Listed below the second separator are the fontsets from open *Site Windows*.

The *Font Set Editor* dialog box lets you add and edit both global and page-specific fontsets. (To edit site fontsets, go to the *Site Window*.) Before creating a new fontset, you tell GoLive CyberStudio where to store a fontset by clicking the *Default* or *Page* icon in the left pane of the dialog box. The screenshot below shows the *Font Set Editor* dialog box opened by the *Edit Font Sets...* command.

#### The New Fontset Editor

Click this icon to add new or edit existing global fontsets.

Click this icon to add new fontsets to the page or edit existing fontsets.



To add fontsets, proceed as follows:

- 1 Click the *Default* icon in the leftmost pane of the dialog box to add global fontsets or the *Page* icon to add fontsets to the page only.
- 2 Click the *New* button below the *Font Sets* list to add a new untitled fontset to the list.
- 3 Go to the rightmost pane and click the *New* button below the *Font Names* list.
- 4 Choose a font from the popup menu below the *Font Names* list. The font name appears in the text box. In the *Font Sets* list, the new fontset is renamed according to your selection.
- 5 Repeat steps 3 and 4 to add more fonts to the font set until you are satisfied with the selection.



To edit fontsets, proceed as follows:

- 1 Click the *Default* icon in the leftmost pane of the dialog box to edit global fontsets or the *Page* icon to edit page-specific fontsets.
- 2 Click to select the desired item in the *Font Sets* list.

- 3 Go to the rightmost pane and click to select the desired item from the *Font Names* list.
- 4 Choose a new font from the popup menu below the *Font Names* list. The font name appears in the text box. If you have selected the first font in a fontset, the fontset is renamed accordingly in the *Font Sets* list.

## The JavaScript Editor and JavaScript Inspector

The *JavaScript Editor* in GoLive CyberStudio3.1 has undergone a general redesign. The *Scripts*, *Functions*, *Events*, and *Objects* fields as well as the *Event* text box have been shifted to the *JavaScript Inspector*, which has two extra tabs now.

### The JavaScript Editor

These buttons provide convenient shortcuts for display control and syntax checking.

The editor text box lets you edit script elements.

```

function ScrolledMessage(scrollto) {
    var StatusLine;
    var msg = " ";
    var i = 0;
    var speed = 50;

    StatusLine = Status1+" "+Status2;

    scrollto--;
    if (scrollto == -StatusLine.length)
        scrollto = window_size;

    if (scrollto > 0) {
        for (i = 0; i < scrollto; i++)
            msg = " "+msg;
        msg = msg + StatusLine;
    }else
}

```

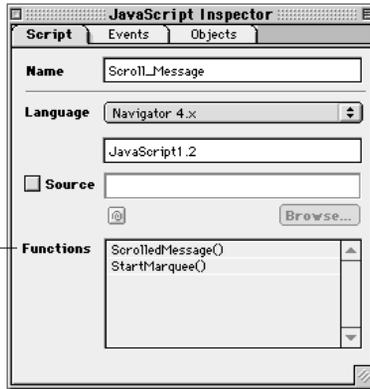
The following sections outline where those features can be found in the newly designed *JavaScript Inspector*.

### The Script Tab of the JavaScript Inspector

The *Script* tab of the *JavaScript Inspector* has many features in common with the *Body Script* and *Head Script Inspectors* known from previous versions. This is the location where you name scripts, select a JavaScript dialect and reference an external JavaScript file.

The Script Tab of the JavaScript Inspector

This option lets you select function declarations in the *JavaScript Editor*.



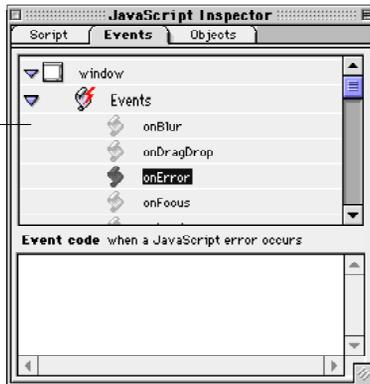
The *Functions* list box at the bottom of the *Inspector* window is one of the features carried over from the previous *JavaScript Editor*. It lists the functions declared in the current page. Clicking a function highlights it for editing in the *JavaScript Editor* window.

### The Events Tab of the JavaScript Inspector

The *Events* tab of the *JavaScript Inspector* has assumed the role of the *Events* field and *Event* text box from the previous *JavaScript Editor*. It lists the objects that can have events attached and the events they support.

The Events Tab of the JavaScript Inspector

This list shows the objects and the events they support.

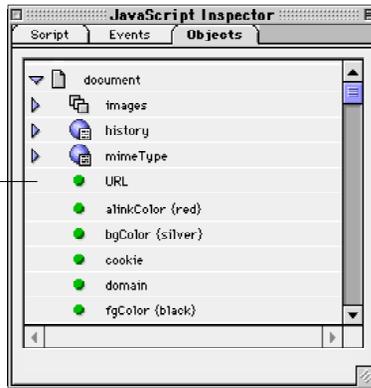


## The Objects Tab of the JavaScript Inspector

The *Objects* tab of the *JavaScript Inspector* replaces the *Objects* field previously contained in the *JavaScript Editor*. It holds a complete inventory of JavaScript objects and methods currently defined in the document.

*The Objects Tab of the JavaScript Inspector*

This list shows the JavaScript objects and methods.



## Using Text Macros with Source Code Editors

Text macros are a power tool designed for frequent users of the *HTML*, *JavaScript*, and *WebObjects* source code editors built into GoLive CyberStudio. They let Web authors automate source code insertion, doing away with the need to type (or copy and paste) lengthy strings of source code for often-used tags and script elements.

Text macros are stored in four user-editable files, which reside in a special *Text Macros* subfolder within the *Modules* folder in the GoLive CyberStudio program folder:

- The *Default.macro* file can hold any combination of HTML tags, JavaScript strings, and WebObjects code snippets. These objects can be inserted into any of GoLive CyberStudio's editor windows. This file is GoLive CyberStudio's default repository for text macros.

If desired, the user can create three extra files to hold environment-specific text macros for GoLive CyberStudio's various source code editors:

- The *HMTL Source.macro* file holds HTML tags only. These tags can be inserted into the HTML source code displayed in the *Source* tab of GoLive CyberStudio's document window.
- The *JavaScript Source.macro* file holds user-defined strings of JavaScript code. These tags can be inserted into the JavaScript source code displayed in the *Javascript Editor*.

- The *WebObjects Source.macro* file holds snippets of WebObjects code. These code snippets can be inserted into the WebObjects source code displayed in the *WebObjects Declaration Editor*.

All text macro files are loaded when GoLive CyberStudio starts up to make them available throughout the application. The *HTML Source.macro*, *JavaScript Source.macro*, and *WebObjects Source.macro* files, however, are only loaded if the appropriate program modules are enabled in the *Modules Manager*.

### Inserting Text Macros into the Source Code

Automated source code insertion is accomplished by typing the macro name and pressing the keyboard shortcut Command-M (or choosing *Use Macro* from the *Special* menu). This inserts the text macro identified by the word behind or below the text cursor, provided it exists in the default source macro file or source macro file for the editor you are currently using.

Text macros are case-insensitive, which means that you can enter their names in lowercase or uppercase characters, or any combination of lowercase and uppercase, if desired.

### Defining Text Macros

You define text macros by opening the desired source macro file with GoLive CyberStudio or a text editor and typing or copying and pasting the appropriate code. Text macro definitions must have the following basic format:

```
MacroName [Delimiter]MacroContent[Delimiter]
```

The first element in a macro definition is the macro name you enter in the respective editor before pressing Command-M. With the exception of spaces and tabs, you can use any combination of characters for a macro name, but you should restrict yourself to using letters and digits. The three source code editors differ in what they regard as self-contained words. For example, using a dollar sign (“\$”) in a macro name might work without any problems in the *HTML Source Editor* but will likely fail in the *JavaScript Editor* because this character is an integral part of the JavaScript syntax.

Separated by a space character, the second element specifies the content of the macro, that is, the text that is actually inserted after you type the macro name and press Command-M. The content element must be enclosed in two identical delimiter characters. When

you prompt GoLive CyberStudio to insert a text macro, the macro interpreter will regard the first character after the separating whitespace as the delimiter and look for an identical character to determine where the content ends.

For example, an image tag macro with basic attributes could look like this:

```
image «<img "src=../GIFS/???.GIF" width="20" height="20">»
```

You can also use a text macro to insert a string of formatted text. Here is an example:

```
cyberstudio $This Web Site was designed using <B>GoLive  
CyberStudio.</B>$
```

## Using Delimiters

As already indicated in the preceding section, delimiters tell GoLive CyberStudio's text macro interpreter where the content of a text macro starts and ends. You can use any character as a delimiter, as long as you heed one basic rule: The delimiter may not occur in the macro content itself. You can even use whitespace and carriage returns to insert structured text and multi-line code, respectively.

Let us resume the "image" example from the preceding section to illustrate the proper usage of delimiters. The macro content is enclosed in left and right angle quotes, which are neither used in HTML nor JavaScript nor WebObjects source code.

Here is an example of improper delimiter usage:

```
image "<img "src=../GIFS/???.GIF" width="20"  
height="20">"
```

This macro definition won't produce a usable result because it uses double quotes as delimiters. The double quotes are already used to enclose tag attributes in the HTML tag definition, so GoLive CyberStudio will only insert the text before the second double quote character. The result would be an incomplete tag:

```
image "<img
```



As a general rule of thumb, you should refrain from using characters that are typically used as structural elements within the source code syntax, for example the "less than" (<) and "greater than" (>) enclosing HTML tags.

## Automating Insertion Point Placement and Text Selection

Normally, when inserting a text macro, GoLive CyberStudio's text macro tool selects the entire insert. To ensure a smoother workflow, however, you can also place the insertion point or select text for overtyping anywhere in the insert.

Placing the insertion point in an insert is accomplished by adding a "vertical bar" character ("|"). Here is an example:

```
image «<img "src=|" width="20" height="20">»
```

The vertical bar after the *src* attribute and "equal to" sign places the insertion point so you can enter the attribute value without having to move the cursor to the desired location.

Selecting text for overtyping is accomplished by enclosing a placeholder word or string in single quotes (""). Here is an example:

```
image «<img "src=./GIFS/'???''.GIF" width="20" height="20">»
```

The three question marks enclosed in quotes will be selected when you insert this example macro, allowing them to be overtyped with a filename.

## Calling a Macro from within a Macro

To reduce overall typing work and make your macro files easier to maintain, GoLive CyberStudio's text macro tool lets you reference other macros from within a macro.

To call another macro from within a macro, you need to enclose the name of that macro in dollar signs (""). The following example shows the proper syntax:

Macro #1:

```
meta-author «<META NAME="author" CONTENT="$author$">»
```

Macro #2:

```
author "Michael Daeumling"
```

Upon insertion of the *meta-author* macro, GoLive CyberStudio will automatically look for the second macro named "author" and insert its content at the specified location in the first macro, so the resulting text insert would read:

```
meta-author <META NAME="author" CONTENT=" Michael Daeumling"
```

If calling a second macro produces unexpected results, this may be due to a circular reference. Circular references occur if the second macro contains a reference back to the macro called in the first place. The text macro tool handles those circular references gracefully without entering an endless loop. Rather than that, it will suppress the circular reference and insert the macro name found at the beginning of the macro definition.

Here is a simple example:

```
A "A to $B$"
B "B to $C$"
C "B to $A$"
```

The resulting text insert would read:

```
A to B to C
```

As can be seen from the above example, GoLive CyberStudio ignores the circular reference pointing back to macro "A" and inserts the macro name "C" instead.

### Using Keywords as Substitutes for Control Characters

As outlined in the preceding sections, you can use three control characters to specify what happens when a text macro is inserted:

- Single quotes ("" ) mark out a selection.
- The vertical bar places the insertion point.
- Dollar signs are used to reference another text macro.

Now and then, syntax rules may require that you insert a macro with any of those characters in it. For example, JavaScript syntax requires that text strings be enclosed in single quotes. This conflict is solved by substituting percent signs (or any other suitable character) for single quotes. GoLive CyberStudio's text macro tool has three built-in keywords that allow you to redefine control characters:

- SELECTION lets you redefine the selection markers if single quotes are not permitted. Here is an example:

```
Selection = %
write.document.write('%what%')
```

- CARET lets you redefine the insertion point marker if the vertical bar is not permitted—for example because it is used to express a bitwise OR operation in JavaScript.

```
CARET = %
```

- MACRO lets you redefine the dollar signs enclosing a macro name.

MACRO = %

## Inserting Comments

You can insert comments to inform other users about the function of a particular macro. Comments must be preceded by a semicolon character. Here is an example:

```
;This macro inserts a JavaScript that verifies form input.
```

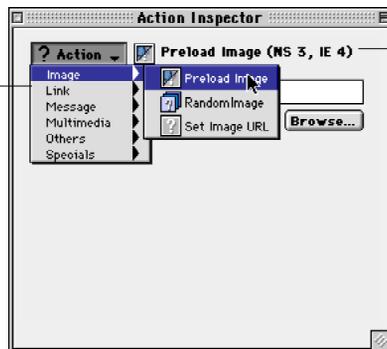
## New DHTML Feature

### Browsing the Hierarchical Actions Menu in the Action Inspector

The Actions Menu is hierarchical now. Six categories make actions easier to locate.

## New Actions

With GoLive CyberStudio 3.1, a wide choice of actions is now available for Dynamic HTML authoring. The *Actions* menu in the *Action Inspector* has hierarchical submenus to make actions easier to locate. Also, the *Action Inspector* displays browser compatibility information for any action you select from its *Actions* menu. The following screenshot shows the new appearance of the *Action Inspector*.



Browser compatibility information is displayed for any action you select from the Actions menu.

The following section contains brief descriptions of the new actions in the *Image*, *Multimedia*, *Others*, and *Specials* submenus.

## New Actions in the Image Submenu

Two new actions are available in this submenu:

- *Preload Image* forces the browser to cache the images used in a mouse rollover. Although the page takes longer to load up front, this script improves the responsiveness of the animation



because it avoids loading the alternative image when the visitor clicks the animated button. This script should be assigned to an action item in the header section.

- *Random Image* swaps the content of an image at random upon receipt of an external trigger, such as a mouse-click by the visitor. You can specify one base image plus up to three alternative images.

### New Actions in the Multimedia Submenu

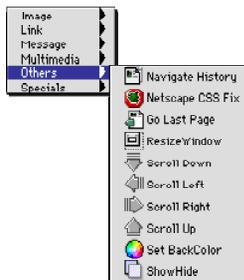
There is only one new action in this submenu:



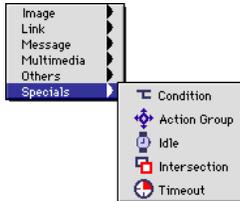
- *Wipe Transition* “wipes in” or “wipes out” the content of a floating box. The user can specify the direction of the wiping movement. Wiping options include:
  - left-to-right
  - right-to-left
  - top-to-bottom
  - bottom-to-top
  - center-to-outline (wipe in only)
  - outline-to-center (wipe out only)

### New Actions in the Others Submenu

There are seven new actions in this submenu:



- *Navigate History* uses the browser’s history records of URLs visited in a session to go back or forth by a user-specified number of windows.
- *Netscape CSS Fix* is a workaround script for a bug in several versions of Netscape Navigator 4 that makes a page lose its DHTML content when the window is resized.
- *Go Last Page* returns the browser to the last URL visited in a session.
- *Resize Window* dynamically changes the browser window to a user-specified size.
- *Scroll Down*, *Scroll Left*, *Scroll Right*, and *Scroll Up* scroll the browser window by a user-defined amount of pixels and at a user-defined speed.



## New Actions in the Specials Submenu

There are five new actions in this submenu:

- *Condition* inserts a script that, upon receiving a trigger (such as a mouse-click by the visitor or a certain point on the timeline of the animation), checks whether a condition is fulfilled. The condition is specified by selecting an *Intersection* or *Timeout* action (or any other action that returns "True" or "False"). The output is either "True" or "False", depending on whether the condition is fulfilled or not. Either output can be used to trigger another action.
- *Action Group* lets you group multiple actions to have them triggered simultaneously.
- *Idle* inserts a script that checks, at fixed intervals, whether a condition is fulfilled. The condition is specified by selecting an *Intersection* or *Timeout* action (or any other action that returns "True" or "False"). The output is either "True" or "False", depending on whether the condition is fulfilled or not. Either output can be used to trigger another action. This action goes into the head section of the page.
- *Intersection* checks whether two floating boxes overlap. This is a companion action to the *Condition* and *Idle* actions described above.
- *Timeout* checks whether a user-specified time span (in seconds) has elapsed. This is a companion action to the *Condition* and *Idle* actions described above.

## Platform-Specific Browser Switching

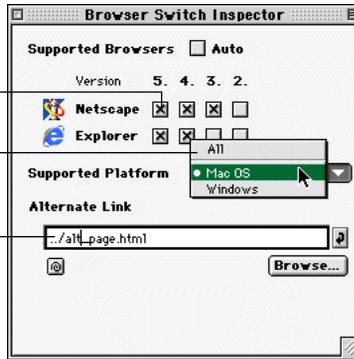
The *Browser Switch* item from the *CyberObjects* tab of the *Palette* and its companion *Browser Switch Inspector* have been redesigned to let you specify operating system compatibility for the Web browser. The following screenshot shows the new platform selection menu in the *Browser Switch Inspector*.

### The New Platform Selection Menu in the Browser Switch Inspector

Selecting a checkbox indicates that this browser version is compatible with the current page.

This popup menu lets you specify the platform the current page has been designed for.

This text box lets you specify an alternative page.



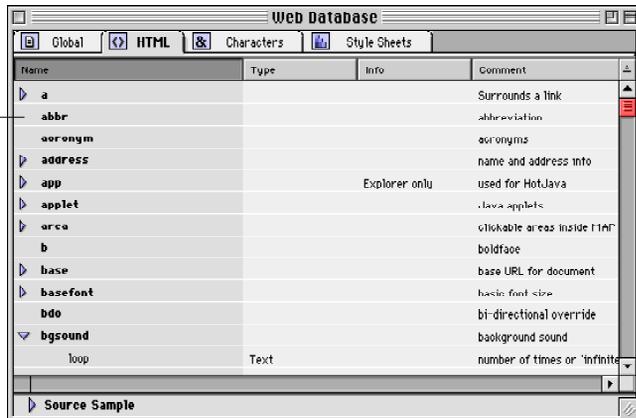
## Enhancements to the Web Database

The changes made to the *Web Database* were driven by the need to make it even more user-friendly. One of the major changes is the introduction of drag & drop editing, allowing the user to copy selected text (for example an attribute name or a comment) from one tag to another.

The listing of tags and characters in the *Web Database* window can be set to non-hierarchical using the new *Plain* option in the *Web Database Inspector*. An example of a plain non-hierarchical listing is shown below.

### A Plain Listing in the Web Database Window

Tags in the Web Database window are listed in a plain alphabetical order if you choose the Plain option in the Web DB Inspector.



A new feature introduced for HTML-savvy users is the "dirty HTML" option in the *Global* tab of the *Web Database* window. Activating this checkbox relaxes the strict rules of HTML usage, permitting HTML code that isn't exactly "by the book", such as a `<FONT>` tag spanning several paragraphs (`<FONT> <P></P><P></P><P></P></FONT>`).

## Improved MacOS Integration

The following section outlines how GoLive CyberStudio benefits from new MacOS features to improve its multimedia authoring capabilities. Also introduced are the new ColorSync™-based color matching feature for JPEG images, the new support for contextual menus, as well as the integration of Themes and Apple Navigation Services—two new features that ensure compatibility with upcoming MacOS releases.

## QuickTime™ 3.0

GoLive CyberStudio opens and plays back QuickTime™ movies with a least one active video track. What is more, GoLive CyberStudio 3.1 is tightly integrated with QuickTime™ 3.0, allowing Web authors to access cutting-edge multimedia authoring features such as HREF tracks and visual effects from within the application.

### Double-clicking for QuickTime™ Movie Playback

Also new to release 3.1 is the ability to open QuickTime™ movies for playback by double-clicking the plugin icon in the document window. This brings up the MoviePlayer window shown below.

*Movie Player with QuickTime Movie*



### Using HREF Tracks in QuickTime™ Movies

HREF tracks in QuickTime™ movies contain URLs the browser will jump to at a specified point in time during playback. GoLive CyberStudio 3.1 lets you load QuickTime™ movies, insert or edit HREF tracks, and specify destination URLs. This feature is best used in a page with HTML frames, where the movie plays back in one frame and a second frame is used to display the alternative URLs addressed during movie playback. This approach allows the movie to continue playing in one frame, while the content of the other frame is swapped—either by the visitor clicking at the movie or automatically. The following screenshot shows the interaction between the

*HREF* tab of the *QuickTime Inspector* (the tool you use to edit HREF tracks in QuickTime™ movies) and the Movie Player window.

### Interaction between the QuickTime Inspector and Movie Player

This option toggles the display of the HREF track in the Movie Player window on and off.

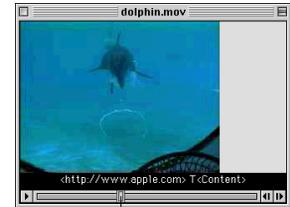
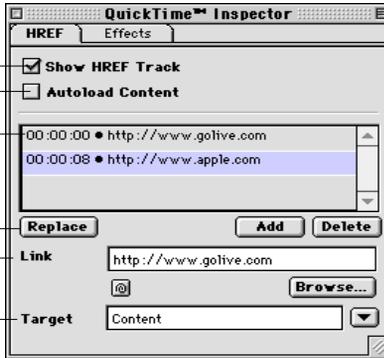
This option auto-loads the content of the destination URL (instead of waiting for a mouse-click).

The segments of the HREF track are listed here.

The Replace, Add, and Delete buttons let you update, add, and delete segments on the HREF track.

This text box lets you specify a destination URL—for example, a local page to be inserted in a frameset.

This text box lets you specify the target frame where the new page should appear.



Drag or click the play bar to determine the start time for the active segment.

You open a QuickTime™ movie using the *Open* command from GoLive CyberStudio's *File* menu, which brings up the *QuickTime Inspector* and Apple Movie Player. You can then proceed to editing the movie: For example, you insert one or more segments on the HREF track, adjust their start times by clicking in the Movie Player play bar, then specify destination pages and a target frame in the parent frameset.

When you are done editing the HREF track, you will be prompted to save the QuickTime™ movie.

### Using QuickTime™ Visual Effects

The new GoLive CyberStudio 3.1 release is so seamlessly integrated with QuickTime™ 3.0, it even lets you benefit from some of the tools shipped with Apple's new multimedia authoring suite. GoLive CyberStudio lets you load QuickTime™ movies and add visual effects using the *Effects* tab of *QuickTime Inspector* (shown below).

### The Effects Tab of the QuickTime Inspector

Use the *Open* command to open a QuickTime™ movie, then click the *Effects* tab rider to add visual effects.

The *Apply* button lets you add a visual effects track to a QuickTime™ movie.



The active filter appears here.

The *Delete* button lets you remove a visual effects track from a QuickTime™ movie.

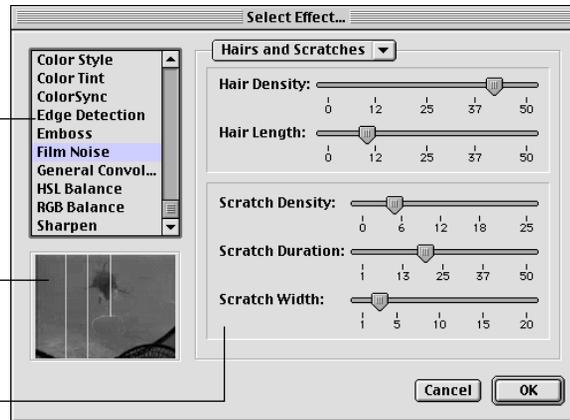
Clicking the *Apply* button in the *QuickTime Inspector* brings up a second window, titled *Select Effect...*, to let you choose the visual effect you want to have applied to the movie.

#### The Select Effects... Window

This list contains the visual effects you can apply to a QuickTime™ movie.

This pane allows you to preview the effect.

Each effect has a typical set of controls.



When you are done selecting the effect and making adjustments, you will be prompted to save the QuickTime™ movie (for example in the *Site Window* to make it available to the site you are working on).

## Color Sync™ 2.5 Compatibility

GoLive CyberStudio 3.1 supports Color Sync™ 2.5, Apple Computer Inc.'s premier color matching technology. GoLive CyberStudio 3.1 uses ColorSync™ ICC profiles to match the image's and monitor's color spaces and display JPEG images in true colors. The ICC color profile for an image is either embedded in the image file itself or comes as a standalone ICC color profile (for example, one of the profiles shipped with the ColorSync™ installation package), while the monitor's ICC profile is selected in the ColorSync™ control panel.

The image's profile may be determined in one of the following ways, in the following order of precedence:

- embedded profile
- profile referenced by the ICCPROFILE attribute of the IMG tag
- profile referenced by the ICCPROFILE attribute of the BODY tag
- default color space selected in the ColorSync™ control panel

The color matching controls for individual images reside in the *Link* tab of the *Image Inspector*. They are active whenever you select a JPEG image in a document window. The following screenshot illustrates the new color matching controls in the *Image Inspector* and explains their functions.

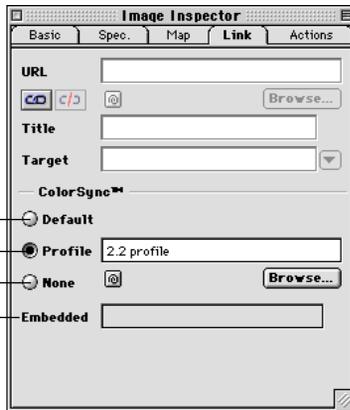
### New Color Matching Options in the Link Tab of the Image Inspector

This option selects the default behavior specified by the ColorSync™ control panel.

This option selects a standalone color profile.

This option disables color matching altogether.

This text field displays a color profile embedded in the JPEG image.



As of this writing, support for Web color profiles is very limited. The only browser that can currently handle ICC profiles is Microsoft Internet Explorer 4.01 for the Macintosh, which uses ColorSync™ to display embedded color profiles in JPEG images. Color matching support on other platforms is not yet standardized, but will be implemented in future versions of GoLive CyberStudio as new standards emerge.

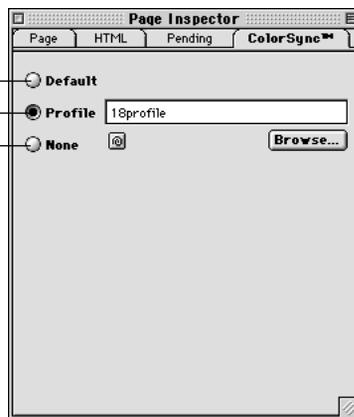
Additionally, color matching can be enabled globally for any JPEG image in the page using the options in the *ColorSync™* tab of the *Page Inspector*. The following screenshot illustrates the new color matching controls in the *Page Inspector* and explains their functions.

### New Color Matching Options in the ColorSync™ Tab of the Page Inspector

This option selects the default behavior specified by the ColorSync™ control panel.

This option selects a standalone color profile.

This option disables color matching altogether.



GoLive CyberStudio's interaction with ColorSync™ is controlled by a checkbox in the *Preferences - ColorSync™* dialog box, which turns

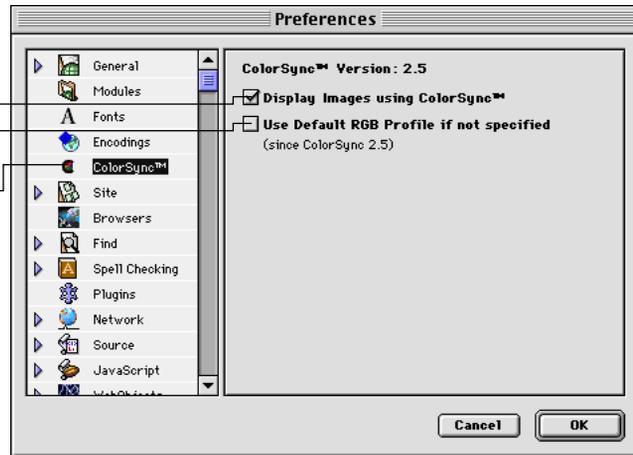
color matching on and off for the entire application. The following screenshot illustrates the usage of this global control.

### The Preferences - ColorSync Dialog Box

This option toggles color matching on and off.

This option lets GoLive CyberStudio default to the color profile selected in the ColorSync™ control panel.

Click the ColorSync™ icon to set global color matching preferences for GoLive CyberStudio.



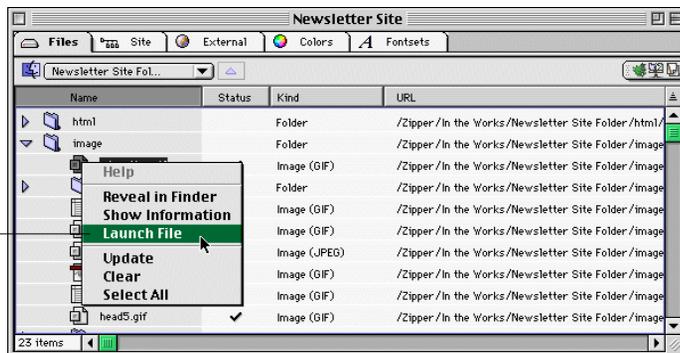
The *Use Default RGB Profile if not specified* option lets GoLive CyberStudio use the standard RGB color profile selected in the ColorSync™ 2.5 control panel if images do not contain embedded color profiles or if you don't assign an external profile.

## Contextual Menus

Control-clicking text, an image, or a plugin object in a document window brings up a contextual menu with the appropriate set of commands. Contextual menus are also supported for items in the *Site Window*. The screenshot below shows a contextual menu in the *Site Window*.

### A Contextual Menu in the Site Window

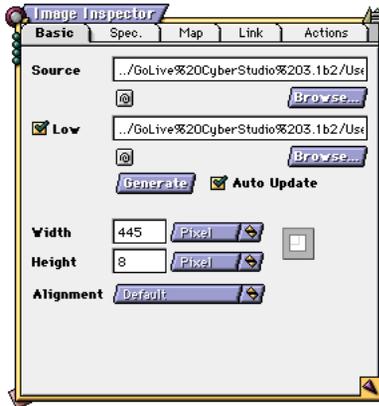
Control-clicking now opens a contextual menu.



## Themes-Savvy Windows

### Customizing Window Appearance

GoLive CyberStudio 3.1 has full support for the future MacOS 8.5 *Appearance Manager* built-in. It is one-hundred percent Themes-savvy, thus ensuring a smooth migration to Apple's new operating system.



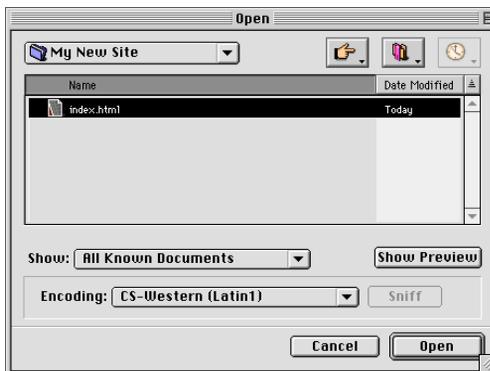
The screenshot above shows an *Inspector* window customized using the Kaleidoscope™ control panel by Greg Landweber and Arlo Rose (available for downloading at <http://www.kaleidoscope.net>), which lets you anticipate many of the appearance customization options future MacOS versions will bring to your desktop.

Themes support is enabled by activating the *Appearance Theme Savvy* option in the *Preferences - General - Display* dialog box.

## MacOS 8.5 Navigation Services

### A File Open Dialog Modified by Apple Navigation Services

MacOS 8.5 feature support is also provided for the upcoming MacOS 8.5 Navigation Services—a new function designed to ease navigation in Open and Save dialogs. The screenshot below gives you an impression of how MacOS File Open dialogs in GoLive CyberStudio might look in the future.



## New Site Management and Viewing Features

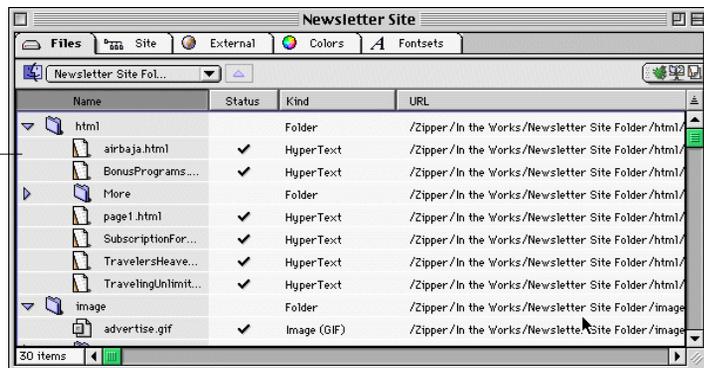
### The Site Window: More Finder-Style Than Ever

#### The Site Window

You can duplicate and rename files exactly like in the Macintosh Finder, even double-click to open non-HTML files.

The following section presents the functional enhancements to GoLive CyberStudio's *Site Window* and the *Site View*, the built-in structural viewing and Web site design tool.

Although apparently unchanged, GoLive CyberStudio's *Site Window* has been enhanced in functionality to make it even easier to use. Integration with the Finder has been further improved, allowing Macintosh users to manage files exactly like they would in the Finder.



More than ever, the *Files* list in the *Site Window* now works exactly like any window in the Macintosh Finder:

- Selecting a file from the *Files* list and choosing the new *Duplicate* command from the *Edit* menu (or pressing Command-D) duplicates the file, appending a simple numeral to the filename.
- Clicking a filename activates it for overwriting after the user-selected double-clicking interval adjusted in the "Mouse" control panel.
- In previous versions, double-clicking to open a file was only supported for HTML files. GoLive CyberStudio 3.1 now lets you open any file with the proper filename extension in an external application, based on file mapping preferences you adjust in the *Preferences - General - File Mapping* dialog box shown below.
- The new *Kind* column displays the file type based on information from the *Preferences - General - File Mapping* preferences dialog box (see screenshot below for instructions).

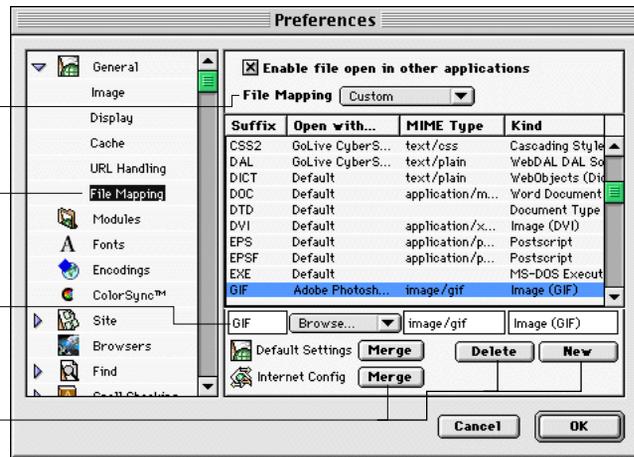
### The Preferences - General - File Mapping Dialog Box

This popup menu switches between Internet Config, GoLive CyberStudio default, and Custom file mappings. Only Custom file mappings can be edited.

The File Mapping Preferences let you indicate the application that should respond when you double-click a file in the Site Window or a GoLive CyberStudio document window.

These text boxes and the popup menu let you create new file mappings and assign an application that should be used to open files with a matching extension.

The buttons below the file mappings list let you merge and edit file mappings.



If the *Enable file open in other applications* checkbox is activated, this preferences dialog lets you specify what happens when you double-click an item in the *Site Window* or a document window. Here are the scenarios GoLive CyberStudio can handle:

- *File without a filename extension and with unknown creator:* Double-clicking opens *MacOS EasyOpen* (if enabled), where you can choose an external application that should open the file.
- *File without a filename extension but known creator:* Double-clicking opens the file in its creator application.
- *File with filename extension but unknown creator:* If you use the options in the *File Mapping* dialog box to specify an application for the filename extension, double-clicking will open the file in that application.

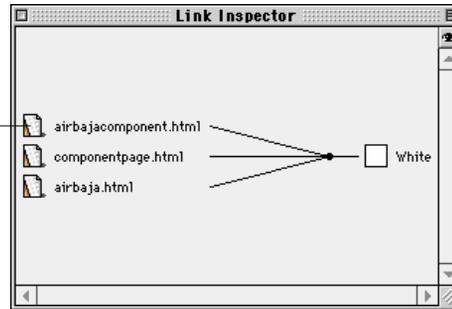
The *File Mapping Preferences* give you several options: You can use GoLive CyberStudio's default file mappings, import mappings specified in *Internet Config*, or use either set of file mappings and customize it.

To customize file mappings, choose *Custom* from the *File Mapping* popup menu, then click the *New* button. Go to the first text box and enter a filename extension, continue to the popup menu to the right and browse for an application, then use the two remaining text boxes to enter the MIME type (optional, only if known) and a description that appears in the *Kind* column of the *Site Window*.

## URL, Color, and Font Usage Inspection

### *Inspecting Color Usage with the Link Inspector*

The Link Inspector displays the pages a selected URL, E-mail address, color, or fontset is used in.



The *Link Inspector* now lets you find out where the URLs, E-mail addresses, colors, and fontsets listed in the *Site Window* are actually used. The screenshot below shows an example.

## New Publish Statuses

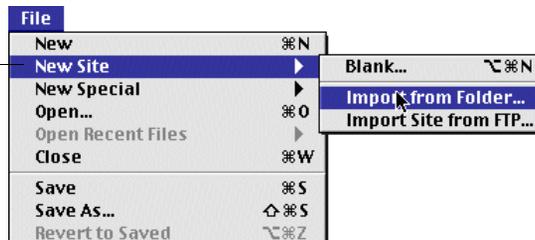
The *Publish* option in the *File Inspector*—a simple “on or off” checkbox option in previous versions—is now a three-item popup menu that lets you specify a condition under which a file is published. You use this option when exporting a site using the *Export Site* command from the *Site* menu. Menu items include:

- *Always* publishes the file unconditionally.
- *Never* exempts the file from publishing altogether.
- *If referenced* publishes the file only if it is referenced by a Web page in your site.

## New Commands for Importing and Creating a Site

### *The New Site Submenu of the File Menu*

GoLive CyberStudio's site creation commands all reside in the same submenu now.



The site creation commands in the *File* menu have been rearranged. They are now united in a submenu that opens when you choose the *New Site* command.

Following is a short rundown of the new menu options:

- *Blank...* creates a new site with a blank *index.html* homepage. This supplants the *New Site* command from version 3.0. *Import Site from Folder...* imports a user-selectable folder and creates a site document from the content of that folder. This replaces the

*Import Site Folder...* command known from version 3.0. The subsequent dialog box—still titled *Import Site Folder...*—is now drag & drop capable. You specify the folder to import by dragging it from the Finder on to the site name text field in the *Import Site Folder...* dialog box.

- *Import Site from FTP...* lets you contact an FTP server and create a site off the material you download.

### The New Site from FTP Dialog Box

Use these options to specify the server and directory as well as identify yourself and enter a password.

This text box shows the name of the local folder your site will be saved to. You can pick another folder after clicking the Browse... button.

This popup menu lets you choose a server already specified in the Site Settings dialog box.

## Multiple E-Mail Addresses

GoLive CyberStudio 3.1 supports *mailto:* hyperlinks with multiple E-mail addresses—for example:

*mailto: oziv@golive.com, jkranz@golive.com*

As in previous versions, *mailto:* items are stored in the *Site Window* for drag & drop insertion into Web pages. In release 3.1, however, you can have GoLive CyberStudio insert an additional *mailto:* text string before the hyperlink or disable auto-insertion in the *Preferences - General - URL Handling* dialog box.

## New Site Viewing Features

The *Site View* displayed in the *Site* tab of GoLive CyberStudio's *Site Window* comes with some worthwhile enhancements for everyday work.

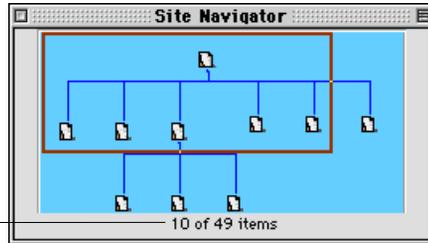
### Finding Files in the Site View

GoLive CyberStudio 3.1 lets you find files in the *Site View*. If the *Site View* is in the foreground, clicking the *Find Files in Site* button in the *Site Toolbar* opens the *Find* dialog box with the *Find File* tab activated. After entering the filename (or a filename fragment) and clicking the *Find* button, GoLive CyberStudio highlights any file with a matching filename in the *Site View*.

## Item Counter in the Site Navigator

The *Site Navigator* displays two item counts now.

*The Site Navigator*



This item counter displays the number of items in the visible display area of the Site Navigator and the total number of items in the site.

The first count specifies the number of items in the visible display area of the *Site Navigator* (and the *Site View*), the second indicates the total number of items in the site, both visible and invisible.

## Stacked Icons in the Site Tree

Rather than hiding the icons in collapsed parts of the site tree, the *Site View* displays them as a stack now.

*Stacked Icons in the Site View*



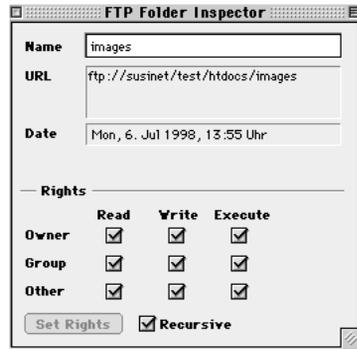
Stacked icons indicate that the site tree has been collapsed.

## Changing File Access Privileges on FTP Servers

While connected via FTP, GoLive CyberStudio lets you set some basic file access privileges on UNIX servers—within the limited scope permitted during an FTP session. The file access privileges you change here are only valid for your group.

*The FTP Inspector*

Use these options to change the access rights for your group.



The *FTP Inspector* comes up while you are using the built-in FTP tool in the *Site Window* or the standalone FTP window. The options in the *Rights* section can only be used while you are connected to UNIX servers; they are not available in a session with Windows NT™-based or other server machines.

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