

Using the Library

One of the most popular questions I'm asked about HTML is how to include one bit of HTML code in another Web page, without having to re-write the code every time. Unfortunately, this is not possible with straight HTML.

Luckily, Dreamweaver recognizes that this is a very important part of Web page development. If you've ever built a site with more than around 10 pages, you'll recognize the value in having shared include files that you can edit once and update your entire site.

Dreamweaver calls these include files "library" files and they are stored in the assets of your Web site in the Files tab.

You save code into your library if it is going to be used on many pages such as your navigation code and your footer code.

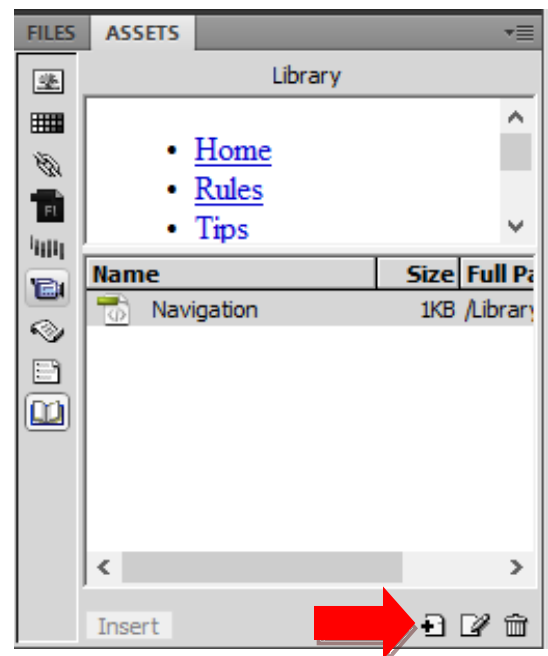
If you need to make changes to this code instead of going to every page in the site to change it, you can change it once in the library and press update, this will make the changes on every page at once that contains that item.

Create a Dreamweaver Library Include File

1. Open the library panel by clicking Window > Assets, and then choosing the Library button (looks like an open book).
2. Select the portion of HTML that you want to convert into a library element. This can be a block of HTML or a section of the page in design view. In your code window after `<div id="nav">` select the Highlight the ul in the code window. On the status bar click the ``.
3. Click the New library File button. A message appears just click OK. Give your library item a name that will help you remember what it is. Today we will use Navigation.

Once you have a library item, you can use it on any page in your site. Simply drag the library item to the new page, and Dreamweaver will place code there indicating that the code displayed is a library item.

Repeat this now for the footer and save your library item as footer.



Updating a Library Element

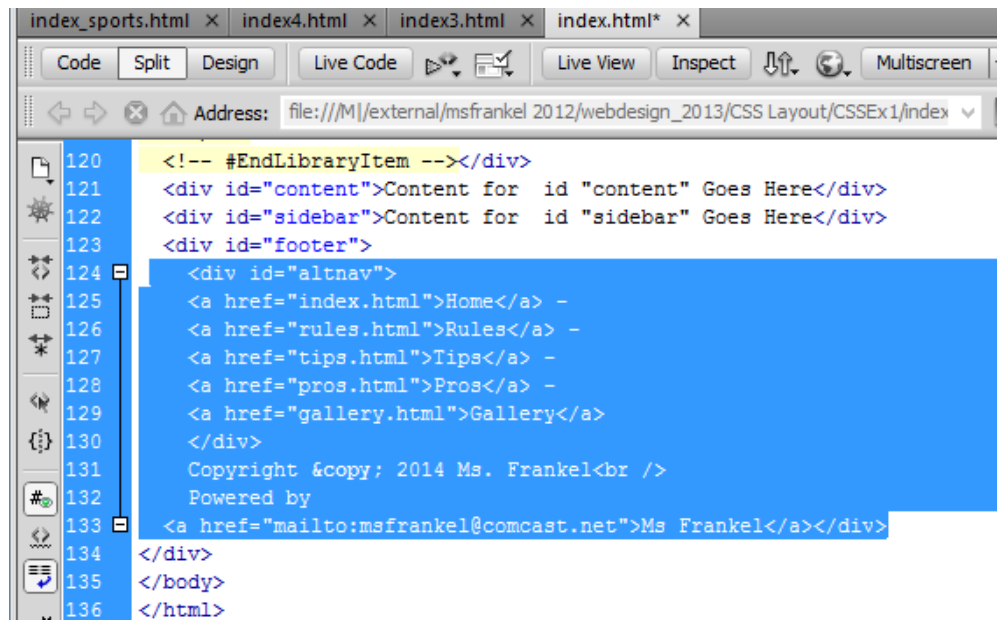
The true power in the library items is not in creating them, but in re-using them. You can place your library items on any page in the Dreamweaver Web site it is defined in. Then when you edit it, Dreamweaver will update every page that is using that library item.

1. Open your library item for editing by double clicking on the library item in the Assets pane.
2. Edit your library item and hit save.
3. Dreamweaver will then ask you if you want to update all the files that use the library item. Click Update.
4. Close the log window. That is Dreamweaver telling you what it is doing. If you have a large number of files to update, that window will remain open until they are all complete.

Once you've updated all the files in your site, you'll need to upload them all to your server. If you forget to upload them, they won't be changed for your customers.

Now let's save the footer content into our library.

1. Open the library panel by clicking Window > Assets, and then choosing the Library button (looks like an open book).
2. Select the portion of HTML that you want to convert into a library element. This can be a block of HTML or a section of the page in design view. In your code window after `<div id="footer">`
3. Click the New library File button. A message appears just click OK.
4. Give your library item a name that will help you remember what it is. Today we will use Footer



```
index_sports.html x index4.html x index3.html x index.html* x
Code Split Design Live Code Live View Inspect Multiscreen
Address: file:///M:/external/msfrankel 2012/webdesign_2013/CSS Layout/CSSEx1/index
120 <!-- #EndLibraryItem --></div>
121 <div id="content">Content for id "content" Goes Here</div>
122 <div id="sidebar">Content for id "sidebar" Goes Here</div>
123 <div id="footer">
124 <div id="altnav">
125 <a href="index.html">Home</a> -
126 <a href="rules.html">Rules</a> -
127 <a href="tips.html">Tips</a> -
128 <a href="pros.html">Pros</a> -
129 <a href="gallery.html">Gallery</a>
130 </div>
131 Copyright &copy; 2014 Ms. Frankel<br />
132 Powered by
133 <a href="mailto:msfrankel@comcast.net">Ms Frankel</a></div>
134 </div>
135 </body>
136 </html>
```