

Kaosweaver

Version 2.0.0

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Expert Images v2



A Dreamweaver Extension

- Sitewide dynamic image control
- Centralized JavaScript files
- Image sets and actions named for easy editing
- 9 built in actions, 3 controls for slideshows and manual instructions for further control over the output

For Dreamweaver MX and higher, Windows 2000 & XP or higher and OS 9.x and higher

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Overview

Expert Images is the 'great-grandchild' of Random Images which was Kaosweaver's first publicly released Dreamweaver extension back in 2001. Daily Images was another extension Kaosweaver wrote. They combined into Advanced Random Images and the first version included slideshow capabilities as well. Eventually, Professional Random Images came about because of some features unavailable in Advanced Random Images and then Expert Images came about to advance on Professional Random Images' feature set. Expert Images v2 is another leap forward in image display and control.

Expert Images uses a completely new code base designed apart from any Advanced or Professional Random Images code. This extension will allow you to setup named image sets for use site wide, setup specific actions on pages and delete actions or images. Expert Images will also have slideshow controls for the slideshow actions and the ability to setup actions on the other non-slideshow images. Expert Images combines commands and behaviors to control the dynamic images on your site

Expert Images will work with Dreamweaver MX and MX2004. It will work in a template or a page that has a template applied to it. It will work with subdomain (subfolder) site. Given the modular capabilities of the extension, preview on the local machine will not work. The pages will need to be pushed to the server (as well as the images and supporting JavaScript) in order for the images to be displayed properly.

Feature List:

- 8 Actions for the image sets:
 - Random Image – one image randomly from the set.
 - Daily Image – one image all day for all visitors from the set.
 - Weekly Image – one image per weekday from the set.
 - Date Image – one image per calendar date from the set.
 - Month Image – one image per month from the set.
 - Cycle Image – sequentially displays the list of images from the set per user, uses cookies.
 - Sequential Slideshow – displays a slideshow, in sequence, from a set, can be set for images to link to a popup or in the same page.
 - Random Slideshow – displays a slideshow, randomly, from a set, can be set for images to link to a popup or in the same page.
- Slideshows can be set to fade from one image to the next.
- Text captions can be placed on the page which will change and display with the displayed image.
- Clickshow controls for the non-slideshow actions.
- Stop, start, forward and backward slideshow controls.
- Multiple actions per page.
- Multiple sets of images per site.
- Image sets can be used across the site.
- Centralized JavaScript control file, one control file per site.
- Works on a templated page.
- Works in a template page.
- Validates to the w3c standards.
- Advanced manual editing of the actions, image sets and even extra functionality for the popup slideshow functionality and slideshow speed controls.

Setup and Installation

Loading the extension into Dreamweaver

All extensions for Dreamweaver are loaded the same way, regardless of platform (PC or Mac) that the extension is on. One package (kw_Extensions.mxp) is used for both Windows and Macintosh distribution. Some requirements exist for our extensions as detailed below (please note, this extension may not work with all of the versions of Dreamweaver listed below):

- Dreamweaver 4 or UltraDev 4
 - Extension Manager v1.5
 - Dreamweaver/UltraDev update v4.01 or later
- Dreamweaver MX
 - Extension Manager v1.6
 - Dreamweaver MX v6.01 update or later
- Dreamweaver MX 2004
 - Extension Manager v1.6
 - Dreamweaver MX v7.01 or later

All of these are available as updates for free from the Macromedia website in their download section. This location has changed in the past or we'd provide a URL for you to reference. Please note, the majority of our products do not work in Dreamweaver v3 or UltraDev v1 or earlier. Our policy is to support the current release of Dreamweaver and the prior version. All versions behind the current version by two releases may be supported; however, we are unable to troubleshoot issues un-reproducible on the supported versions of Dreamweaver. To load the extension, save it from the email you received with it attached or locate it where you downloaded it to on your system. If you've requested the

delivery email and it has not come yet, please check your email filtering software and check your junk bin. We do know most of the free email services will have email delivery delays of one to four hours. If time is absolutely critical, please send our support staff an email and we may be able to assist in a quicker delivery. Another alternative is to change the email on your account at the Kaosweaver site and resend the product to yourself. The delivery system is subject to the limitations of email delivery and may sometimes experience delays because of the latest virus, worm or spam on the internet.

Once the extension is saved from the email, find it on your drive. Once found, double clicking on the extension will load Extension Manager which will automate the process of installation. Some possible messages will include a request to overwrite existing files. You can answer Yes or No to any of these and the install should not be impacted. This is usually due to shared images or resource files that Kaosweaver uses to prevent installing unique files for each extension which, in reality, are identical. Certain extensions will have resource files that you can edit through the extension and these extensions will require a little caution when re-installing to prevent your past modifications from being removed. All resource files from Kaosweaver will be saved with .xml extensions. Always answer no to overwriting these files when asked by the Extension Manager unless you're willing to lose the modifications (sometimes needed if the modifications crash the system). This process of installation is also the method we recommend when the extension (and most likely your system) becomes unstable and possibly corrupt. Dreamweaver is a great program, however, occasionally, it fails to run properly and has been known to corrupt third party (Kaosweaver for instance) extensions.

Troubleshooting

If the installation encounters some problems, these solutions tend to work. Try them prior to emailing Kaosweaver for support (because this is what we'll tell you to try anyway):

1. Load Dreamweaver while attempting to install the extension.

2. Check your Extension Manager version with Macromedia to ensure you've got the latest version.
3. Load Extension Manager, select Dreamweaver (your version) from the dropdown, select Install Extension from the File menu and navigate to the extension package and select it.
4. Check you file associations (this is system dependant, check your user manual or local techie on how to do this) and see if .mxd as a file extension is associated to Extension Manager.

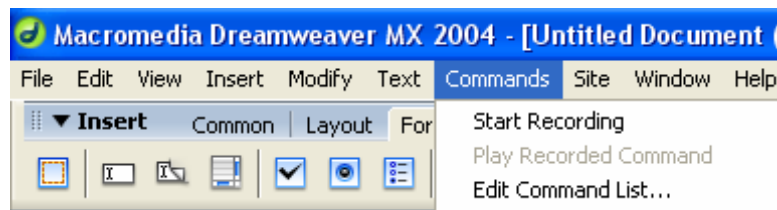
Restarting Dreamweaver

Once the extension is installed (or re-installed), restart Dreamweaver. This is critical for the extension to show up in the menus and be available.

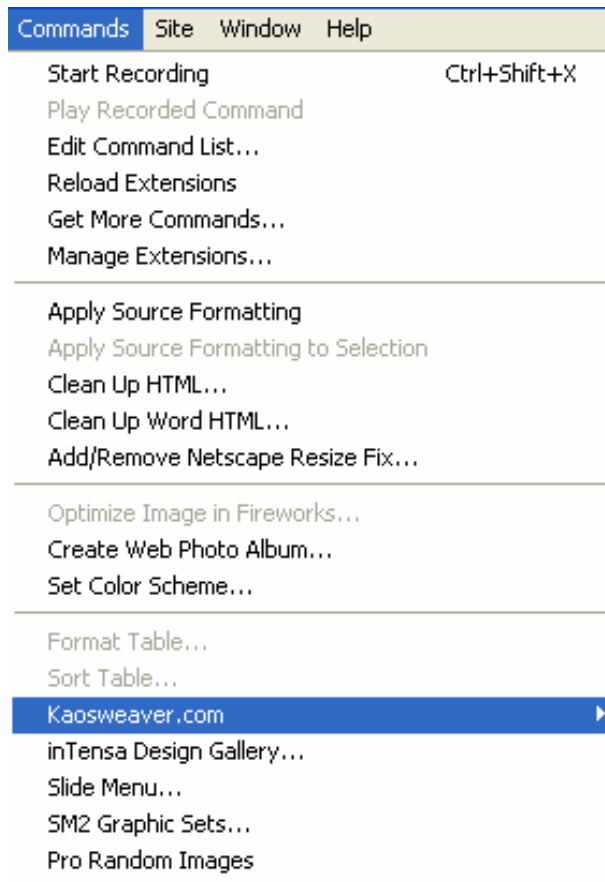
Finding Expert Images

Expert Images is found under the command menu under the main menu bar of Dreamweaver, here is how to access this:

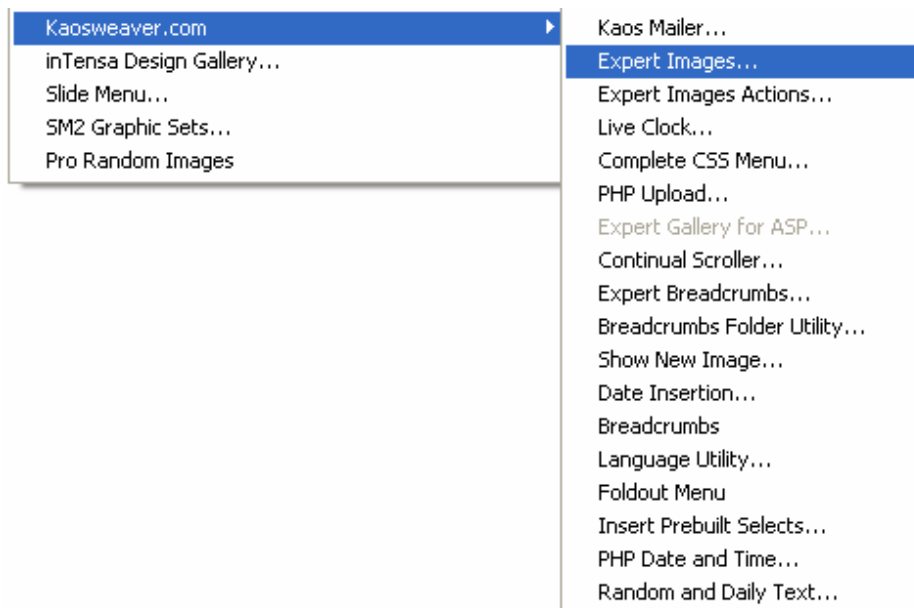
1. Click on the Command menu from the main menu:



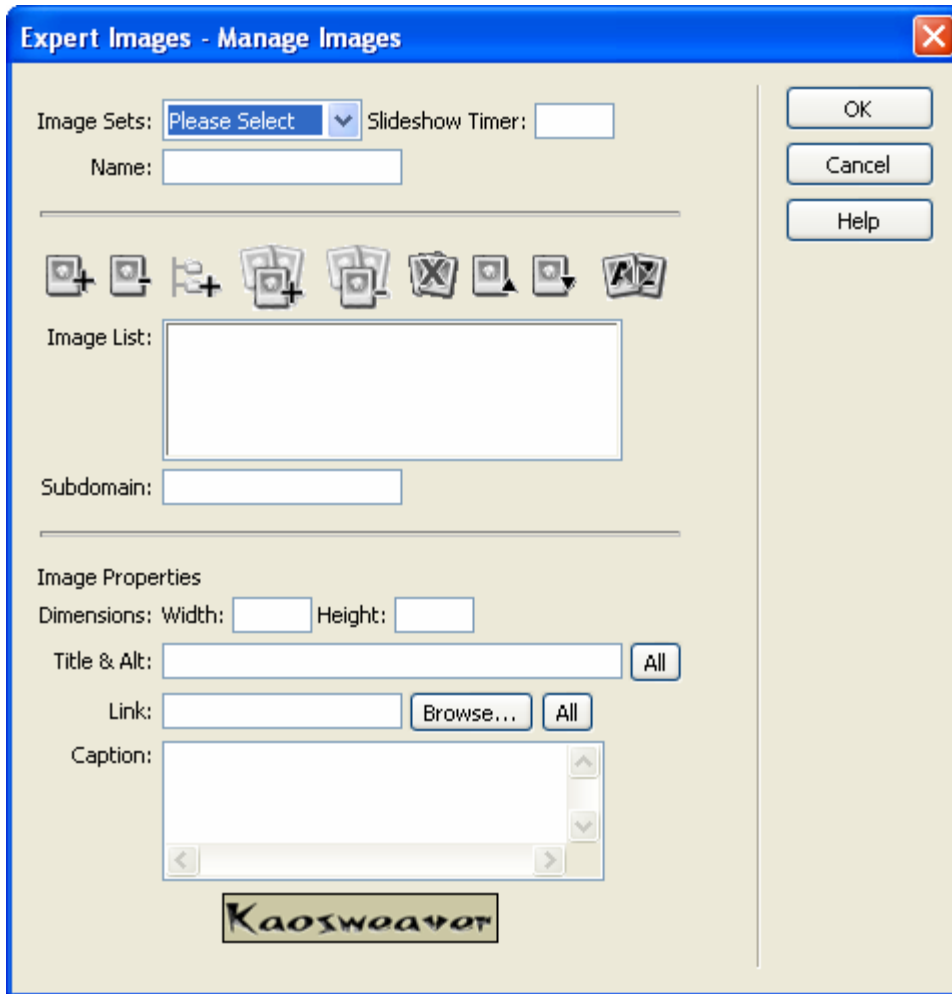
2. Select the Kaosweaver.com subpanel from the menu:



3. Select the Expert Images Command:

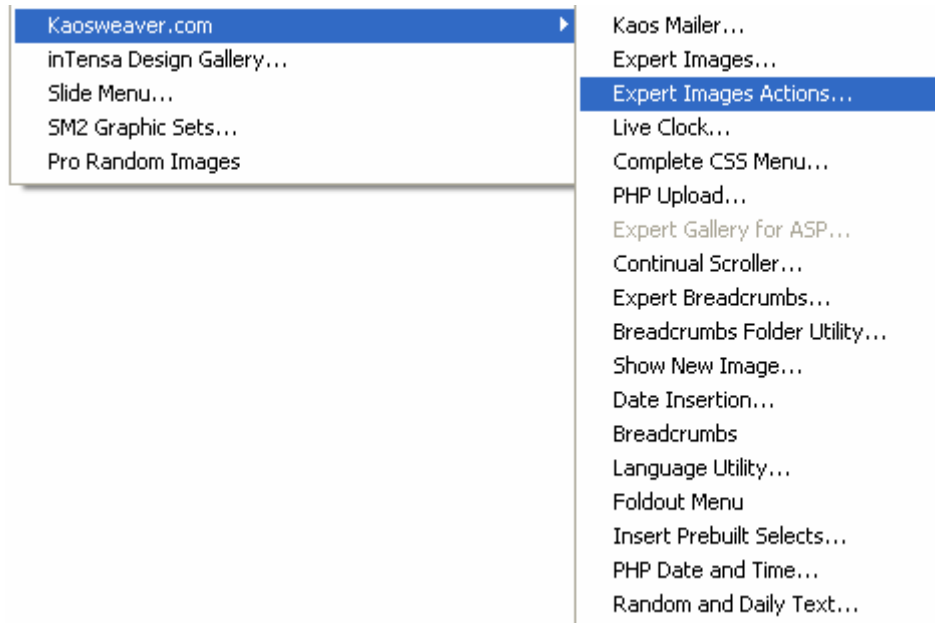


4. Expert Images will load:

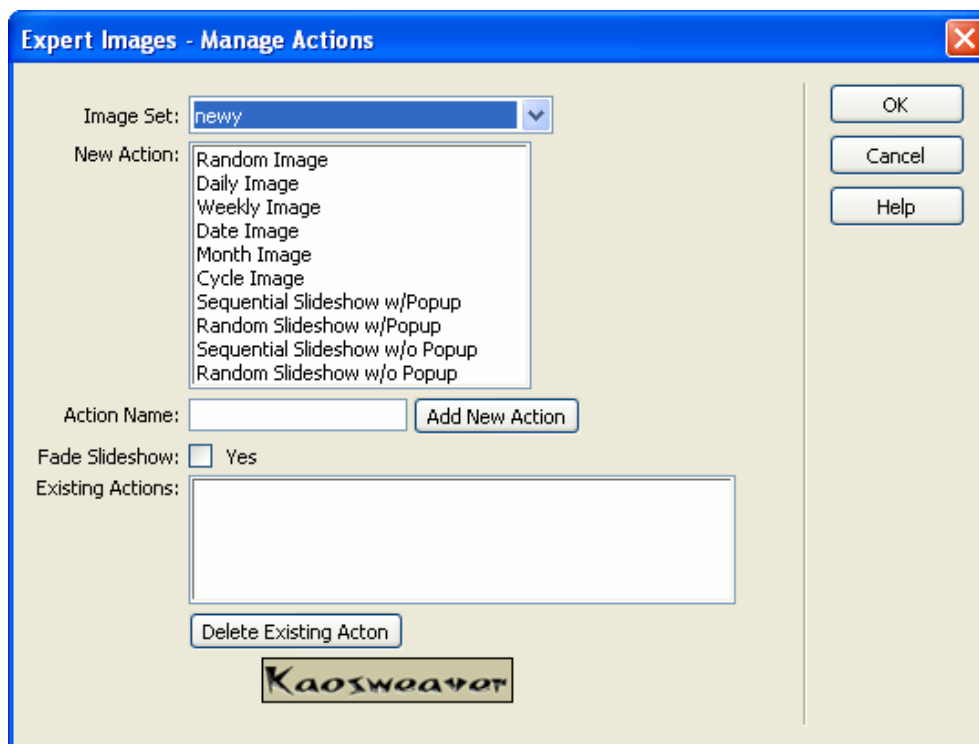


Finding Expert Images Action Command:

1. Expert Images Action command is found in the same spot as Expert Images is found, one command below the Expert Images Command in the Kaosweaver.com subpanel under the command menu:

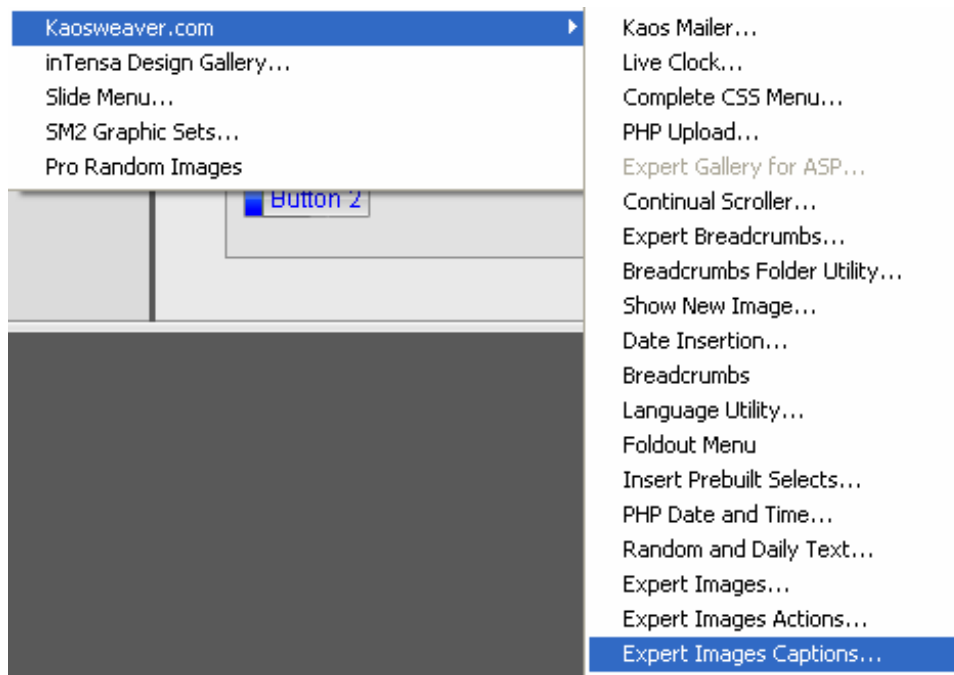


2. Expert Images Action will load:

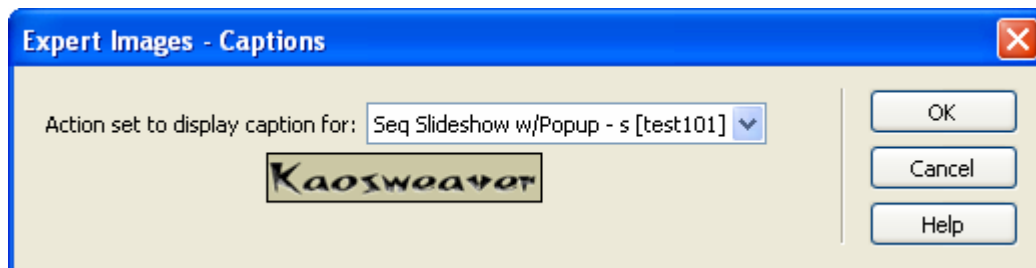


Finding Caption Command:

1. Expert Images Caption command is found in the same spot as Expert Images is found, one command below the Expert Images Action Command in the Kaosweaver.com subpanel under the command menu:



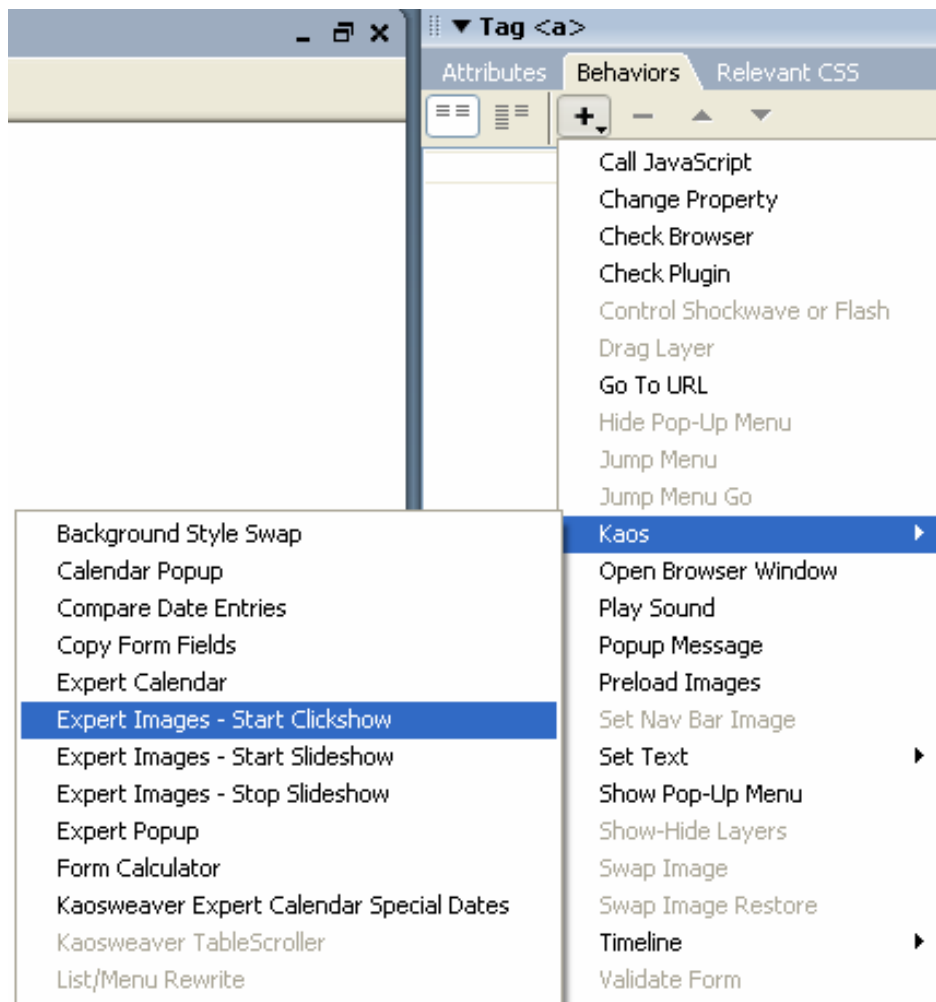
2. Expert Images Caption will load:



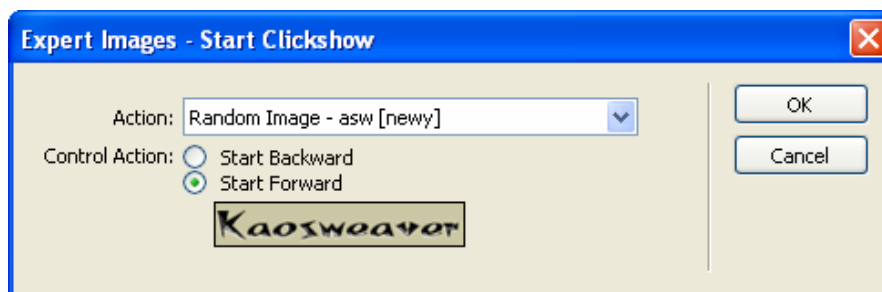
Finding Clickshow controls:

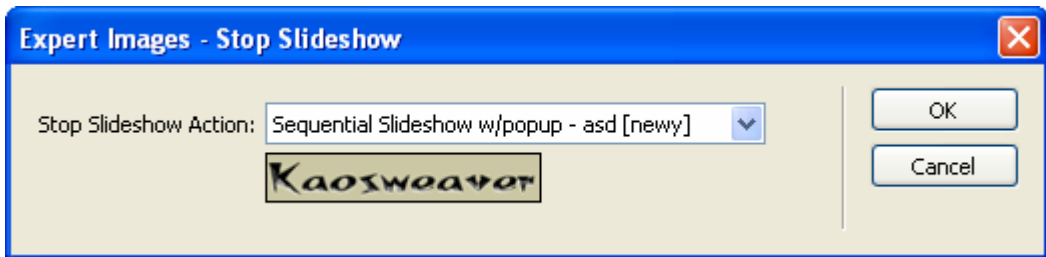
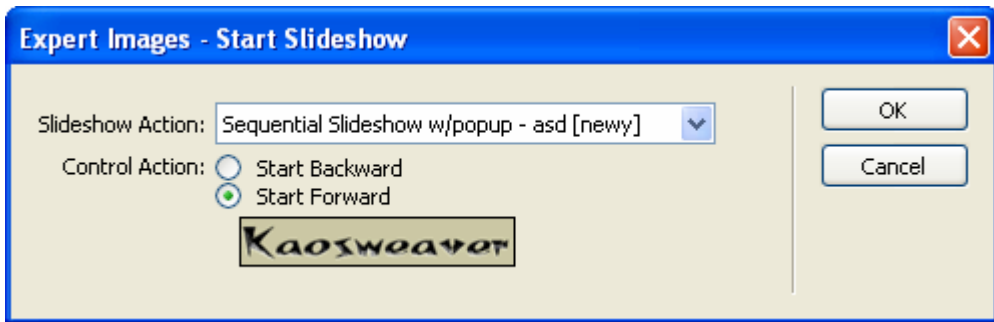
1. Select a link or image.
2. Click on the Behavior Panel
3. Click on the + in the behavior panel
4. Select the Kaos subpanel

5. Select the Expert Images control needed:



6. This will bring up the various extensions for the clickshow controls:





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1, 2, 3 – you're done!

Quick Start Guide – Random Image

1. Load Dreamweaver :

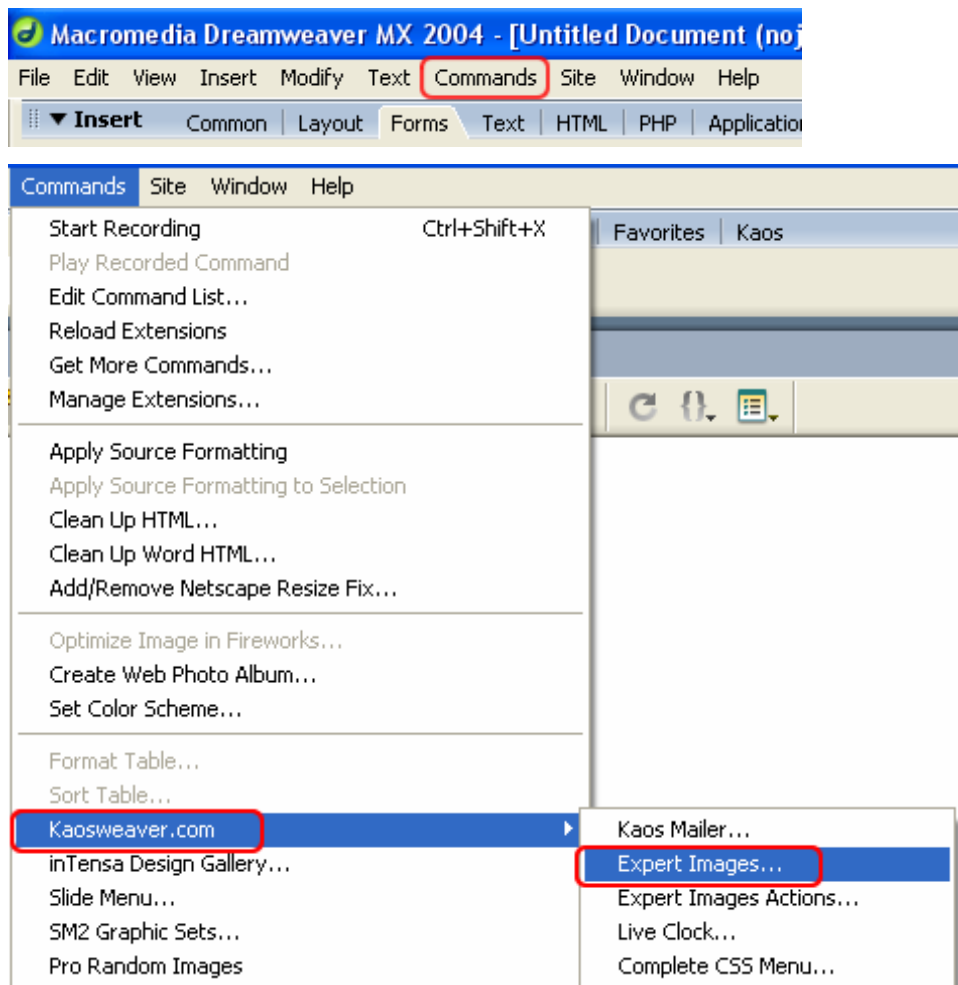


2. Create or open a web page.

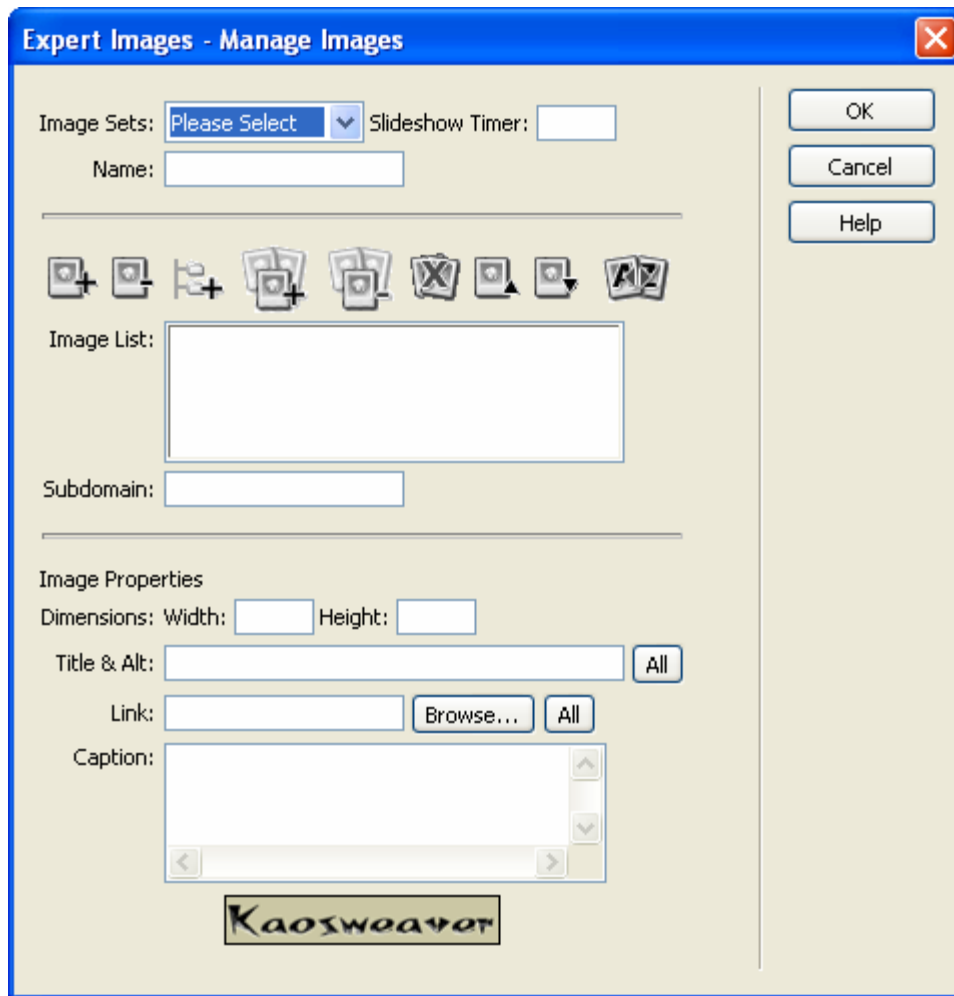
3. **If working with a created page, save the page with a site defined in Dreamweaver.**

4. Copy the images you want to use into a folder that is with the same site as the page you're working with.

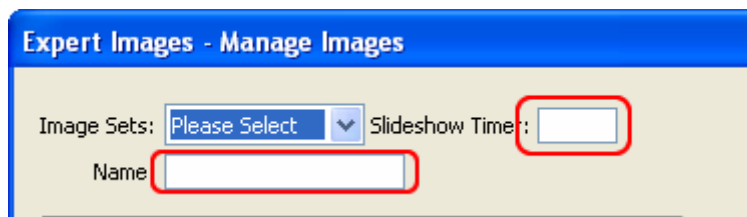
5. Load Expert Images.



6. Which brings up the interface for Expert Images:

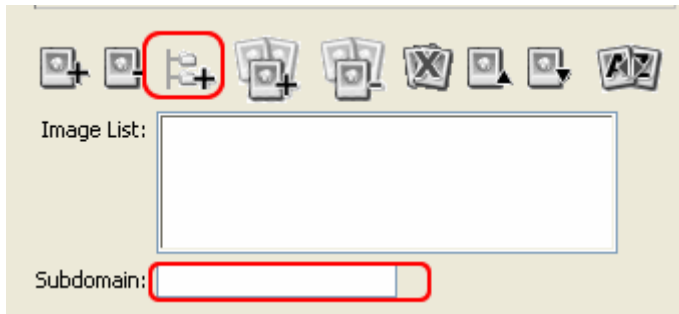


7. Give the image set a name and enter in a slideshow timer (even if it isn't going to be a slideshow):

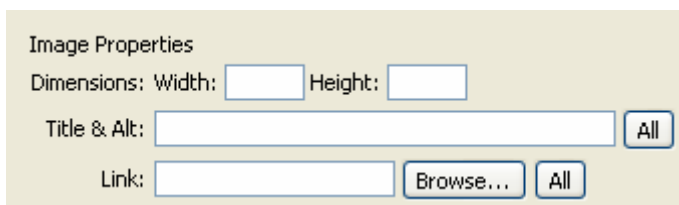


8. Next, use the folder selector to get all of the images that were copied to the folder within the site in step 4, also, if the site is in a subfolder off of a

main domain name, enter that here as well:



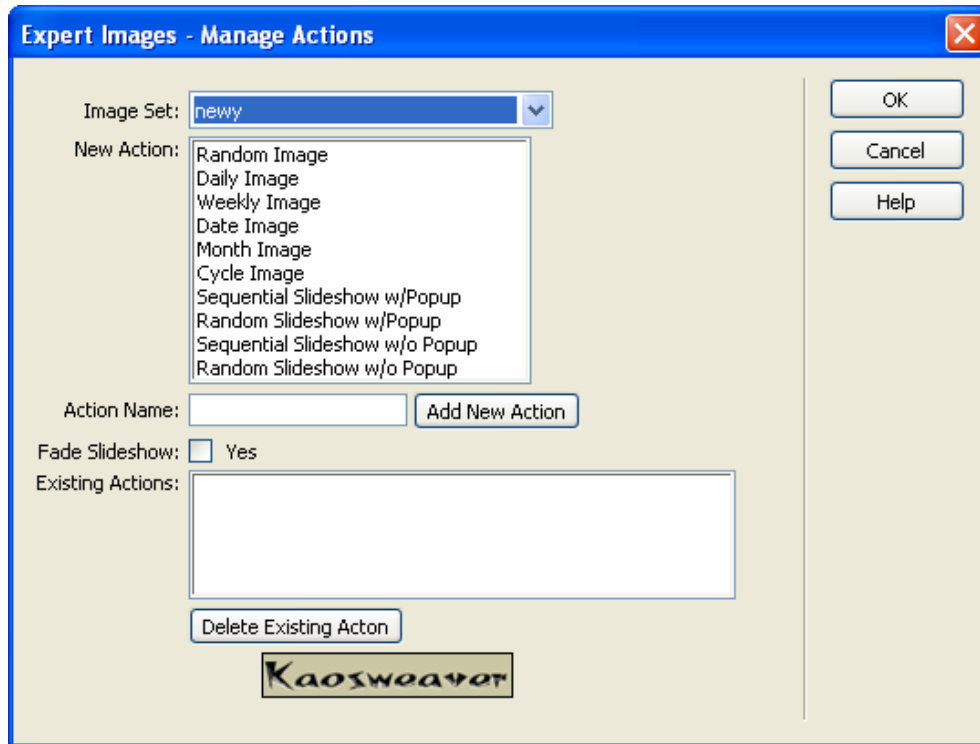
9. Next, select individual images within the list and the set their properties, if desired, in the below section:



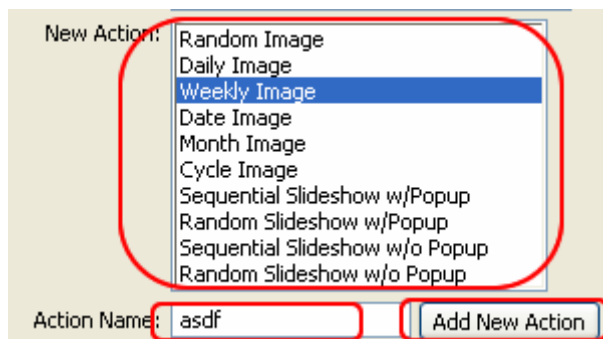
10. Click OK.

11. Click on the page where the action will display,
DON'T SKIP THIS STEP

12. Now, go back under the command menu and select the Expert Images Action, which will load:



13. Select the Image Set from the Image set dropdown (which should be only one image set).
14. Select one of the Actions in the New Action list.
15. Enter an Action Name and click on Add New Action:

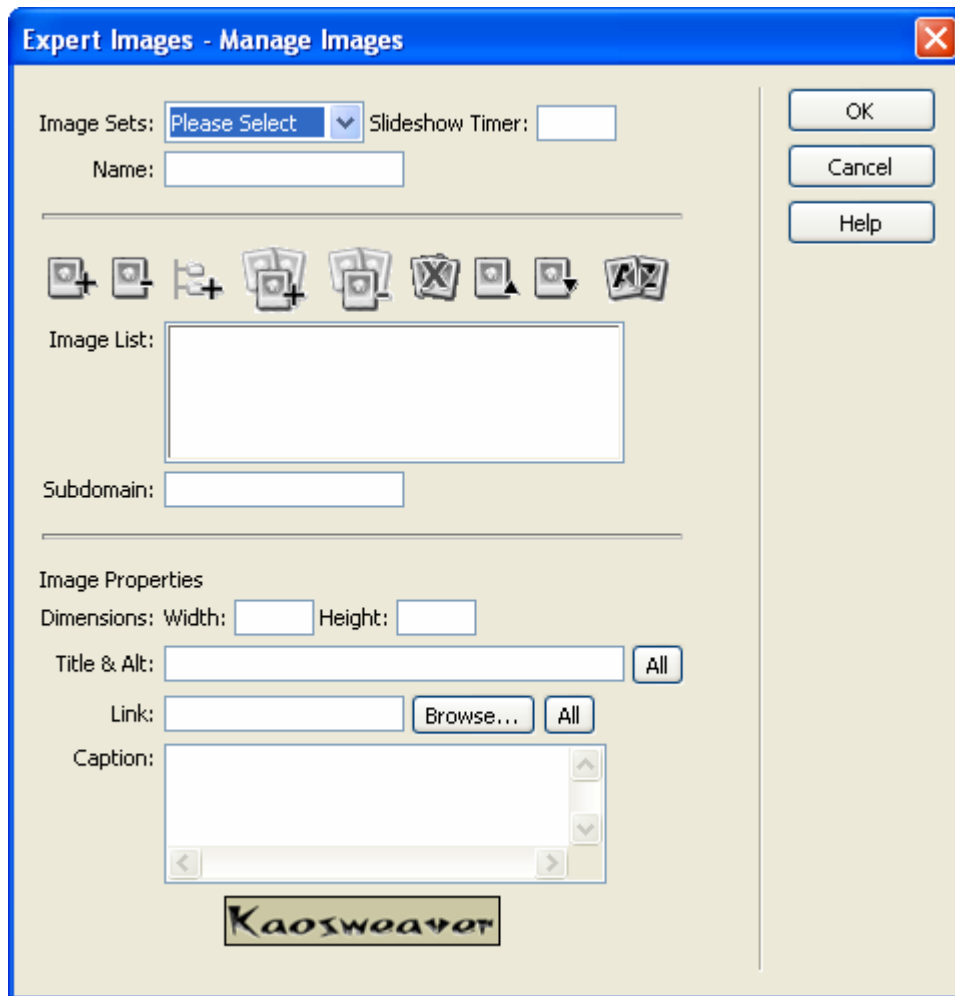


16. Click OK.
17. Done.

In order to view the page, it, the contents of the kaosjs folder within the site and the images folder (from step #4) will have to be uploaded to the server, it will not work in preview mode, it must be uploaded to the server.

Expert Images Command Guide

The Expert Images Command interface looks like:



And is broken down into several parts, the top part is the set control and consists of the Image Sets list, Slideshow Timer field and the Name field. The middle part is devoted to the image lists and consists of the icon bar, Image List list box and the Subdomain field. The bottom part is for image data entry. It consists of the width and height, which are automatically filled in by the extension when the script writes the JavaScript file, only enter values here if you want the image to be a different size than its original size. Please note, changing this won't change the image file itself, just the way the browser displays the image, we recommend altering the image in a software tool designed to manipulate images. We prefer

Fireworks for our image handling. Next are the title and alt property fields for the image tag. A Link field is provided for entering in a related page to go to when clicked. If an image has no link, on slideshows, a link will still be present, however, the link won't go anywhere. On non-slideshow actions, the link will be used only when it has somewhere to link to. Finally, the Caption field is for entering text that will be utilized in the Expert Images Caption command for display on the page. You can enter full HTML code here. We recommend this be used as for the purpose it was designed, as a small text field for captions. Using it for entering complex HTML may cause problems with the code (we've not tested every possible entry or combination of forms, fields and such).

Set Management



The screenshot shows a form with three input fields. The first field is a dropdown menu labeled "Image Sets:" with the text "Please Select" and a downward arrow. The second field is a text input box labeled "Slideshow Timer:". The third field is a text input box labeled "Name:".

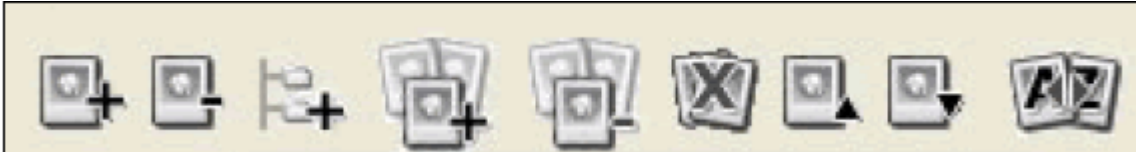
Image Sets – This field contains the list of existing image sets and an entry for creating a new image set. In order to create a new image set, first set this drop down to “New Set”.

Name – This field is for entering or editing the name of a set. Once the Image Sets dropdown list is set to an existing image set or to a New Set, entering a name here will change the Image Set name. Doing this may cause the interface to flicker and possibly pause for a second, this is normal and is just the interface being updated with the new information.

Slideshow Timer – This field is for the timer on the slideshow from image change to image change. On fading slideshows, this is the timer which initiates the change, however, the slideshow effect is separate from this timer and the first image's time on the page will be longer than the rest. This is an entry for the number of seconds the image will be displayed. For larger images, use more seconds or the slideshow will swap the image prior to the prior image loading.

Image List Management

The icon bar in the Expert Images extension contains the commands to add new images, delete images, add a folder of images, add an image to the set, remove an image from the set, delete all images, move an image up, move an image down and sort the images in alphabetical order.



Add Image—This command will add a single image to the image set and automatically include the image in the current set. This will also allow duplicate image entries in the set list.



Delete Image—This command will remove a single image from all of the sets. This will place a set of brackets around the image, clicking on this again will allow you to undelete the image prior to clicking OK.



Add Folder—This command will add all of the images in the selected folder to the current set. Duplicate images will not be added to the set. This is a quick way to have a folder of images where you can add new images and not have to pick through the list in order to add the newer images.



Add to set—This command adds an image to the selected set.



Remove from set—This command will remove the selected image from the set.



Delete All Images—This command will delete all images from all sets.



Move Image Up—This command will move an image up on the list of images. This is useful when setting up the actions which include the date as a marker for displaying certain images.



Move Image Down—This command will move an image down on the list of images. This is useful when setting up the actions which include the date as a marker for displaying certain images.



Alphabetical Sort—This command will sort all of the images in the Image List in alphabetical order. This is useful when setting up the actions which include the date as a marker for displaying certain images.

Image List

Image List:

Subdomain:

The image list box contains all of the images for all of the sets. The images associated with the currently loaded set will be designated with an asterisk after

the image name (*). Selecting an image from the list will populate the Image Properties section of the interface with the data related to the selected image.

Working with Subdomains

The subdomain feature in *Expert Images* allows for the code to accommodate the subdomain or sub folder site which either has no access to the main domain or root folder of the site. This is critical for sites which operate at hosting companies which do not require a registered domain name and provide a virtual domain name off of a subfolder of the site. Typically this is achieved by a URL which looks similar to:

`http://www.yourSite.com/~subdomain/`

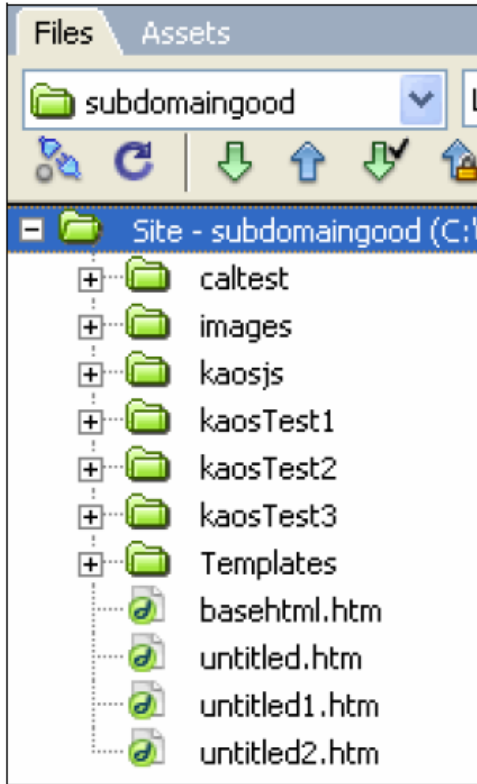
Another aspect of the subdomain feature is the ability to set the site up at a level above the main domain of the web site. This is useful for large sites or departmental sites which all share a common domain but only have control over a smaller portion of the domain. A lot of educational locations, large corporations and other similar sites fall in this area. In order to make this work for your site, you'll need to enter the part about the base URL and your home page's URL, for instance:

URL Example: `http://www.yourSite.com/~subdomain/`

Base URL: `http://www.yourSite.com/`

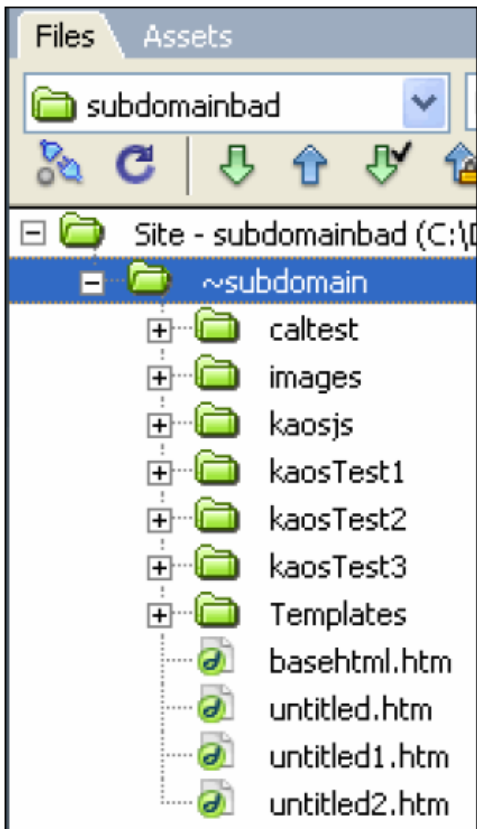
Subdomain entry: `~subdomain`

If you do not have a subdomain to contend with, leave the field empty (don't even put a space in it as that will be seen as the subdomain that your site operates under). When using the subdomain option, make sure that your Dreamweaver site definition doesn't start on the site root (base) folder and starts on the subdomain folder.



The good setup

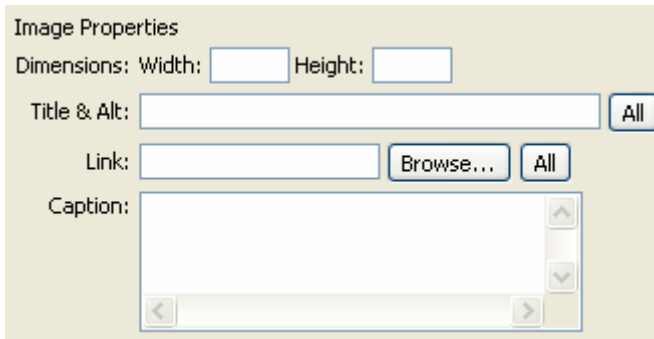
This setup starts at the level where the files are at the root of the site and everything here will work with a subdomain.



The bad setup

This setup had another level of folder in the way which is the path where the site is located. The '~subdomain' folder is the path to the site, Expert Images will fail utilizing this folder structure with the subdomain option. Either gain access to upload the JavaScript to the root of the site or restructure the site folders to reflect the site's base being the base folder of the site.

Image Properties Management



The screenshot shows a dialog box titled "Image Properties" with a light beige background. It contains several input fields and buttons. At the top, there are two input boxes for "Width" and "Height" under the label "Dimensions:". Below that is a single wide input box for "Title & Alt:" with an "All" button to its right. Underneath is another wide input box for "Link:" with a "Browse..." button and an "All" button to its right. At the bottom is a large text area for "Caption:" with scrollbars on the right and bottom.

Width – This is the width, in pixels, for the selected image in the Image List box. This can be altered to change the displayed size of the image, however this won't alter the image itself, just how the browser displays the image. This field is automatically populated within the extension.

Height - This is the height, in pixels, for the selected image in the Image List box. This can be altered to change the displayed size of the image, however this won't alter the image itself, just how the browser displays the image. This field is automatically populated within the extension.

Title & Alt - This is the entry for the title and alt properties for the image. This work identical to the title and alt properties for an img tag. When an image is hovered over the title will be displayed and when the image hasn't been displayed yet, the alt text will be displayed. This is also dependant upon the browser's compliance to the standard display (some won't show anything when hovered over and some won't display the alt text prior to the image showing or if the image path is incorrect). The All button will set all of the images in the Image List to the value in this field. This is not reversible, so be cautious using this. You will get an alert to confirm you really want to do this, click OK on the alert to confirm the entry or cancel to stop the assignment from happening.

Link – This entry is for making the image link to another location (even a larger image of itself, if desired). The link should be inside the site to use the browser button. If you want to enter a link to another site, you must use the full URL, including the http// or https:// prefix. Like with Title & Alt, clicking on the All button

will assign all of the images in the image list the link in this field. The extension will popup an alert in order to prevent accidental overwriting of the links in the list.

Caption – This field is for entering a text caption for the image. The entry will support full HTML (so use
 to do a new line and not just hit the enter key), however complex HTML is not recommended. This field is intended for a simple caption display.

Working with Templates

Expert Images is designed to work with templates, either in the template itself or in a page where a template has been applied to. Since all of the sets are available on any page, setting the template up with *Expert Images* and possibly an action or two will allow all pages to share the *Expert Images Action* without increasing the page weights by a significant amount. The JavaScript file will be preloaded decreasing the time to load even more.

The best practice for using templates and *Expert Images* is to setup the *Expert Images* in the template only if all pages that are using the template will incorporate an action (or multiple actions) or to setup *Expert Images* individually in the pages which require the Actions to be on them. *Expert Images* will also work in dual mode, with some actions on all pages and certain pages having more actions than the rest. After the JavaScript is cached, the page weight for the JavaScript file to be included is minimal on pages that do not incorporate any actions but have the link for the JavaScript. The JavaScript is absolutely referenced as are the image paths in the JavaScript file. This is why the preview mode won't work because the local preview's absolute path starts at the base folder of the main hard drive from the machine it is run from while the actual base of the site is a little deeper. Running a server with local preview setup is the only way to get around this problem.

Expert Image Action Command Guide

The critical step in using the Expert Image Action command is to click on the page where you want the action to display. Otherwise, it will replace whatever the focus is on. If you just ran the Expert Image Command, the focus will be set in the head of the document and running Expert Image Action command will overwrite what the Expert Image just did and break the page.

The Expert Image Action looks like:

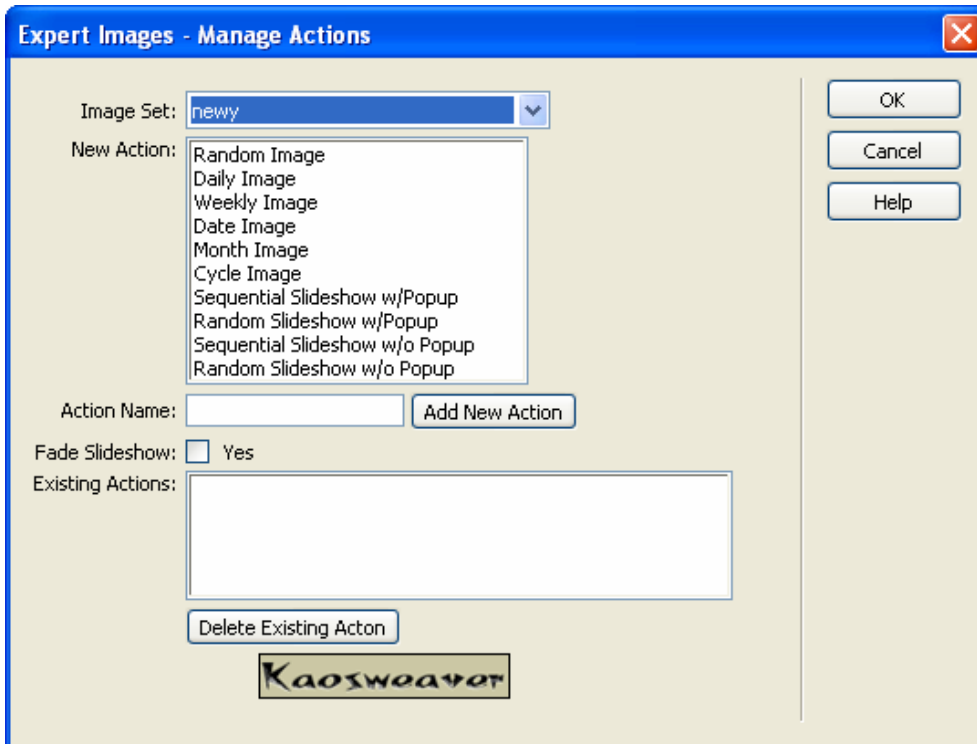


Image Sets – This is the list of image sets that you’ve entered in the Expert Image Command. Set this to the image set you want to use for this action. Multiple actions can be set using this interface, however, they will all appear next to each other on the page (you could move them around if you wanted to). Each action can be set to a different image set.

New Action – Select the effect you would like the action to do. Each action can only be assigned one effect from this list.

Action Name – Set this to a name symbolic of the action so you will recall later on what the action was to be used for. The name must be a single word (no spaces) and can have letters and numbers in it, however, it must start with a letter. Once you've selected the effect from the New Action list, selected fading for slideshows that you'd like to have it on and entered a name here, click on the Add New Action button to add the action to the Existing Actions list. Once the Add New Action button is hit, the action can't be edited (although you could delete it and enter a new one pretty easily).

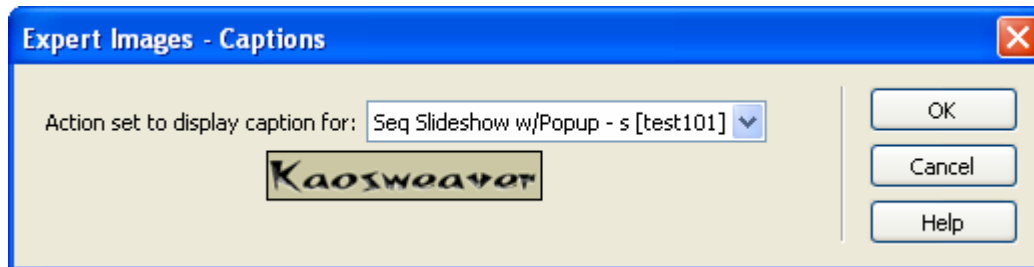
Fade Slideshow – This checkbox is used to make the slideshow fade on browsers that support the fading functionality. As of production, this included IE v5.x and v6 on Windows, Firefox & Mozilla on Windows and OS X and Safari on OS X. It does not work in V5.2 of IE for OS X or prior nor on Netscape Navigator v4. IT will degrade gracefully and still function (slideshow wise) just not fade. When new versions of the browsers emerge, we will update the product to reflect these new browsers provided they are capable of handling fading. The effect is different on IE then the other platforms. In IE the images fade into each other and on the rest, the image fades to blank and the new image loads and fades back in.

Existing Actions – This is a list of actions on the page. It contains information on the type of action, name of action, name of set and for slideshows, the image name of existing actions prior to the extension loading and for faders a F follows the list.

Delete Existing Action – Clicking on an action in the Existing Actions list and then clicking on this button will mark the action for deletion. The action will be removed from the page once the extension finishes. If the deletion was in error, clicking this button again will provide a popup which will give the option to undelete the action. Once OK is clicked for completing the extension, the actions will be deleted and unrecoverable.

Expert Images Caption Command Guide

The Expert Images Caption Command looks like:



It has one option, set the action to display a caption for. Like Expert Images Action Command – **The critical step in using the Expert Image Caption command is to click on the page where you want the caption to display.**

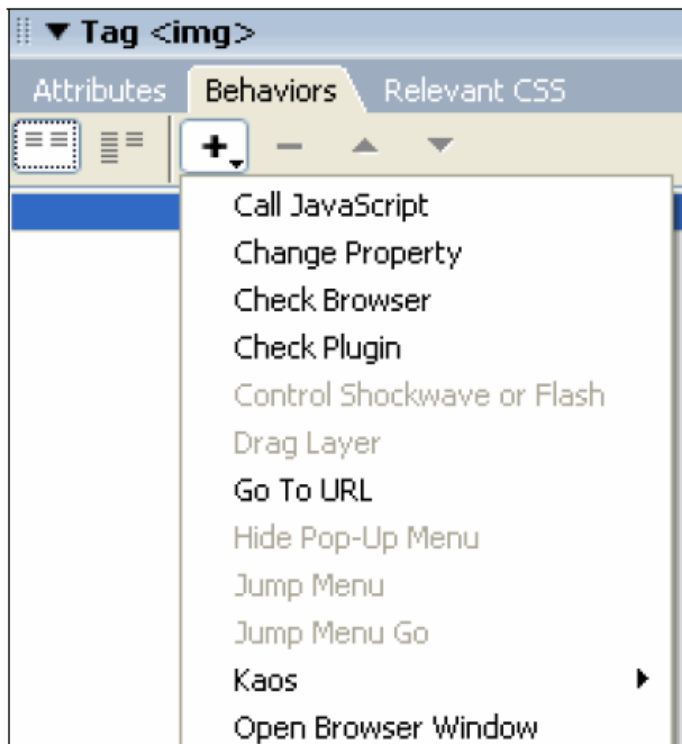
Actions set to display caption for – select the action on the page to display the caption related to the image displayed. On slideshows this selection will change in modern browsers (those that support the innerHTML and getElementById functionality). For non-slideshow actions, the caption will simply be written on the page.

Styling the caption - You have two options to style the output. You can use HTML in the caption entry in the Expert Images Command or you can setup a style for the display, the text is written into a span with an ID set to kwei_actionName where the actionName matches the name of the action the caption is being used for. In the dropdown list, this would be the name after the dash (-) and before the set name which is in the brackets [and].

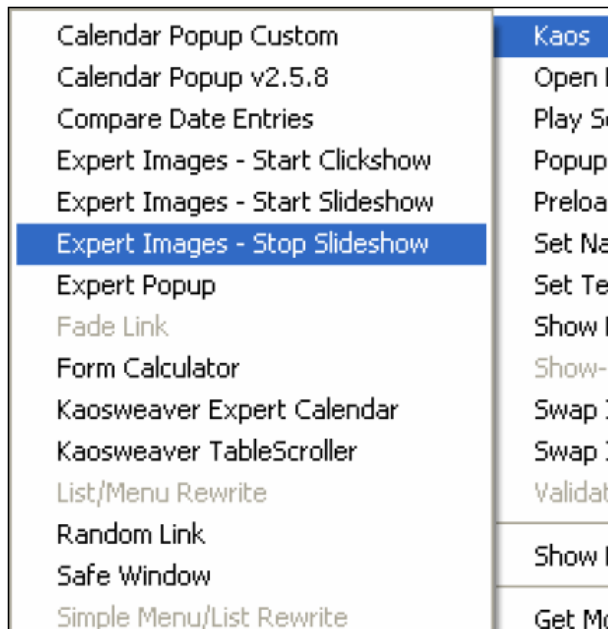
Working with Slideshow Controls

To find the Slideshow controls and be able to access them setup the *Expert Images* and have at least one action on the page. Once these items are on a page (save the page for good measure) then the Slideshow controls will be available.

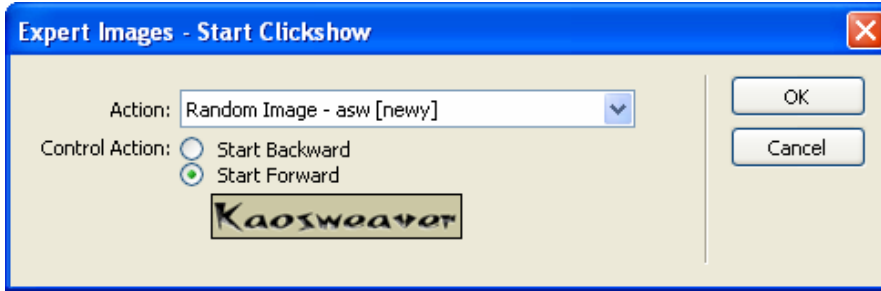
They are found under the Behaviors panel:



Once the Behaviors list is open by selecting a clickable item (like an image, link or button) then find the Behaviors panel and click on the +. Select Kaos from the list of Behaviors and then look for the Expert Images options. Three options exist, Start Clickshow, Start Slideshow and Stop Slideshow.



Slideshow Controls



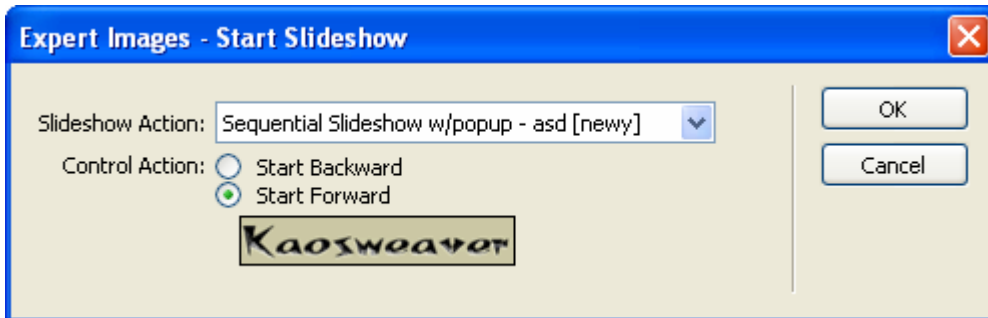
Expert Images - Start Clickshow

Action: Random Image - asw [newy]

Control Action: Start Backward
 Start Forward

Kaosweaver

OK
Cancel



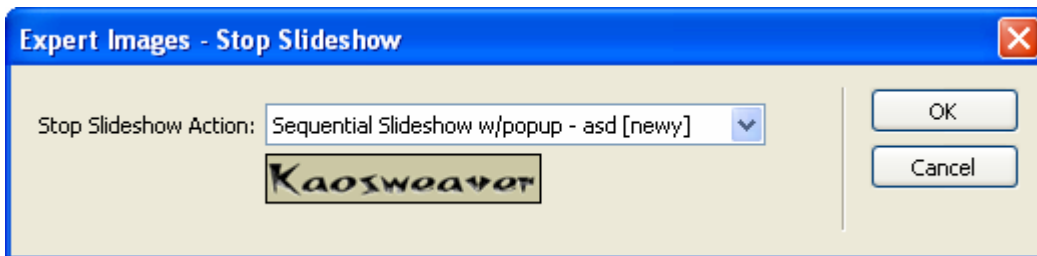
Expert Images - Start Slideshow

Slideshow Action: Sequential Slideshow w/popup - asd [newy]

Control Action: Start Backward
 Start Forward

Kaosweaver

OK
Cancel



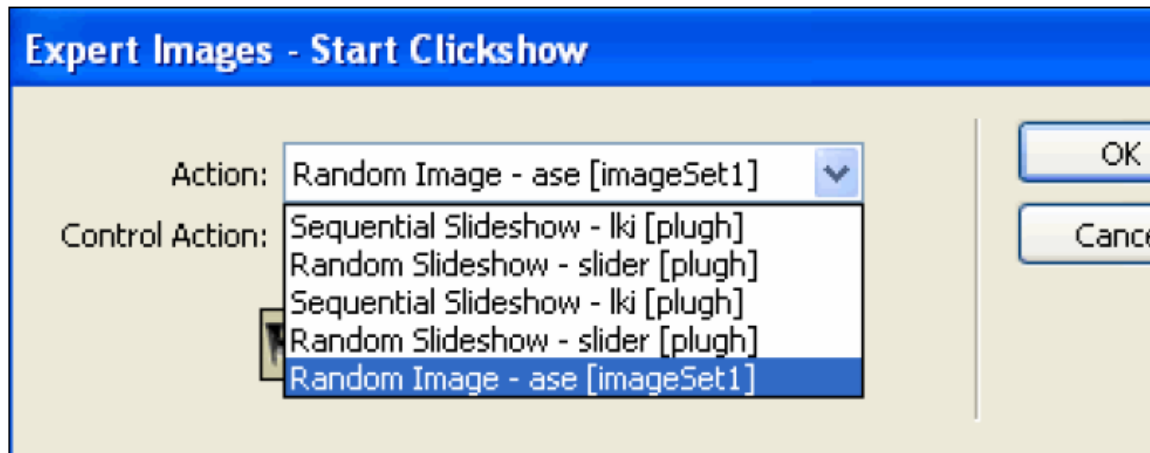
Expert Images - Stop Slideshow

Stop Slideshow Action: Sequential Slideshow w/popup - asd [newy]

Kaosweaver

OK
Cancel

As can be seen, Start Clickshow and Start Slideshow are identical in look and operation, they just product different effects while Stop Slideshow pretty much does just that. It will stop any slideshow running on the page.



The biggest difference between the Start Clickshow and Start Slideshow is that Start Clickshow will work off of the non-Slideshow Actions which Start Slideshow is a complement to the Stop Slideshow behavior and only works on slideshow actions.

Start Clickshow—As the name suggests Start Clickshow makes a clickable object (link, button or image) act as a control to advance or rewind the slideshow. This isn't an automatic slideshow, more of a controlled slideshow. This behavior is great for setting up photographs that you want people to cycle through to see all of the images at the pace that they would want to. Setup two of these behaviors, one for advancing and one for rewinding the slideshow labeled start forward and start backward and the browser will have control over the slideshow progression able to go forward and backward along all of the images in the set. It is best with non-slideshow actions because the link property of the images in the set does not go with the clickshow. In fact, if the first image displayed in the set has a link, all of the images in the clickshow will link to the same link as the first displayed image. Because of this, the slideshow effects are less apt for this behavior.

Start Slideshow—This behavior will restart a stopped slideshow and offers the same directional capabilities of the Start Clickshow behavior. It operates off of the same objects on the page (anything clickable). This is designed to allow some control over the automatic slideshow and it maintains the links throughout the slideshow image set.

Stop Slideshow—This behavior stops a selected automatic slideshow. Using this in combination with the Start Slideshow behavior to provide a set of controls for the slideshow.

Advanced Options

Database options – making the extension work with your database.

Expert Images doesn't directly support working with a database, however, it can be accomplished with a little work on your part. We have to contend with working around the purpose of the extension (to create an error free JavaScript solution) and then work to get it to work with a database. For the first step we'll need to create an image set as if we were going to use it as a JavaScript solution.

1. Setup a temporary folder in the site.
2. Copy a few images into the folder (3 is fine)
3. Run the Expert Images Command as normal, setting up a set and selecting the three images for that set.
4. Run Expert Images Actions as normal, setting up the action on the page where you want it.
5. Load up the kw_expertImages.js file which is found in the kaosjs folder.
6. Cut all of the lines below this line:
`kwimg=new Array();`
7. Save the JavaScript file.
8. Open a new page.
9. Create a recordset with the image data, image URL, width, height, alt & title, link, and caption.
10. In the head of the document, make a script section

11. Paste the lines from step 6. The page should look like:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<title>Untitled Document</title>
<script>
kwing[kwing.length]=new kw_ei_img("/images/mainContentBar.png",553,14,'','untitled1.php','data1');
kwing[kwing.length]=new kw_ei_img("/images/rEstrictpsd2a_r1_c2.jpg",833,116,'','untitled2.php','data2');
kwing[kwing.length]=new kw_ei_img("/images/rEstrictpsd2_r5_c3.png",126,13,'','untitled3.php','data32');

kwei = new Array();
kwei[0]=new kw_ei("newy",4000);
kwei[0].ai(kwing[0]);
kwei[0].ai(kwing[1]);
kwei[0].ai(kwing[2]);
</script>
</head>

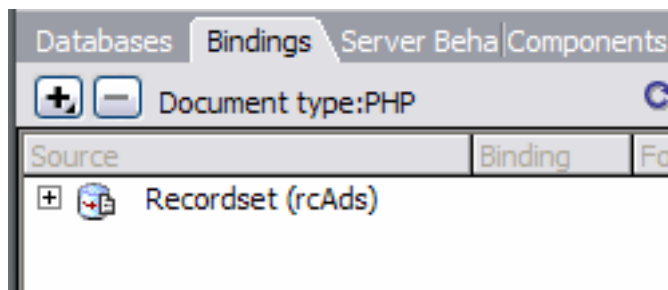
<body>
</body>
</html>
```

12. Now we need to replace the data section with the recordsets from the database. We will be dealing with this line:

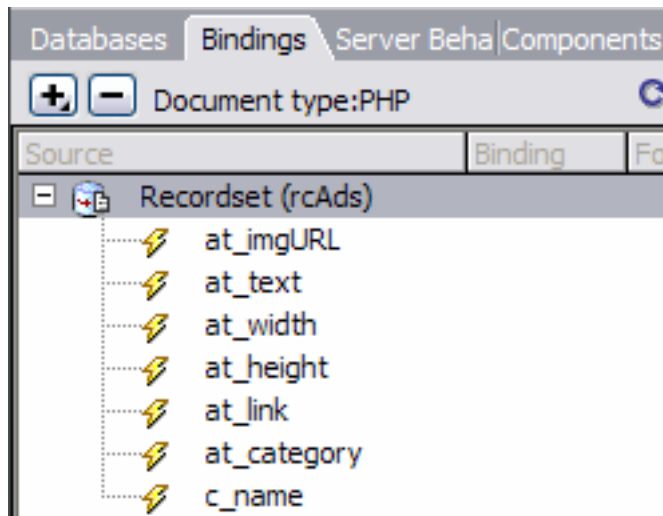
```
kwing[kwing.length]=new kw_ei_img("/images/mainContentBar.png",553,14,'','untitled1.php','data1');
```

13. Delete the other two lines.

14. On your recordset we need to insert the data markers so go to the Bindings tab on the Application panel:



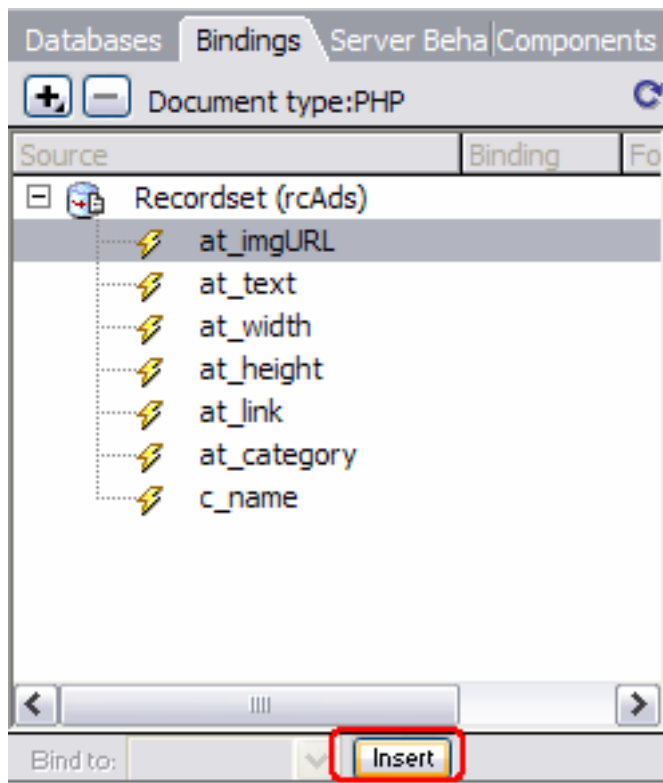
15. Click on the + for the recordset you're using:



16. Now go to the JavaScript line and highlight the URL:

```
kwimg[kwimg.length]=new kw_ei_img("/images/mainContentBar.png",553,14,'','untitled1.php','data');
```

17. Go back to the recordset Bindings tab and click on the Image URL field (in this example, ours is at_imgURL) and then click on the Insert button:



18. Your code should look like (PHP):

```
kwimg[kwimg.length]=new kw_ei_img("<?php echo $row_rcAds['at_imgURL']; ?>",553,14,'','untitled1.php','data');
```

Cold Fusion, ASP, .NET and JSPs will have different output.

19. Repeat the process for each of the other fields. In order they are width, height, alt and title, link and caption, here is a visual help on this:

```
kwimg[kwimg.length]=new kw_ei_img("<?php echo $row_rcAds['at_imgURL']; ?>",WIDTH,HEIGHT,'ALT & TITLE','LINK','CAPTION');
```

Do not overwrite the double quotes or single quotes the surround the entry. These are needed for JavaScript to work properly. Also, the URL for the image, the alt and title, the link and caption all have to be formed as expected by the script. The URL should not contain double quotes (or spaces or other special characters). The alt and title should be just text and spaces, nothing else. The link should match the URL except no single quotes either and the caption should be like the alt and title with the addition of HTML tags. Do not put in hard returns, use
 instead in the caption in the database.

If you get a javascript error when running the page with "Indeterminate String Error" that means you broke on of the rules above.

20. Now we need to apply a repeat region to the section, however, Dreamweaver won't do this for you in the HEAD of a document in a <script> tag so what I usually do when I don't want to type from memory is I insert a field in the page and then apply the repeat region to that field.
21. Copy everything from the repeat region code above the repeated region (what we inserted from step 20) and paste it above the kwimg JavaScript line.
22. Copy everything from the repeat region code below the reported region (from step 20) and paste it below the kwimg JavaScript line. It should look similar to this (PHP example):

```
<?php do { ?>
kwimg[kwimg.length]=new kw_ei_img("<?php echo $row_rcAds['at_imgURL']; ?>",<?php echo $row_rcAds['at_width']; ?>,
<?php echo $row_rcAds['at_height']; ?>,<?php echo $row_rcAds['c_name']; ?>','<?php echo $row_rcAds['at_link']; ?>
','<?php echo $row_rcAds['c_name']; ?>');
<?php } while ($row_rcAds = mysql_fetch_assoc($rcAds)); ?>
```

Copy the server scripting in the top of the document for ASP.

23. We need to test what we've done so far, so upload this to the server and view source. Your image list should be present in the source code looking, style wise, just like the JavaScript code we cut from the kw_expertImages.js file). If not (or you get an error) go back over the steps and if your confident you've done them right, drop us an email and we'll walk through it with you.

24. Now we need to replace the other set of code which requires a little hand coding. We need to add a function to rewind the recordset so we can accurately count the number of images as the next section is what adds them to the set (tip for really advanced DB coders, you could do loops with multiple recordsets to make this work for multiple instances on the page – but that is beyond the scope of this project – if you're on PHP, email us for the code to do this as we've managed to get this accomplished).

For PHP, use:

```
<?php mysql_data_seek($rcAds,0);  
$row_rcAds = mysql_fetch_assoc($rcAds); ?>
```

For ASP, use:

```
<% Recordset1.MoveFirst() %>
```

For CF use:

Nothing, it resets the pointer itself (so we're told).

Add this code before this line:

```
kwei = new Array();
```

25. On the line that looks like this:

```
| kwei[0].ai(kwimg[0]);
```

We're going to replace the second 0 with cnt++ line so:

```
kwei[0].ai(kwimg[cnt++]);
```

26. Now we need to add the recordset repeating code around the above line and delete the other two lines. The end code will look like (PHP):

```
<?php do { ?>  
kwei[0].ai(kwimg[cnt++]);  
<?php } while ($row_rcAds = mysql_fetch_assoc($rcAds)); ?>
```

27. One last thing, prior to the above code, add this line:

```
cnt=0;
```

28. Upload the page and you've got a working Expert Images action from a database pull.

Troubleshooting

Thank you for purchasing the Kaosweaver *Expert Images*. We hope you've found this documentation helpful and we hope the extension is profitable for your business or personal web design endeavors. We hope we've covered all of the possible options, questions or usage issues with this manual. We have support available, either via email, the Kaosweaver forum or our ticket system, in the event we've not explained something sufficiently for you.

We want to stress, please send us an email message before investing hours working on this extension if you encounter a problem not covered in this document. It has been our experience that we're able to resolve almost all issues within minutes of receiving the email (which could take some time to receive, depending on when it gets sent). We are active and aggressive in releasing fixes, updates and product enhancements. In order to provide the best support possible for you please provide us with as much detail as possible if you should encounter an issue or problem using our extension. It would be especially useful to receive a copy of your file; preferable zipped, with a brief note outlining your errors.

The bullet points below are from an article on Effective Bug Reporting by Simon Tatham published under his [OpenContent Licence](#). The copy has been modified to suit our applications.

How to Report Bugs Effectively

By [Simon Tatham](#), professional and free-software programmer

Introduction

Anybody who has written software for public use will probably have received at least one bad bug report. Reports that say nothing ("It doesn't work!"); reports that make no sense; reports that don't give enough information; reports that give wrong information. Reports of problems that

turn out to be user error; reports of problems that turn out to be the fault of somebody else's program; reports of problems that turn out to be network failures.

There's a reason why technical support is seen as a horrible job to be in, and that reason is bad bug reports. However, not all bug reports are unpleasant: I maintain free software, when I'm not earning my living, and sometimes I receive wonderfully clear, helpful, informative bug reports.

In a nutshell, the aim of a bug report is to enable the programmer to see the program failing in front of them. You can give them careful and detailed instructions on how to make it fail. If they can make it fail, they will try to gather extra information until they know the cause. If they can't make it fail, they will have to ask you to gather that information for them.

In bug reports, try to make very clear what are actual facts ("I was at the computer and this happened") and what are speculations ("I think the problem might be this"). Leave out speculations if you want to, but don't leave out facts.

When you report a bug, you are doing so because you want the bug fixed. There is no point in swearing at the programmer or being deliberately unhelpful: it may be their fault and your problem, and you might be right to be angry with them, but the bug will get fixed faster if you help them by supplying all the information they need.

"It doesn't work."

Give the programmer some credit for basic intelligence: if the program really didn't work at all, they would probably have noticed. Since they haven't noticed, it must be working for them. Therefore, either you are doing something differently from them, or your environment is different from theirs. They need information; providing this information is the purpose of a bug report. More information is almost always better than less.

If you are not reporting a bug but just asking for help using the program, you should state where you have already looked for the answer to your question. ("I looked in chapter 4 and section 5.2 but couldn't find anything that told me if this is possible.") This will let the programmer know where people will expect to find the answer, so they can make the documentation easier to use.

"Show me how to show myself."

If you have to report a bug to a programmer who can't be present in person, the aim of the exercise is to enable them to *reproduce* the problem. You want the programmer to run their own copy of the program, do the same things to it, and make it fail in the same way. When they can see the problem happening in front of their eyes, then they can deal with it.

So tell them exactly what you did. If it's a graphical program, tell them which buttons you pressed and what order you pressed them in. If it's a program you run by typing a command, show them precisely what command you typed. Wherever possible, you should provide a verbatim transcript of the session, showing what commands you typed and what the computer output in response.

Give the programmer all the input you can think of. If the program reads from a file, you will probably need to send a copy of the file. If the program talks to another computer over a network, you probably can't send a copy of that computer, but you can at least say what kind of computer it is, and (if you can) what software is running on it.

[Kaosweaver: send all files to us by zipping them into one file, with subfolders as necessary – unzipped files are deleted by virus and spam filters]

[Kaosweaver – If possible, upload the page if the error isn't in the extension and provide the URL to the page. This is very, very helpful.]

"Works for me. So what goes wrong?"

If you give the programmer a long list of inputs and actions, and they fire up their own copy of the program and nothing goes wrong, then you haven't given them enough information. Possibly the fault doesn't show up on every computer; your system and theirs may differ in some way. Possibly you have misunderstood what the program is supposed to do, and you are both looking at exactly the same display but you think it's wrong and they know it's right.

So also describe what happened. Tell them exactly what you saw. Tell them why you think what you saw is wrong; better still, tell them exactly what you expected to see. If you say "and then it went wrong", you have left out some very important information.

If you saw error messages then tell the programmer, carefully and precisely, what they were. They *are* important! At this stage, the

programmer is not trying to fix the problem: they're just trying to find it. They need to know what has gone wrong, and those error messages are the computer's best effort to tell you that. Write the errors down if you have no other easy way to remember them, but it's not worth reporting that the program generated an error unless you can also report what the error message was.

In particular, if the error message has numbers in it, *do* let the programmer have those numbers. Just because you can't see any meaning in them doesn't mean there isn't any. Numbers contain all kinds of information that can be read by programmers, and they are likely to contain vital clues. Numbers in error messages are there because the computer is too confused to report the error in words, but is doing the best it can to get the important information to you somehow.

At this stage, the programmer is effectively doing detective work. They don't know what's happened, and they can't get close enough to watch it happening for themselves, so they are searching for clues that might give it away. Error messages, incomprehensible strings of numbers, and even unexplained delays are all just as important as fingerprints at the scene of a crime. Keep them!

[**Kaosweaver: Screen shots of error messages are **perfect!** If just sending one or two images of errors, you don't have to zip them, please use jpeg or gif formats for size considerations.**]

"So then I tried . . ."

There are a lot of things you might do when an error or bug comes up. Many of them make the problem worse. A friend of mine at school deleted all her Word documents by mistake, and before calling in any expert help, she tried reinstalling Word, and then she tried running Defrag. Neither of these helped recover her files, and between them they scrambled her disk to the extent that no Undelete program in the world would have been able to recover anything. If she'd only left it alone, she might have had a chance.

Users like this are like a mongoose backed into a corner: with its back to the wall and seeing certain death staring it in the face, it attacks frantically, because doing something has to be better than doing nothing. This is not well adapted to the type of problems computers produce.

Instead of being a mongoose, be an antelope. When an antelope is confronted with something unexpected or frightening, it freezes. It stays absolutely still and tries not to attract any attention, while it stops and thinks and works out the best thing to do. (If antelopes had a technical support

line, it would be telephoning it at this point.) Then, once it has decided what the safest thing to do is, it does it.

When something goes wrong, immediately stop doing *anything*. Don't touch any buttons at all. Look at the screen and notice everything out of the ordinary, and remember it or write it down. Then perhaps start cautiously pressing "OK" or "Cancel", whichever seems safest. Try to develop a reflex reaction - if a computer does anything unexpected, freeze.

If you manage to get out of the problem, whether by closing down the affected program or by rebooting the computer, a good thing to do is to try to make it happen again. Programmers like problems that they can reproduce more than once. Happy programmers fix bugs faster and more efficiently.

"I think the tachyon modulation must be wrongly polarised."

It isn't only non-programmers who produce bad bug reports. Some of the worst bug reports I've ever seen come from programmers, and even from good programmers.

I worked with another programmer once, who kept finding bugs in his own code and trying to fix them. Every so often he'd hit a bug he couldn't solve, and he'd call me over to help. "What's gone wrong?" I'd ask. He would reply by telling me his current opinion of what needed to be fixed.

This worked fine when his current opinion was right. It meant he'd already done half the work and we were able to finish the job together. It was efficient and useful.

But quite often he was wrong. We would work for some time trying to figure out why some particular part of the program was producing incorrect data, and eventually we would discover that it wasn't, that we'd been investigating a perfectly good piece of code for half an hour, and that the actual problem was somewhere else.

I'm sure he wouldn't do that to a doctor. "Doctor, I need a prescription for Hydroxydyne." People know not to say that to a doctor: you describe the symptoms, the actual discomforts and aches and pains and rashes and fevers, and you let the doctor do the diagnosis of what the problem is and what to do about it. Otherwise the doctor dismisses you as a hypochondriac or crackpot, and quite rightly so.

It's the same with programmers. Providing your own diagnosis might be helpful sometimes, but always state the symptoms. The diagnosis is an optional extra, and not an alternative to giving the symptoms. Equally,

sending a modification to the code to fix the problem is a useful addition to a bug report but not an adequate substitute for one.

If a programmer asks you for extra information, don't make it up! Somebody reported a bug to me once, and I asked him to try a command that I knew wouldn't work. The reason I asked him to try it was that I wanted to know which of two different error messages it would give. Knowing which error message came back would give a vital clue. But he didn't actually try it - he just mailed me back and said "No, that won't work". It took me some time to persuade him to try it for real.

Using your intelligence to help the programmer is fine. Even if your deductions are wrong, the programmer should be grateful that you at least *tried* to make their life easier. But report the symptoms as well, or you may well make their life much more difficult instead.

"That's funny, it did it a moment ago."

Say "intermittent fault" to any programmer and watch their face fall. The easy problems are the ones where performing a simple sequence of actions will cause the failure to occur. The programmer can then repeat those actions under closely observed test conditions and watch what happens in great detail. Too many problems simply don't work that way: there will be programs that fail once a week, or fail once in a blue moon, or never fail when you try them in front of the programmer but always fail when you have a deadline coming up.

Most intermittent faults are not truly intermittent. Most of them have some logic somewhere. Some might occur when the machine is running out of memory, some might occur when another program tries to modify a critical file at the wrong moment, and some might occur only in the first half of every hour! (I've actually seen one of these.)

Also, if you can reproduce the bug but the programmer can't, it could very well be that their computer and your computer are different in some way and this difference is causing the problem. I had a program once whose window curled up into a little ball in the top left corner of the screen, and sat there and *sulked*. But it only did it on 800x600 screens; it was fine on my 1024x768 monitor.

The programmer will want to know anything you can find out about the problem. Try it on another machine, perhaps. Try it twice or three times and see how often it fails. If it goes wrong when you're doing serious work but not when you're trying to demonstrate it, it might be long running times or large files that make it fall over. Try to remember as much detail as you can about what you were doing to it when it did fall over, and if you see any

patterns, mention them. Anything you can provide has to be some help. Even if it's only probabilistic (such as "it tends to crash more often when Emacs is running"), it might not provide direct clues to the cause of the problem, but it might help the programmer reproduce it.

Most importantly, the programmer will want to be sure of whether they're dealing with a true intermittent fault or a machine-specific fault. They will want to know lots of details about your computer, so they can work out how it differs from theirs. A lot of these details will depend on the particular program, but one thing you should definitely be ready to provide is version numbers. The version number of the program itself, and the version number of the operating system, and probably the version numbers of any other programs that are involved in the problem.

"So I loaded the disk on to my Windows . . ."

Writing clearly is essential in a bug report. If the programmer can't tell what you meant, you might as well not have said anything.

I get bug reports from all around the world. Many of them are from non-native English speakers, and a lot of those apologise for their poor English. In general, the bug reports with apologies for their poor English are actually very clear and useful. All the most unclear reports come from native English speakers who assume that I will understand them even if they don't make any effort to be clear or precise.

- *Be specific.* If you can do the same thing two different ways, state which one you used. "I selected Load" might mean "I clicked on Load" or "I pressed Alt-L". Say which you did. Sometimes it matters.
- *Be verbose.* Give more information rather than less. If you say too much, the programmer can ignore some of it. If you say too little, they have to come back and ask more questions. One bug report I received was a single sentence; every time I asked for more information, the reporter would reply with another single sentence. It took me several weeks to get a useful amount of information, because it turned up one short sentence at a time.
- *Be careful of pronouns.* Don't use words like "it", or references like "the window", when it's unclear what they mean. Consider this: "I started FooApp. It put up a warning window. I tried to close it and it crashed." It isn't clear what the user tried to close. Did they try to close the warning window, or the whole of FooApp? It makes a difference. Instead, you could say "I started FooApp, which put up a warning window. I tried to close the warning window, and FooApp crashed." This is longer and more repetitive, but also clearer and less easy to misunderstand.
- *Read what you wrote.* Read the report back to yourself, and see if *you* think it's clear. If you have listed a sequence of actions which should

produce the failure, try following them yourself, to see if you missed a step.

Summary

- The first aim of a bug report is to let the programmer see the failure with their own eyes. If you can't be with them to make it fail in front of them, give them detailed instructions so that they can make it fail for themselves.
- In case the first aim doesn't succeed, and the programmer *can't* see it failing themselves, the second aim of a bug report is to describe what went wrong. Describe everything in detail. State what you saw, and also state what you expected to see. Write down the error messages, *especially* if they have numbers in.
- When your computer does something unexpected, *freeze*. Do nothing until you're calm, and don't do anything that you think might be dangerous.
- By all means try to diagnose the fault yourself if you think you can, but if you do, you should still report the symptoms as well.
- Be ready to provide extra information if the programmer needs it. If they didn't need it, they wouldn't be asking for it. They aren't being deliberately awkward. Have version numbers at your fingertips, because they will probably be needed.
- Write clearly. Say what you mean, and make sure it can't be misinterpreted.
- Above all, *be precise*. Programmers like precision.

Disclaimer: I've never actually seen a mongoose or an antelope. My zoology may be inaccurate.

\$Id: bugs.html,v 1.24 2004/06/01 14:06:37 simon Exp \$

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Please send comments and criticism on this article to anakin@pobox.com.

We would like to add a list of items that we think will help us more efficiently assist you:

1. Always restart Dreamweaver after installing an extension.

2. Always work from a saved page that is part of a site. An Unconnected page won't work well with paths to files it can't find. Dreamweaver has no clue where you want to save the file and it will insert machine paths instead of relative paths which enable the web server to find the file.
3. If you get an error working on a complex page, try the same process on a blank page with the minimum elements required to accomplish the same task
4. Put it on a test page and on a web server.
5. Try it on another machine.
6. Try it on a machine not using Windows 98 or Windows ME or Mac OS 8.x or Mac OS 9.x.
7. Always state which version of Dreamweaver you have (including if you've upgraded to the latest bug fix from Macromedia), the Extension Manager if you're having install problems, and the operating system with version. If these are not stated, we will need to contact you for the information before even looking into the problem.

Following these suggestions will assist us in providing you with the quickest solution to the problem. We want to solve whatever problem you've encountered with our software. If we have the opportunity to fix the problem, we both win. We get the chance to fix a bug we don't know about and you get what you paid for.