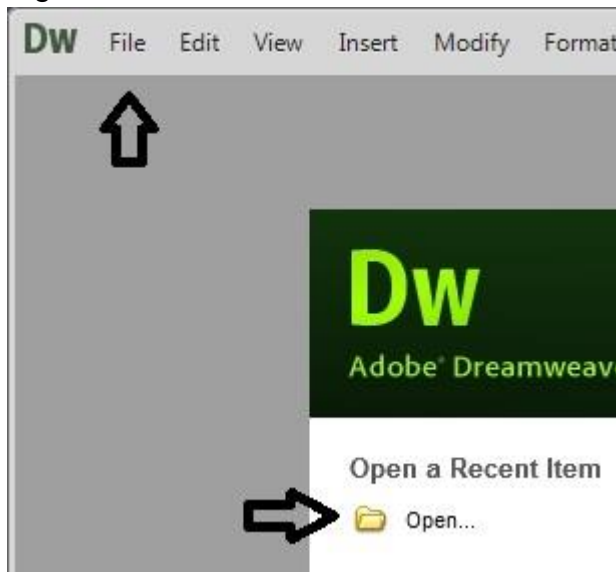


It is suggested that anyone attempting to follow this guide first meet with a representative from the WPI ATC about Dreamweaver if you have no experience with that product.

## Website Design

- 1) Creating a new Page
  - i. Start up Dreamweaver
  - ii. Go to File → Open or use Open on the starting menu, as displayed in Figure 1



*Figure 1 - Dreamweaver Start-Up Screen*

- iii. Find and select the template page, shown in Figure 2

1. This can also be done by using page already developed

Note: Some sections may have section specific material already on them, editing these sections can save time over using a blank template.

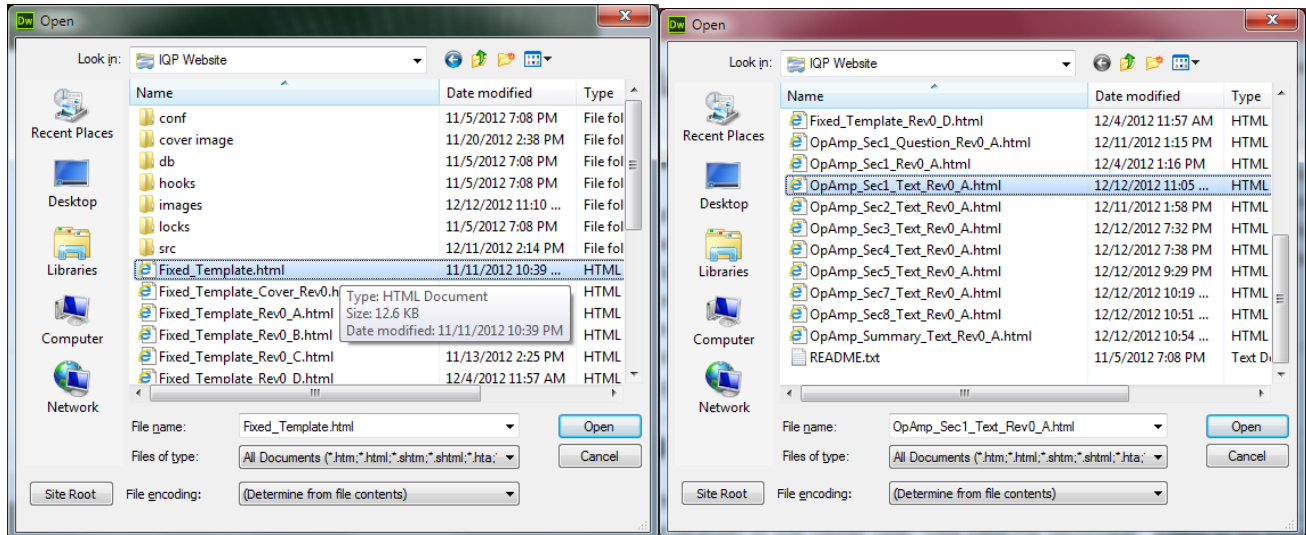


Figure 2 - Selecting Page Format

iv. Go to File → Save As

1. It is very important that this be done right away so that a new page is created and the edits don't affect the older page

v. Name the page something different

1. [Subject being covered]\_Sec[Page #]\_[Type of Media]\_Rev[#]

a. Ex. OpAmp\_Sec1\_Text\_Rev0.html

2) Editing the Page

i. Text

1. Simply fill in the area in which you wish to change in the template form
  - a. This can be done either through the **Code or Design** (Split if you wish to use both) window. Also to be noted that once selected in the Design section if viewed in split your curser will also show up in the code section. Figure 3 shows a Split View.
2. At times additional searching may be necessary to find appropriate HTML tags.

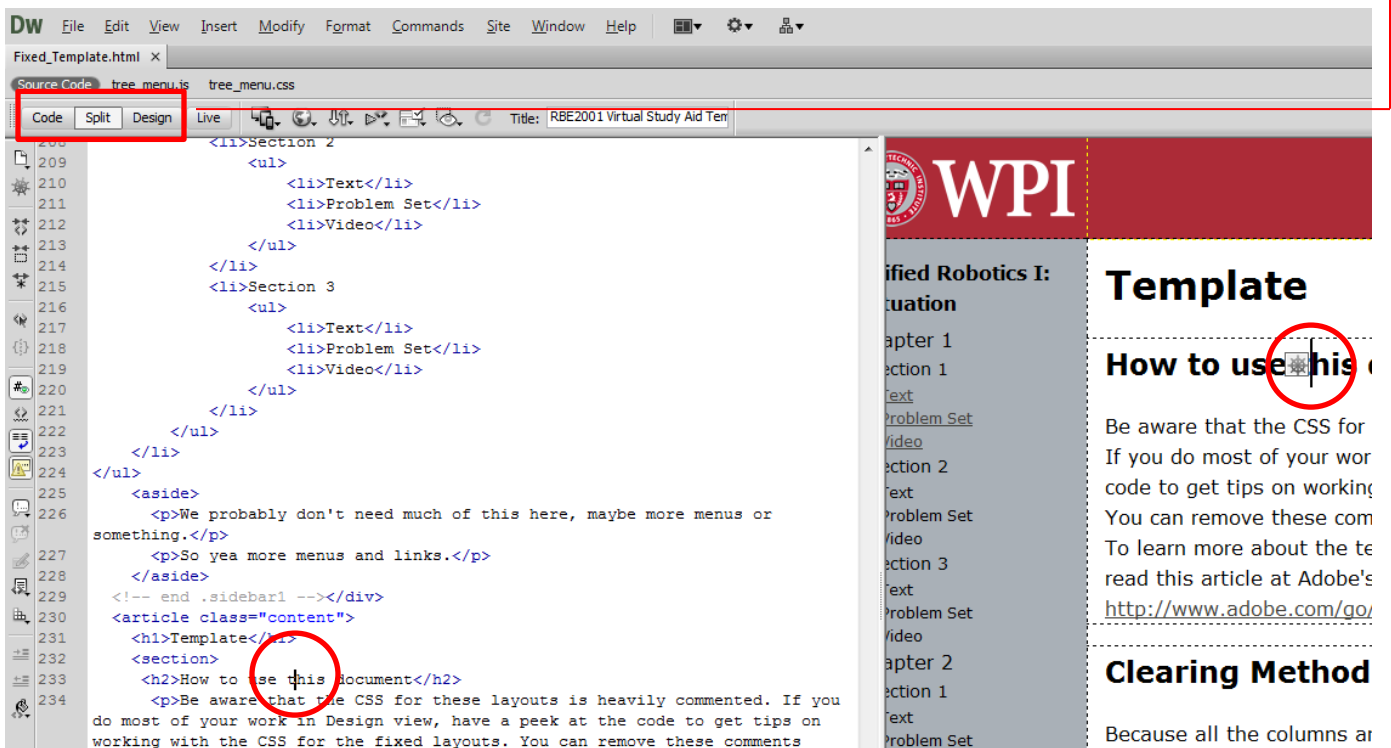


Figure 3 - Editing the Page

ii. Pictures

1. Copying the code for inserting pictures from previous chapters is suggested
  - a. This is the code, also shown in Figure 4

```

<table>

    <caption align="bottom" class="captionText">

        Another Empty Graph!

    </caption>

    <td></td></tr>

</table>

```

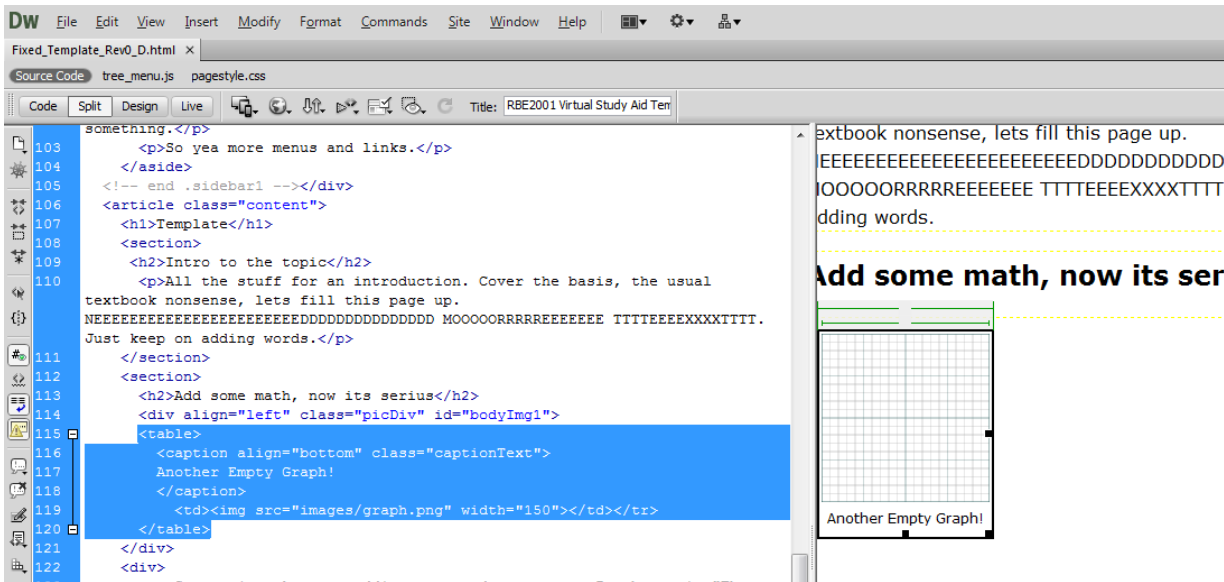


Figure 4 - Image Code

2. Replace the picture link with desired picture link
  - a. This is done at the bottom left of the screen, shown in Figure 5

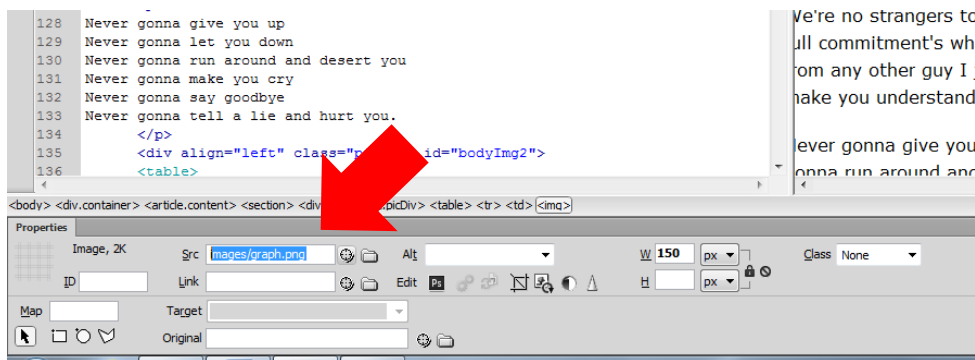
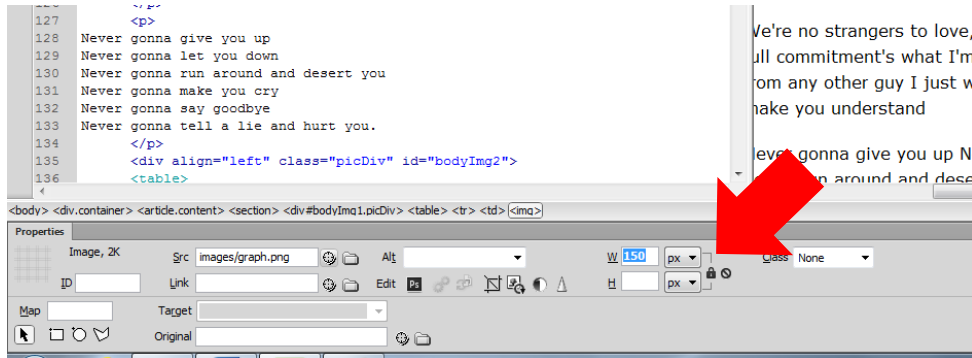


Figure 5 - Picture Link Box

3. Edit the image size to properly fit on screen

- a. It is suggest the image stays locked in horizontal and vertical ratios to conserve the appearance. Figure 6 shows the location of the lock button.
  - i. This will help with resizing since the image will automatically select the proper size of the second dimension if the first is changed.



*Figure 6 - Image Ratio Selection*

4. Edit the caption
  - a. This follows the same rule as text
  - b. Edit the highlighted part of the code below to change the caption of an image

```

<table>

  <caption align="bottom" class="captionText">
    Another Empty Graph!
  </caption>

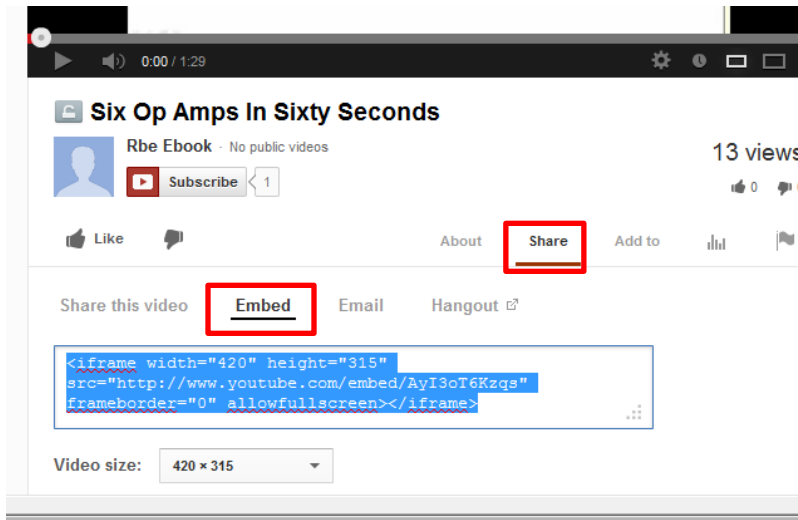
  <td></td></tr>

</table>

```

iii. Video

1. Copy embedded link from YouTube and paste into Code area at the appropriate spot
  - a. On a YouTube video click share, and select the embedded option, as displayed in Figure 7



*Figure 7 - YouTube Embedded Code*

#### iv. Chapter Navigation Bar

1. For this section it is recommended that the code be copied from a previous section and that the only things edited be the links and name of the sections.

### 3) Uploading the Page

- i. Using your ECE account, map [\\farad.ece.wpi.edu\www](http://farad.ece.wpi.edu/www) as a Drive
  1. Open up Computer and right click on the Computer icon on the left sidebar

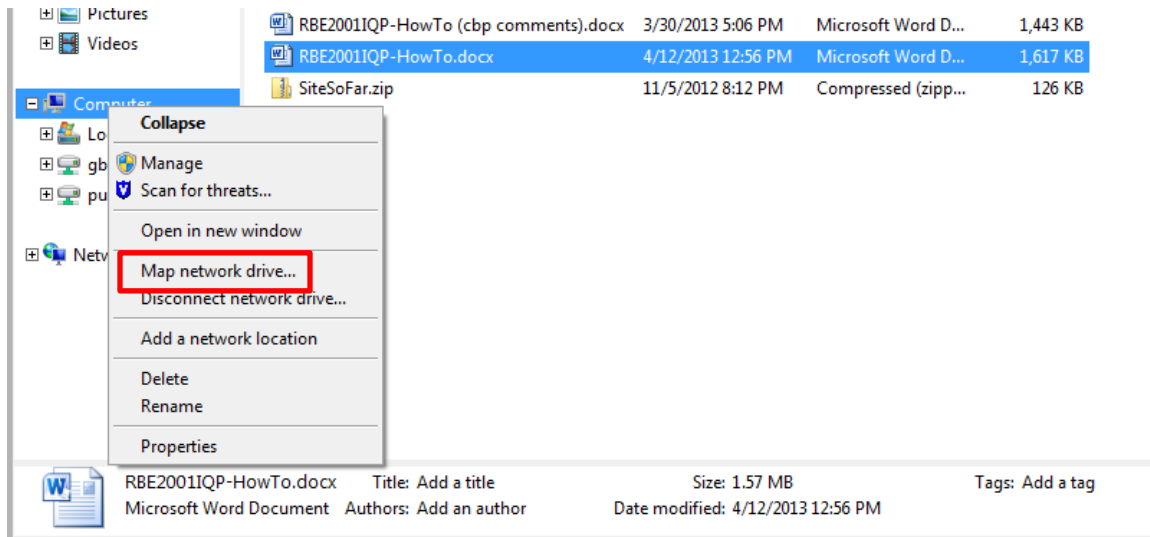


Figure 8 - Selecting Map network drive

2. Insert the above link to Farad drive in the appropriate field as shown in Figure 9

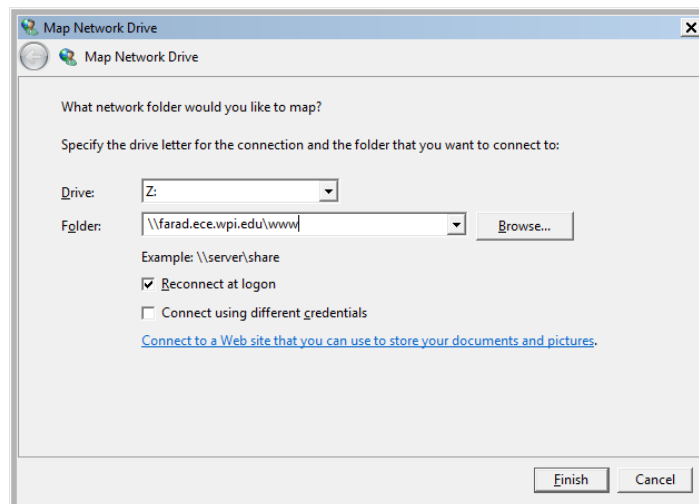


Figure 9 - Mapping the Drive

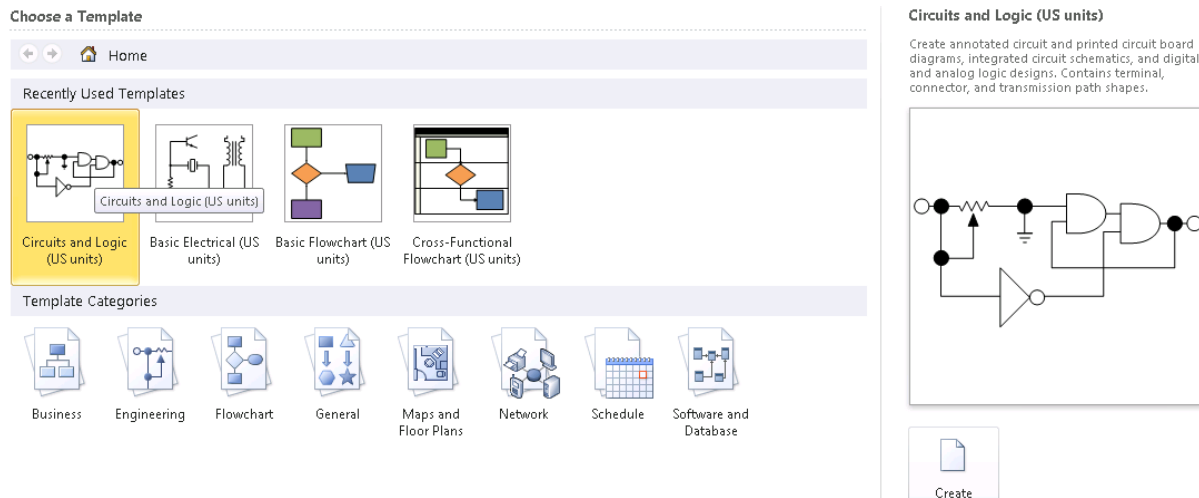
- ii. Access Farad drive and insert pages into their proper location in the rbe2001 folder

## **Creation of Figures using Microsoft Visio**

**Step 1:** Open the picture(s) you wish to use as reference

**Step 2:** Open Microsoft Visio. Most computers on campus have this program. The ECENET remote desktop does as well if you are at a computer without it.

**Step 3:** Create a new file using the Circuits and Logic template (To be used with OpAmp Champs).

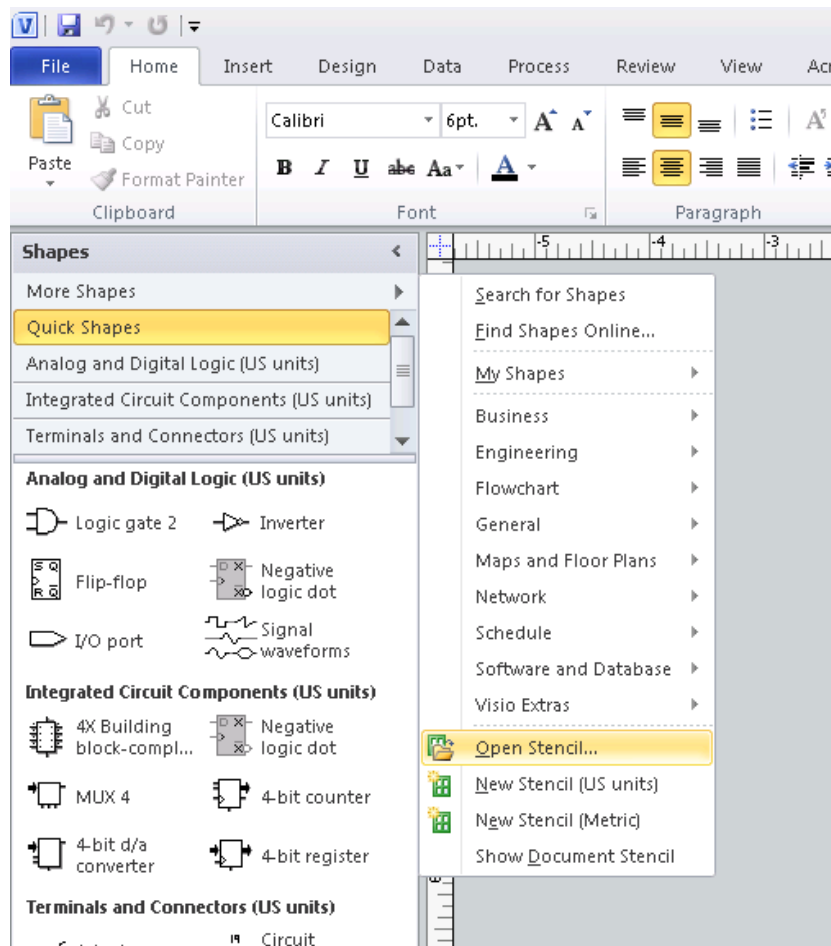


*Figure 10: File Template*

**Step 4:** On the Shapes menu on the side of the Visio menu click the arrow next to “More Shapes”. Choose “Open Stencil”. Navigate to the directory where you have saved “RBE2001IQP Stencils.vss”. The stencils will appear in the Shapes menu on the side of the screen. You may add your own frequently used shapes to this menu by simply dragging and dropping them.

**NOTE:** You will have to open the stencil every time you open a new file.





*Figure 11: Open Stencil*

**Step 5:** Drag and drop the stencils you plan to use in the Visio page and relocate and connect them to build your desired figure.

**Step 6:** Once the figure is created save and name it in a way that will allow for easy access. The suggested convention is “ChapterName slide number”. This will be an editable figure and should be saved in a safe location to make later edits possible.

**Step 7:** Go to File-> Save As...JPEG File Interchange Format.

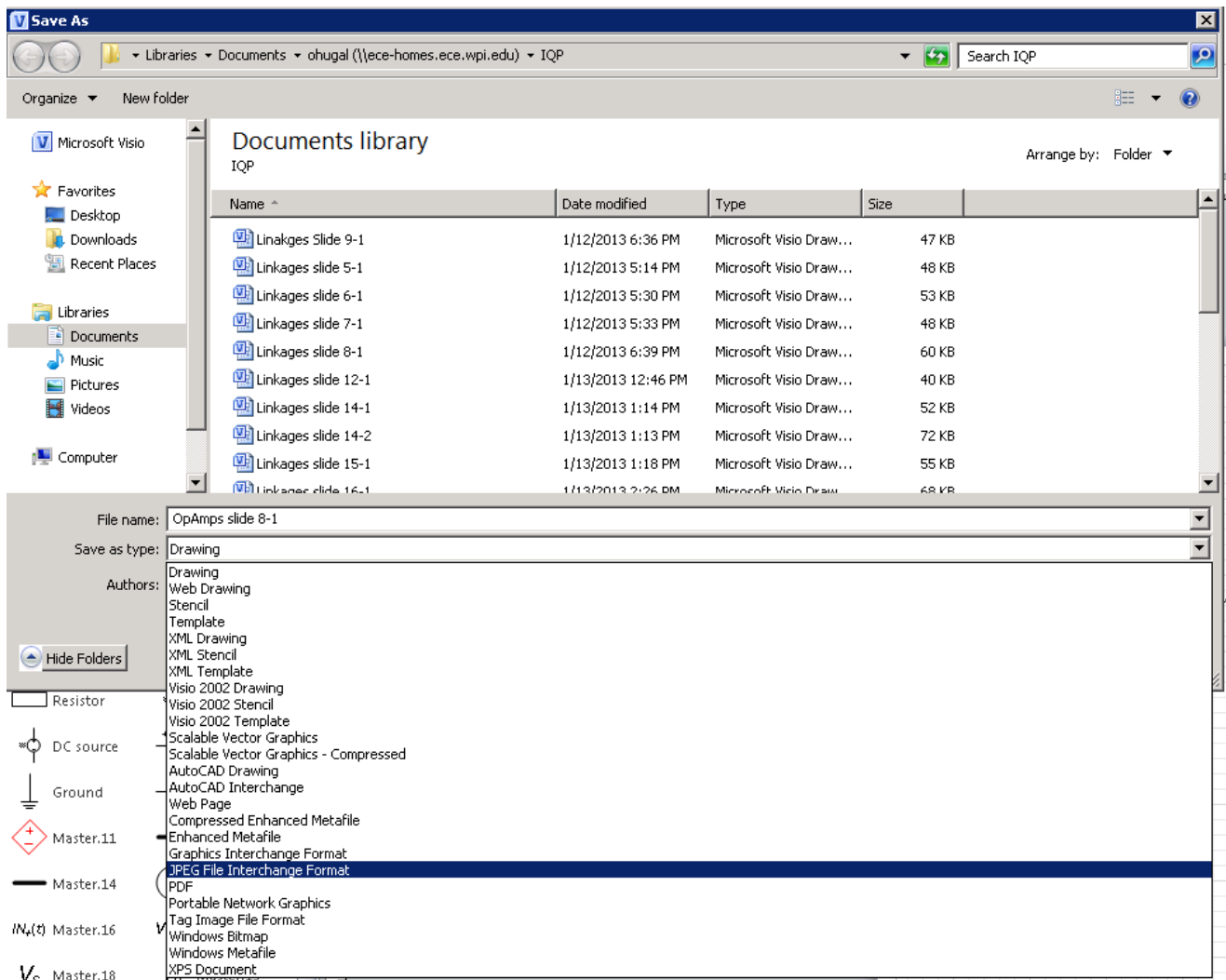


Figure 12: Save As...

**Step 8:** You may now insert the JPEG formatted figure into the HTML for the chapter.

**Quick Tips:**

1. In Visio to format text one must first type all the text and then highlight the portion you wish to format (i.e. **Bold**, *Italics*, Underline) and then format the text.
2. In order to add a superscript or subscript first type out the text unformatted (i.e. x2 for x<sup>2</sup>). Then highlight the desired text and use the shortcut “ctrl” + “shift” + “=” to add a superscript and “ctrl” + “=” to add a subscript.

## **Creation of Interactive Figures using GameMaker**

It is suggested anyone seeking to create interactive figures using GameMaker first meet with an ATC representative for a quick tutorial on the software, and further complete some of the tutorials present on their website at <http://sandbox.yoyogames.com/make/tutorials>.