



# HOT DOG PROFESSIONAL SUPERTOOLZ – Part I

## Dynamic HTML

1. Must save your web file before inserting a dynamic HTML code
2. Icon on the Format Tab
3. Place your cursor where you wish your dynamic object to appear (between the <BODY> and </BODY> tags. Click on the Dynamic HTML icon
4. A window appears to tell you that this animation will appear wherever your cursor is currently placed – Click on **OK**
5. A window appears giving a name to the animation that will appear—you should
  - type in the text you wish animated in the **Object To Animate** section
  - select the type of animation you wish
  - click on **OK**
  - save your web file and preview

## Custom Colors Tab

1. If you wish to change a color that has been used on your web page, highlight the color code (i.e. #FF000) in your HotDog file, double click on the new color from your Custom Colors Tab.
2. Save your web file and preview

## Super Toolz:

### Image Lab

This is a software program within HotDog that will allow you to compress and manipulate existing graphics.

1. Through **SuperToolz** on your standard toolbar, click on **Image Lab**
2. **Open** an existing image that you wish to compress or manipulate—this graphic (possibly a .bmp or .tif file type) can be located anywhere on your computer
3. The existing image (with file size information) will appear on the left side of the window
4. You may choose to change the file format – once you have made your choices, you will **Apply the Changes**—you can view the change on the right side of your screen along with the new file size information

5. You may choose to resize the graphic
  - a. Click on the Size tab
  - b. In the window that appears, click on Resize and Keep Ratio
  - c. Type in the pixel width you desire—the height will automatically change
  - d. You can view the change on the right side of your screen along with the new file size information
  - e. Once you have made your choices, you will **Apply the Changes**
6. If you do not like your changes, simply go through SuperToolz and Image Lab to Open the existing image again
7. Once you have compressed or changed the image to your satisfaction, through **File, Save the Image As** – REMEMBER to place this image in the same folder as your web page!!!!
8. Save your HotDog file and preview

## Image Mapper

This program will allow you to identify different parts of a graphic to link as HyperMedia links. You will be opening an existing .jpg or .gif file that should be located in the same folder as your web page. You will want Netscape open on your taskbar so that you can copy and paste URL addresses.

1. Make sure your cursor is in the appropriate place where you wish the graphic to appear in your HotDog file
2. Through SuperToolz on your standard toolbar, click on Image Mapper
3. In the Image Mapper window, click on New
4. Double click on the .jpg or .gif file (remember this must be saved in the same folder as your web page) – click on OK (we will not set a default URL)
5. Your image appears in the Image Mapper window.
6. Select the rectangle, circle or polygon to identify the portion of your image to use for a hypermedia link. (i.e. You will click on the rectangle, then hold down your mouse to draw a rectangle around a portion of the graphic)
7. On your taskbar, go to Netscape. Go to the URL address of the site you wish to link. Highlight the address and copy it.
8. On your taskbar, return to Image Mapper and paste in the URL address. You can also type in an explanation on the Status Bar Text. The information you type in will appear when the reader of your web page places their cursor over the portion of the image you have identified. Click on **OK**.
9. Continue to repeat steps 6 through 8 to identify different portions of the image that you wish to link. It is very important that none of the objects you use to identify a portion of the image overlap. If the objects touch one another, or overlap, the image mapper will not work.
10. When you have identified all parts of the image, click on the compile HTML icon. Type in a unique name for the image map. Click on OK. You will be told that the map has been inserted into your HTML document. Click on OK.
11. Minimize your Image Mapper program. Return to HotDog on your taskbar and look at a preview of the page in Netscape. Once you are sure that the map is what you want, you should return to the Image Mapper on your taskbar and close the program.
12. Make sure to continue to save your HotDog file.

## Text Effects

This SuperToolz program will allow you to animate your text. The choices you make are placed into a Java applet that will be inserted into your HotDog file.

1. Make sure your cursor is in the appropriate place where you wish the applet to appear in your HotDog file
2. Through SuperToolz on your standard toolbar, click on Text Effects.
3. You now have the Text Effects program open. You will type in the text that you wish to animate (replace Enter Sample Text Here)
4. Choose the type of text effect that you want. You can change the type of font and the size of font. You can also choose a background color for your applet and/or a different color of font. Each text effect has different selections that can alter your applet.
5. Once you have completed your choices, click on the Write HTML Code Back To Your Web page icon.
6. A window appears notifying you of the files that are being created as a result of your choices (i.e. spread.class, ver.class, etc.). Write these files down then click on **OK**.
7. Another window appears notifying you that the files just created must be in the same folder as your web page. You should click on **OK** to place them in the same folder. Remember—when you upload this web page to the server, you will need to also upload these files. Click **OK** again
8. Do not close the Text Effects program until you have previewed your web page. Once you are satisfied with the text effect on your web page, you should close the program.
9. On your taskbar, return to HotDog and preview your web page. Remember to also save your page.

## Reptile

This SuperToolz program will allow you to create a background image for your web page. The choices you make will result in either a .gif or .jpg image. Once the image is created and saved into the same folder as your web page, you can insert it as a background image.

1. Through SuperToolz on your standard toolbar, click on **Reptile**.
2. You have 3 tabs—Texture Settings, Gradient Settings, and Text Settings
3. Texture Settings tab will allow you to prepare an image of patterns. You can choose from Presets patterns and then change colors. Once you find a pattern with the colors you like, you can click on **Save Current Image** (located underneath the image preview). There are almost unlimited choices for you to make!! This is the part that you can spend a lot of time with—don't be in a hurry—and have fun!!!
4. You will choose between a .gif or .jpg format. Generally speaking, a .jpg format will be used (medium quality). You can preview this background by going to the **Text Settings** tab to see how this will look with your current font colors. If you wish to make any changes, return to the Reptile program on your taskbar and make adjustments to colors or patterns. Continue to preview the background in the Text Settings tab. Once you make a decision, you will need to return to Reptile to save your file.
5. Make sure to name this file (i.e. sunback.jpg) and save this picture in the same file folder as your web page.
6. Once the file is saved, return to the **Text Settings** tab and click on **Copy to Hot Dog**

7. If you prefer, you can choose the Gradient Settings tab and prepare a background of color combinations with no design. Once again, you have preset designs to work from with an enormous number of color combinations. Follow steps 3-6 shown above to create a background of colors.
8. Save your web page file and preview.