

CSS Image Gallery Manual

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About CSS Image Gallery

Create cool **pure CSS galleries** and slideshows with a fluent navigation and image transitions. Due to its CSS nature it is **fully customizable** and fits in any site design. You can even create a fancy slideshow with automatic thumbnail popup navigation.

The gallery complies with the latest web standards and is **fully JavaScript unobtrusive**, meaning that it will always display correctly, even if your users don't use JavaScript. Therefore this is the ultimate **search engine friendly** CSS gallery.

Note: The latest version of this extension resizes images using **Dreamweaver**, **Fireworks is no longer required**. **DMXzone Image Resizer** is included in the extension.

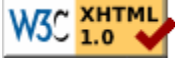
Features

- **Pure CSS Gallery**

The gallery is created using CSS it doesn't require any plugins and works on all modern browsers

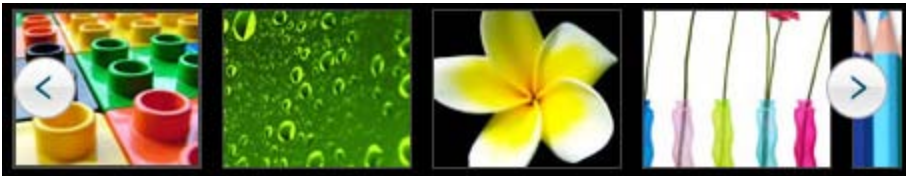
- **Web standards based**

The gallery complies to the latest web standards of the W3C



- **Great thumbnail navigation and image transitions**

Navigate using thumbnails and enjoy the great fade and motion effects that are displayed when browsing to the gallery



- **Images are resized while constraining proportions**

The extension has a built-in super fast, multithreaded image processor in Dreamweaver, that will resize your images and make thumbnails in an eye blink. Original images can be automatically resized to fit the specified size while the proportions are maintained. Without any external applications, no more Fireworks or Photoshop needed.

- **JavaScript Unobtrusive**

Images will always display correctly, even if your users don't use JavaScript or have a very old browser

- **Search Engine Friendly**

Due to the advanced incorporated technology this gallery is the ultimate search engine friendly gallery so the gallery titles and descriptions are well indexed by search engines



- **Customize your gallery**

- Change the looks of the gallery in Dreamweaver without coding
- Add links to the main image and (optionally) open it in a new window with [Advanced Layer Popup](#)
- Advanced users can customize the gallery anyway they like by customizing the supplied CSS file with help of the detailed documentation that lists the important classes and properties



- **Interoperability with the DMXzone Behavior Connector**

- Add interactive components and behaviors to your CSS Image Gallery such as Advanced Tooltips, Advanced Layer Popup or Flash MP3 Player.
- Control the CSS Image Gallery with your own customized interface, using behaviours



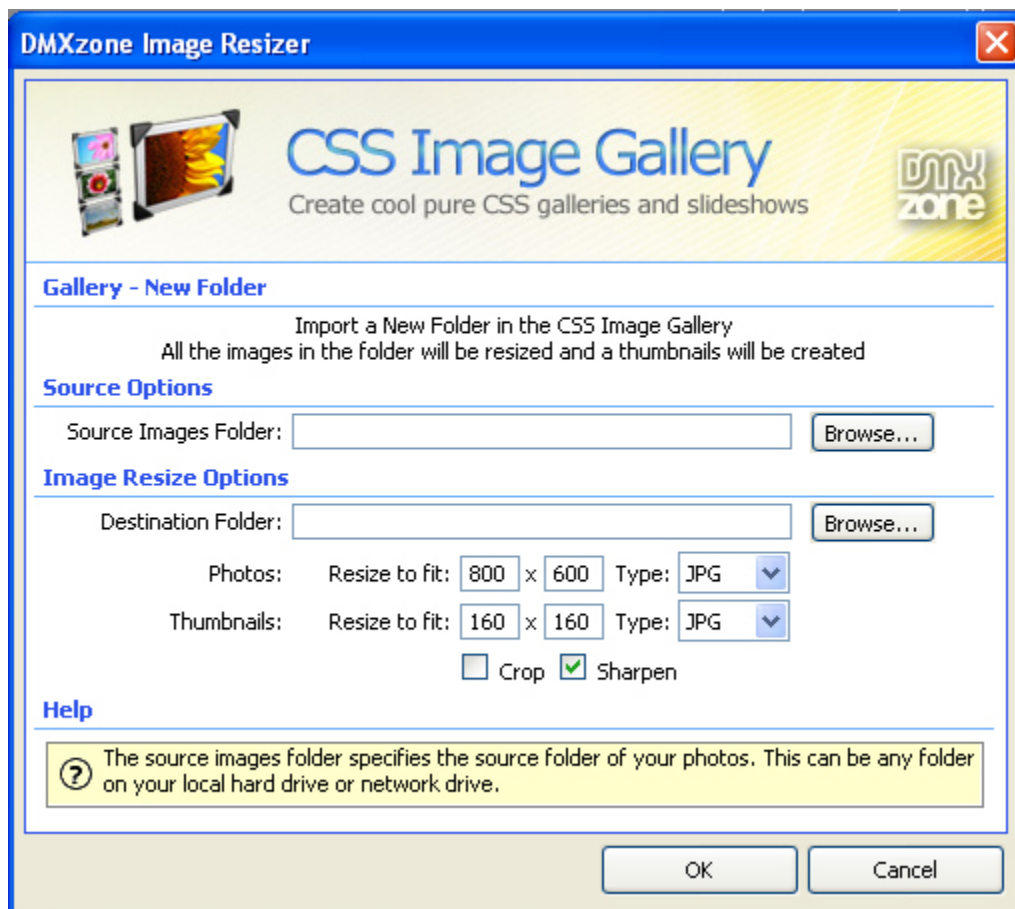
- **Automatically generated thumbnails**

Auto generate your thumbnails with the correct size while proportions are maintained and crop them if needed using DMXzone Image Resizer.

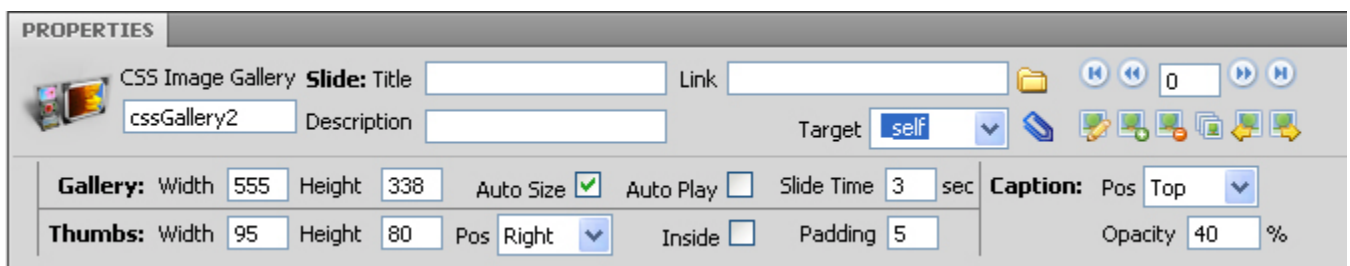
- **Slideshow option with automatic thumbnail popup**
Create great slideshows with auto play and automatic thumbnail popup



- **Images are resized while constraining proportions**
 - Original images can be automatically resized to fit the specified size while the proportions are maintained using Dreamweaver or Fireworks
- **Integrated in Dreamweaver**
 - interactive dialog in Dreamweaver with all the options you'll need;



- an inline property inspector so that you can easily change visual options later on



- **Preview in Dreamweaver**
 - You can see a preview within Dreamweaver of how your gallery will look like and navigate within the photos!



Before you begin

Make sure to setup your site in Dreamweaver first before creating a page, if you don't know how to do this please [read this](#).

Installing the extension

Read the tutorial at <http://www.dmxzone.com/ShowDetail.asp?NewsId=4671>

Login, download the product, and lookup your serial at
<http://www.dmxzone.com/myZone.asp?Section=purchases>

Get the latest extension manager 1.8 from Adobe at
http://www.adobe.com/exchange/em_download/

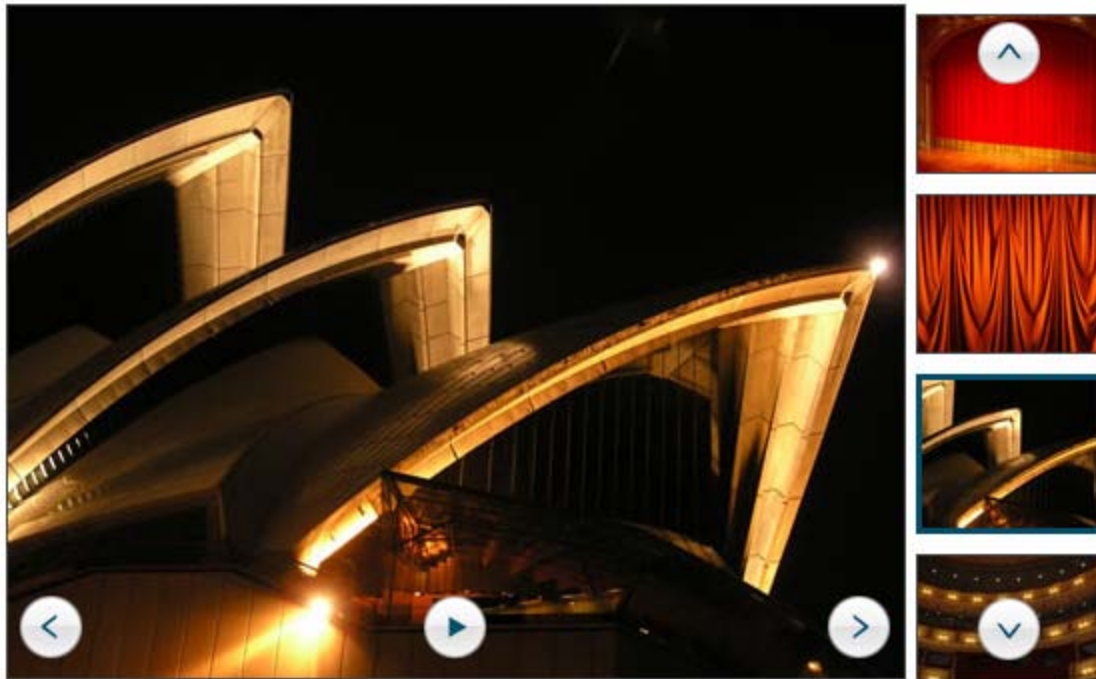
Open the .mxp file (the extension manager should start-up) and install the extension.

If you experience problems please read the FAQ at
<http://www.dmxzone.com/index.asp?Typeld=7&CatId=687>
before contacting support.

The Basics: Creating a gallery

Introduction

In this tutorial we're going to show you how easy it is to insert a gallery on to your page.



The Gallery on your page.

Building the Gallery

1. **Create a new HTML page**

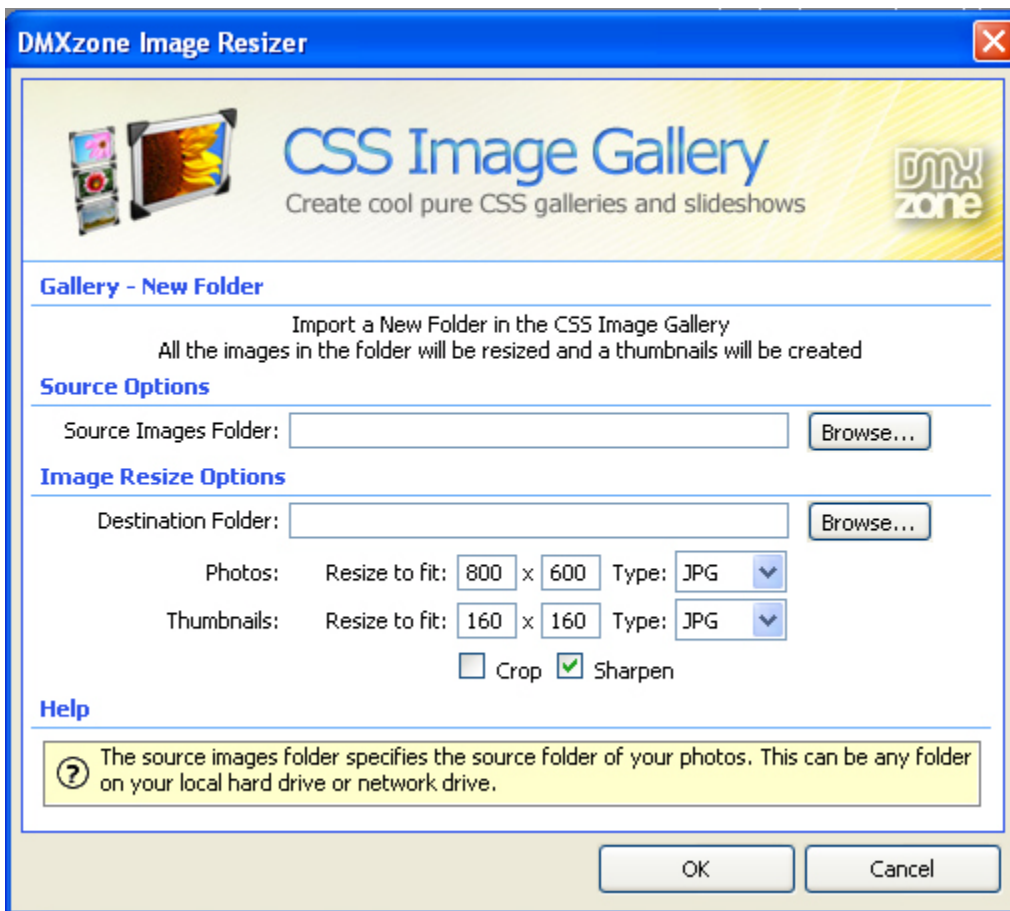
Create a new or open an existing HTML page and save the page.

2. **Applying the extension**

Choose the  icon from the DMXzone object bar to apply the extension.



The following popup appears:



3. Setting the Source Options

Now it is time to set the **Source Images Folder**, this is the location of the photos you want to use in your album.

Below is a screenshot of the options we entered:



4. Setting the Image Resize Options

We'll select the **Destination Folder** to determine where the resized images and thumbnails of your gallery will be saved.

5. Setting the Image Sizes

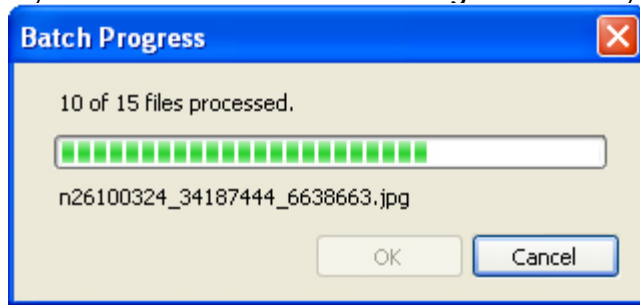
Select the format you want your photos to be in. You have a choice from JPG, PNG, and GIF. You can set the sizes of your photos manually or leave them at their default values. Choose if you want to **Crop** your thumbnails. If you enable this, the photo size will be as specified but the image will not be whole. You have the option to **Sharpen** your images as well.

6. Final Steps

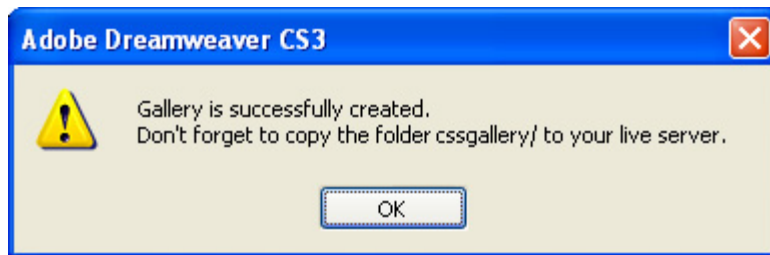
Press **OK** to generate your album.

The extension will start automatically to resize your images. You'll see the total number of images that have been resized, the total number of images that need to be resized and the image name.

If you chose **Dreamweaver** as **Image Processor** you'll see the following progress bar;



After the batch process is finished you will see the following notice;



Be sure to copy the images folder and the styles folder to your server.

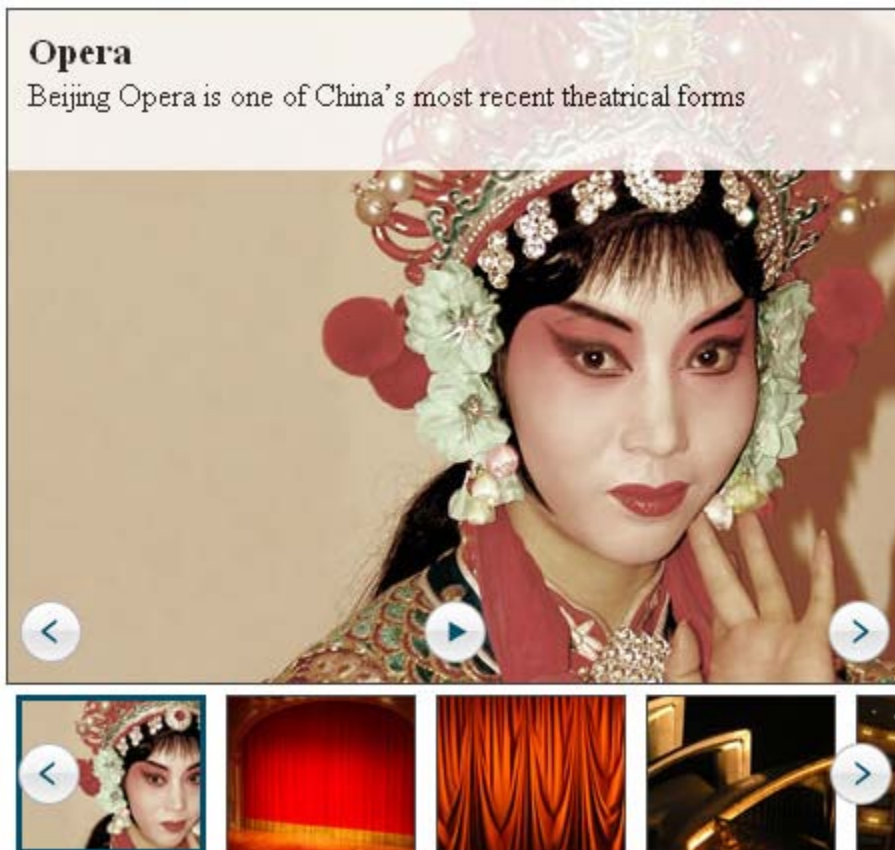
Press **OK** and **press f12** to preview and **save**. That's it you've created **your own gallery!**

The Basics: Editing the Gallery with the property inspector

Introduction

In this chapter we're going to edit the properties of the gallery using the property inspector of Dreamweaver. Click on the preview of the gallery in the design view to display its properties. Below is a screenshot of the property inspector and a screenshot of the final result.

PROPERTIES														
		CSS Image Gallery		Slide: Title	<input type="text"/>	Link	<input type="text"/>	<input type="text" value="0"/>						
		cssGallery2		Description	<input type="text"/>	Target	<input type="text" value="self"/>							
Gallery:		Width	<input type="text" value="555"/>	Height	<input type="text" value="338"/>	Auto Size	<input checked="" type="checkbox"/>	Auto Play	<input type="checkbox"/>	Slide Time	<input type="text" value="3"/> sec	Caption:	Pos	<input type="text" value="Top"/>
Thumbs:		Width	<input type="text" value="95"/>	Height	<input type="text" value="80"/>	Pos	<input type="text" value="Right"/>	Inside	<input type="checkbox"/>	Padding	<input type="text" value="5"/>	Opacity <input type="text" value="40"/> %		



Editing the Slide options

1. Setting the Title and description options

The **Title** of the slide is displayed when the user moves the mouse over the image, let's enter "Opera" here:

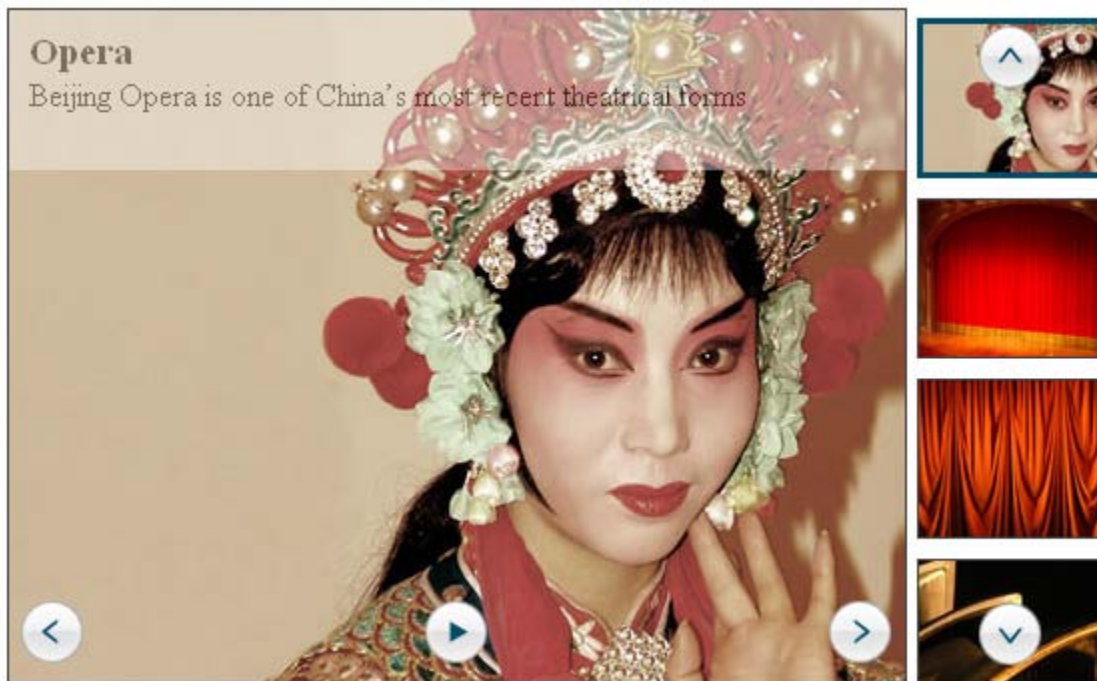
The screenshot shows the 'PROPERTIES' panel for a CSS Image Gallery. The 'Slide: Title' field is highlighted with a red box and contains the text 'Opera'. Other fields include 'Link' (empty), 'Description' (empty), 'Target' (set to 'self'), 'Gallery: Width' (555), 'Height' (338), 'Auto Size' (checked), 'Auto Play' (unchecked), 'Slide Time' (3 sec), 'Caption: Pos' (Top), 'Thumbs: Width' (95), 'Height' (80), 'Pos' (Right), 'Inside' (unchecked), 'Padding' (5), and 'Opacity' (40 %).

You can add a **Link** to your main image by entering a URL in the Link field (for instance <http://www.dmxzone.com>). We'll leave it empty for now. You can also add a popup window that displays content (for instance a big version of the main image). We'll show you how to do this in the **Creating Popups for your CSS gallery by integrating Advanced Layer Popup** chapter.

The screenshot shows the 'PROPERTIES' panel for a CSS Image Gallery. The 'Link' field is highlighted with a red box and is empty. Other fields are the same as in the previous screenshot.

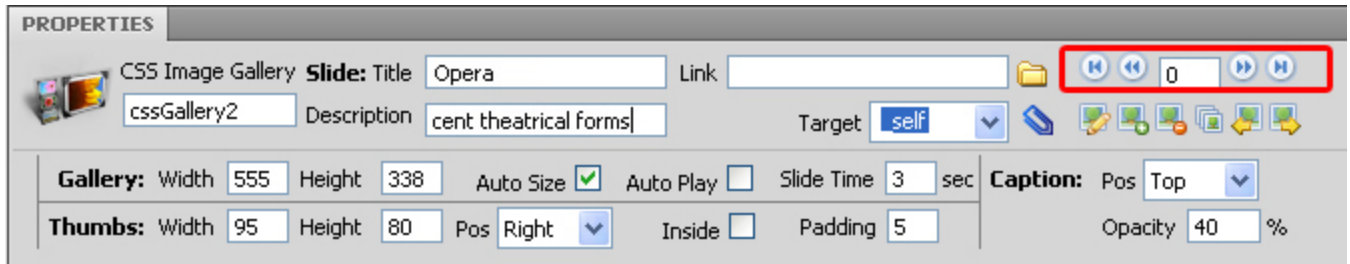
The **Description** is displayed directly beneath the title, let's enter "Beijing Opera is one of China's most recent theatrical forms" here:

The screenshot shows the 'PROPERTIES' panel for a CSS Image Gallery. The 'Description' field is highlighted with a red box and contains the text 'cent theatrical forms'. Other fields are the same as in the previous screenshots.



2. Selecting your slides

You can select the slide you want to edit with these buttons:



Press to select the first slide, select to go to the previous slide, to advance to the next slide and select to go to the last slide or enter the slide number in the entry field between these buttons to go directly to a specific slide.

3. Adding deleting or editing slides and their positions

You can add single or multiple slides, delete slides and move the position of the slides.

PROPERTIES

CSS Image Gallery **Slide:** Title Link 0

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☐ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

Press to change the slide photo, to add a slide, to delete one, to add a folder with slides, to move the selected slide back and to move the selected slide a position further.

The edit, add and add folder icons will launch a new popup screen and automatically resize the added images.

The delete button instantly deletes the selected slide.

Note: make sure you navigate to the correct slide first before moving it.

Setting the Gallery options

You can change the dimensions of your gallery by changing the **Width** and **Height** fields next to the **Gallery** options. We'll leave the **Width** and **Height** because we like the default settings.

PROPERTIES

CSS Image Gallery **Slide:** Title Link 0

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☐ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

The **Slide Time** sets the total amount of time that each slide is displayed when the slideshow mode is activated.

PROPERTIES













CSS Image Gallery **Slide:** Title Link 0

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☐ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

The **Auto Play** option is used to create an automatic slideshow of your gallery.

PROPERTIES									
 CSS Image Gallery		Slide: Title <input type="text" value="Opera"/>		Link <input type="text"/>		   <input type="text" value="0"/>  			
<input type="text" value="cssGallery2"/>		Description <input type="text" value="cent theatrical forms"/>		Target <input type="text" value="self"/>		     			
Gallery: Width <input type="text" value="555"/> Height <input type="text" value="338"/>		Auto Size <input checked="" type="checkbox"/>		Auto Play <input checked="" type="checkbox"/>		Slide Time <input type="text" value="3"/> sec		Caption: Pos <input type="text" value="Top"/>	
Thumbs: Width <input type="text" value="95"/> Height <input type="text" value="80"/>		Pos <input type="text" value="Right"/>		Inside <input type="checkbox"/>		Padding <input type="text" value="5"/>		Opacity <input type="text" value="40"/> %	

4. Defining the Caption options

We'll leave the Caption **Pos** to **Top**. This property sets the position of the text field that we talked about at point 1.

PROPERTIES

CSS Image Gallery Slide: Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

After that we set the **Opacity**, which determines the opacity of the background behind the text, to 40% so we can read our text better.

PROPERTIES

CSS Image Gallery Slide: Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

5. Editing the Thumbs options

You can change the dimensions of your thumbnails by changing the **Width** and **Height** fields next to the **Thumbs** options, we'll leave them as we like the default options.

PROPERTIES

CSS Image Gallery Slide: Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

We'll set the **Pos** to **Bottom** to display our thumbnails at the bottom of the screen.

PROPERTIES

CSS Image Gallery **Slide:** Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

Select the **Inside** option if you want to position the thumbnails inside your main image. When the inside option is selected the thumbnails are only displayed when the user moves the mouse over them. We'll leave the **Inside Option** unselected.

PROPERTIES

CSS Image Gallery **Slide:** Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

Edit the **Padding** to change the whitespace around your thumbnails, in this example we've set it to 10:

PROPERTIES

CSS Image Gallery **Slide:** Title Link

Description Target

Gallery: Width Height Auto Size ☒ Auto Play ☒ Slide Time sec **Caption:** Pos

Thumbs: Width Height Pos Inside ☐ Padding Opacity %

6. Final steps

Press **OK** and **press f12** to preview and **save**. That's it you've created **your own gallery**!

Advanced: Creating Popups for your CSS gallery by integrating Advanced Layer Popup

Introduction

In this tutorial we're going to show you how you can open your main images in a popup using CSS Image Gallery and Advanced Layer Popup.




A bigger version of the image appears in a popup when the enhanced image is clicked.

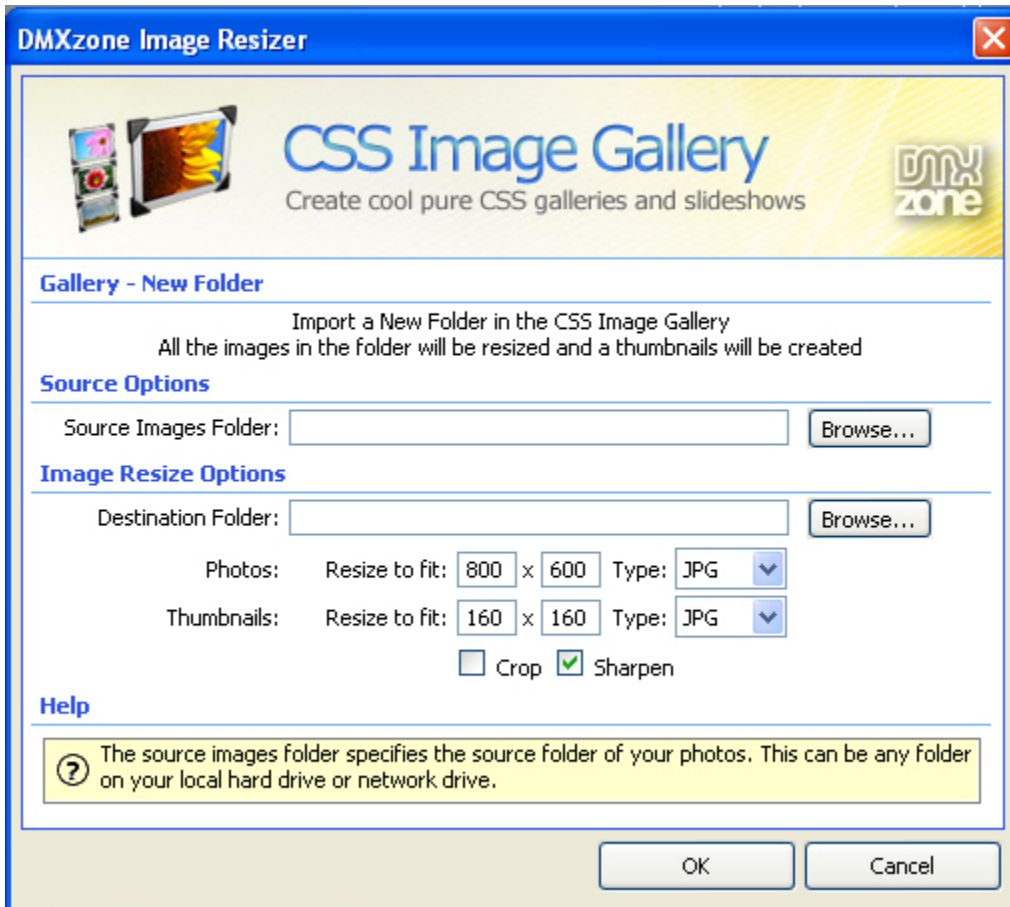
Creating the Popup

1. Before you begin


Make sure you've read the **Before You begin** and **Creating a Basic Gallery** chapters.

2. Applying the extension

Choose the  icon from the DMXzone object bar to apply the extension, the following popup appears:



DMXzone Image Resizer

 **CSS Image Gallery**
Create cool pure CSS galleries and slideshows 

Gallery - New Folder

Import a New Folder in the CSS Image Gallery
All the images in the folder will be resized and a thumbnails will be created

Source Options

Source Images Folder:

Image Resize Options


Destination Folder:

Photos: Resize to fit: x Type:

Thumbnails: Resize to fit: x Type:

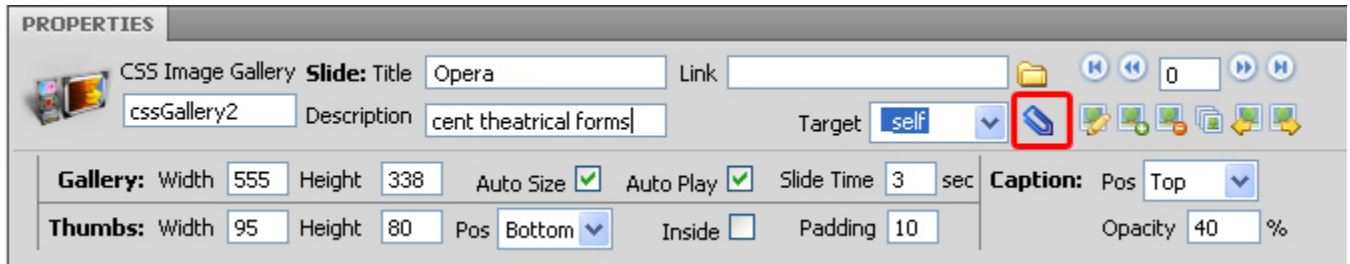
☐ Crop ☒ Sharpen

Help

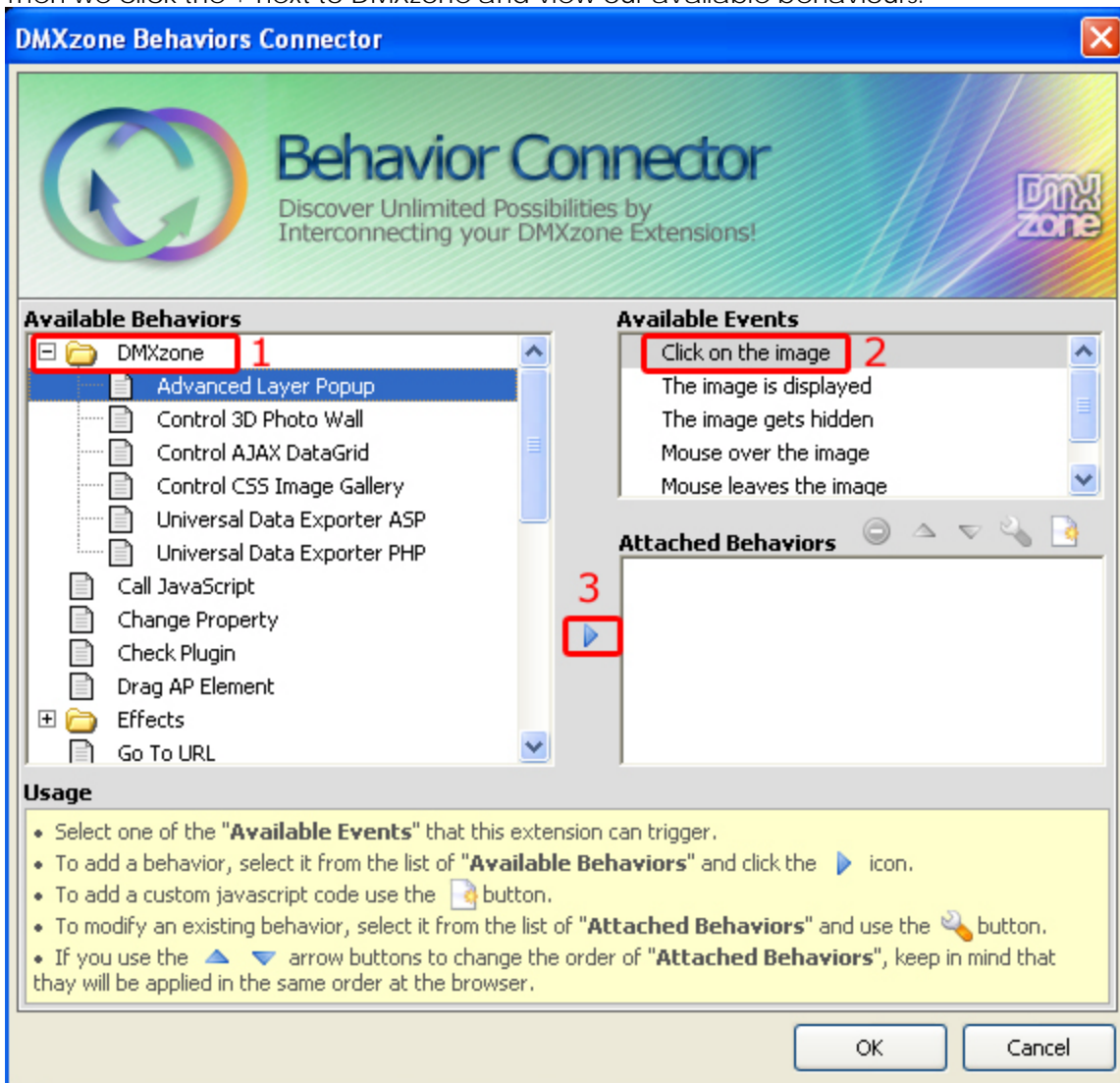
 The source images folder specifies the source folder of your photos. This can be any folder on your local hard drive or network drive.

3. Setting the Advanced Layer Popup options

We go to the **Property Inspector** and click the paperclip button which opens the **DMXzone Behavior Connector**. You will notice that the paperclip becomes red after attaching your first behaviour. Prior to any behaviours it is blue as in the screenshot below.



Then we click the + next to DMXzone and view our available behaviours.



One of them is **Advanced Layer Popup**. Add this behavior for the **Event** 'Click on the image' to

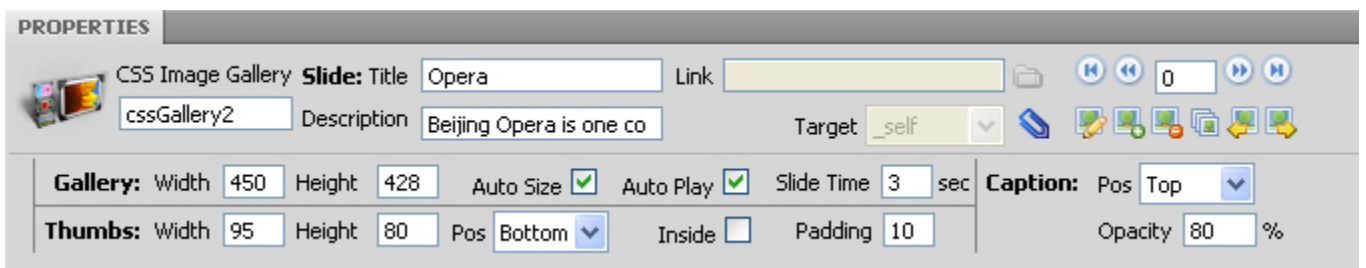
create a popup window with a larger version of the image. The popup window will be displayed when the user clicks on the enhanced image.

Note: you need [Advanced Layer Popup](#) to open your enhanced images in a popup window. After adding the behavior a new popup window appears.



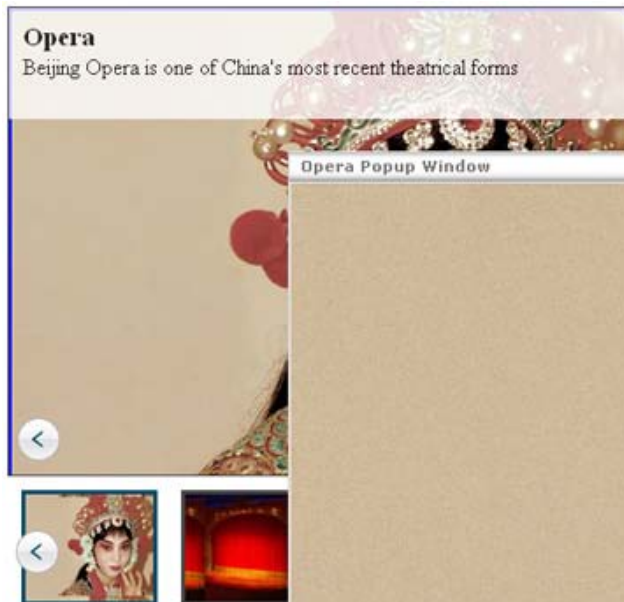
Now it is time to select the image we'll display in our popup window by pressing the **Browse...** button next to the **Url to Display** field.

We use the following settings (feel free to experiment on your own):



Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.

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Advanced: Using the DMXzone CSS Image Gallery and Flash MP3 Player

Introduction

In this tutorial we're going to show you how to add Flash MP3 Player functionality in DMXzone CSS Image Gallery using the Behaviors Connector. At the end of the tutorial you will have a gallery that plays a new song when a new image is displayed.


Note: This tutorial requires [Flash MP3 Player](#)

How to do it

1. Create your gallery.

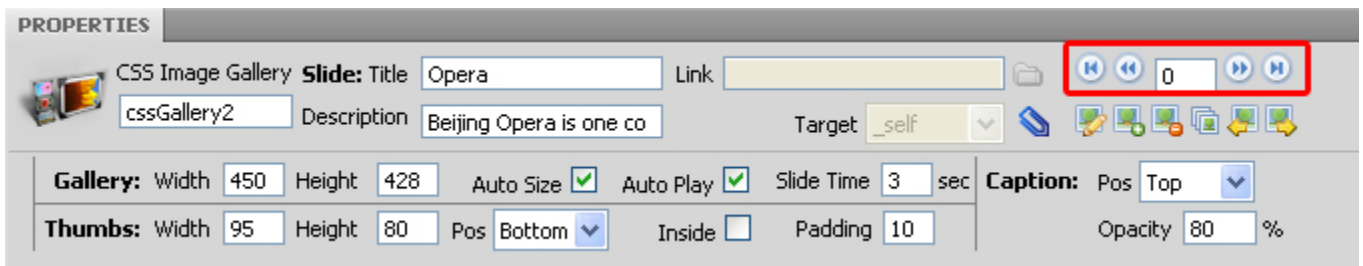
Create a new or open an existing HTML page and save the page, insert the gallery.

2. Insert the Flash MP3 Player on your page

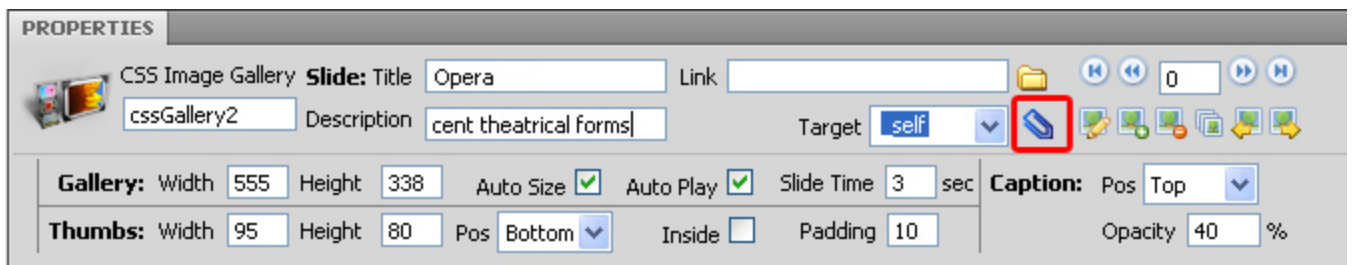
Choose the  icon from the DMXzone object bar to insert the Flash MP3 Player , add some songs and press **OK**. Enable the **Autoplay** option in the property inspector to make the player play automatically.

3. Select The DMXzone CSS Image Gallery button That Should Initiate The Behavior

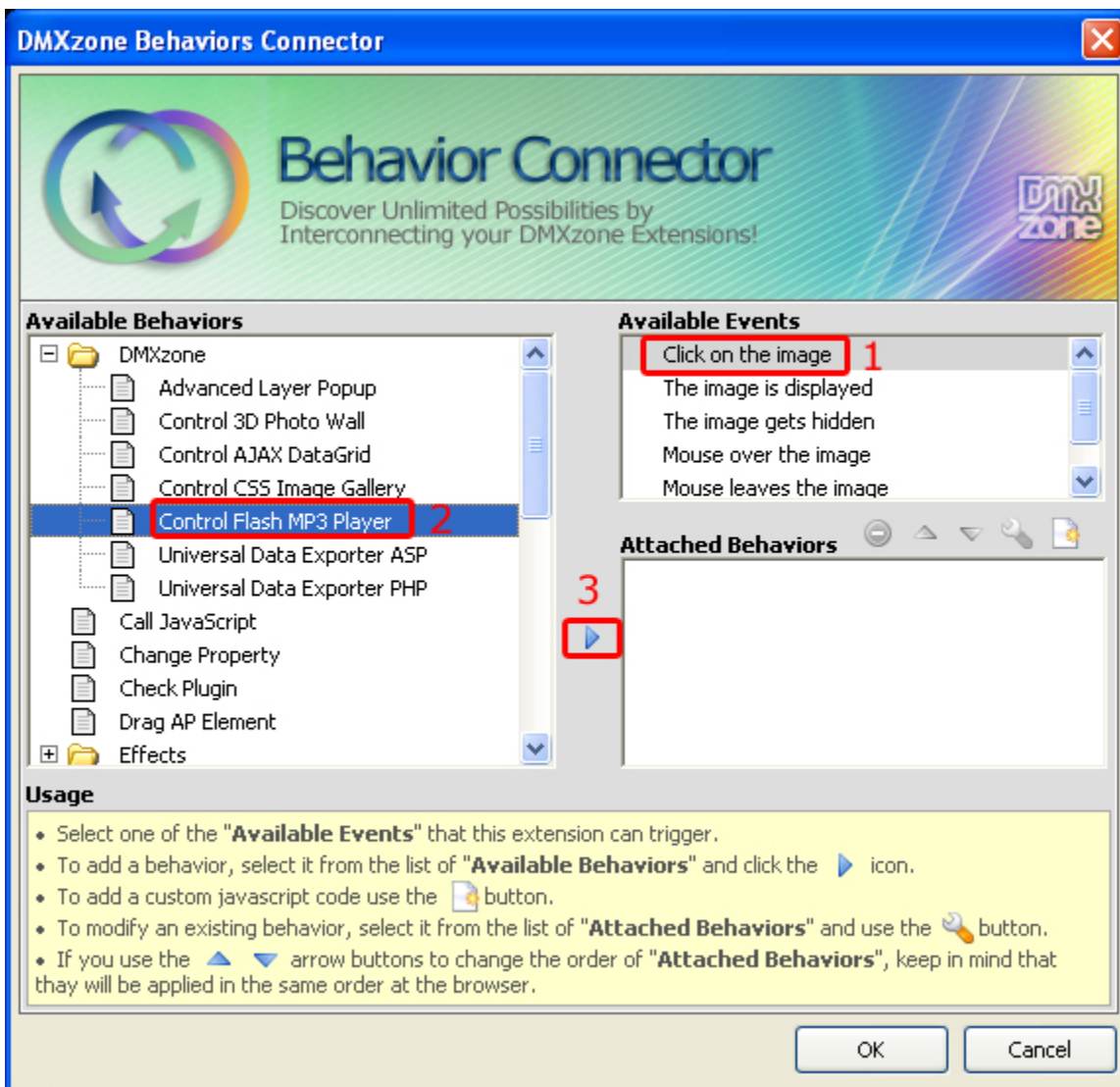
Select the DMXzone CSS Image Gallery in your browser and select and in your property inspector choose an image that you want to apply the behavior to with the arrows or by typing in a number corresponding to the image of your choice.



4. Adding The Behaviors Connector




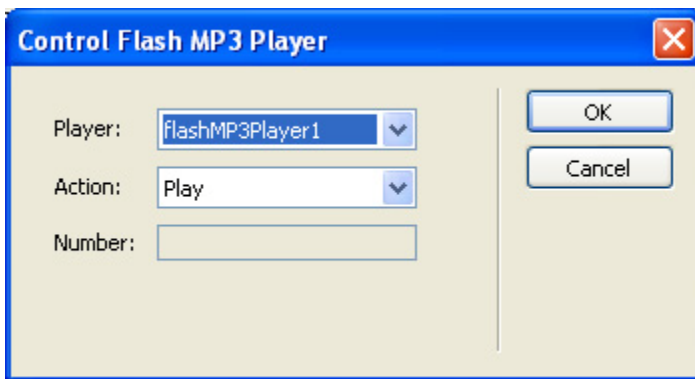
Click on the  icon and DMXzone Behaviors Connector pops up.



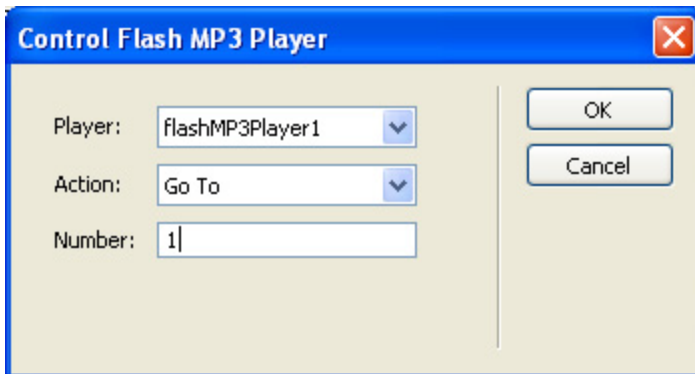
5. Add Control MP3 Player

In the **Available Behaviors** tab, choose the **Control MP3 Player** behavior.

You can choose from the **Available Events**. We choose **Click on the image**.
Select the  icon to apply the behavior. The following popup appears:



The **Player** dropdown box displays the Flash MP3 Players on your page. Yes that's right you can control multiple Flash MP3 Players! But in this basic example there is only one player so the default selection will do. The **Action** dropdown box sets the action that the Flash MP3 Player must perform. Select **Go To** and set the **Number** to 1 to go to the first song when you select the first image in your CSS Image Gallery. Press **OK**.



6. **Repeating the steps for additional images.**

Now repeat the same steps starting from 3. Select The CSS Image Gallery Image That Initiates The Behavior but select the second image and enter 2 in the Number box. The player will now play the second song when the second image appears in your CSS Image Gallery. Repeat these steps for all images in your gallery for an optimal effect.

7. **Final steps**

Save your files, upload them to your server, don't forget to upload the MP3's as well and double check if the Autoplay feature of the Flash MP3 Player is enabled.

Advanced: Controlling the DMXzone CSS Image Gallery with Behaviors

Introduction

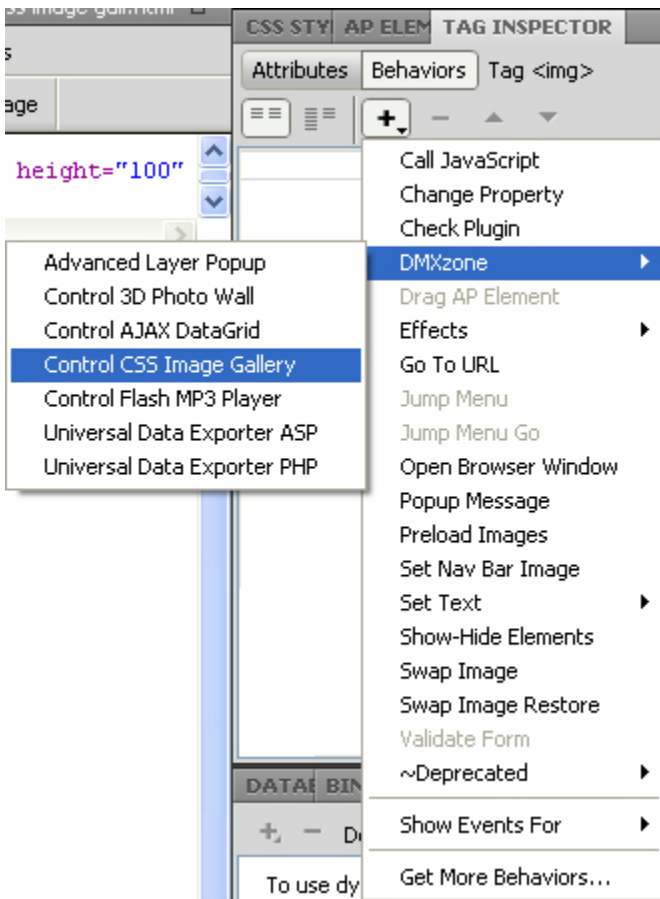
In this tutorial we're going to show you how easy it is to control the DMXzone CSS Image Gallery with external elements like buttons, images or anything else where you can add a Dreamweaver behavior to. We use the DMXzone -> Control CSS Image Gallery behavior from the Dreamweaver Behaviors panel to do this.



The Gallery on your page controlled by external buttons.

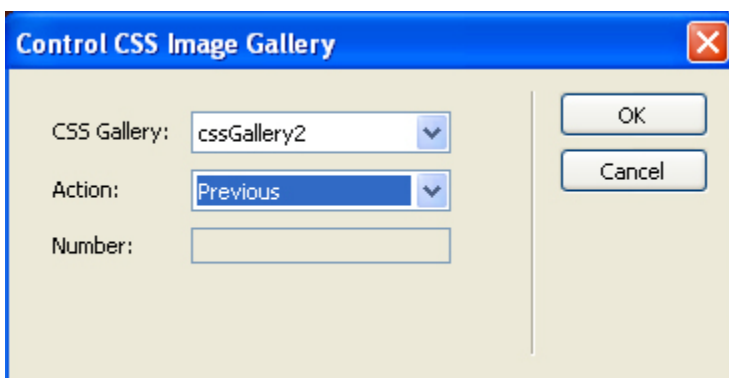
How to do it

1. We insert a basic gallery in the page
Create a new or open an existing HTML page and save the page, insert the gallery.
2. **Add a button**
Add a button to the page, select it and go to our tags panel. Select the **Behaviors** tab and choose the DMXzone -> Control CSS Image Gallery behavior.



3. Choose your Action

Select your gallery in the **Gallery:** box and select your **Action**. Press **OK**. If you use the **Go To** you can select your image to go to. The counting starts at 0.



4. Final steps

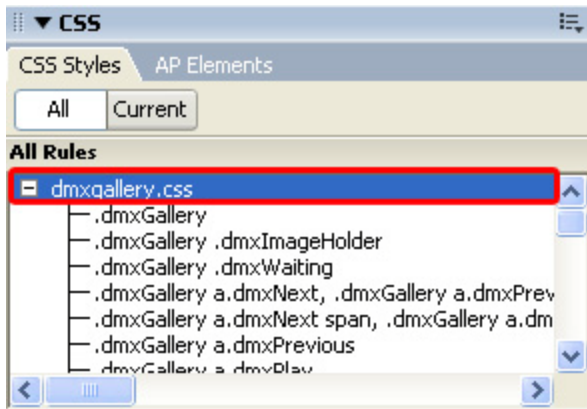
Save your files, upload them to your server and you are ready to go.

Advanced: CSS customization

Introduction

In this chapter we are going to show you the layout and design flexibility our extension offers. By editing the `dmxgallery.css` file you can set a huge range of options. We'll discuss the most important ones. Each time we discuss a major element, such as the navigation buttons, and we show you its properties in the table (width, height etc.).

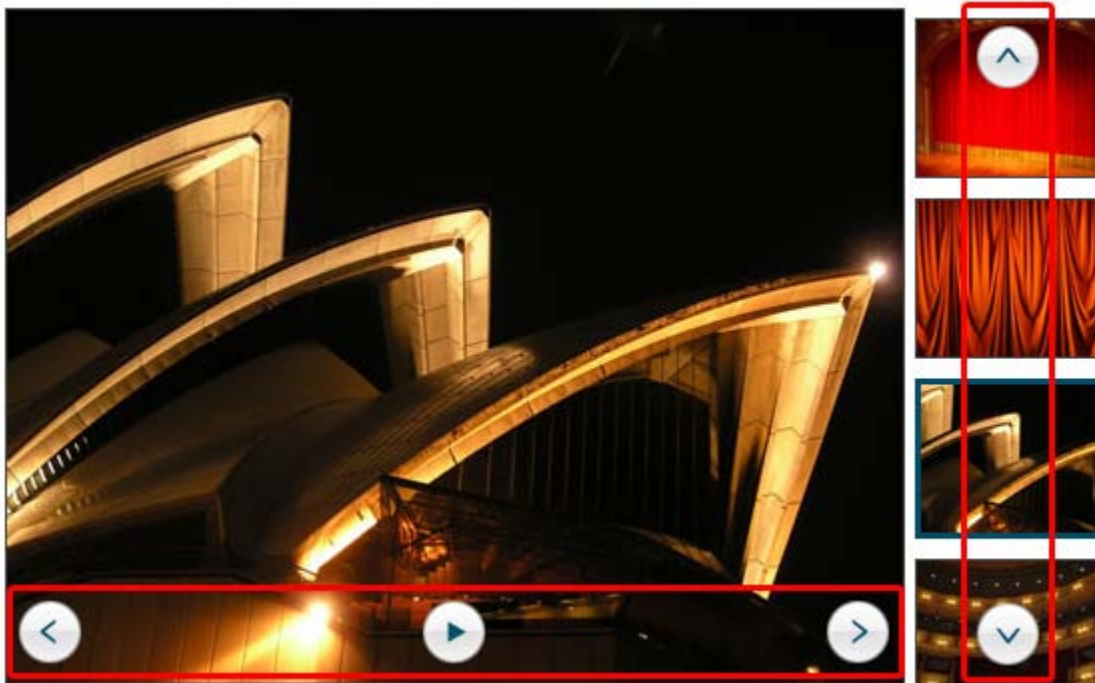
You can edit the CSS file in Dreamweaver by double clicking on it in the **CSS** panel:



You'll edit the CSS properties in this panel (a CSS opens in the background), make sure to save the CSS file after editing.

Changing the Navigation Buttons

This table explains how to change the images that are used for your navigation buttons.



Item to change	Relevant CSS rule	Property and value to add or change
Next button on the main image	.dmxGallery a.dmxNext	background-image, width, height
Previous button on the main image	.dmxGallery a.dmxPrevious	
Play button on the main image	.dmxGallery a.dmxPlay	
Pause button on the main image	.dmxGallery a.dmxPause	
Next button on the thumbnail list	.dmxThumbList a.dmxNext	
Previous button on the thumbnail list	.dmxThumbList a.dmxPrevious	

Changing the Position of Navigation Buttons

In this chapter we explain how to change the positioning of your buttons.

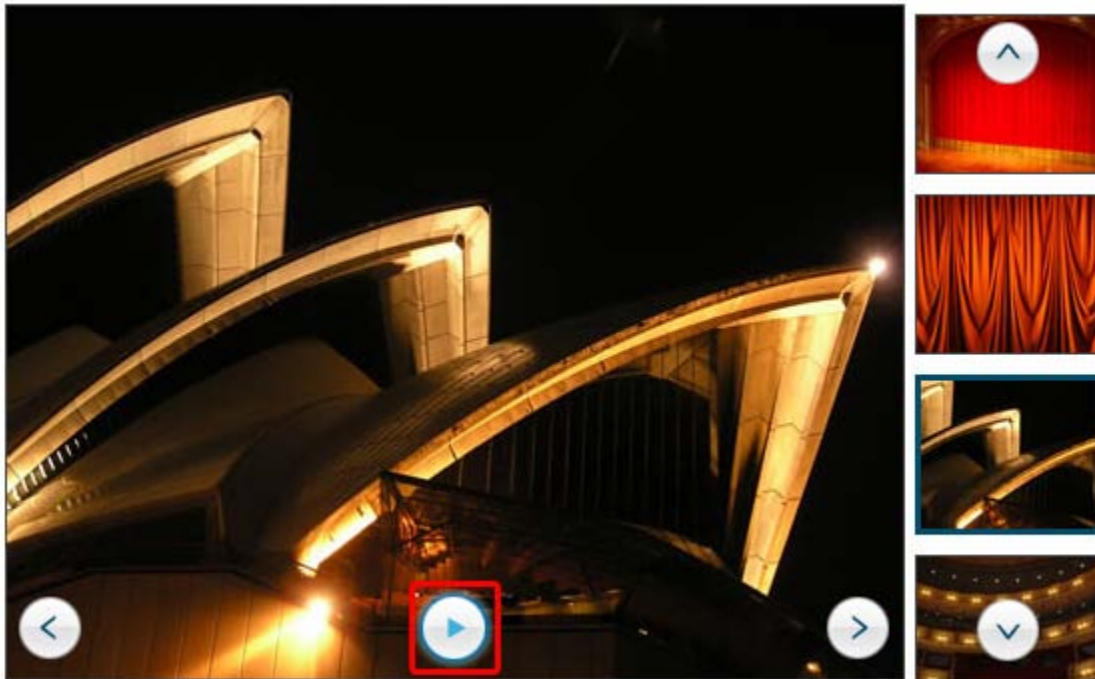
Item to change	Relevant CSS rule	Property and value to add or change
Next button on the main image	.dmxGallery a.dmxNext	Top, bottom, left, right, margin-left, margin-right
Previous button on the main image	.dmxGallery a.dmxPrevious	
Play button on the main image	.dmxGallery a.dmxPlay	
Pause button on the main image	.dmxGallery a.dmxPause	
Next button on the thumbnail list	.dmxThumbList a.dmxNext	
Previous button on the thumbnail list	.dmxThumbList a.dmxPrevious	

Tip: To set a button in the middle of the main image, set the left to 50%. Then set margin-left to -50% of the image width for example:

```
.dmxGallery a.dmxPlay {
    top: 50%;
    left: 50%;
    margin-left: -20px;
    margin-top: -20px;
    width: 40px;
    height: 40px;
    background-image: url( 'controlbl_play.png' );
}
```

Navigation Button Rollover Options

This table describes the properties you need to modify to create or change a button rollover effect.



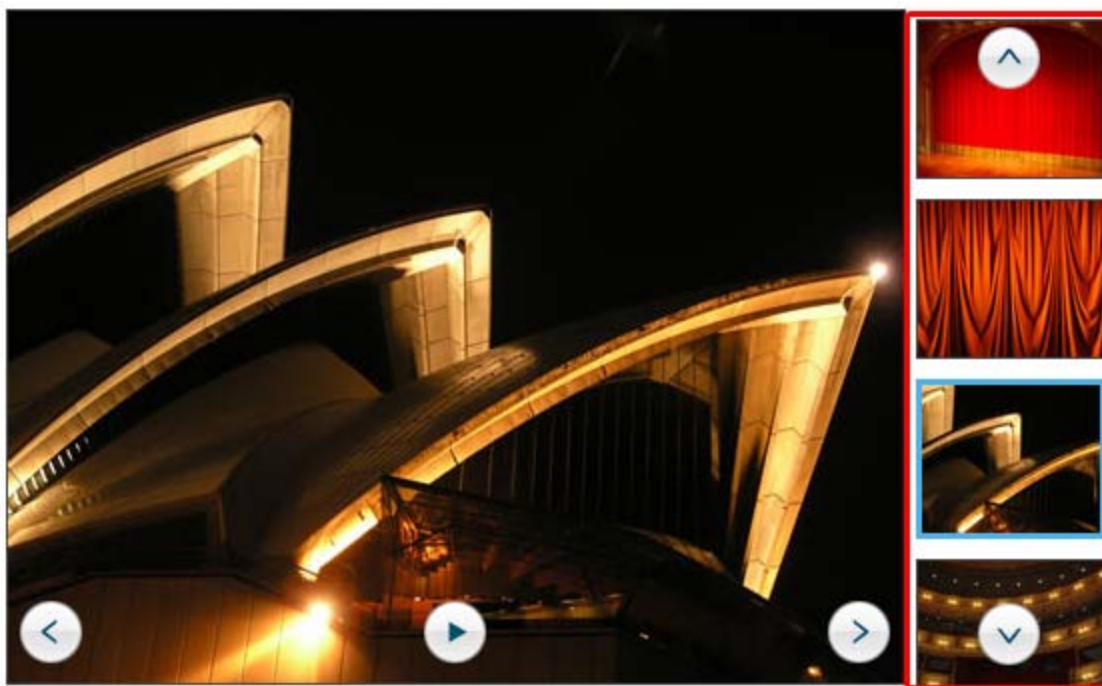
Note: Make sure you only set the properties you want to change on hover to prevent problems, below is an example of a **hover class**.

```
.dmxGallery a.dmxPlay:hover
{
    background-image: url( 'controlbl_play.png' );
}
```

Item to change	Relevant CSS rule	Property and value to add or change
Next button on the main image	.dmxGallery a.dmxNext	background-image
Previous button on the main image	.dmxGallery a.dmxPrevious	
Play button on the main image	.dmxGallery a.dmxPlay	
Pause button on the main image	.dmxGallery a.dmxPause	
Next button on the thumbnail list	.dmxThumbList a.dmxNext	
Previous button on the thumbnail list	.dmxThumbList a.dmxPrevious	

Enriching the Thumbnail design

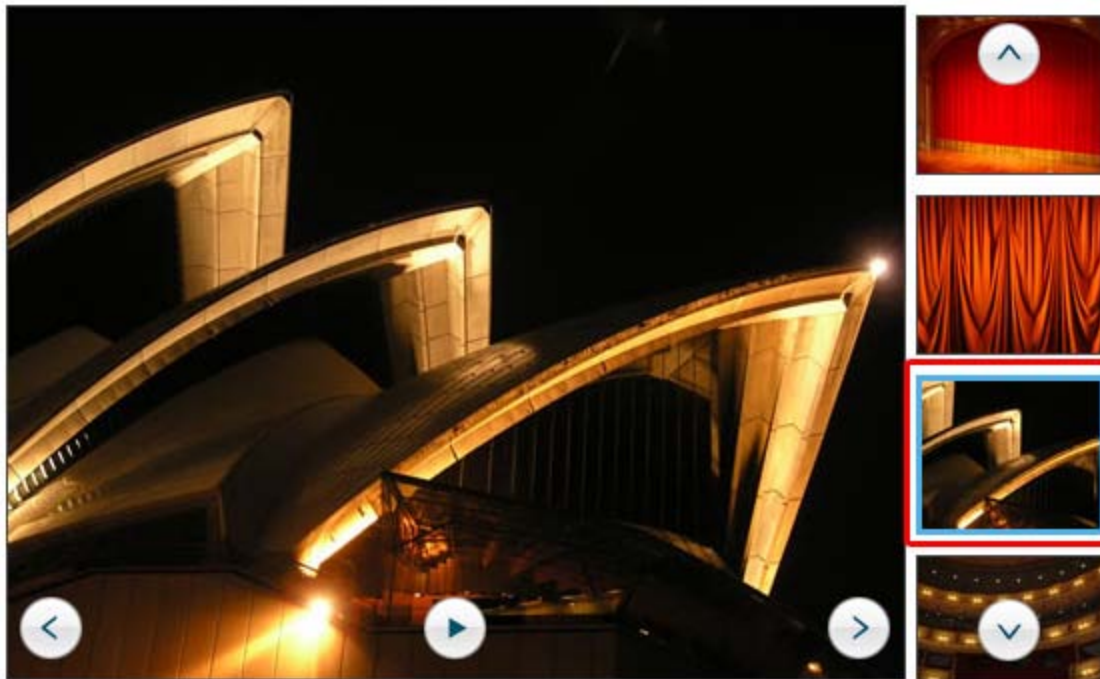
This property shows how you can change the background color of your thumbnails.



Item to change	Relevant CSS rule	Property and value to add or change
Background color of the thumbnails bar	dmxThumbList	background-color

Editing Thumbnail Borders

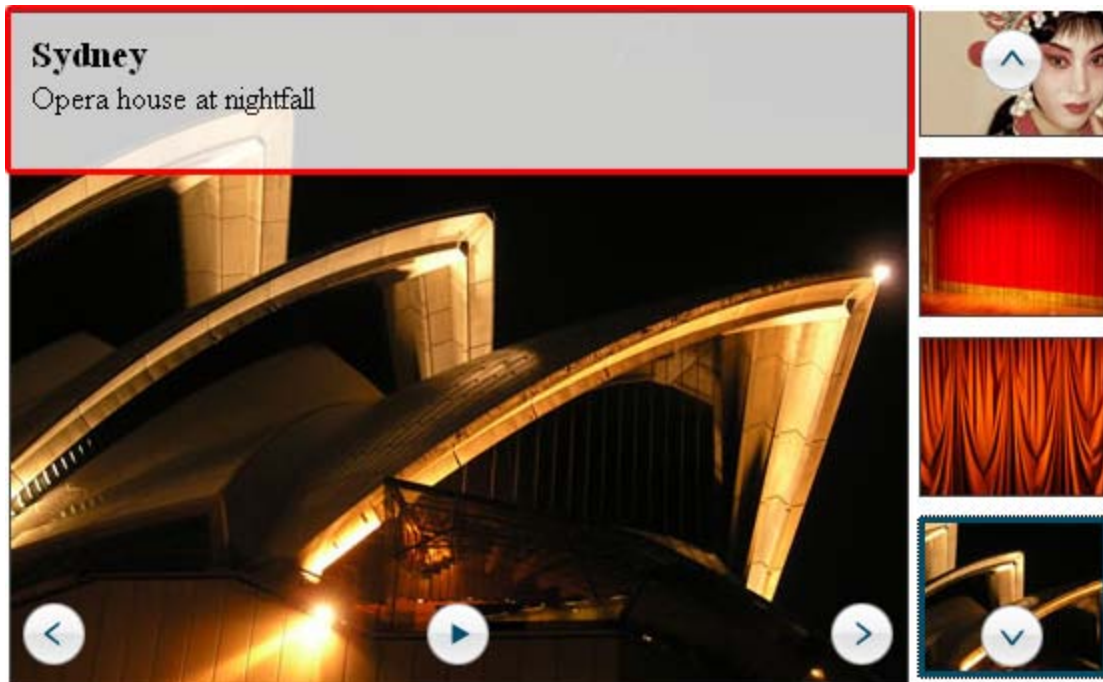
This table shows you how to change the style of your thumbnail borders.



Item to change	Relevant CSS rule	Property and value to add or change
Border of regular thumbnails	.dmxThumbList ul li a	
Border of the selected thumbnail	.dmxThumbList ul li a.selected	Border (for example: border: 1px solid #FFB0DA;)
Border of the thumbnail on mouse over	.dmxThumbList ul li a:hover	Border (for example: border: 2px solid #40B0DA;)

Customizing Your Captions

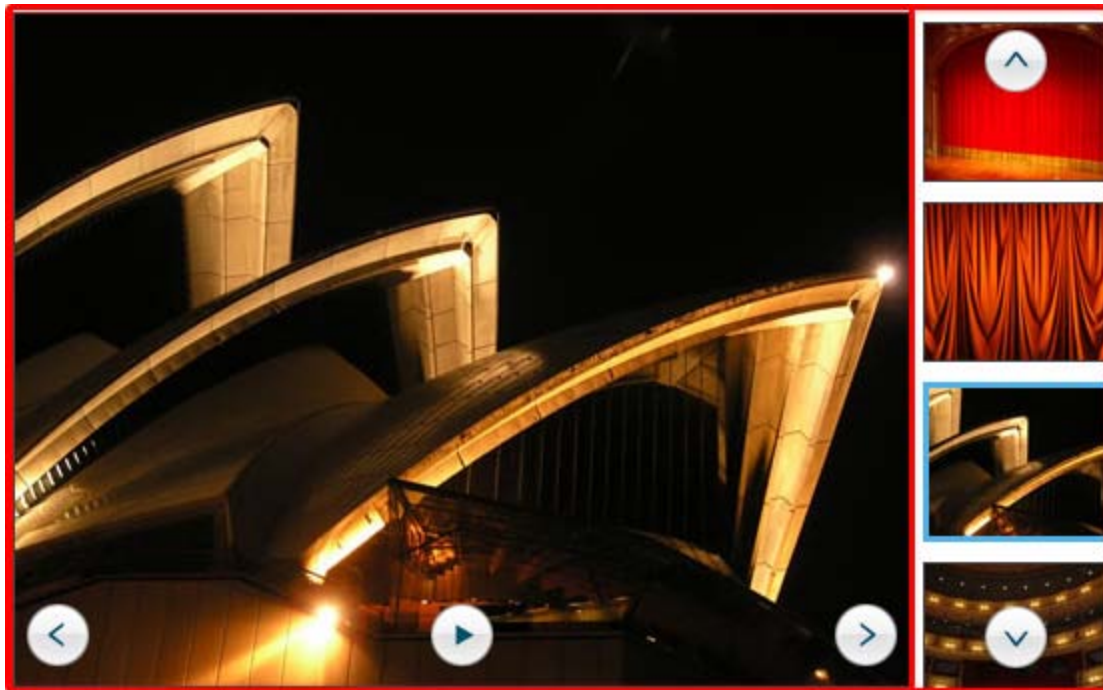
You can also edit the properties of your caption text.



Item to change	Relevant CSS rule	Property and value to add or change
General caption properties	.dmxGallery .imageCaption	background-color, font-size, font-family, padding, text-align
Caption Title	.dmxGallery .imageCaption h3	font-size, font-family, padding, margin, text-align
Caption Description	.dmxGallery .imageCaption p	
Text alignment	.dmxGallery .imageCaption	text-align

Main image and gallery border

Set the properties listed below to add a border around the main image or the gallery.



Item to change	Relevant CSS rule	Property and value to add or change
Border around the main image	.dmxGallery .imageMainContainer	Border (For example: border: 5px solid #FF0000;)
Border around the complete gallery	.dmxGallery	Border