

# Chapter 7

## Working with Header Tags

This chapter introduces you to GoLive CyberStudio's comprehensive set of header tags, outlining their use in simple step-by-step instructions.

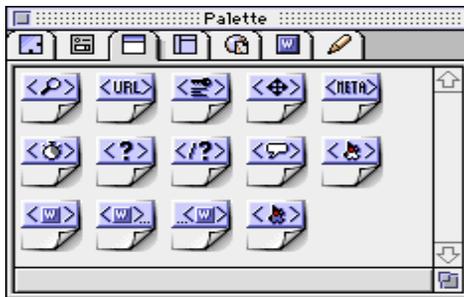
### General

The *Header* tab of the *Palette* contains a complete inventory of tags for use in the head section of your Web page.

In addition to the title tag, which can be edited directly by clicking at the title field above the document window, the head section of a Web page contains invisible tags used to provide document-related information to the Web browser.

These tags can be used, for example, to instruct the Web browser to add a search text box to the current page, allowing the site visitor to search long pages for particular items of information.

*The Header Tab of the Palette*



### Opening the Header Tab

To open the *Header* tab of the *Palette*, click its tab.

## Inserting Header Tags

Since header tags are used exclusively in the head section of the page, GoLive CyberStudio lets you insert them only in the head section of the page.

To insert header tags, proceed as follows:



- 1 Click at the small triangle at the upper left corner of the main document window to open the head section.
- 2 Drag the desired header tag from the *Palette* and drop it in the head section.

The following screenshots illustrate the process of inserting header tags.

### Opening the Head Section

Click at the small triangle ...



... to open the head section.



### Inserting a Header Tag

Drag a header tag from the Palette and drop it in the head section.



As an alternative, you can also drag a header tag to the small triangle and wait for the head section to open. You can then drag the tag on to the header section and drop the icon there.

The individual header tags and their functions are described in the following sections.

## IsIndex

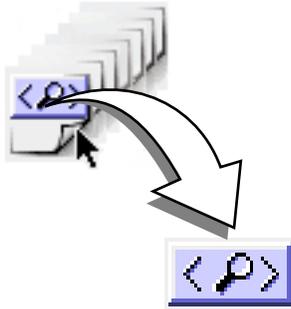
The *IsIndex* icon inserts a tag that instructs the Web browser to add a search text box when displaying the page.



To insert an *IsIndex* tag, proceed as follows:

- 1 Drag the *IsIndex* icon from the *Palette* and drop it in the header section of your document.

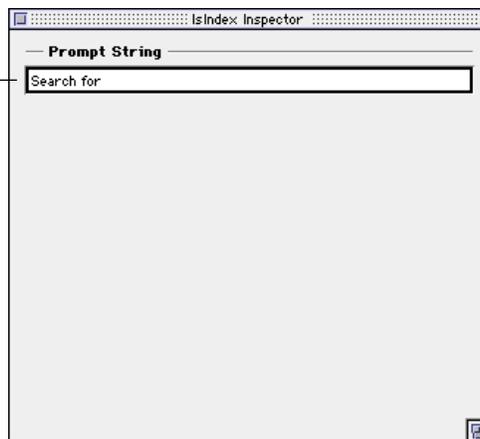
*Inserting an IsIndex Tag*



- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *IsIndex Inspector*.

*The IsIndex Inspector*

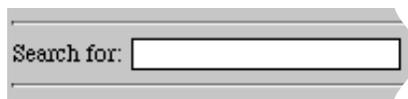
Type in a prompt string for the Web browser here.



The *IsIndex Inspector* lets you set only one option:

In the *Prompt String* text box, type in the string you want the Web browser to display with the search text box (see below).

*Netscape Navigator Search Prompt*



## Base

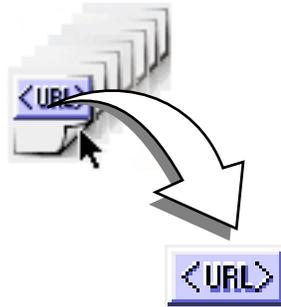
The *Base* icon inserts a tag that points to another document. Using this pointer tag makes links more reliable by giving the Web browser additional information about the location of a referenced page.



To insert a *Base* tag, proceed as follows:

- 1 Drag the *Base* icon from the *Palette* and drop it in the header section of your document.

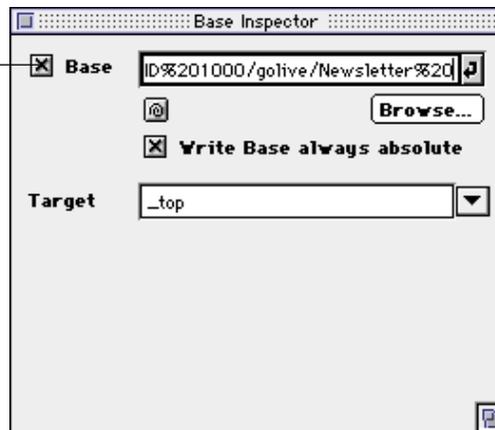
*Inserting a Base Tag*



- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *Base Inspector*.

*The Base Inspector*

Type in the URL for the referenced document here, click *Browse* to select a URL, or click the *Point & Shoot* button to link to one.



The *Base Inspector* lets you set one option only:

- In the *Base* text box, type in the URL for the referenced document, click *Browse* to select a URL, or click the *Point & Shoot* button to link to a resource in the *Project* window.
- *Write Base always absolute* lets GoLive CyberStudio use absolute paths to the referenced document.
- *Target* lets you select the destination window for all links on the the current page.

## Keywords

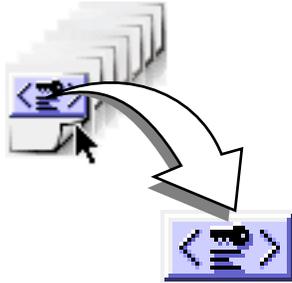
The *Keywords* icon inserts a container tag for keywords that can be accessed by Web search engines.



To insert a *Keywords* tag, proceed as follows:

- 1 Drag the *Keywords* icon from the *Palette* and drop it in the header section of your document.

*Inserting a Keywords Tag*



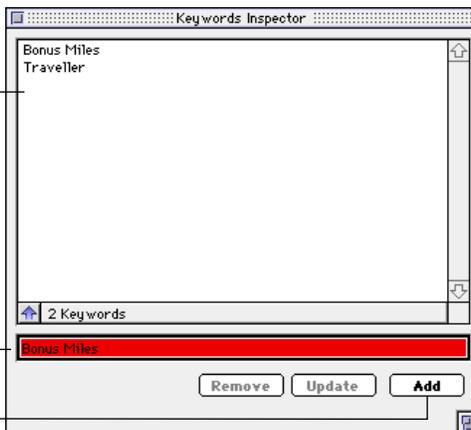
- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *Keywords Inspector*.

*The Keywords Inspector*

This scrolling list box shows the current keywords.

Type in a keyword for search engines here.

Click Add to add the new keyword.



Add, delete, or update keywords in the *Keywords Inspector*:

- 1 In the text box below the scrolling window, type in a keyword you want to post for search engines and click Add to add the keyword to your page header.
- 2 Select an existing keyword and click Remove to delete.
- 3 Edit an existing keyword and click Update to save the changes.

Alternatively, you can select a word in your document and choose the *Add to Keywords* command from the *Special* menu or press Com-



mand-K to insert a keyword tag with a single keyword or add keywords to an existing tag.

## Link

The *Link* icon inserts a tag that defines the relationship between the current document and other documents or the author, allowing Web authors to keep track of inter-file links in large Web sites.

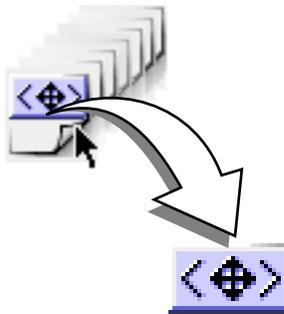
Because a page can maintain links with many other pages and be referenced by many pages in return, you can insert multiple *Link* tags in the header section.

To insert a *Link* tag, proceed as follows:



- 1 Drag the *Link* icon from the *Palette* and drop it in the header section of your document.

*Inserting a Link Tag*



- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *Link Inspector*.

*The Link Inspector*

Type in the destination or source URL here, click *Browse* to select a URL, or click the *Point & Shoot* button to link to one.

Type in the title of the referenced or referencing document here.

Type in the name of the link or anchor here.

Type in the Uniform Resource Number here.

Type in a list of supported functions here.

Defines the relationship between the current page and the source or destination URL.

Defines the relationship between the source or destination URL and the current page.

**Link Inspector**

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**Referencing Document**

**URL**

**Title**

**Name**

**URN**

**Methods**  ▼

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**Relations**

**REL**  ▼

**REV**  ▼

Set the following *Link* attributes in the *Link Inspector*:

- 1 In the *HREF* text box, type in the destination or source URL to identify the referenced or referencing document or other resource.



Alternatively, click the Browse button to select a URL in the subsequent file selection dialog, or click the *Point & Shoot* button to drag a link to a resource in the *Project* window or to the small document icon next to the title of the respective document.

- 2 In the *Name* text box, type in the title of the referenced or referencing document.
- 3 In the *URN* text box, type in a Uniform Resource Number for your document, if applicable.

(URNs were originally intended as a better method of referring to links but are currently neither used nor supported.)

- 4 In the *Methods* text box, type in a list of HTTP methods supported by the object, if applicable.

(Like the *URN* attribute, the *Methods* attribute is seldom used or supported.)

- 5 In the *REL* text box, type in a description of the relationship between the current page and the source or destination URL.

Example: If the current page is referenced by the home page, type in “follows”.

- 6 In the *REV* text box, type in a description of the (opposite) relationship between the source or destination URL and the current page.

## Meta

The *Meta* icon inserts a tag that lets you include specialized information in your document, such as the physical location of your page. Netscape users, for example, can view this information when choosing the *Document Info* command from the *File* menu.

GoLive CyberStudio automatically includes the following meta information in the header:

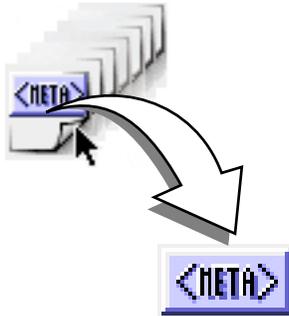
- the file format—for example, *text/HTML*
- the character set used—for example, *iso-8859-1*
- the file creator, which is GoLive CyberStudio

To insert a *Meta* tag, proceed as follows:

- 1 Drag the *Meta* icon from the *Palette* and drop it in the header section of your document.



*Inserting a Meta Tag*



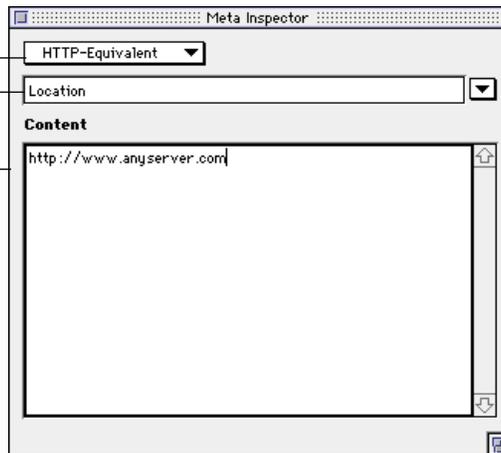
- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *Meta Inspector*.

### *The Meta Inspector*

Choose HTTP-Equivalent to bind the meta-element to an HTTP response header.

Type in a name for the item of meta information you wish to add or use the pop up menu to choose a suggestion from the HTML tag database.

Type in a content of the meta information here.



Add, delete, or update meta information in the *Meta Inspector*:

- 1** Choose *HTTP-Equivalent* to instruct the HTTP server to transmit the HTTP header field specified in the single-line text box with the content of the *Content* text box.  
Choose *Name* to define a non-HTTP meta tag for your header and send other meta data, for example “Author” or “Copyright”.
- 2** When you have selected *HTTP-Equivalent*, type in the name of the HTTP header field you wish to send along with the page.  
When you have selected *Name*, type in the special information you wish to send along with your page.
- 3** Type in the meta information itself in the large text box below the popup menu and press the Return key to confirm your entry.
- 4** Add and define other meta tags accordingly if you wish to include additional document-related information.

## Refresh

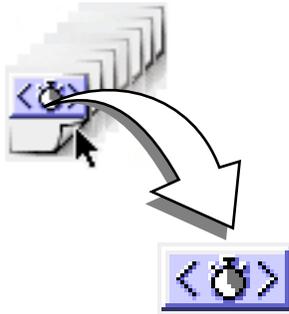
The *Refresh* icon inserts a tag that instructs the Web browser to update the display at non-default intervals, overriding the browser's preferences. This tag is particularly useful if your page contains live material or if you wish to present a slide show to your audience.



To insert a *Refresh* tag, proceed as follows:

- 1 Drag the *Refresh* icon from the *Palette* and drop it in the header section of your document.

*Inserting a Refresh Tag*



- 2 Set up the tag in the context-sensitive *Inspector* window, now titled *Refresh Inspector*.

*The Refresh Inspector*

Type in a numerical value for the refresh interval here.

Click this radio button to have the browser refresh the current document.  
Click this radio button to have the browser replace the initial page with a new one.

Type in the destination URL here, click *Browse* to select a URL, or click the *Point & Shoot* button to link to the next page.



Set the following options in the *Refresh Inspector*:

- 1 In the *Delay* section, type in a value in the *seconds* text box to determine the refresh interval.

- 2 In the *Target* section, click the *This Document* radio button to have the browser refresh the current document.



Alternatively, if you wish to present a slide-show to your audience, click the *URL* radio button to have the browser replace the initial page with a new one specified in the URL box. You can repeat the *Refresh* tag in the header of the new page to jump to a third page or return to the first page.

## Unknown Tag

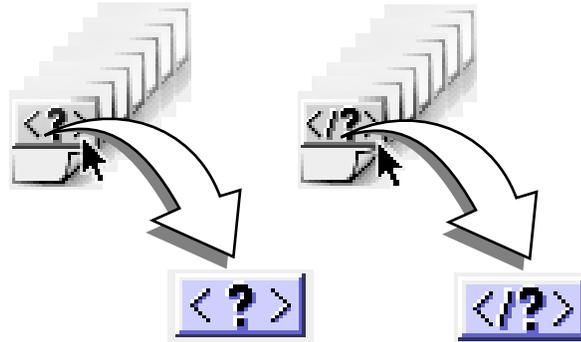
GoLive CyberStudio lets you insert unknown start and end tags to ensure compatibility with future revisions of the HTML standard and upcoming Web browsers

To insert an unknown header tag, proceed as follows:



- 1 Drag the *Start Tag* icon from the *Palette* and drop it in the header section of your document.

*Inserting an Unknown Header Tag*



- 2 Name the new tag and specify its attributes in the *Tag Inspector*.

### *The Tag Inspector*

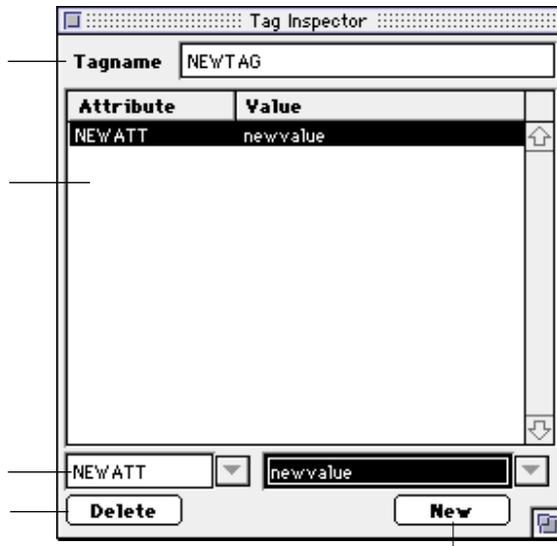
Type in the tag name here.

View the tag attributes and values in the attributes list field.

Type in the attribute name and value here.

Click this button to delete an attribute.

Click this button to add a new attribute.



- 3 Type in text or insert other content.
- 4 Add and name the *End Tag* accordingly using the *Endtag Inspector* (only if the new feature requires a closing tag).



Name tags and add, delete, or update attributes in the *Tag Inspector*:

- 1** In the header section, click to select the unknown start tag.
- 2** In the *Tag Inspector*, enter the name of the new tag in the *Tag Name* text box and press the Return key to confirm your entry.
- 3** If you know what the tag will look like when displayed by the browser, click the *Invisible* or *Use width/height* radio button. If not, leave the *Unknown* button activated.
- 4** Click the New button to add a new attribute. (This activates the text boxes below the list field.)
- 5** Enter an attribute name in the left text box and press the Return key to confirm your entry. The attribute name will appear in the *Attribute* column of the list field.
- 6** Enter an attribute value in the right text box and press the Return key to confirm your entry. The attribute value will appear in the *Value* column of the list field.



To rename an existing tag or edit a tag attribute, click the *Tagname* text box or the desired attribute in the list field.

When you rename a tag, do not forget to click the closing tag and rename it accordingly in the *Endtag Inspector*.

To delete the currently selected attribute, click the Delete button.

## Comment

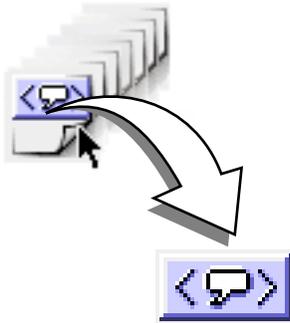
The *Comment* icon inserts a tag that lets you add hidden comments to your header, allowing you to add publishing information for future reference. Comments can only be viewed using a Web page editor, such as GoLive CyberStudio.

To insert a comment, proceed as follows:



- 1 Drag the *Comment* icon from the *Palette* and drop it in the header section of your document.

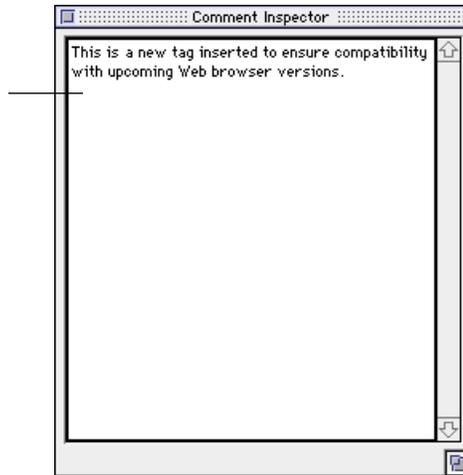
*Inserting a Comment*



- 2 Type in descriptive text for future reference in the context-sensitive *Inspector* window, now titled *Comment Inspector*.

*The Comment Inspector*

Type in your comment here.



## Script

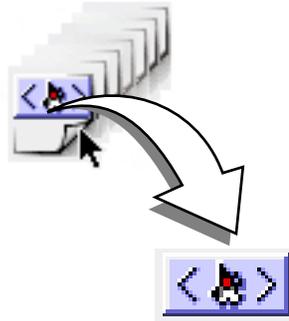
The *Script* icon inserts a tag that lets you add a JavaScript to your document header, allowing a script to be executed while the visible body section of the document is still being loaded.

To insert a script, proceed as follows:



- 1 Drag the *Script* icon from the *Palette* and drop it in the header section of your document.

*Inserting a Script*



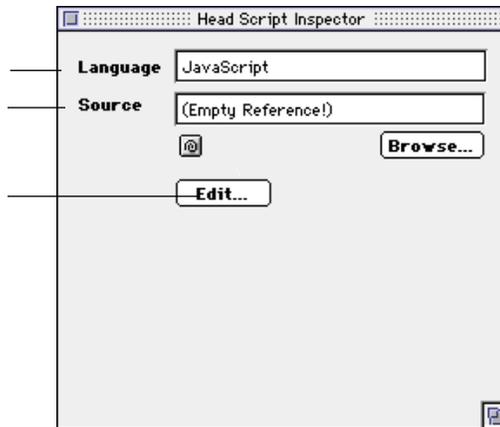
- 2 Type in a JavaScript dialect in the *Language* text box of the *Inspector* window, now titled *Head Script Inspector*.

### *The Head Script Inspector*

Type in the JavaScript “dialect” here.

Click here to type in the resource locator of an existing script, click *Browse* to select a script, or click the *Point & Shoot* button to link to a script in the *Project* window.

Click *Edit* to open the *Script Builder* and start scripting.



- 3 Double-click the *Script* icon in the header to open the script editor. Alternatively, place the cursor in the *Source* text box and type in the resource locator of an existing script, click *browse* to select a script in the subsequent dialog box, or click the *Point & Shoot* button to link to a script in the *Project* window.

For more detail on JavaScript and the *Script Builder*, please refer to *Building a JavaScript* on page 125.