

ACCORDION PANEL MAGIC 2

The finest and most accessible Accordion Widget anywhere

User Guide Version | 02-May-10



Accordion Panel Magic 2 installs into Dreamweaver, giving you a fully automated graphical user interface with which to build Accordion widgets. You can add multiple widgets to a page and each one can contain as many content panels as you need. Panel headings can be set to trigger (expand and collapse) associated content panels or you can set one or more headings to be ordinary links to other pages.

We hope you enjoy using this product as much as we did making it.

Al Sparber & Gerry Jacobsen PVI

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INSTALLATION

The installation procedure depends on whether you purchased the full version or the upgrade version.

INSTALLING THE FULL VERSION

Look for the extension installer file **p7_APM2_220.mxp** (or higher) in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Restart Dreamweaver once the installation is complete.

OS X users: If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

INSTALLING THE UPGRADE VERSION

*Using the upgrade version requires that **Accordion Panel Magic 1** is installed. **Once you install the upgrade you will be able to use both versions.***

Look for the extension installer file **p7_APM2_220_UPG.mxp** (or higher) in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Restart Dreamweaver once the installation is complete.

OS X users: If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

BEFORE YOU BEGIN

WORK IN A DEFINED DREAMWEAVER WEB SITE

Before you begin, make sure you are working inside a defined Dreamweaver web site. This is necessary so that Dreamweaver knows how to link required assets. If you are new to Dreamweaver or need to learn how to define a web site, please see this tutorial: [Defining a Dreamweaver Web Site](#).

ASSET FOLDERS

When you create an Accordion Panel Magic 2 widget, the system creates an assets folder named **p7apm** at the same level as the page that contains your widget. This folder will contain the Accordion Panel Magic 2 JavaScript file and the relevant style sheet(s), as well as an **img** sub-folder that contains the background images for each style theme you are using.

When you publish your site, make sure you upload the entire **p7apm** folder.

A **Fireworks** folder will also be created at the same level as the **p7apm** folder and will contain editable versions of all necessary background images. *The Fireworks folder does not need to be uploaded to your Web server.*

USING ACCORDION PANEL MAGIC 2

The user interface allows you to quickly create, configure, or modify Accordion Panel Magic 2 widgets. Let's explore how it works.

INSERTING A NEW ACCORDION PANEL

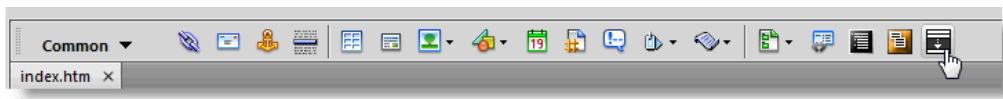
Establish the insertion point for your new Accordion Panel widget by clicking in the area of the page where you would like the widget to be created.

Note: The interface is sensitive to the insertion point. If your cursor is currently inside an existing Accordion Panel widget then the Modify interface will open instead.

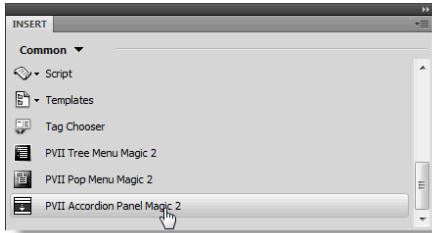
Click the *Accordion Panel Magic 2* icon  in the *Common* Section of Dreamweaver's Insert Bar or choose:

Insert > Studio VII > Accordion Panel Magic 2 by PVII.

CLASSIC DREAMWEAVER INSERT BAR

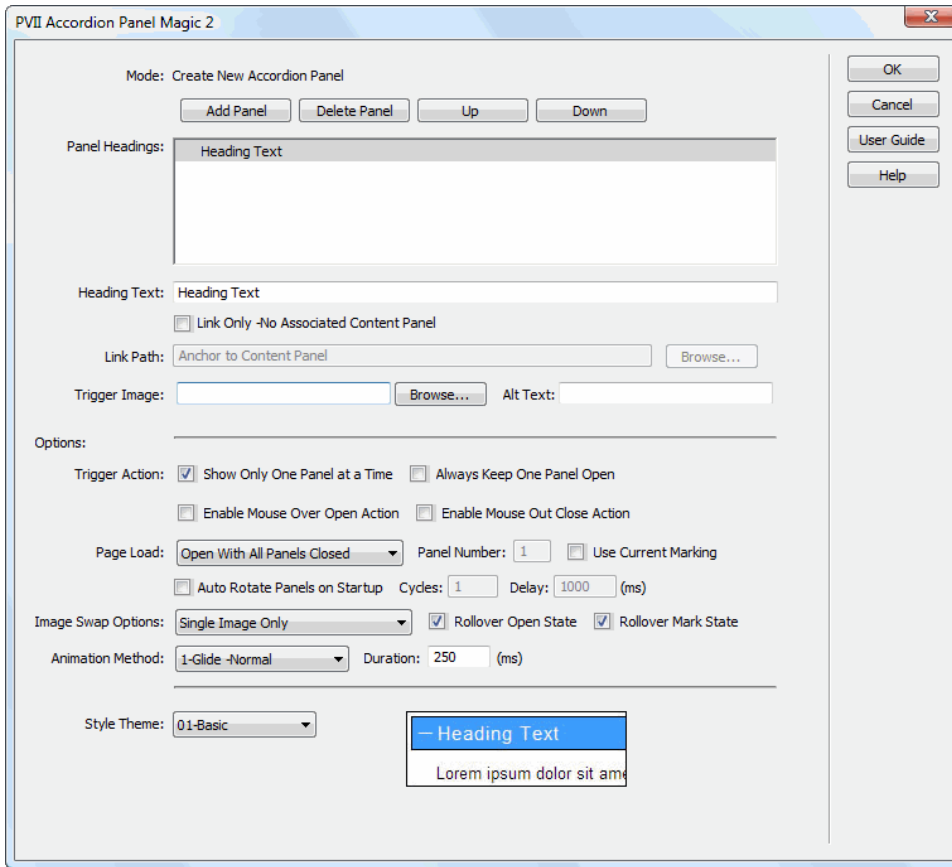


DREAMWEAVER CS4 INSERT PANEL



Dreamweaver CS4 Users: We highly recommend switching to Classic Workspace mode, which allows for a conventional Insert Bar across the top of your Design View window. If you use the new CS4 workspaces, the Insert Bar becomes a vertical panel that violates basic Windows and OS X interface conventions making it somewhat hard to use as it lacks support for mouse wheel and keyboard scrolling. We are hoping Adobe will fix this (and other) UI issues in the next version of Dreamweaver.

The Accordion Panel Magic 2 user interface will open in the **Create New Accordion Panel** mode.

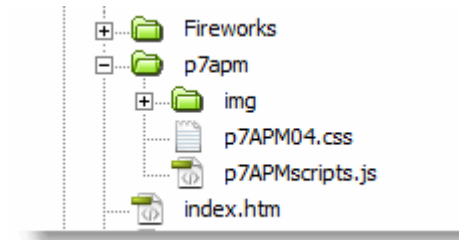


You can create more than one Accordion Panel widget on your page.

Note: When you insert an Accordion Panel, all content will be visible and fully expanded in Dreamweaver to make adding and editing content a simple task. The Accordion Panel functionality can be tested by previewing in your browser.

ASSET FOLDERS

When you create an Accordion Panel Magic 2 widget, the system creates an assets folder named **p7apm** at the same level as the page that contains your widget. This folder will contain a JavaScript file, relevant CSS file (or files), as well as an **img** sub-folder that contains the background images used by the CSS.



When you publish your site, make sure you upload the entire **p7apm** folder.

Note: A **Fireworks** folder will be created at the same level as the **p7apm** folder and will contain editable versions of all necessary background images. **The Fireworks folder does not need to be uploaded to your Web server.**

MODIFYING AN EXISTING ACCORDION PANEL

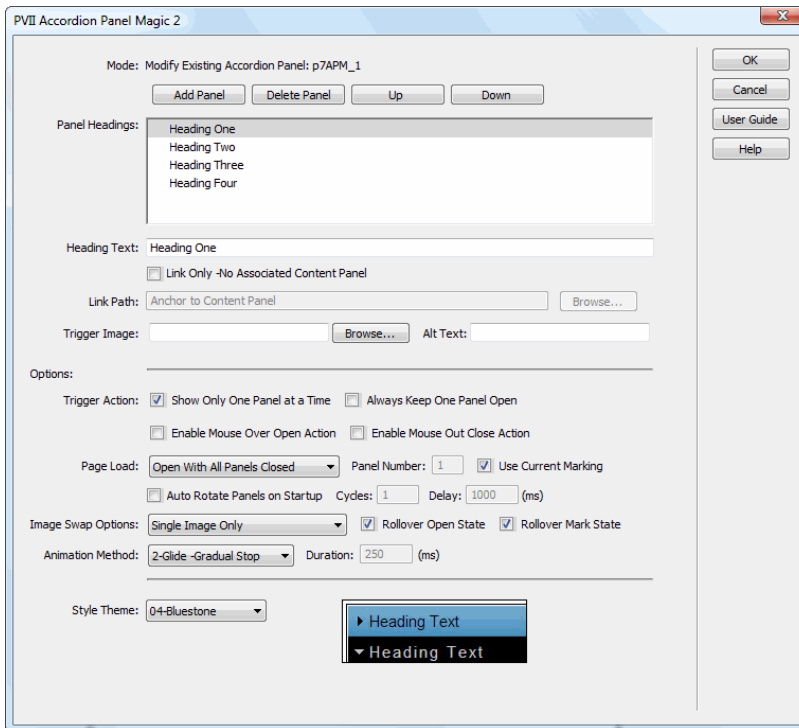
You can modify any of the existing Accordion Panel widgets on your page at any time.

-Click inside the Accordion Panel widget that you wish to modify.

-Click the **Accordion Panel Magic 2 icon**  in the **Common** Section of Dreamweaver's Insert Bar or choose **Modify > Studio VII > Modify Accordion Panel Magic 2 by PVII**

Note: If you use a Macintosh computer, Apple bugs will sometimes cause the Modify menu to be inactive (grayed out). If this happens to you, use the icon to launch the interface. You can also launch the interface from the Insert menu. The system will detect your insertion point and if it is inside an existing widget, the **Modify** interface will open.

The Accordion Panel Magic 2 User Interface will open in the **Modify Existing Accordion Panel mode**.



EXPLORING THE USER INTERFACE

MODE

Displays the current operational Mode for the user interface: either **Create** or **Modify**. When in Modify mode, the **id** of the Accordion Panel widget being modified will also be displayed.

PANEL HEADINGS

This box displays the text for each heading link in the Accordion Panel—one line for each panel or external link. Select (click) the line you'd like to act on.

ADD

Click the **Add** button to add a new panel heading and an associated content panel. A new line will be created with the default text "Heading Text". The new line will be created immediately after the currently selected line.

DELETE

Click the Delete button to remove the currently selected line. The heading **and** its associated content panel will be removed.

UP

The Up button will move the selected **Panel Heading** up one row. Successive clicks will keep moving it up, one row per click, until it's at the top of the list.

DOWN

The Down button will move the selected **Panel Heading** down one row. Successive clicks will keep moving it down, one row per click, until it's at the bottom of the list.

HEADING TEXT

The Heading Text box will always display the text of the currently selected *Panel Heading*. Enter or edit the text that you wish to display for this panel heading. ***The box cannot be left blank.***

Note: If an image has been assigned, this box will be disabled (grayed out) and contain the file name of the assigned image. Removing the Image Path will re-enable this box.

LINK ONLY –NO ASSOCIATED CONTENT PANEL

Check this box if you wish to have the selected Heading Text serve as a normal page link. If you do so, there will be no content panel associated with it. If you are setting an existing Panel Heading to *Link Only* its formerly associated content panel will be removed.

LINK PATH / BROWSE...

The Link box is activated whenever the *Link Only* box is checked. Enter the path to the linked page for this panel heading or use the *Browse* button to open the *Select File to Link* dialog box. If no entry is made, the system will automatically supply a "javascript:;" null link.

TRIGGER IMAGE / BROWSE...

Note: The Image Path box is only used if you are using images for your headings. For text-based headings this box should be left empty.

Enter the path to your heading image, or use the *Browse* button to open the *Select Image Source* dialog box. You can change the image at any time by selecting the heading item in the Panel Heading list and clicking the *Browse* button. Valid image types are: .gif, .jpg, and .png.

The image you select must always be the default state image. The system will handle image preloading for over, down, and overdown images based on the **Image Swap Option** you select. Your default state image file names can be anything you like. However, you must follow a naming convention for the swap images.

If you name your default image **myButton.gif**...

- The mouse over image would be:
myButton_over.gif
- The image that appears when its associated content panel is open would be:
myButton_down.gif
- The image that appears when a link in the heading's associated content panel matches the current page address would be:
myButton_overdown.gif.

ALT TEXT

Enter a description (Alt Text) for the related image. If the text on the image is "Products" then ***Products*** would be a good choice for the Alt text.

OPTIONS

These settings are applied to the current Accordion Panel widget. Other Accordion Panel components on the same page can have different Options.

TRIGGER ACTION

SHOW ONE PANEL AT A TIME

Select this option to automatically close any other open panels when a new panel is opened. This ensures that only one panel is displayed at a time. This option toggles open panels only within the same Accordion Panel widget. Other widgets on the page will not be affected.

ALWAYS KEEP ONE PANEL OPEN

This setting will ensure that your Accordion Panel will never be completely closed. Successive clicks on the currently open panel heading text will not close that panel.

ENABLE MOUSE OVER OPEN ACTION

Check this box to allow mouse over activation of the panel headings. The associated panel will open whenever the user moves his mouse over the panel heading. The click behavior to open or close the panel will still remain enabled.

ENABLE MOUSE OUT CLOSE ACTION

Check this box if you wish to allow a close action when the user mouses off the Heading Text onto another area of the page. Mouse Out close action will also take place when the user moves his mouse out of the content panel.

PAGE LOAD

You can choose the Accordion Panel startup configuration when the page first loads into the browser. Select one of the following:

- **Open With All Panels Closed** –The Accordion Panel will start out with all panels closed.
- **Open a Specific Panel** – You can select a specific panel to open when the Accordion Panel initializes. Selecting this option will activate the **Panel Number** box where you can enter the number of the panel you wish to be open on startup.
- **Open a Random Panel** – Select this option if you wish to have the system randomly select a panel to open. Each time the page loads into the browser a random panel will be selected.
- **Open All Panels** – Select this option if you want all panels open when your widget loads.
- **Open All Panels Then Close All** – This option will start the Accordion with all of its panels open—and will then glide them all closed.

PANEL NUMBER

This box is only enabled when you choose the "Open A Specific Panel" Page Load option. Enter the panel number that you want open when the page first loads.

USE CURRENT MARKING

Check this box to enable automatic **current marking** (highlighting) of links in your Accordion. The system looks for links in the Accordion that match the current page URL (address). When a match is found, the link is highlighted and the panel that contains the link automatically opens. The system assigns a special style class named **current_ mark** to this link and also to its parent panel heading. This provides a visual *you are here* indicator.

AUTO ROTATE PANELS ON STARTUP

This feature is designed to open each panel in succession when the page first loads—letting visitors see all of the content panels. You can set the timing between panel transitions and you can also set the number of cycles to loop. The Accordion Panel Magic 2 system also includes a fully-featured Rotate *Behavior* that can be used to provide additional control interactively.

Check this box to enable the auto rotate feature on page startup.

Cycles –The system will display all of the panels in succession once—or you can set it to loop any number of times. Enter the number of times you want the system to loop through the rotation.

Delay –This controls the amount of time each panel is displayed during the rotation, in milliseconds. The default is 1000ms (1 second). To display each panel for 5 seconds, for example, enter 5000 into the *Delay* box.

IMAGE SWAP OPTIONS

The system supports using images for any of the Heading links and is designed to automatically handle preloading, swapping, maintaining states, and assigning a current marker. This automation requires that you follow the image file name convention. The system supports up to 4 different image states. Select the Swap Option that you would like to use:

- **Single Image Only** – Choose this option if you are using just a single image and do not want any image swap actions on any of the heading states.
- **Normal and Over** – Choose this option if you are using two images: one normal image and one for the over (hover) state. The over state image will also be used as the open (down) state and current mark images.
- **Normal, Over and Open Images** – Choose this option if you are using three images: one normal image, one for the over (hover) state, and one for the open (down) state. The open state image will be used for the current marker images.
- **Normal, Over, Open and Mark** – Choose this option if you are using four images: one normal image, one for the over (hover) state, one for the open (down) state, and one for the current marker state.

NAMING CONVENTION

If you name your default image `myButton.gif...`

- The mouse over image must be named:
`myButton_over.gif`
- The image that appears when its associated content panel is open must be named:
`myButton_down.gif`
- The image that appears when a link in the heading's associated content panel matches the current page address must be named:
`myButton_overdown.gif`.

Note: Be sure to choose the option carefully to match the number of image states you are using. The system will pre-load the various state images based on this selection.

ROLLOVER OPEN STATE

This controls the swap action when the menu item is in its open state. The system will swap to the over image if the menu item is in the open state. Uncheck the box if you want to disable this swap action.

ROLLOVER MARK STATE

This controls the swap action taken when the menu item is in its *current marked* state. The system will swap to the over image on rollover if the menu item is in the *current marked* state. Uncheck this box if you want to disable this feature.

ANIMATION METHOD

You can select one of three different animation options:

- **0–None** –Choose this option to disable animation.
- **1–Glide–Normal** – This setting will glide the panels open or closed based on a time duration. The more content you have in a panel, the faster the animation will appear to be. You can adjust the **Duration** setting to increase or decrease the animation's speed.
- **2–Glide–Gradual Stop** –This setting will smoothly glide the panels open or closed. Glide speed automatically adjusts to the height of the content panel and the animation will come to a gradual stop.

DURATION

This option is only enabled when the **Glide–Normal** animation method is used and allows you to control the speed of the gliding effect. **Duration** defines the total amount of time that the animation will run, in milliseconds, regardless of a content panel's height. The default **250** (a quarter of a second) is fine in most cases. Lower the **Duration** setting and the animation will be faster. Raise the setting to make the animation slower.

STYLE THEME

Accordion Panel Magic 2 comes with a variety of pre-defined CSS style themes. Choose a theme that best approximates the look you want. This will act as a starting point from which you can later make edits to the style sheet to fully customize your Accordion Panel(s). You can change to a different style type at any time without affecting the contents of the Accordion Panel widget.

A preview of the selected Style Theme is displayed to the right of the Style Theme select list. This Preview will change whenever you select a different Style Theme.

THE INTERFACE CONTROL BUTTONS

OK

When you are done, click the **OK** button to build the Accordion Panel. The system will verify your selections and alert you to any problems that need your attention. If there are no problems, the interface will close and an Accordion Panel will be added to your page or updated—depending on whether you are in *Create mode* or *Modify mode*. You can then preview in a browser to operate the Accordion Panel and check its functionality.

Tip: To make further changes, click inside an Accordion Panel to open the interface.

CANCEL

Click the **Cancel** button to completely abort the current operation. This will close the interface and no changes will be made to your page.

USER GUIDE

Click the **User Guide** button to launch the Accordion Panel Magic 2 user guide home page. The user guide is hosted on our servers so you must be connected to the internet. The user guide home page contains instructions on how to view the document in your browser or how to download it for local viewing and printing. The user guide home page will also note whether an updated version of the guide is available and will contain links to supporting documentation or tutorials as they become available.

HELP

Click the **Help** button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Accordion Panel Magic 2 interface.

PVII ACCORDION PANEL MAGIC 2 –REMOVE

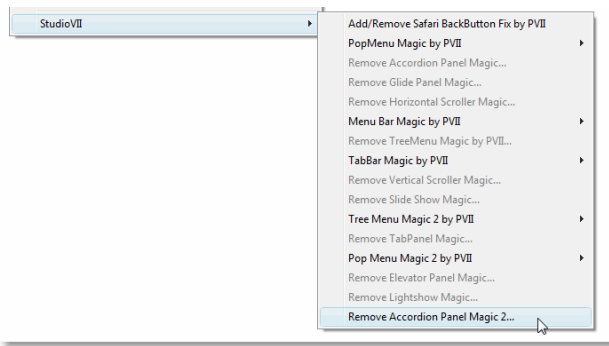
OVERVIEW

The Accordion Panel Magic 2 system includes a Remove feature that allows you to thoroughly remove an existing Accordion Panel Magic 2 widget from your page. This feature allows for easy removal when simply prototyping pages or when a total redesign is necessary.

OPEN THE REMOVE PVII ACCORDION PANEL MAGIC 2 INTERFACE

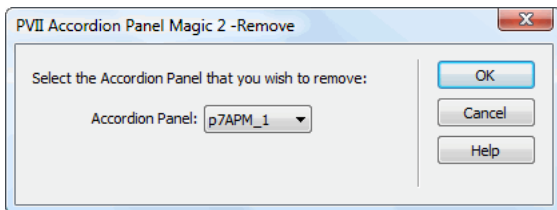
–**Open** a page that contains one or more Accordion Panel Magic 2 widgets.

–Choose **Commands > Studio VII > Remove Accordion Panel Magic 2...** to open the Remove interface.



The Remove option will be unavailable (grayed out) in the menu if there is no Accordion Panel Magic 2 widget on the page.

The Remove Accordion Panel Magic 2 interface will open.



The interface will provide a listing of all of the Accordion Panel widgets on your page by displaying the ID of each widget.

-Select the Accordion Panel widget that you wish to remove from the listing. You can only remove one Accordion Panel widget at a time.

Tip: If you are unsure which Accordion Panel widget relates to which ID, click the **Cancel** button and switch to Code View. In Code View, locate all IDs that begin with **p7APM**. The opening DIV tag for an Accordion Panel widget looks like this: `<div id="p7APM_1" class="p7APM01">`

WHAT WILL BE REMOVED

The system will completely remove the html markup for the selected Accordion Panel widget. If there are other Accordion Panel widgets on the page they will not be affected. The system will also remove the link to the Accordion Panel **CSS file if no other Accordion Panel widget on the page is using the same style theme.**

If there are no remaining Accordion Panel widgets on your page, the system will also remove the link to the Accordion Panel **JavaScript file.**

WHAT WILL NOT BE REMOVED

The system will not remove the **p7apm** folder, which contains the Accordion Panel-related assets (images, JavaScript file, and CSS files). This ensures that you will not lose any assets you may have modified and any other pages that depend on those modified assets will continue to look and behave as expected.

THE INTERFACE CONTROL BUTTONS

REMOVE

Click the **Remove** button. The selected Accordion Panel Magic 2 widget will be removed from the page

CANCEL

Click the **Cancel** button to completely abort the current Remove Accordion Panel Magic 2 operation. This will close the interface and no changes will be made to your page.

HELP

Click the Help button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Accordion Panel Magic 2 interface.

PVII ACCORDION PANEL MAGIC 2 IMAGE FILE NAMING CONVENTION

OVERVIEW

The Accordion Panel magic 2 system fully supports using images for heading links. The system is designed to automatically handle preloading, swapping, multiple state management and current marking.

The system supports up to 4 different image states:

- **Normal** – the base image
- **Over** – appears on mouseover
- **Open** – appears when the menu item's related sub menu is open
- **Mark** – appears when the menu item has been *current marked*

The system handles the state of each image automatically based on the **Image Swap option** you choose in the User Interface.

You do not need to use all four states. You can choose to use a single image or two-state, three-state or four-state image swaps. This automation requires that you follow the image file name convention. The file names of your button images can be anything you like. You must, however, follow a naming convention for the "over", "open" and "mark" images. For example, if you name your default image **myButton.gif**...

- The image you want to appear when users mouse over it would be: **myButton_over.gif**
- The image you would want to designate the open state would be named:
myButton_down.gif
- The image you want to designate as the current marked state would be:
myButton_overdown.gif.

Note: While the Swap Options can be set differently for each Accordion Panel Magic 2 widget on the page, the naming convention is global and will be used for all of the widgets on your page.

ACCORDION PANEL MAGIC 2 DEFAULT NAMING CONVENTION:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Open Image:** myButton_down.gif
- **Mark Image:** myButton_overdown.gif

The default naming convention is designed to work with the default Fireworks naming convention for the over, open and mark an image—which, unfortunately, seems to change from version-to-version. So we made the convention configurable to allow syncing with your image editor's capabilities or your own requirements. The basic image name must be the same for all four button images, but the appendage you use to differentiate the rollover, open and mark images can be anything you like.

CHANGING THE IMAGE NAMING CONVENTION

1. Open the [p7APMscripts.js](#) file located in the *p7apm* folder. Near the top of the file you will see 3 lines (not counting the comments):

```
// define the image swap file naming convention

// rollover image for any image in the normal state
var p7APMover='_over';

// image for any trigger that has an open sub menu -no rollover
var p7APMopen='_down';

// image to be used for current marker -no roll over
var p7APMmark='_overdown';
```

2. To change the naming convention simply change the assigned text that follows the equal (=) sign in each of the three lines.

For example, if you want to change the naming convention to use the appendages **_over**, **_open**, and **_marked**, change the assignments so they look like this:

```
// define the image swap file naming convention

// rollover image for any image in the normal state
var p7APMover='_over';

// image for any trigger that has an open sub menu -no rollover
var p7APMopen='_open';

// image to be used for current marker -no roll over
var p7APMmark='_marked';
```

3. Save and close the file.

Now the Accordion Panel Magic 2 system will use this revised naming convention to locate the over, open and mark state images. The image file names, using this customized naming convention, would look like:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Open Image:** myButton_open.gif
- **Mark Image:** myButton_marked.gif

As you can see, any naming convention will work by managing the text assignment for each image state in the scripts file.

Note: If you create a widget in another folder or site, and you want to use a revised naming convention, you will need to update the scripts file in that folder.

BEHAVIORS

PVII ACCORDION PANEL 2 MAGIC –TRIGGER PANEL

OVERVIEW

The Trigger Behavior allows you to set a link anywhere on your page to remotely operate a Heading Link in any Accordion Panel 2 widget on your page. The behavior can be used to **Open**, **Close** or **Trigger** (emulate a mouse click on the heading) a panel.

CREATING A NEW TRIGGER PANEL BEHAVIOR

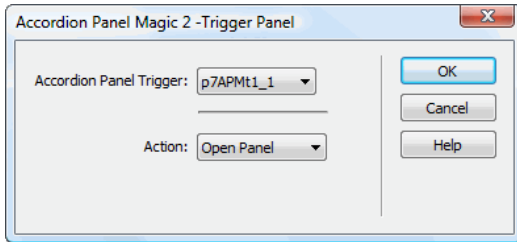
1. **Select** (click) a text link or image to act as the behavior trigger.
2. Open your Behaviors panel (Shift + F4)
3. **Click** the plus sign (+) on the Behaviors panel.
4. Choose **Studio VII > Accordion Panel Magic 2 > Trigger Panel** to open the interface.
5. Select the panel that you wish to act on.
6. Select the action (Open, Close or Trigger).
7. Click **OK** to apply the behavior.

MODIFYING AN EXISTING TRIGGER PANEL BEHAVIOR

1. **Select** the element that contains an **existing Accordion Panel 2 Trigger** behavior.
2. Double-click the **Accordion Panel 2 Magic- Trigger Panel** behavior in the **Behaviors panel** to open the interface.
3. Select the panel that you wish to act on.
4. Select the action (Open, Close or Trigger).
5. Click **OK** to apply the revised behavior.

THE INTERFACE

The Accordion Panel 2 Magic –Panel Trigger interface allows you to select the which panel to trigger.



THE INTERFACE ITEMS

ACCORDION PANEL TRIGGER

The interface contains a listing of all of the Heading Links in all of the Accordion Panel 2 widgets on the page. Select the Heading Link you want to trigger.

The Heading Links are listed by their ID, which follow a unique naming convention, beginning with "p7APMt" followed by the Accordion Panel 2 widget number, an underscore, and then the content panel number. For example, "p7APMt1_1" would be the first Heading Link in the first Accordion Panel 2 widget on the page, while "p7APMt3_2" would be the second Heading Link in the third Accordion Panel 2 widget on the page.

ACTION

Select the action you want to apply.

Note: Any toggle options set for this widget will also apply.

OPEN

This will open the selected panel. If the panel is already open then it will remain open.

CLOSE

This will close the selected panel. If the panel is already closed then it will remain closed.

TRIGGER

This will emulate a user mouse click on the Panel Heading in one of two ways:

1. If the Panel Heading has an associated content panel then that panel will become active.
2. If the Panel Heading does not have an associated content panel (Link Only option), then the hyperlink assigned to the Panel heading will be activated.

THE INTERFACE CONTROL BUTTONS

OK

When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the "onClick" event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.

CANCEL

Click the Cancel button to completely abort the current operation. This will close the interface and no changes will be made to your page.

HELP

Click the Help button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Accordion Panel 2 Magic interface.

PVII ACCORDION PANEL 2 MAGIC –OPEN/CLOSE ALL

OVERVIEW

The Open/Close All Behavior allows you to set link anywhere on your page to remotely **Open or Close All Panels** in any Accordion Panel 2 widget on your page. The behavior can be set to act on a *single* Accordion Panel 2 widget *or all* of the Accordion Panel 2 widgets on your page.

CREATING A NEW OPEN/CLOSE ALL BEHAVIOR

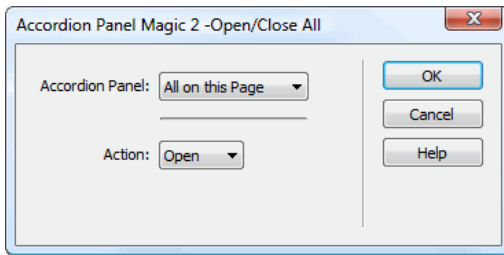
1. **Select** (click) a text link or image to act as the behavior trigger.
2. **Click** the plus sign (+) on the Behaviors panel.
3. Choose **Studio VII > Accordion Panel Magic 2 >Open/Close All** to open the interface.
4. Select the panel that you wish to act on.
5. Select the action and other options
6. Click **OK** to apply the behavior.

MODIFYING AN EXISTING OPEN/CLOSE ALL PANEL BEHAVIOR

1. **Select** the element that contains an **existing Accordion Panel 2 Trigger** behavior.
2. Double-click the **Accordion Panel Magic 2– Open/Close All** behavior in the **Behaviors panel** to open the interface.
3. Select the panel that you wish to act on.
4. Select the action and other options.
5. Click **OK** to apply the revised behavior.

THE INTERFACE

The Accordion Panel Magic 2 –Open/Close All interface allows you to select the options.



THE INTERFACE ITEMS

ACCORDION PANEL

The Accordion Panel list contains the IDs for all of the Accordion Panel 2 widgets on the page, as well as an *All on This Page* option. Select an Accordion Panel 2 widget ID to act on a specific widget or choose **All on This Page** to act on all of the widgets on your page.

The Accordion Panel 2 widgets are listed by their ID, which follow a unique naming convention, beginning with "*p7APM_*" followed by the Accordion Panel 2 widget number.

ACTION

Select the action you wish to apply. If the "Show Only One Panel at a Time" or "Always Keep One Panel Open" options are active, the system will override the toggle option set on the Accordion Panel 2 widget and open or close all of the panels.

OPEN

This will open all of the panels in the selected Accordion Panel 2 widget.

CLOSE

This will close all of the panels in the selected Accordion Panel 2 widget.

THE INTERFACE CONTROL BUTTONS

OK

When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the "onClick" event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.

CANCEL

Click the Cancel button to completely abort the current operation. This will close the interface and no changes will be made to your page.

HELP

Click the Help button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Accordion Panel 2 Magic interface.

PVII ACCORDION PANEL 2 MAGIC –ROTATOR

OVERVIEW

The Accordion Panel 2 Magic system includes a *Rotator* Behavior that allows you to display each of your widget's panels in *slide show* fashion. Each panel will be displayed sequentially with a timed pause (that you can adjust) between panels. The rotation can be limited to one cycle of panels or can be set to loop multiple times.

This feature can also be set to run automatically when the page first loads, in order to gain the user's attention and/or expose all of the content panels briefly, and is controlled as an option in the main Accordion Panel 2 interface.

CREATING A NEW ROTATOR BEHAVIOR

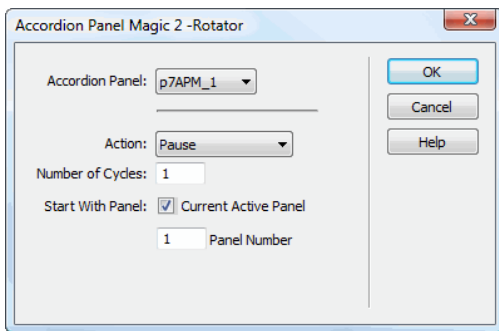
1. **Select** (click) a text link or image to act as the behavior trigger.
2. Open the Behaviors Panel (Shift + F4)
3. **Click** the plus sign (+) on the Behaviors panel
4. Choose **Studio VII > Accordion Panel Magic 2 > Rotator** to open the interface
5. Select the panel to act on
6. Select the action and other options
7. Click **OK** to apply the behavior

MODIFYING AN EXISTING ROTATOR BEHAVIOR

1. **Select** the element that contains an **existing Rotator** behavior
2. Double-click the **Accordion Panel Magic 2 – Rotator** behavior in the **Behaviors panel** to open the interface
3. Select the panel to act on
4. Select the action and other options
5. Click **OK** to apply the revised behavior

THE INTERFACE

The Rotator interface allows you to select the Rotation options.



THE INTERFACE ITEMS

ACCORDION PANEL

The interface contains a listing of all of the Accordion Panel 2 widgets on the page. The widgets are listed by ID, which follow a unique naming convention, beginning with "p7APM_" followed by the Accordion Panel 2 widget number.

Select the widget to act on

ACTION

Select the action to apply (any toggle options set for this widget will also apply).

PAUSE

This will stop (pause) the Rotator and whichever panel is currently displayed will remain displayed.

PLAY OR RESUME

This will start a Rotator cycle. Each panel will be displayed successively and rotation will continue for the number of cycles specified.

NUMBER OF CYCLES

This controls the number of times the system will repeat each rotation. All panels are displayed in one rotation. The system will replay the rotation again for the number of times specified in this option.

START WITH PANEL

You can select which panel the rotation will start with.

CURRENT ACTIVE PANEL

Check this box if you want the rotation to start with the panel that is currently open. This is the default and is also the option to use if you are creating a "Resume" behavior.

PANEL NUMBER

Enter the number of the panel you want the rotation to start with. You must also uncheck the ***Current Active Panel*** box to enable this feature.

THE INTERFACE CONTROL BUTTONS

OK

When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the "onClick" event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.

CANCEL

Click the Cancel button to completely abort the current operation. This will close the interface and no changes will be made to your page.

HELP

Click the Help button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Accordion Panel 2 Magic interface.

QUESTIONS AND ANSWERS

The following information should prove helpful as you build and manage your widgets.

HOW ARE THE ACCORDION PANEL MAGIC 2 CSS FILES AND RULES NAMED?

The CSS files follow a naming convention based on the Style Theme you have chosen. Here is a reference list for you:

- 01-Basic | p7APM01.css
- 02-Carbon | p7APM02.css
- 03-Greystone | p7APM03.css
- 04-Bluestone | p7APM04.css
- 05-Cayenne | p7APM05.css
- 06-Citrus | p7APM06.css
- 07-Teal | p7APM07.css
- 08-Emerald | p7APM08.css
- 09-Image-Based | p7APM09.css
- 10-Onyx | p7APM10.css
- 11-FAQ-In-Blue | p7APM11.css
- 12-Transparently | p7APM12.css

The selector names inside each CSS file are all prefaced with the class name assigned to the root menu DIV. This class name matches the name of the CSS file used. Here is a reference list of the class name selectors:

- 01-Basic | p7APM01
- 02-Carbon | p7APM02
- 03-Greystone | p7APM03
- 04-Bluestone | p7APM04
- 05-Cayenne | p7APM05
- 06-Citrus | p7APM06
- 07-Teal | p7APM07
- 08-Emerald | p7APM08
- 09-Image-Based | p7APM09
- 10-Onyx | p7APM10
- 11-FAQ-In-Blue | p7APM11
- 12-Transparently | p7APM12

As we discuss CSS style editing from this point on, we will refer to style rule names (selectors) as beginning with `.p7APMxx` where `xx` is the style theme number (01 or 05, for example)

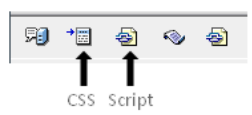
HOW DO I USE OR MANAGE WIDGETS IN DIFFERENT FOLDERS?

When you create a widget, the system writes a folder named **p7apm** and a **Fireworks** folder in the folder that contains the page you are working on – and uses that folder to store style sheets, images, and scripts. This allows for easy and safe prototyping. If you create a widget on page1.htm, in a folder named tutorials, and edit the CSS for that menu, your changes are restricted to that folder. Make another page in that folder and create a widget using the same **Style Theme** and it will use the same style sheet you edited while working on page1. If you create a widget on a page in a new folder, the system will create new **p7apm** and **Fireworks** folders inside that folder and populate it with default style sheets, scripts, and images. This allows you to test and prototype with complete freedom – without affecting finalized pages in other folders.

There may, however, be times when you want widgets in different folders to use the same style sheets. To do that, create your widgets first. Then decide which **p7apm** assets folder you want to use for all your pages. You'll need to set the paths for all **Accordion Panel Magic 2** CSS files, and the JavaScript file, to point to the **p7apm** assets folder you want to use. For a page with both a Cayenne menu, the CSS and script links look like this:

```
<script type="text/javascript" src="p7apm/p7APMscripts.js"></script>
<link href="p7apm/p7APM03.css" rel="stylesheet" type="text/css" media="all" />
```

You can change the path to CSS or script files visually in Dreamweaver by displaying Head Content in a toolbar at the top of your design window. To turn this feature on, choose **View > Head Content**.



Click the appropriate icon and your Property Inspector will change to reflect your choice, easily enabling you to browse to the location of the assets folder you want to use.

CAN I REVERT BACK TO A DEFAULT STYLE THEME CSS FILE?

Should you ever make a large error and need to revert back to a default and working CSS file, do this:

1. Delete the bad CSS file from your **p7apm** folder
2. Open a page in that folder that contains a widget that uses that bad style sheet. Your widget will appear unstyled. Don't worry, that's expected, given the circumstances
3. Place your cursor inside the widget
4. Open the Accordion Panel Magic 2 UI in **Modify** Mode
5. Make no changes in the UI – simply click the **OK** button
6. The system will create a new version of the appropriate CSS file

Depending on your DW version, you might not see the changes at first. If that be the case, save and close the file, then re-open it.

HOW DO I SET FONT (TYPEFACE) STYLES FOR MY WIDGET?

If you'd like to edit the font styles for your widget, open Dreamweaver's CSS Styles panel and locate the **.p7APMxx** rule in your widget style sheet(s) (where **xx** corresponds to the Style Theme of your widget). You'll find the following 2 declarations in the rule:

```
font-family: Arial, Helvetica, sans-serif;
font-size: 12px;
```

Change them to suit your needs.

Tip: font-size: inherit simply means that the widget font-size will be inherited from the parent elements on your page. If you place the widget inside a container that has a font-size set, the widget will inherit that value.

CAN I SET DIFFERENT FONT STYLES FOR MY PANEL HEADINGS?

Yes. You would edit this rule:

```
.p7APMxx .p7APMtrig h3, .p7APM01 .p7APMtrig h4
```

CAN I USE ACCORDION PANEL MAGIC 2 ON THE SAME WITH OTHER PVII WIDGETS?

Yes. You can use APM 2 and any other [PVII Widget](#) on the same page.

CAN I INSERT AN ACCORDION INSIDE A GLIDE PANEL, ELEVATOR OR TAB PANEL WIDGET?

Yes. You can insert one or more Accordion widgets inside the content panels of a [Glide Panel Magic](#), [Elevator Panel Magic](#), or [Tab Panel Magic](#) widget. And you can also insert Glide Panels, Elevator Panels, or Tab Panels inside an Accordion widget.

CAN I INSERT A PVII GALLERY WIDGET INSIDE AN ACCORDION?

Yes. [Lightshow Magic](#), [Image Gallery Magic](#), and [Slide Show Magic](#) will work inside an Accordion widget. The only things to note are:

- Image Gallery DHTML animations will not function
- If Slide Show Magic is running in auto-play mode, it will continue to play even if you hide its panel

CAN I EDIT THE BACKGROUND IMAGES?

Yes. When you create a widget, the system will also create a **Fireworks** folder containing the editable background images for your widget. [Fireworks](#) is the default web image editor for all Adobe® Creative Suite products.

Tip: We suggest that you do not change the size of these images unless you really know what you are doing.

There are 3 Fireworks files:

1. **p7APM2_main.png**

This file is *always* present in the Fireworks folder and contains all icons, as well as background images for every theme **except for Onyx and Transparently**.

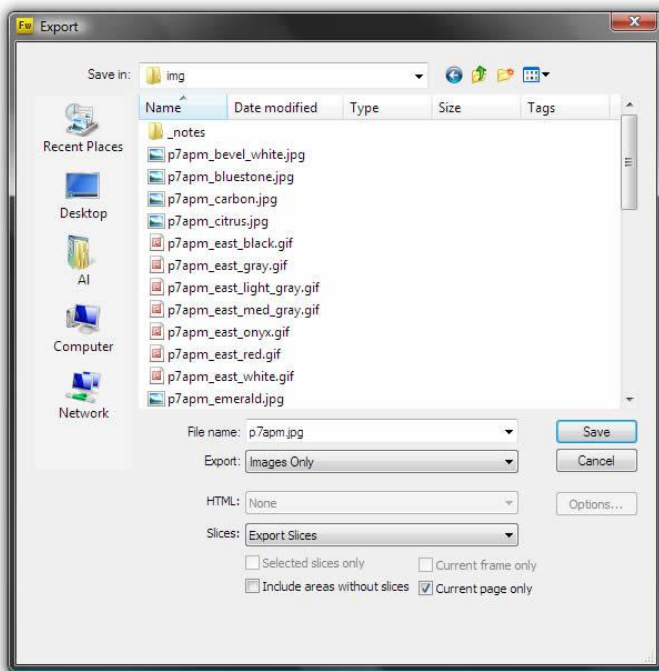
2. **p7apm_trans.png**

This file is *always* present in the Fireworks folder and contains the transparent content background for the **Transparently** theme.

3. **p7apm_onyx.png**

This file is *only* present in the Fireworks folder if you're using the **Onyx** theme and it contains the Panel Heading background images specific to the Onyx theme.

Once you complete your edits, export your images back to the relevant **p7apm/img** folder to overwrite the originals. Use these export settings:



Note: The **File name** box is irrelevant since you are exporting slices.

HOW DO I CHANGE THE DEFAULT, HOVER, OR DOWN STYLES FOR MY PANEL HEADINGS?

Locate the following rules in your relevant TMM2 style sheet...

This rule styles the **default** link state:

```
.p7APMxx .p7APMtrig a
```

This rule styles the **hover** state:

```
.p7APMxx .p7APMtrig a:hover
```

Your style sheet will also contain link and hover rules for Panel Headings that are set to **Links Only**:

```
.p7APMxx .p7APMtrig .p7APM_ext, .p7APM01 .p7APMtrig .p7APM_ext.p7APMtrig_down
```

```
.p7APMxx .p7APMtrig .p7APM_ext:hover
```

This rule styles the **down** state (when a heading's panel is showing):

```
.p7APMxx .p7APMtrig .p7APMtrig_down, .p7APM01 .p7APMtrig .p7APMtrig_down:hover
```

You can, if you want, style a hover state for the down state by using this rule:

```
.p7APMxx .p7APMtrig .p7APMtrig_down:hover
```

Change properties and values to suit.

HOW DO I SET THE WIDTH OF MY WIDGET?

APM2 widgets are designed to automatically conform to the width of the container in which they are placed, even if that container is a flexible width. If, however, there is a need to constrain the menu to a specific width, use the **.p7APMxx** rule (it will be the first rule in your widget style sheet):

```
.p7APMxx {  
width: 200px;  
}
```

WHY IS MY STYLE SHEET FULL OF **!IMPORTANT** NOTATIONS?

This is done to prevent style conflicts with your existing page styles. Color and background-color values should retain the **!important** notation—*do not remove them* unless your CSS skills are advanced.

HOW DO I CHANGE THE APPEARANCE OF THE CURRENT MARKED LINK THAT HIGHLIGHTS THE PAGE YOU ARE ON?

Locate the following rule in your relevant Accordion Panel Magic 2 style sheet:

This rule styles the top-level Current Marked link state:

```
.p7APMxx .current_mark
```

This rule styles the Current Marked link state for links inside the content panels:

```
.p7APMxx .p7APMpanelcontent .current_mark
```

Change properties and values to suit.

MY IMAGE SWAPS ARE NOT WORKING OR ARE SHOWING BROKEN IMAGES.

WHAT'S WRONG?

Make sure you are using the correct image naming convention and all required images are in the same folder—and that you have set the appropriate Image Swap Options in the Accordion Panel Magic 2 interface.

IS THERE A PLACE ON THE PVII SITE WHERE I CAN FIND MORE EXAMPLES OR TWEAKS?

Yes. Go to the APM2 [User Guide Home Page](#). All new content will be linked from there.

SUPPORT AND CONTACT INFO

PVII quality does not end with your purchase – it continues with the best customer support in the business.

PVII KNOWLEDGE BASE

The PVII Knowledge Base is an online PVII application allowing you to access dozens of Tech Notes, tips, and techniques relating to our products, as well as to general web development issues..

[Open the Knowledge Base](#) | [View the 10 Most Recent Additions](#)

NEWSGROUP FORUM COMMUNITIES

The Project VII Newsgroup community is our primary support vehicle and is available 24 hours a day. Choose from the following newsgroups:

1. [The PVII Webdev Newsgroup](#)
2. [The PVII Dreamweaver Newsgroup](#)
3. [The PVII Fireworks Newsgroup](#)
4. [The PVII CSS Newsgroup](#)

Note: If you have trouble linking directly to news servers, use your default newsreader's program options to set up a new account and point it at the following server:

forums.projectseven.com

[Setting up a new newsgroup account in Outlook Express](#)

[Setting up a new newsgroup account in Mozilla Thunderbird](#)

[Setting up a new newsgroup account in Entourage](#)

If you have another newsgroup-capable program that you are using, please see its documentation to learn how to add a new newsgroup account.

Note: PVII newsgroups are private and have nothing to do with usenet feeds that may be provided by your ISP. That is, you will not find our newsgroups in a list of newsgroups distributed by your internet service provider. You must set up our news server as a new account.

RSS NEWS FEEDS

Keep up with the latest news the minute it's released by subscribing to our RSS news feed. If you are not sure how to subscribe, please check this page:

[PVII RSS Info](#)

BEFORE YOU CONTACT US

Before making a support inquiry, please be certain to have read the documentation that came with your product. Please include your Dreamweaver version, as well as your computer operating system type in all support correspondence.

E-Mail:

support@projectseven.com

Phones:

330-650-3675

336-374-4611

Phone hours are 9:00am – 5:00pm Eastern Time U.S.

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