

## Adding Javascript Lightbox 2.0 to your website

We will go through the steps to add the Lightbox 2.0 functionality to your website. You will download the javascript zip file from the developer's website or pull the lightbox zip file from my Pick Up Box. Extracting the files from the zip file will leave you with a couple of folders (css, images, js) and a file (index.html). Add these folders to your root folder.

### Call the scripts from the HTML file

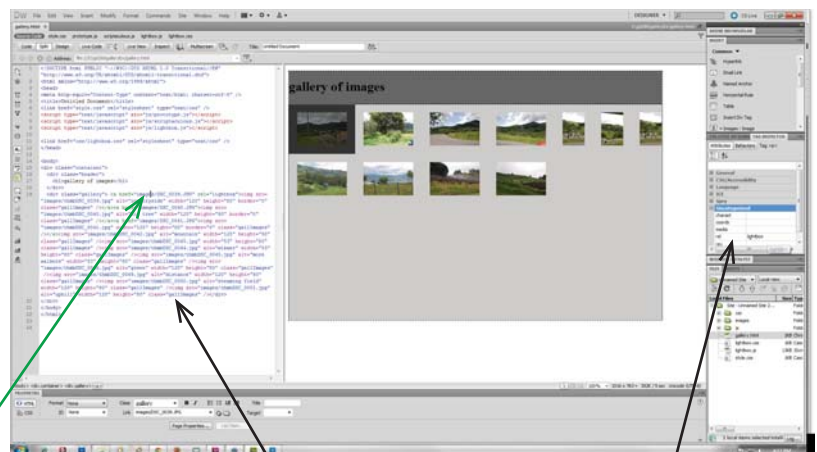
In Dreamweaver, you will add the calls for the javascript files (.js) to your HTML. This declaration must happen within the <head> portion of your HTML. There are three files you need to add reference to. Make sure your cursor is in the <head> portion of your source code. From the "Insert" panel, go to the "Common" subpanel and choose the "Scripts" option. This will bring up a new window where you can point to the file you want to reference. Navigate to the file within your root folder structure and choose it. Repeat this process for the other two javascript files that need to be referenced. In all you will reference the prototype.js, scriptaculous.js, and lightbox.js files.

### Link the CSS from the HTML file

From the "CSS Styles" panel, click the button at the bottom labeled "Attach Style Sheet" choose the "lightbox.css" file from the css folder within your root folder structure. This declaration must happen within the <head> portion of your HTML.

### Add the necessary attributes to your "<a>" tag "href" statement

Your original image gallery is setup so that your thumbnail images reference the larger versions of the images and loads them into the browser (Firefox, Safari, etc.) window, replacing the content in that window. Creating that type of link adds an "<a>" tag with a href statement that refers to the larger file. This javascript lightbox allows you to add an attribute to that "<a>" tag that treats the clicked thumbnail item in a specific way. The attribute you add is a rel attribute. To add that attribute in Dreamweaver, **place the cursor somewhere inside the "<a>" tag you want to edit in the source code window of Dreamweaver.** Open your "Tag Inspector" panel from the "Window" menu and go to the category "Uncategorized". Here you will add the text lightbox in the textbox next to the attribute "rel". Once this attribute is assigned, the javascript that is called from the html page will cause the link to open the large image using the lightbox method rather than replacing the content in the browser window.



source code window

Tag Inspector panel with the "Uncategorized" category open