

4D for Dreamweaver



4D TECHNOLOGY WHITE PAPER

The 4D for Dreamweaver® plug-in is an extension to Dreamweaver that allows HTML page designers to easily add specific 4D tags into an HTML document that is managed using Macromedia Dreamweaver.

4D HTML tags are comments—only 4D can correctly interpret and execute them when it sends semi-dynamic Web pages through the 4D Web server. Out-of-the-box, HTML editors such as Dreamweaver do not, by default, recognize 4D tags. To use the 4D tags, you must directly enter HTML code without the use of GUI tools. This task may prove to be difficult and may lead to errors, typos, etc. The 4D for Dreamweaver plug-in simplifies this task in Web pages that are managed using Dreamweaver. For each tag, simply drag-and-drop an icon into the document. Adding 4D tags is executed in a much more user-friendly manner.

The 4D for Dreamweaver plug-in has been designed for use with Dreamweaver versions 3 and 4 on both the Macintosh and Windows platform. 4D Version 6.7.1 or higher is required to properly utilize the HTML generated by the plug-in.

On the Macintosh, there is a single installer application for Dreamweaver versions 3 and 4; on Windows, there are separate installers for the different Dreamweaver versions.

4D TAGS IN DREAMWEAVER

Once the 4D for Dreamweaver plug-in is installed, a new tab control appears in the Objects palette.

All of the items on the 4D tab control can be dragged to the HTML page and dropped onto the location of your choice. If you drop a 4D tag anywhere except a blank portion of the page, the tag will be placed after the element it was dropped on. Alternatively, you can double-click on a 4D tag and it will be placed at the cursor insertion point. Depending on which tag you dragged, you will normally be presented with a dialog box that asks you to specify the parameters about the tag or interface element that you are adding.



The 4D Tab Control

IMPORTING A 4D DATABASE DESCRIPTION FILE

To help you insert 4D tags that match your database, you can import 4D database description files into Dreamweaver. Importing description files is a two-step process: exporting the description from the 4D database using either Autodoc or 4D ObjectLink and importing the description in Dreamweaver. We recommend using Autodoc since it will export the 4D variables and arrays, in addition to the Tables, Fields, and Methods.

Exporting the database description file using the AutoDoc plug-in is quite easy. Simply drop the plug-in into the Mac4DX or Win4DX folder for your database before opening it. On Microsoft Windows, you will also need to place the provided "AutoDoc" folder into the Win4DX folder along with the plug-in. Once you have opened the database, go to the User environment. From the "Plug-Ins" menu, choose "AutoDoc". In the dialog that is presented to you, click the "Export" button. AutoDoc will export all of the Tables, Fields, Methods, and Variables/Arrays to a file. The file will then be saved in the same folder as the 4D database itself. The file will be called "autodoc_result.xml".

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4D ObjectLink is a plug-in provided by 4D that lets you export the 4D structure and methods. In Web pages managed with Web editors, this plug-in makes the integration of 4D object references easier by exporting all the necessary objects in a text file.

The import in Dreamweaver is performed using the Import item, which is the last item in the 4D tab control in the Objects palette. This object is not used to insert a specific 4D tag. Rather, it displays an open file dialog that lets you select the description file to import.