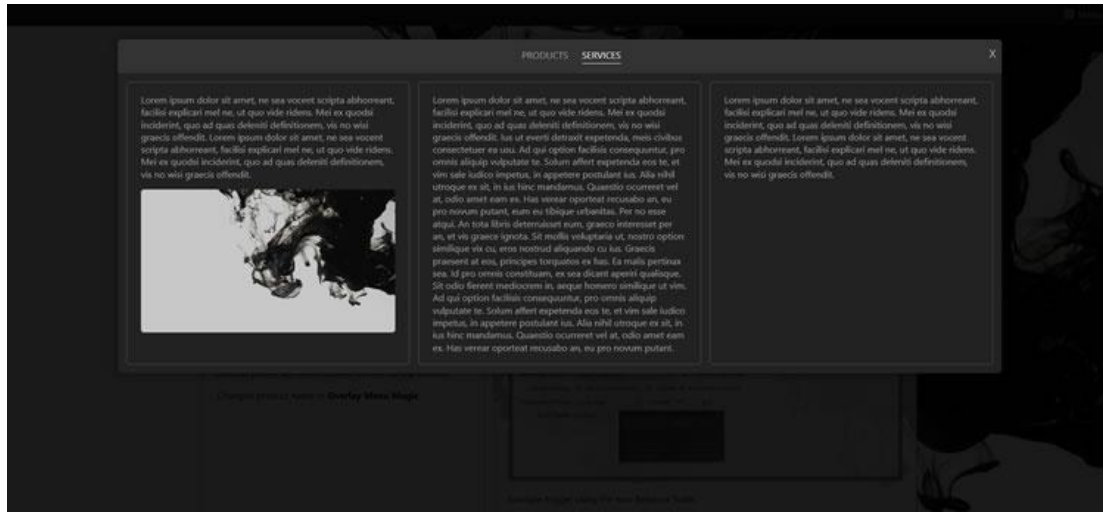


# PVII OVERLAY MENU MAGIC

The state of the art in Dreamweaver menu systems...



Create gorgeous and responsive overlay menus in Dreamweaver with just a few clicks!

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

**Al Sparber & Gerry Jacobsen PVII**

## INSTALL THE EXTENSION

Extension installer files come in 2 formats: MXP and ZXP. MXPs are supported by Extension Manager versions MX, MX2004, 8, CS3, CS4, CS5, CS5.5 and CS6. ZXP is supported by versions CS5.5 and higher. Version CC and higher have dropped support for the MXP format. To continue to support all Adobe customers, regardless of version, we include both the classic MXP and the new ZXP versions.

### FOR VERSION CS6 AND OLDER:

Look for the extension installer file **p7\_OMM\_117.mxp** in the root of the zip archive you downloaded. Double-click the files to install the extensions.

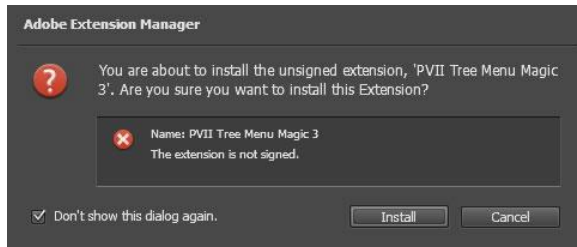
### FOR VERSION CC AND HIGHER:

Look for the extension installer file **p7\_OMM\_117.zxp** in the root of the zip archive you downloaded. Double-click the files to install the extensions.

**Note:** Creative Cloud versions do not automatically install an Extension Manager. You need to log onto Adobe's "Cloud", download, and install the Extension Manager that matches your Dreamweaver version.

## ABOUT THE ZXP EXTENSION INSTALLER FORMAT

The ZXP format is identical to the tried and true MXP format developed by Macromedia with the chief difference being the file extension. When you install the ZXP version, you might see this alert box, **which is totally harmless**, despite its looks.



Simply click the Install button and your extension will be installed without issue.

The purpose of a digital signature is primarily to protect the software developer's interest, ensuring that no one has altered the file from its original state. When you buy directly from the developer, in this case PVII, this is not an issue. Adobe's process to create a digital signature file requires installing third-party software that fails to meet our quality standards at this time. Even if we were able to use Adobe's software, the signature is only activated by going through Adobe's Exchange and sharing revenue with Adobe—which we have no need to do.

## **WORK IN A DEFINED DREAMWEAVER 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, follow these simple steps:

### **Choose Site > New Site**

#### **SPECIFY LOCAL SITE LOCATION**

The Site category of the Site Setup dialog box is the only one you need to fill out to begin working on your Dreamweaver site. This category lets you specify the local folder where you'll store all of your site files. When you're ready, you can fill out the other categories in the **Site Setup dialog box**, including the Servers category, where you can specify a remote folder on your remote server.

#### **Site Name**

The name that appears in the Files panel and in the Manage Sites dialog box; it does not appear in the browser.

#### **Local Site Folder**

The name of the folder on your local disk where you store site files, templates, and library items. Create a folder on your hard disk or click the folder icon to browse to the folder. When Dreamweaver resolves site root-relative links, it does so relative to this folder.

## **OVERVIEW**

Overlay Menu Magic (OMM) is a menu building tool that installs inside Dreamweaver with its own automated user interface (UI). The menu is designed to overlay on top of your page, and is opened by clicking on the menu trigger. The menu is closed by clicking off of it, or by using the ESC key. This design approach save precious space in the actual web page and allows for the presentation of rich, mixed content in the sub menu panels to provide a highly engaging menu presentation. The Overlay Menu Magic system is an ideal navigation system for all mobile devices.

The OMM user interface is designed to automatically open to the correct mode based on your current insertion point in the document. If your cursor is inside an existing OMM menu, the UI will open in **Modify** (edit) mode. If your cursor is not inside an existing menu, the UI will open in **Create** mode.

## **FULLY EDITABLE SUB-MENUS**

Each of the sub-menus are visible in Dreamweaver Design View and are fully editable. You can use all of the normal Dreamweaver editing techniques to enter or change content.

## **STRUCTURAL LAYOUT SYSTEM (GRID) FOR SUB-MENUS**

The OMM system provides a fully featured structural layout system (Grid) for building your sub-menus in various row/column formats. You can add as many rows as you like and each row can contain a different number and configuration of columns. This allows you to build a unique structure for each sub-menu that suits your content needs and design goals.

## **RESPONSIVE AND MOBILE READY**

OMM is designed to automatically respond to the size of the browser window and the device being used. In narrow browser windows and smartphones, the menu will reformat itself to a collapsible accordion-style menu with a convenient industry-standard icon that can be used to hide and show the entire menu.

## **TOUCH DEVICE AND SMART PHONE SUPPORT**

The Overlay Menu Magic system is designed to work perfectly on all touch-enabled devices—including iPhone, iPad, Android, other smartphones and tablets.

## CREATE OR MODIFY

The user interface has both a **Create** and a **Modify** mode and will automatically open in the correct one based on your current insertion point in the document:

- If your insertion point is not within an existing OMM menu, the interface will open in **Create** mode.
- If your insertion point is inside an existing OMM menu, the interface will open in **Modify** mode.

## DREAMWEAVER TEMPLATE SUPPORT

The system is specifically designed to support Dreamweaver templates. You can insert one or more menus into a template (.dwt) master page at any time. You can also insert one or more menus into a template-based child page. The system will automatically detect the template and adjust to allow insertion into an editable region.

## CURRENT LINK MARKING AND AUTO SUB-MENU OPENING

The system includes an optional feature that looks for links in the menu that match the current page address. When a match is found, the link is highlighted. The system assigns a special style class named **current\_mark** to the matching link and its parent root item. Current Marking can be turned on or off for each menu on your page.

Overlay Menu Magic also includes an Advanced Current Marker system that allows you to handle **exceptions**—so that even pages that *do not appear as links in the menu* can be highlighted. Access the Advanced Current Marker UI from the Commands menu in Dreamweaver:

**Commands > Studio VII > Overlay Menu Magic by PVII...**

When the UI opens, press the **Help** button to access the Advanced Current Marker help pages.

## EXTERNAL LINKING AND BOOKMARK SUPPORT

An opener detection system is included that allows you to set up links with special parameters that will load a page and also trigger a specific panel in a OMM widget on that page. The opener will look for the OMM widget number, an underscore, and the OMM content panel number. There are 2 methods available:

- **Anchor Method:** The system will look for "#**omm**" plus a panel reference after the anchor. The anchor **index.htm#omm1\_4** will trigger panel 4 in the first OMM Widget on the page.
- **URL Parameter Method:** The system will look for "**omm**=" in the URL parameter. The URL parameter **index.htm?omm=2\_4** will trigger panel 4 in the second OMM Widget on the page. You can then give out the link so people can go directly to your specific content panel.

The opener detection system also includes the ability to display the Overlay Menu magic system in **its open state**. The method is the same as above except the **omm** will change to **omo**:

- **Anchor Method with menu Open:** The system will look for "#**omo**" plus a panel reference after the anchor. The anchor **index.htm#omo1\_4** will trigger panel 4 in the first OMM Widget on the page and also open the menu.
- **URL Parameter Method with menu Open:** The system will look for "**omo**=" in the URL parameter. The URL parameter **index.htm?omo=2\_4** will trigger panel 4 in the second OMM Widget on the page and also open the menu. You can then give out the link so people can go directly to your specific content panel.


**Note:** This feature is meant to be used on links to your page from **external locations ONLY** —not on links that are in your page. To control the menu from links on the SAME page use the included OMM Control Actions Behavior.

## IMAGE SUPPORT

The system supports using images for the menu items and automatically handles pre-loading, swapping, multiple state management and current marking. This automation requires that you follow the image file name convention. The system supports up to 3 different image states.

See the User Help files for more information. Access help by pressing the **Help** button in the OMM user interface.

## INSERTING A NEW MENU

Menus can be inserted anywhere on your page. Once you have established your insertion point, click the OMM icon  to open the interface. Alternatively, you can choose **Insert > Studio VII > Overlay Menu Magic by PVII**. You can insert the menu into any area of your page.

The menu width will automatically adapt to its location, even when placed inside flexible DIVs. You can insert as many individual menus as you like on your page. Each menu can be optioned independently to set different behaviors and features. Menus on a single page can share the same style theme or be set to separate style themes.

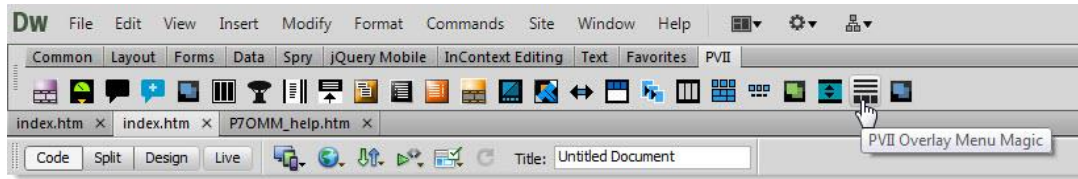
-Establish the insertion point for your new menu by clicking in the area of the page where you would like it to be created.

**Note:** The interface is sensitive to the insertion point. If your cursor is anywhere inside an existing OMM menu the Modify interface will open instead.

-Click the **OMM icon**  in the **PVII** Section of Dreamweaver's Insert Bar/Insert Panel or choose **Insert > Studio VII > Overlay Menu Magic by PVII**.

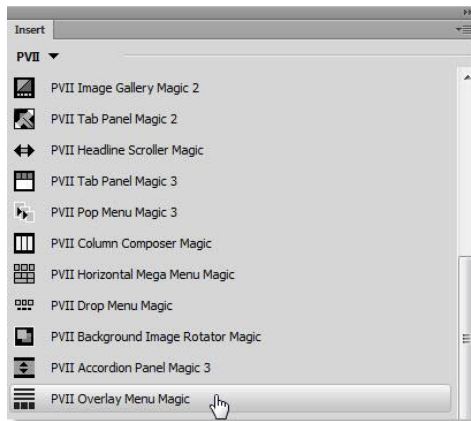


## Classic Dreamweaver Insert Bar

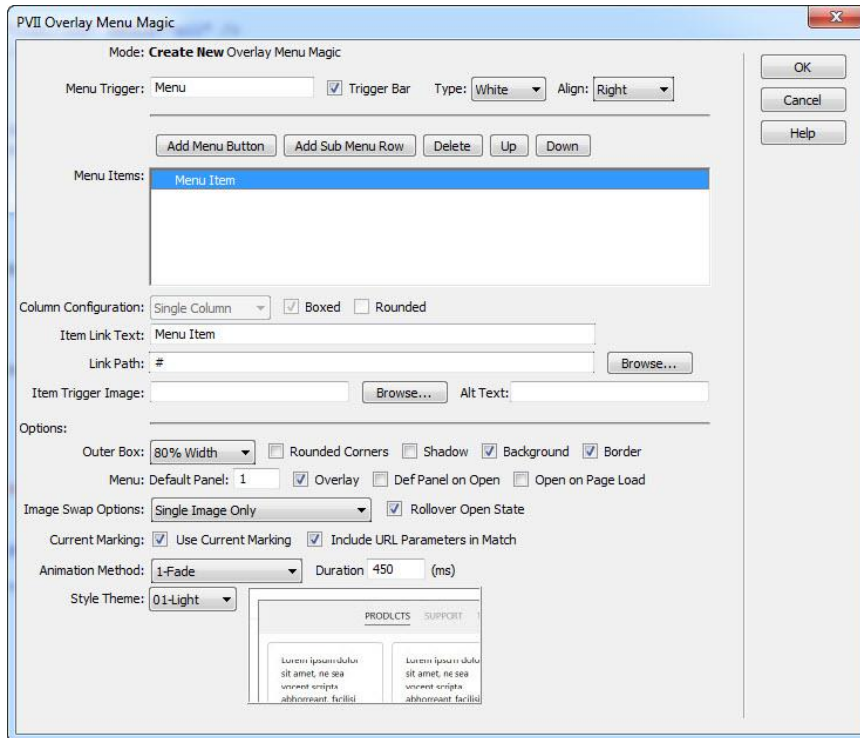


**Note:** Some newer versions of Dreamweaver will only be able to display icons in shades of gray, rather than in color. Dreamweaver CC does away with the Insert Bar but the programmers left a back door, which is explained in [this tutorial](#).

## DREAMWEAVER INSERT PANEL



The OMM UI will open in **Create** mode.

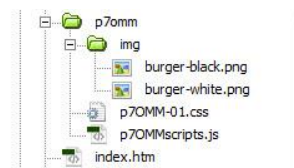


You can create more than one menu on your page. Add as many as you like.

## ASSET FOLDERS

When you create a menu, the system creates an assets folder named **p7omm** at the same level as the page that contains your menu. This folder will contain the OMM JavaScript file and the relevant menu style sheet(s), as well as an **img** sub-folder that contains arrow background images used by the CSS.

If any of your content panels have been formatted with multi-columns, the system will also create a **p7ehc** folder to house the **Equal Height Columns** script, which ensures that your columns are always equal in height.



When you publish your site, make sure you upload the entire **p7omm** folder.

## MODIFYING AN EXISTING MENU

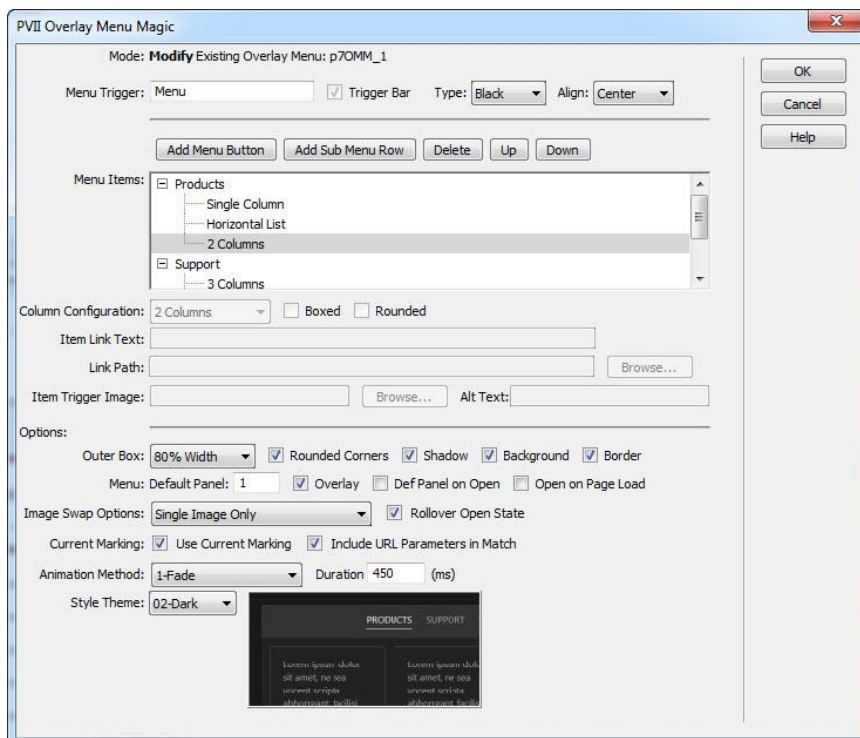
You can modify any of the existing OMM menus on your page at any time.

-Click inside the menu that you wish to modify.

-Click the **OMM** icon  in the **PVII** Section of Dreamweaver's **Insert Bar/Panel** -or choose **Modify > Studio VII > Modify Overlay Menu Magic 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 open the interface in the appropriate mode whether you use the Insert Menu, Insert Panel/Bar or the Modify menu.

The OMM UI will open in **Modify** mode.



Configure your menu items and options and then click **OK**.

## MANAGING THE USER INTERFACE ITEMS

### MODE

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

### MENU TRIGGER

The Menu Trigger is link that will open (launch) the menu overlay. Enter the text that you would like to use, the default text "Menu" is supplied.

### Trigger Bar

The system can create and manage a Trigger Bar that can contain multiple trigger links for multiple OMM menus. Check this option if you want the system to create the trigger bar. Subsequent newly created OMM menu triggers will then be placed inside this Trigger Bar. Un-check this option if you want the system to create a trigger link at your insertion point, or, if you an existing link currently selected, assign the OMM trigger to that link.

### Type

The Type option allows you to select the background treatment of the Trigger Bar, white or black. This option is only available when you have the Trigger Bar option selected.

### Align

The Align option controls the alignment of the links in the Trigger Bar. Choose from left, center or right. This option is only available when you have the Trigger Bar option selected.

### MENU ITEMS

This box displays the text for each root menu item in the menu and the sub-menu content layout type for each row of the sub-menu panels. Select (click) the line you wish to act on.

### Add Menu Button

Click the Add Menu button to add a new root menu link. This new item will be created immediately after the selected item, or at the end of the listing if a root menu item is not currently selected. The newly created menu item will initially appear with the default description: *Menu Item*, and the URL will simply be a hash (#) placeholder. Change these to suit your needs. The **Image Path** box is always blank by default.

## Add Sub-Menu Row

Click the Add Sub button to create a **new sub-menu** row for the selected root link item or to add another row to the existing sub-menu row. A new sub-menu row will appear directly beneath the selected sub-menu row or as the last row if the root menu item is currently selected. The newly created sub-menu row will initially appear with the text corresponding to the currently selected **Sub-Menu Content Layout**. The Link Text, Path, Trigger Image, Alt Text and Browse buttons will be disabled (grayed out) since these entry boxes do not pertain to the sub-menu panels.

## Delete

Click the Delete button to remove the selected menu item or the selected sub-menu row. If the menu item contains one or more sub-menu rows the system will completely remove the selected menu item **and all of its sub-menu rows**.

**Note:** The interface requires at least one item to be in the menu list at all times. The system will not allow you to delete a menu item if it is the only remaining one.

## Up

Click the Up button to move the selected menu item up in the Menu Items list. The menu item, **and all of its sub-menu rows**, will be moved up one position each time the button is clicked. Sub menu rows can only be moved within their respective parent root menu item.

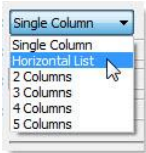
## Down

Click the Down button to move the selected menu item down in the Menu List. The menu item, **and all of its sub-menu items**, will be moved down one position each time the button is clicked. Sub menu rows can only be moved within their respective parent root menu item.

## COLUMN CONFIGURATION

The OMM system provides a fully featured structural layout system (Grid) for building your sub-menus, in row/column format. You can add as many rows as you like and each row can contain a mix of different columns. This allows you to tailor the structure of each sub-menu to perfectly suit your content and design requirements.

When adding a new row you can choose from these formats:



Choose the **Single Column** option if you just want an empty full panel to work with.

**Note:** This option is available ONLY for newly created panels. it will unavailable (grayed out) for existing panels. If you want to change the format of an existing panel, create a new one below it. Then copy the content from the existing one into the new one. When you are done, open the interface again and delete the old panel.

### Boxed

Enable this option to display the columns with borders and equal spacing.

### Rounded

Enable this option to display the columns with rounded corners.

### ITEM LINK TEXT

The Menu Link Text box will always display the text of the currently selected line in the **Menu Items** list. Enter or edit the text that you wish to display for this menu link.

**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 the box for text entry.

## LINK PATH/ BROWSE...

Enter the path to the linked page for this menu item or use the Browse button to open the **Select File to Link** dialog box. The system will automatically supply a "#" link placeholder when new menu items are created, which you can change to an actual page link before publishing.

## ITEM TRIGGER IMAGE / BROWSE...

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

Enter the path to your image or use the **Browse** button to open a **Select Image Source** dialog box. You can change the image at any time by selecting the menu item in the Menu Items list and clicking the "**Browse...**" button. Valid image types are limited to the **.gif**, **.jpg**, and **.png** file types.

The image you select must always be the **default state image**. The system will automatically handle image pre-loading. Images for additional states (over, and down), depending on the **Image Swap Option** you select, must be stored in the same folder as your default image. The system will automatically find them.

Default state image file names can be any valid name. You must, however, follow a naming convention for the additional state images. If your default image for a link is **home.jpg**, your image file names would follow this convention:

- **home.jpg**
- **home\_over.jpg**
- **home\_down.jpg**

## ALT TEXT

Enter a description for the related image in the **Alt Text** box. If the image is a picture of hats, then **Hats** would be a good choice for the text to use.

## OPTIONS

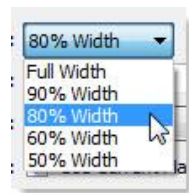
These settings are applied to the OMM menu you are currently editing. Other menus on the same page will not be affected and will retain their unique options.

### OUTER BOX

#### Width

The menu box can be set to a different width to perfectly compliment the intended content. The width options are specified in percentages in order to maintain the responsive functionality of the system. The choices are based on the width of the rendered page.

Choose from one of these width options:



#### Rounded Corners

This option allows you to add rounded corners to the menu structure.

#### Shadow

This option allows you to add shadows to the menu.

#### Background

This option adds a background color to the main menu box.

#### Border

This option adds a border to the main menu box.



## **MENU**

### **Default Panel**

The menu will initially open with the first menu button's associated sub panel open. You can enter a specific panel number to have the menu open with that panel active.

### **Overlay**

Enable this option to display the page dimming overlay.

### **Def Panel on Open**

By default, the menu will always maintain its current state, and will open to the last panel viewed when re-opened. Enable this option to have the system always reset state to display the default panel whenever the menu is opened.

### **Open on Page Load**

Enable this option to display the menu in its open state when the page initially loads.

## **IMAGE SWAP OPTIONS**

The system supports using images for links and is designed to automatically handle pre-loading, swapping, maintaining states, and assigning a current-marker. This automation requires that you follow the image file name convention. The system supports up to 3 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 swap actions.
- **Normal and Over** - Choose this option if you are using two images: one normal image and one for the over (hover) state. The over image will also be used for the open (down) and current-mark states.
- **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-mark state.

**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 a trigger link is in its open state. The system will swap to the over image if the trigger link is in the open state and you have a 3-state swap option set. Uncheck the box if you want to disable this swap action.

## CURRENT MARKING

These settings control the operation of the included automatic Current Marking system.

### Use Current Marking

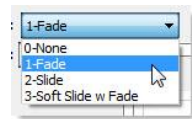
This box is checked by default to enable automatic current marking (highlighting) of links in your OMM menu. The system looks for links in the menu that match the current page address. When a matching link is found, it's highlighted.

### Include URL Parameters in Match

This option controls whether the automatic current-marking feature will include any URL parameters in the page address when looking for a matching link in the menu. Check this box if you wish to have your URL parameters included in the match criteria.

## ANIMATION METHOD

The OMM system allows you to choose from 4 animation methods—including None. The animation act on the sub menu panel transitions. The main box will always slide down or retract.



## Duration

This option allows you to control the animation speed. **Duration** defines the total amount of time that the animation will run, in milliseconds, regardless of a content panel's dimensions. The default **450** 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

OMM comes with pre-defined CSS style themes. You can change to a different style theme at any time without affecting the content of your menus.

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

## COMMAND BUTTONS

### OK

When you are done setting your desired options, click the **OK** button to build the menu. 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 a menu will be added to your page or updated—depending on whether you are in *Create mode* or *Modify mode*.

**Tip:** To make further changes, click inside a menu and then open the Overlay Menu Magic interface to begin your modifications.

### 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 in the OMM interface.

# PVII OVERLAY MENU MAGIC BEHAVIOR - CONTROL ACTIONS

## OVERVIEW

The Control Behavior allows you to configure a link anywhere on your page to remotely operate any Overlay Menu Magic widget on your page.

### Available Control Behavior Actions:

- Open Menu Box
- Close Menu Box
- Open Menu Panel
- Close Menu Panel

## MANUALLY APPLYING A CONTROL ACTION

When working within Dreamweaver you can use the automated interface-driven Behavior to assign any of the control actions. There are times when you may want to manually assigning a control action, either for use in external scripts or when building pages dynamically. The control action function call will look like this:

### **P7\_OMMctrl('p70MM\_1','openPanel',3)**

1. The first argument is the ID of the Overlay Menu Magic root div.
2. The second argument is the control action you wish to apply.
3. The third argument, if needed, is the number of the menu panel you wish to act on.

The HTML markup for a typical text link with a control action applied would look like this:

```
<a href="#" onclick="P7_OMMctrl('p70MM_1','openPanel',3)">Control</a>
```

The available Control Actions are:

- **P7\_OMMctrl('p70MM\_1','openBox')** - Open the Menu Box
- **P7\_OMMctrl('p70MM\_1','closeBox')** - Close the Menu Box
- **P7\_OMMctrl('p70MM\_1','openPanel',x)** - Open the specified panel of the menu, where x is the number of the panel
- **P7\_OMMctrl('p70MM\_1','closePanel',x)** - Close the specified panel of the menu, where x is the number of the panel

## CREATING A NEW CONTROL ACTIONS BEHAVIOR

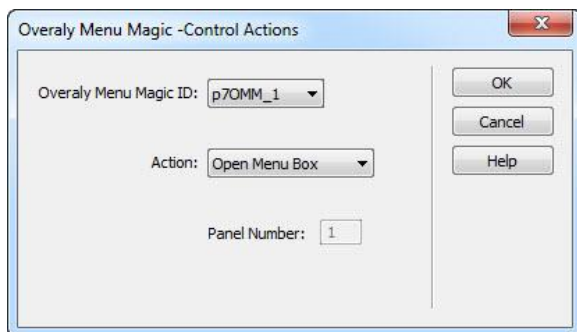
1. **Select** (click) a text link or panel to act as the behavior Control.
2. Open your Dreamweaver **Behaviors Panel** (Shift + F4)
3. **Click** the plus sign (+) on the **Behavior Panel**.
4. Choose **Studio VII > Overlay Menu Magic > Control Actions** to open the interface.
5. Select the widget you wish to act on.
6. Select the action.
7. Click **OK** to apply the behavior.

## MODIFYING AN EXISTING CONTROL ACTIONS BEHAVIOR

1. **Select** the element that contains an **existing Overlay Menu Magic Control** behavior.
2. Double-click the **Overlay Menu Magic- Control Actions** behavior in the **Behaviors Panel** to open the interface.
3. Select the widget you wish to act on.
4. Select the action.
5. Click **OK** to apply the revised behavior.

## THE INTERFACE

The Overlay Menu Magic -Control Actions interface allows you to select an action to apply.



## THE INTERFACE ITEMS

### Overlay Menu Magic ID

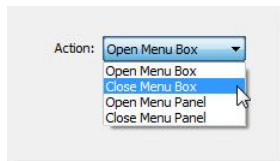
The interface contains a listing of all of the Overlay Menu Magic widgets on your page. The list will display the ID of each widget. Select the Overlay Menu Magic you want to control.

**Tip:** If you are unsure about which widget relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all IDs that begin with **p7OMM\_**. The opening DIV tag looks like this:

```
<div id="p7OMM_1" class="p7OMM-01 p7OMM p7OMMnoscript responsive transparency">
```

### Action

Select the action you want to apply.



### Open Menu Box

This will open the main menu overlay box

### Close Menu Box

This will close the main menu overlay box

### Open Menu Panel

This will open the specified panel in the menu and also open the main menu box if it is not already opened.

### Close menu Panel

This will close the specified panel in the menu.

# PVII OVERLAY MENU MAGIC -REMOVE MENU

## OVERVIEW

The Overlay Menu Magic system includes a **Remove** feature that allows you to quickly remove an existing Overlay Menu Magic menu from your page.

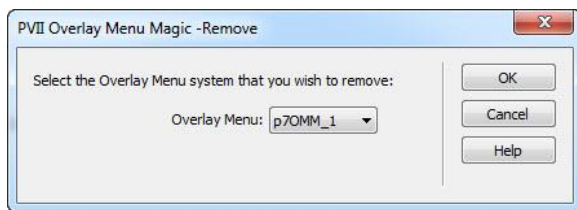
## OPEN THE REMOVE PVII OVERLAY MENU MAGIC INTERFACE

-**Open** a page that contains one or more Overlay Menu Magic menus.

-Choose **Commands > Studio VII > Overlay Menu Magic...** to open the Remove interface.

**Note:** The Remove option will be unavailable (grayed out) if there are no OMM menus on the page. Some Mac systems have compatibility problems with Dreamweaver. If the Remove command is grayed out and inaccessible, download and install this command: [Return False Fix](#). After installing it, restart Dreamweaver and your menus will be accessible.

The Remove Overlay Menu Magic interface will open.



The interface will provide a listing of all of the Overlay Menu Magic menus on your page. The list will display the **ID** of each menu.

-From the listing, select the menu that you wish to remove. You can remove one menu at a time.

**Tip:** If you are unsure about which menu relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all IDs that begin with p7OMM\_. The opening DIV tag for a Overlay Menu Magic menu looks like this:

```
<div id="p7OMM_1" class="p7OMM-01 p7OMM p7OMMnoscript responsive transparency">
```

## What will be Removed

The system will completely remove the html markup for the selected menu from your page. If there are other Overlay Menu Magic menus on the page they will not be affected. The system will also remove the link to the relevant **CSS file** *if no other menu on the page is using the same style theme*.

If there are no remaining Overlay Menu Magic menus on your page, the system will also remove the link to the OMM **JavaScript** file.

## What will Not be Removed

The system will not remove the **p7omm** folder, which contains the menu-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.

## MENU STYLING

Please see the [OMM Style Guide](#) for CSS tips and information on DMM.



## 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](#)

### PVII COMMUNITIES

PVII maintains separate and distinct Web Forum and Newsgroup communities. We do this to ensure you always have access via your preferred medium and device.

#### 1. The PVII Web Forums

The PVII Web Forum is a modern browser-based community, accessible to both desktop and mobile devices and requires no additional software or plugins.

[Visit The PVII Web Forum community now...](#)

#### 2. PVII Newsgroup forums

The Project VII Newsgroup is available via private and secure NNTP servers. In order to subscribe to a newsgroup you must have a newsgroup-capable client installed such as:

1. Mozilla Thunderbird
2. Windows Live Mail
3. Windows Mail/Outlook Express
4. Opera Mail
5. Entourage

Server: **forums.projectseven.com**

**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.

## **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](mailto:support@projectseven.com)

### **Phones:**

330-650-3675

336-374-4611

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

## **SNAIL MAIL**

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