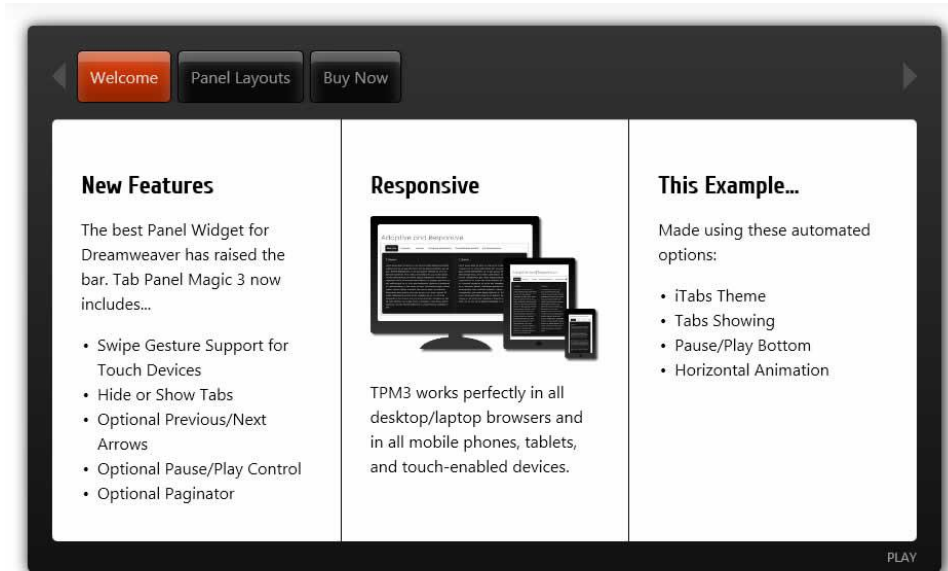# Tab Panel Magic 3 (TPM3)

TPM3 is the ultimate Tab Panel widget for Dreamweaver. With its rich option set and full responsive nature, it is unsurpassed. We hope you enjoy using this product as much as we did making it.

Al Sparber & Gerry Jacobsen PVII

Install the extension

Look for the extension installer file 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.

For Dreamweaver CS6 and under:

p7_TPM3_318.mxp or **p7_TPM3_318_upg.mxp**

For Dreamweaver CC or higher:

p7_TPM3_318.zxp or **p7_TPM3_318_upg.zxp**

Once the installation is complete, restart Dreamweaver.

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.

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.

Inserting a New TPM3 Widget

Tab Panel Magic 3 widgets can be inserted anywhere on your page, even into the content panel of an existing Tab Panel Magic 3 widget. Once you have established your insertion point, click the Tab Panel Magic 3 icon to open the interface. Alternatively, you can choose **Insert > Studio VII > Tab Panel Magic 3 by PVII**.

The Tab Panel Magic 3 will adapt to the width of the element into which it was inserted—whether that width is fixed or flexible. In the absence of a containing element, the widget will stretch the full available width of your browser window. You can insert as many individual Tab Panel Magic 3 widgets as you like on your page. Each one can be configured independently to set different options and features. Tab Panel Magic 3 widgets on a single page can share the same style theme or be set to separate style themes. Each widget can contain any type of content. Content panels are directly editable in Dreamweaver Design View using normal Dreamweaver editing techniques.
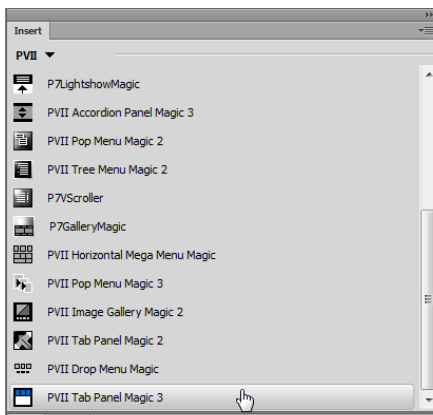
-Establish the insertion point for your new Tab Panel Magic 3 widget by clicking in the area of the page where you would like the widget to be created.

-Click the Tab Panel Magic 3 icon in the PVII Section of Dreamweaver's Insert Bar or choose Insert > Studio VII > Tab Panel Magic 3 by PVII.
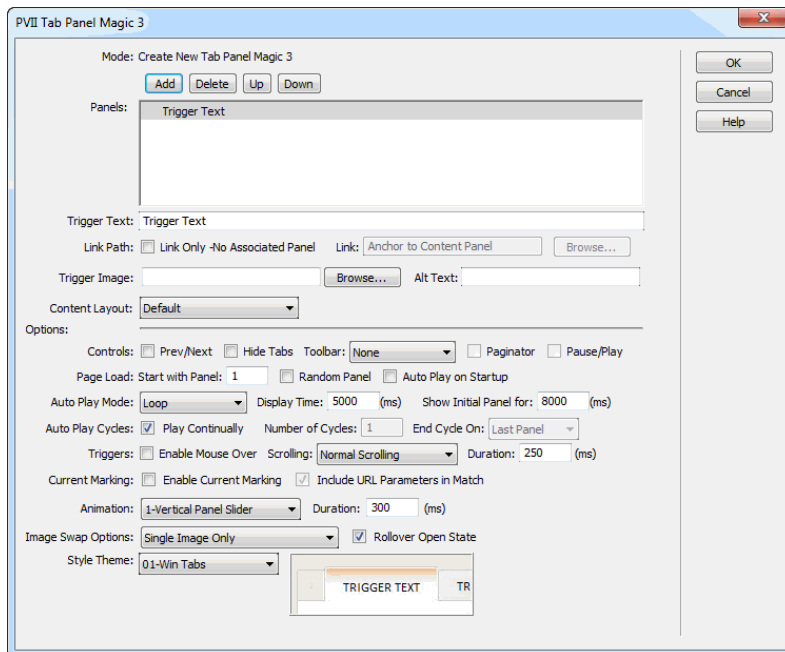
Classic Dreamweaver Insert Bar
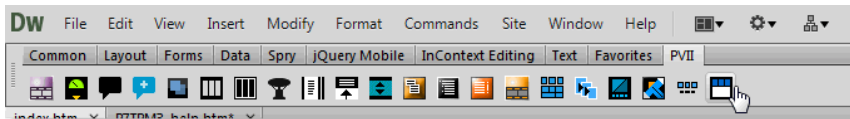
Dreamweaver Insert Panel

The Tab Panel Magic 3 user interface will open in the **Create New Tab Panel Magic 3** mode.

Configure your widget, set your options, and then click **OK** to build the widget at your insertion point.

You can create more than one Tab Panel Magic 3 widget on your page. Add as many as you like.

Tip: When you insert a Tab Panel Magic 3 widget, all content will be visible and fully expanded in Dreamweaver to make adding and editing content a simple task. The Tab Panel Magic 3 functionality can be tested by previewing in your browser.

Asset Folders

When you create a Tab Panel Magic 3 widget, the system creates an assets folder named **p7tp3** 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. A **Fireworks** folder will be created at the same level as the **p7tp3** folder and will contain editable versions of all necessary background images.

If any of your content panels include a multi-column Content Layout selection then the system will also create a **p7ehc** folder to house the Equal Height Columns script which is used to provide equal height columns if you choose a column-based **Content Layout** option.

The Fireworks folder does not need to be uploaded to your Web server.
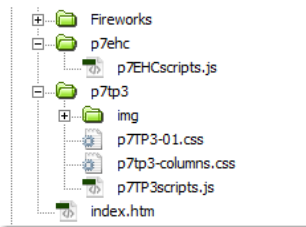
When you publish your site, make sure you upload the entire **p7tp3** folder and, if present, the entire **p7ehc** folder.

Modifying an Existing Tab Panel Magic 3 Widget

You can modify any of the existing Tab Panel Magic 3 widgets on your page at any time.

-Click inside the Tab Panel Magic 3 widget that you wish to modify.

-Click the Tab Panel Magic 3 icon [icon] in the **PVII** Section of Dreamweaver's Insert Bar or Insert Panel—or choose **Modify > Studio VII > Modify Tab Panel Magic 3 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.

Select Action Dialog

The dialog box will be displayed to allow you to choose whether to create a new Panel widget nested inside of the existing Panel, or to **Modify** the existing Panel widget.
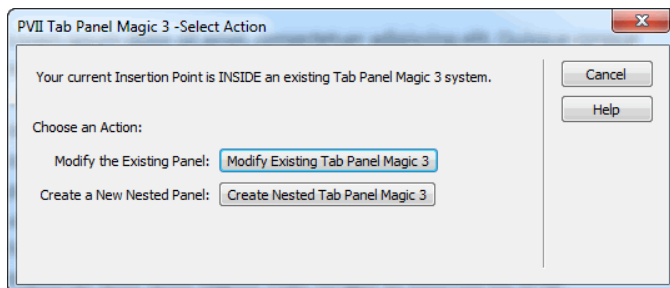
> Note: This dialog only appears when your insertion point is inside of another Panel system. If your insertion point is not inside a Panel widget the interface will open directly to the main Panel interface in Create mode.

The Tab Panel Magic 3 User Interface will open in the **Modify Existing Tab Panel Magic 3 mode.**
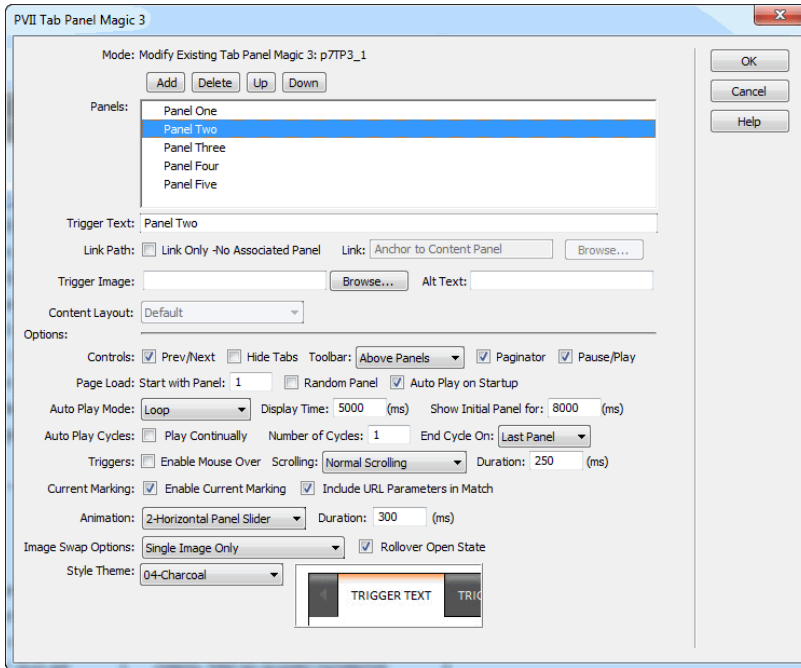
Configure your panels and options and click **OK**.

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 Tab Panel Magic 3 widget being modified will also be displayed.

Panels

This box displays the text for each panel trigger in the Tab Panel Magic 3—one line for each panel or external link. Select (click) the line you wish to act on.

Add

Click the Add button to add a new content panel. A new line will be created with the default text "Trigger 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 content panel will be removed.

Up

The Up button will move the selected line in the Panels list up one row. Successive clicks will keep moving the line upward, one row per click, until the line is at the top of the list.

Down

The Down button will move the selected line in the Panels list down one row. Successive clicks will keep moving the line down, one row per click, until the line is at the bottom of the list.

Trigger Text

The Trigger Text box will always display the text of the currently selected line in the *Panels* list. The system will display *Trigger Text* as the default text when first adding a new content panel. 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 Trigger Text serve as a normal page link with no content panel associated with it.

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 named anchor to the associated content panel.

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 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 trigger item in the Panels 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 automatically handle image pre-loading 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. The naming convention is user-editable so you can adapt it to your workflow.

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 description.

Content Layout

When adding a new panel you can choose what type of preset content will appear in the panel:

- Default -A simple paragraph of boiler-plate text
- 2 Columns 50/50
- 2 Column -Sidebar Left
- 2 Column -Sidebar Right
- 3 Column 33/33/33
- 3 Column -Wide Middle
- 4 Column 25/25/25/25

Note: This option is available ONLY for newly created panels, it will unavailable (grayed out) for any existing panels.

Options

These settings are applied to the current Tab Panel Magic 3 widget. Other Tab Panel Magic 3 widgets on the same page can have different options.

Controls

The user interface allows you to choose which control sets will be used. You can choose to use one control set, no control sets, all control sets, or any combination.

Prev/Next

Check this box to display a set of Previous and Next arrows on the edges of the panel. The Previous arrows will display on the left side of the panel, while the next arrow will display on the right side of the panel. When using the Vertical Slide animation these will change to Up and Down arrows displaying at the top-right and bottom right of the panel.

Hide Tabs

By default the Tab triggers are displayed at the top of the panel. Check this box if you wish to hide the Tabs.

Toolbar

An optional Toolbar can be displayed, either **Above** the panel or **Below** the panel. This Toolbar will contain the **Paginator** and/or the **Pause/Play** control.

Paginator

Check this box to display the Paginator in the Toolbar.

Pause/Play

Check this box to display the Pause/Play button in the Toolbar.

Page Load

You can configure how Tab Panel Magic 3 sets up when the page first loads into the browser.

Start With Panel

Enter the number of the panel which you would like as the current panel when the page first loads.

Start With 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.

Auto Play on Startup

Check this box if you want to have the panel rotator start automatically when the page first loads.

Tip: If you have opted to not have any controls or a toolbar then do make sure that Play on Startup is selected.

Auto Play Mode

The Tab Panel Magic 3 includes an automated panel rotator system that will display each panel in succession, starting with the currently active panel. The system also includes a Control Behavior that allows you to control the Rotator actions externally.

Choose one of these Rotator Modes:

Auto Reverse

With the Auto Reverse option enabled, when the last panel is reached, the system will switch to the previous panel and continue playing in reverse order until it reaches the first panel. Then it will reverse again, advancing to the last panel—and so on.

Loop:

The Rotator will display each panel in successive order from first to last. When the last panel has been displayed it will switch back to the first panel and continue playing through the panel list.

Display Time

This controls the amount of time each panel is displayed during the rotation, in milliseconds. The default is 5000ms (5 seconds). To display each panel for 8 seconds, for example, enter 8000 into the box.

Show Initial Panel for

This controls the amount of time *the first panel* is displayed. During page load it is often desirable to allow the first panel to be displayed slightly longer than the other panels to give the rest of the page assets a chance to load. The default is 8000ms (8 seconds). To display the first panel for 12 seconds, for example, enter 12000 into the box.

Auto Play Cycles

Play Continually

This option allows the Rotator to play through the panels indefinitely. It will not stop unless the user clicks the pause button (if you've made it available).

Number of Cycles

Enter the number of times you wish the Rotator to play through all of the panels. By default this box is disabled and the *Play Continually* option is turned on. To activate this box uncheck the *Play Continually* option and enter a number in the box.

End Cycle On

This allows you to choose the ending panel for the Rotator. If you've set a *Number of Cycles,* when the Rotator has completed the assigned number of rotations it will stop on:

- **Last Panel**: The Rotator will stop at the last panel in the Panel list.
- **First Panel**: When the Rotator reaches the last panel it will loop back and stop at the first panel in the Panels list.

Triggers

Enable Mouse Over on Triggers

Check this box to allow mouse over activation of the Trigger Panel links. The associated panel will open whenever the user moves his mouse over the Trigger link. The click behavior to open the panel will still remain enabled. Mouse Over is only available with animations 0, 1, and 2 (see note below).

Note: This option is disabled whenever the Animation selection is 3-Fade, as this animation cannot work effectively in a mouse over environment.

Scrolling

The TPM3 system can automatically provide scrolling control arrows when the number of triggers is such that they will not all fit within the width of your layout container. This allows you to add as many triggers and panels as you like and still have the triggers fit into the allocated space. If you turn this option off and your triggers do not fit on one line, they will wrap to multiple lines. This option's animation speed can be adjusted using the Duration box.

- **None**: Scrolling is disabled and no scrolling arrows will show. If there are more Tabs than can fit in one row then the Tabs will wrap to a second row to assure that all of the Tabs are visible and accessible to the user.
- **Auto Tab Positioning**: Scrolling is enabled. Scroll arrows will show at the left and right of the Tabs row. When scrolling right the scroller will align the first Tab in the next series to the left of the Tab viewport. When scrolling left the scroller will align the last Tab in the next series to the right of the viewport. This assures that each tab is fully visible at least once through a complete scrolling session.
- **Normal Scrolling**: Scrolling is enabled. Scroll arrows will show at the left and right of the Tabs row. The scroller will advance the Tab row by the width of the Tab viewport. No Auto Tab positioning is performed. This scrolling mode is the ideal choice when using panels for the Tab triggers.

Duration

This option allows you to control speed for the trigger **Auto Scrolling** animation. *Duration* defines the total amount of time that the scrolling will run, in milliseconds, regardless of a trigger panel's dimensions. The default **250** (a quarter of a second) is fine in most cases. Lower the *Duration* setting and the scrolling will be faster. Raise the setting to make the scrolling slower.

Current Marking

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

Enable

Check this box to enable automatic current marking (highlighting) of links in your widget. The system looks for links in the widget's panels that match the current page URL (address). When a match is found, the link is highlighted and the panel that contains the link is set to be the currently active one. The system assigns a special style class named **current_ mark** to this link and also to its associated Trigger Link. This provides a visual **"you are here"** indicator.

For detailed help on the Current Marker and Advanced Current Marker features, please see the main TPM3 Help Files. To access them, open the TPM3 interface in Dreamweaver, as if you were going to create a widget... **then click the Help button**.

Note: This box must be checked in order to use the Advanced Current Marker features for the widget.

Include URL Parameters in Match

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

Animation

You can choose from 3 animation methods or animation can be turned off.

Animation List
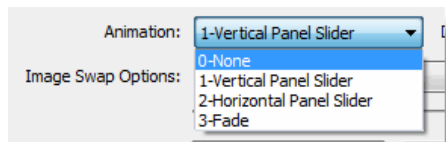
Duration

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 **300** (a bit less than one third 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.

Image Swap Options

The system supports using images for any of the Trigger 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 image swap actions on any of the trigger 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.

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 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.

Rollover Mark State

This controls the swap action taken when the trigger link is in its *current marked* state. The system will swap to the over image on rollover if the trigger link is in the *current marked* state and you have a 3-state swap option set. Uncheck this box if you want to disable this feature.

Style Theme

Tab Panel Magic 3 comes with a variety of pre-defined CSS style themes. Choose a theme that best approximates the look you desire. You can later make edits to the style sheet to fully customize your Tab Panel Magic 3 widgets. You can change to a different style theme at any time without affecting the contents of the Tab Panel Magic 3 widget.
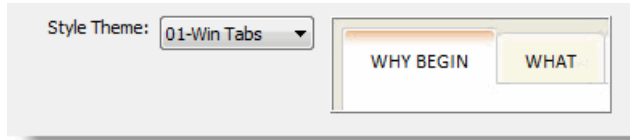
A preview of the selected Style Theme is displayed to the right of the **Style Theme** select list. This Preview will change whenever you select a different Style Theme.

Command Buttons

The following command buttons are available.
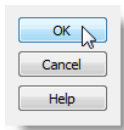
OK

When you are done, click the **OK** button to build the Tab Panel Magic 3 widget. 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 Tab Panel Magic 3 will be added to your page or updated—depending on whether you were in *Create mode* or *Modify mode*. You can then preview in a browser to operate the Tab Panel Magic 3 and check its functionality.

Tip: To make further changes, click inside a Tab Panel Magic 3 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.

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 Tab Panel Magic 3 interface.

Converting Previous Versions of TPM to TPM3

The TPM3 system can convert an existing Tab Panel Magic 1 widget to a TPM3 widget. Conversion is as easy as clicking inside the existing TPM1 or TPM2 widget and opening the TPM3 interface.

Place your cursor inside the existing **TPM1** or **TPM2** widget and open the **TPM3** interface. The system will detect that your insertion point is inside a **TPM1** or **TPM2** widget and the *Convert from Tab Panel 1* (or 2) interface will open.
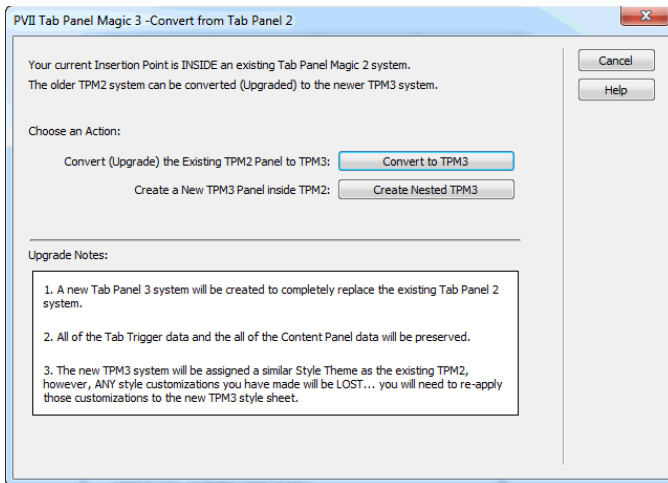
Choose an Action

1. Click the **Convert to TPM3** button to launch the *Conversion* process.

The system will open the TPM3 *Modify* interface populated with the existing Trigger and Panel data from your old widget. Existing Style and Animation options will be reflected in the UI. Make changes and set new options as desired, then click **OK** to finish the conversion. The original widget markup will be replaced with TPM3 markup. The original style sheet link will be removed and a new TPM3 style sheet will be linked in its place. The old script link will be replaced by a link to the TPM3 script.

2. Click the *Create a new TPM3 Panel inside TPM1* (or 2) button to launch TPM3 in **Create** mode.

The system will create a new TPM3 widget at your insertion point inside the existing widget.

Tip: When you convert an older widget, its original style theme will be used in default TPM3 form. If your old widget's theme was customized, you will need to edit the new TPM3 theme's style sheet. In most cases, this should be a fairly easy task of changing a few background-color and color property values. If your CSS skills are not up to the task, contact us or post on our forum and we will be happy to help.

Removing an TPM3 Widget

The TPM3 system includes a **Remove** command that allows you to quickly and thoroughly remove an existing widget from your page. Using this command will ensure that there are no code corruptions or remnants left on your page, which can easily happen if you attempt to remove the widget manually.

Open the Remove interface

-Open a page that contains one or more TPM3 widgets.

-Choose **Commands > Studio VII > Remove Tab Panel Magic 3...** to open the **Remove** interface.

> **Note**: The Remove option will be unavailable (grayed out) if there is no TPM3 widget 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: <u>Return False Fix</u>. After installing it, restart Dreamweaver and your menus will be accessible.

The **Remove Tab Panel Magic 3** interface will open.
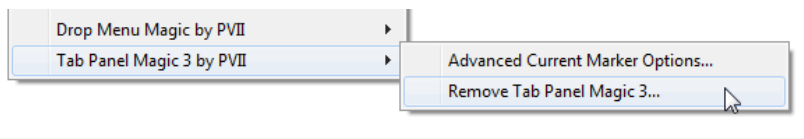
The interface will provide a listing of all the TPM3 widgets on your page. The list will display the root **ID** for each widget. From the listing, select the widget that you wish to remove. You can remove one widget at a time.

> **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 **p7TP3**. The opening DIV tag for a TPM3 widget looks like this: <div id="p7TP3_1" class="p7TP3-01 p7TP3">

What <u>will</u> be removed

The system will remove the HTML markup for the selected widget, along with the markup for any widgets nested inside of it. The system will also remove the link to the relevant **CSS files—if no other widget on the page is using those files.**

If there are no remaining TPM3 widgets on your page, the system will also remove the link to the TPM3 **JavaScript** file.

What will <u>not</u> be removed

The system will not remove the **p7TP3** assets folder, which may be in use by widgets on other pages. This also ensures that you will not lose any customized CSS files or images.

TPM3 Image File Naming Convention

TPM3 supports the use of image-based trigger links – with preloading, swapping, multiple state management and current-marking automatically handled. The system supports up to 3 different image states:

- **Normal** - the base image
- **Over** - appears on hover
- **Down** - appears when the related panel is open

The system automatically loads the appropriate image according to the **Image Swap option** selected in the User Interface. When you choose an image in the TPM3 interface, you only choose the **Normal** (base) image. The system will look at your *Swap Options* and, if additional images are required, they will be located automatically in the folder that contains your *Normal* state image. This automation requires that you follow an image file naming convention. Your **Normal** image file name can be anything you like—but you must follow a naming convention for the **Over** and **Down** state images. If your *Normal* image is named **myButton.gif**, the following conventions must be used:

- The **Over** image that displays on hover would be named: **myButton_over.gif**
- The **Down** image that displays when its associated panel is open would be named: **myButton_down.gif**

Tab Panel Magic 3 Default Naming Convention:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Down Image:** myButton_down.gif

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 TPM3 widget on that page. The opener will look for the TPM3 widget number, an underscore, and the TPM3 content panel number. There are 2 methods available:

- **Anchor Method:** The system will look for **"#TP3"** plus a panel reference after the anchor. The anchor **index.htm#TP31_4** will trigger panel 4 in the first TPM3 Widget on the page.
- **URL Parameter Method:** The system will look for **"TP3="** in the URL parameter. The URL parameter **index.htm?TP3=2_4** will trigger panel 4 in the second TPM3 Widget on the page. 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—not on links that are in your page. If you want to add links on your page that control the panels, you would use the Control Behaviors described below.

CSS Editing

TPM3 themes utilize advanced and modern CSS, resulting in beautiful designs that are remarkably easy to customize—without having to worry about editing complex background images. For CSS documentation, please see:

The TPM3 Tutorials Page

Progressive enhancement

Tab Panel Magic 3 employs the concept of **progressive enhancement**. We start with well-formed code that displays all content in all devices. Then we use CSS3 for rounded corners, shadows, and animated transitions. We also use CSS3 media queries to reflow multi-column content inside your panels for optimal rendering on smartphones. These effects are deployed in ways that enhance modern browsers and devices while assuring an attractive and accessible presentation in older browsers.

PVII Tab Panel Magic 3 Behavior - Control Actions

The Control Behavior allows you to configure a link anywhere on your page to remotely operate any Tab Panel Magic 3 widget on your page.

Available Control Behavior Actions

- Open First Panel
- Open Previous Panel
- Play (Resume)
- Pause
- Open Next Panel
- Open Last Panel
- Open Panel Number

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_TP3ctrl('p7TP3_1','play')

- The first argument is the ID of the Tab Panel Magic 3 root div.
- The second argument is the control action you wish to apply.

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

Control

The available Control Actions are:

- **P7_TP3ctrl('p7TP3_1','first') -** Open First Panel
- **P7_TP3ctrl('p7TP3_1','prev') -** Open Previous Panel
- **P7_TP3ctrl('p7TP3_1','play') -** Start or Resume Auto Play
- **P7_TP3ctrl('p7TP3_1','pause') -** Pause the Auto Play
- **P7_TP3ctrl('p7TP3_1','next') -** Open Next Panel
- **P7_TP3ctrl('p7TP3_1','last') -** Open Last Panel
- **P7_TP3ctrl('p7TP3_1',x) -** Open the specified panel number, where x is the number of the panel

Creating a new Control Actions behavior

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

Modifying an existing Control Actions behavior

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

The Interface

The Tab Panel Magic 3 -Control Actions interface allows you to select an action to apply.
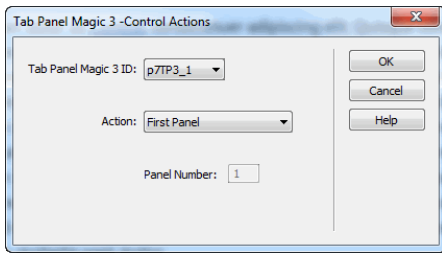
# The Interface Items

Tab Panel Magic 3

The interface contains a listing of all of the Tab Panel Magic 3 widgets on your page. The list will display the ID of each widget. Select the Tab Panel Magic 3 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 **p7TP3**. The opening DIV tag looks like this:

<div id="p7TP3_1" class="p7TP3-04 tools-top">

Action

Select the action you want to apply.
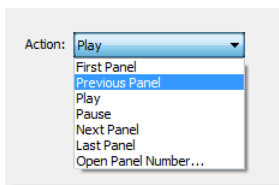
First Panel

This will display the First panel.

Previous Panel

This will display the panel that comes before the currently displayed panel.

Play

This will Start or (resume) the Auto Play Mode.

Pause

This will Stop (or pause) the running Auto Play mode.

Next Panel

This will display the panel that comes after the currently displayed panel.

Last Panel

This will display the last panel.

Open Panel Number...

This allows you to select the exact panel to be displayed by entering the **Panel Number**.

Panel Number

This box is active only when the **Open Panel Number** action is selected. Enter the number of the panel you wish to display.

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 panel. 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 Tab Panel Magic 3 interface.

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- Windows Live Mail
- Windows Mail/Outlook Express
- Opera Mail
- Entourage

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