Windows and panels overview

The following are brief descriptions of the windows and other elements in Dreamweaver’s workspace. Some specifics on how to use these windows appear later in this guide; for more detailed information, see Dreamweaver Help (Help > Using Dreamweaver).

The Welcome window provides tips on setting up your workspace for various purposes, and information on new features for those who have used previous versions of Dreamweaver.

The Insert bar contains buttons for inserting various types of "objects," such as images, tables, and layers, into a document. Each object is a piece of HTML code that allows you to set various attributes as you insert it. For example, you can insert an image by clicking
the Image icon in the Insert bar. If you prefer, you can insert objects using the Insert menu instead of the Insert bar.

The **Document toolbar** contains buttons and pop-up menus that provide different views of the Document window (such as Design view and Code view), various viewing options, and some common operations such as previewing in a browser.

The **Document window** displays the current document as you create and edit it.

The **Property inspector** lets you view and change a variety of properties for the selected object or text. Each kind of object has different properties.

**Panel groups** are sets of related panels docked together under one heading. To expand a panel group, click the expander arrow at the left of the group's name; to undock a panel group, drag the gripper at the left edge of the group's title bar.

The **Site panel** allows you to manage the files and folders that make up your site. For more information, see [Set up a local site](#). It also provides a view of all the files on your local disk, much like Windows Explorer (Windows) or the Finder (Macintosh).

Dreamweaver provides many other panels, inspectors, and windows not shown here, such as the History panel and the Code inspector. To open Dreamweaver panels, inspectors, and windows, use the Window menu.