Adobe GoLive CS2 software celebrates its tenth anniversary with a powerful new release that introduces innovative new CSS layout tools, a rich environment for mobile content development based on open standards, and tighter integration with other components of the Adobe Creative Suite 2. GoLive CS2 unlocks the power of CSS with intuitive visual tools: Now you can drag and drop pre-built CSS layouts into web pages to quickly build sophisticated sites that are more visually interesting, leaner in size, and easier to search and maintain. It delivers a comprehensive mobile authoring environment based on global standards, such as SVG Tiny (SVG-t), SMIL, MMS, MPEG-4, XHTML, and CSS, in which to design and publish mobile content. And it integrates more tightly with Adobe Illustrator® CS2 to produce mobile-ready SVG-t content and with Adobe InDesign® CS2 to jumpstart websites by automatically generating XHTML pages from an InDesign Package for GoLive. Adobe GoLive CS2 also expands its renowned site management capabilities with support for transferring files through Secure FTP and WebDAV via Secure Socket Layers (SSL) and Secure Sockets Shell (SSH). With GoLive CS2, you can take your content to the web or to mobile devices more easily and effectively than ever. This document describes some of the key new features in GoLive CS2.

### Innovative visual CSS authoring

CSS-based web design offers numerous benefits: leaner code for more economical use of bandwidth, easier maintenance, more searchable and accessible sites, and more visually appealing designs. Leading companies build their websites in CSS to reduce their longterm development and bandwidth costs and increase traffic to their sites. Despite these significant benefits, designers in general have yet to embrace CSS fully for web design because of how challenging it is to code it.

If you visit a highly CSS-compliant site, like the one for www.v-2.org, you’ll see one of the most desirable CSS layouts: the 3 column layout with a fixed-left column for navigation, a fixed-right column for recent news or current events, and a liquid center column that adapts its contents as you resize the window (it renders as beautifully, for example, on mobile devices as it does on larger screens). You’ve likely seen similar layouts in a wide number of highly trafficked sites. What you may not realize is how much hand-coding, manual calculation, rendering, editing, and then re-rendering is required to achieve this seemingly simple layout. It has frustrated even the most dedicated web designers. To create this and other CSS layouts, people often borrow from each other either by covertly copying code or by pulling down CSS code posted by others on CSS share sites.

That’s why we set a key goal for Adobe GoLive CS2 of reducing the complexity and manual labor involved in editing existing CSS designs and creating CSS designs from scratch. We did this by focusing on making CSS design more visual, while still providing quick access to an in-depth coding environment. GoLive CS2 now delivers:

**Easier selection of CSS DIVs and DIV content** Selecting CSS DIVs and their content is a significant challenge today (a DIV is a container for content on CSS pages). Designers actually waste time making selection errors, trying to get the precise selection they want. GoLive CS2 solves this issue with the new Object Selection and Standard Editing tools, which enable you to quickly and easily select CSS DIVs and the content of those DIVs, such as images or text. The Adobe-standard Hand and Zoom tools also help you work more efficiently with CSS and other web content. Together these tools make it easier to interact visually with CSS content.
Top 10 new features in Adobe GoLive CS2

- Enhanced live rendering driven by Opera, including small screen rendering for mobile content development
- Mobile CSS support with @media queries
- Visual CSS authoring with pre-built drag-and-drop liquid layouts
- Visual SVG-Tiny authoring
- Enhanced site management that supports Secure FTP and Secure WebDAV for both SSH and SSL
- Collaborative asset management that supports content versioning through Perforce, CVS, Local Directory System, and Version Cue™
- Quick Start developer mode for quickly opening in a code-only mode
- Six Apart TypePad and Movable Type authoring for mobile blogging
- Automated creation of Favicons
- Enhanced support for InDesign Package for GoLive, such as the new ability to automatically generate XHTML websites

Enhanced Layer, Layout Grid, and Layout Text Box tools The enhanced Layer tool helps you draw and position CSS DIVs with precision and accuracy. As you work with the Layer tool, you can even activate Smart Guide and snap-to-grid features that help you align your content on a web page as easily as you would align objects in Adobe Illustrator. As you visually position the DIVs you’ve drawn, GoLive CS2 generates the underlying CSS code, which is a fraction of the size of older table-based code. In addition, the Layout Grid and Layout Text Box tools—both very familiar to GoLive users who use visual tools for creating table-based web designs—now produce CSS-based layouts by default. (You can easily switch objects created with these tools back to being table-based.) This new support for CSS will help these current GoLive designers—who are used to laying out pages with these tools—more easily make the switch.

Pre-built, drag-and-drop CSS block objects Perhaps the biggest CSS innovation in GoLive CS2 is its new support for pre-built, drag-and-drop CSS block objects. Now you can recreate a number of standard CSS designs in no time by dragging CSS objects onto a page, such as ones for a 3-column layout with a liquid center or for navigation. Designers can lay out their CSS objects visually to get the page to look exactly the way they want. If you then switch to split Source View, you can see the CSS layout side-by-side with the standard CSS code that GoLive automatically generates.

Note Draggable CSS block objects are extensible through the GoLive CS2 SDK (software development kit). Using the SDK, a GoLive developer could create CSS block objects based on their own custom layouts or a company’s style guide.
Adobe GoLive CS2 also introduces other CSS enhancements that streamline the development of CSS websites. These include an improved CSS Editor, which now enables you to view the source code and check syntax as you edit CSS style sheets; automatic conversion of HTML styles to CSS styles; a default CSS stylesheet to apply to all new files created; and easier CSS site management with new support for tracking and modifying CSS usage globally through the Site Management window and the In & Out Links palette.

Standards-based mobile authoring
Adobe GoLive has been active in the mobile content market since 1999 when it first supported NTT DoCoMo i-mode Visual Emoji Authoring. The market for mobile content is booming in Japan and Europe and is now emerging in the United States as the devices, infrastructure, and consumer interest converge to support it. Adobe GoLive CS2 is uniquely poised to deliver rich mobile authoring tools based entirely on open standards, such as CSS, XHTML, SMIL, SVG-Tiny, MPEG-4, and 3GPP. These standards have been endorsed by leading standards committees, such as the W3C (World Wide Web Consortium) and the OMA (Open Mobile Alliance). They’ve also been embraced by Adobe's partners in the mobile market, including Nokia, Sony Ericsson, Opera, Access, Openwave, Ikivo, and others. Adobe is committed to supporting open mobile standards to help our customers develop mobile design workflows and content that are viable today while adapting easily to emerging technologies and business requirements.

A strong mobile baseline
To ease the challenge of going mobile, Adobe GoLive CS2 enables you to convert web-based projects into mobile baseline sites, converting XHTML to XHTML Mobile Profile, or HTML to XHTML. GoLive CS2 also extends visual authoring to include support for CSS Mobile profiles, as well as CSS level 1 and 2. And its support for CSS @media querying enables you to generate one design and then use style sheets to define how a site will adapt to different profiles. As always, GoLive CS2 provides an integrated layout and source
view, as well as code validation and code completion, for all mobile standards it supports. Live Rendering is
driven by the highly standards-compliant rendering engine from Opera Software, and now includes a new
Small Screen Rendering feature for quickly previewing how your designs will display on smaller screens.

SVG Tiny (SVG-t) authoring

SVG Tiny is the de-facto interactive standard for mobile phones. For example, native support for SVG-t now
ships on every Sony-Ericsson handset. More than 2 billion feature and smart phones are expected to ship in
the next 3 years and most of them are likely to support SVG-t. Adobe GoLive CS2 supports SVG-t 1.1 and
1.2. In addition, Adobe GoLive CS2 delivers a more visual and intuitive SVG workflow. In the past, SVG files
have been developed in non-visual source code editors. Even in GoLive CS, the SVG Editor only included
Source Code and Outline views. Now GoLive CS2 offers an all-new SVG-t editing interface for adding inter-
activity. The new SVG Editor includes two views that make the workflow more visual:

• A new Layout view in which you can scrub the timeline and preview the SVG-t animation
• A new Art Tree view, which can expand to reveal all of the graphic components in an SVG-t file.

If you select a layer in Layout view or Art Tree view, the corresponding item is selected in the alternate
visual view and in the Source Code view.

Using Java or ECMAScript, you can add interactivity to an SVG-t animation, such as links or control but-
tons for play, pause, and stop. Whether you’re prototyping or finessing your SVG-t content, you can use
Bluetooth (Mac OS) or a Bluetooth adapter (Windows) to send an SVG file from your computer to your
mobile phone to preview it, which helps you refine the results faster.

GoLive CS2 works smoothly with Adobe Illustrator CS2 to support a complete SVG-t design workflow.
You can create illustration content, user interface designs, and other mobile designs in Illustrator and
then export the resulting file to SVG-t. If you want to create a mobile animation, you could then bring the
Illustrator SVG-t file into a third-party animation tool, such as Ikivo SVG Animator or Beatware Mobile
Designer. That animation file could then be brought into GoLive CS2, where you can add interactivity or
business logic before publishing the content.

Native support for SMIL and MMS messaging development

Adobe GoLive CS2 enables you to create interactive SMIL and MMS messaging applications using an
object-based timeline interface. Visual authoring and layout mode supports SMIL 1.0, SMIL 2.0 and MMS.
As in other authoring areas, GoLive CS2 supports syntax checking, debugging, and validation for SMIL 1.0,
2.0, and also SMIL 2.0 3GPP profile. SMIL messages can also be converted to the MMS format. By using
SMIL, you can pull together graphics files of multiple formats.

One popular use of MMS is to create multimedia postcards to promote events and entertainment events,
or as a method for pushing information to subscribers to a service. Using GoLive CS2, you can apply
finite controls such as timing and duration and work with images, text, sound, and mobile video (SVG
and 3GPP) to create a stunning MMS presentation. GoLive CS2 also facilitates the creation of galleries of
images, sounds, and templates that you use repetitively.
Once you’ve developed content, you need to test how it appears visually on various devices. This is essential for perfecting MMS content given the discrepancies in screen sizes, image support, and SMIL support on different devices. The MMS Optimizer feature to help users ensure optimal presentation of MMS messages on different devices. You can select the devices for which you are authoring and then batch process MMS content to optimize it for each device in the queue. Additionally, GoLive CS2 provides onboard phone skins and device profiles from Sony Ericsson, Nokia, and Access for device emulation.

Tighter integration with the Adobe Creative Suite 2
Tight integration among components of Adobe Creative Suite 2 is a key value for designers who want to streamline their workflows and improve productivity. In addition to the tighter integration with Illustrator CS2 described in the mobile section, GoLive CS2 also delivers enhanced integration with Adobe InDesign CS2 and Adobe Photoshop CS2.

Enhanced Package for GoLive
Adobe GoLive CS and InDesign CS introduced the notion of Package for GoLive to help you better leverage your print designs for the web. You could create a document in InDesign, choose the Package for GoLive command, and quickly generate web-ready versions of the files in a package for easy handoff. You’d then open the package in GoLive and drag and drop the assets you wanted to use onto your web pages. Now GoLive CS2 extends that support, enabling you to open a package of InDesign assets and automatically generate an XHTML website to jumpstart the web design process. You can specify whether to export the currently visible page, a selection of pages, or all pages. Additionally, if you have created a web style guide such as a CSS template for your web site, you can apply it directly to the pages being exported from the Package for GoLive to create a CSS-based site. Finally, you can now package parts of InDesign pages—such as specific objects or pages—to bring into GoLive, streamlining the process of repurposing only specific items online.
**Automated Favicon support** A Favorite icon (or favicon as they’re more popularly called) is an image that appears with your page’s title in the Favorites or Bookmarks menu of a web browser. The most common favicons help to reinforce a company’s online brand, but they’re notoriously difficult to create. GoLive CS2 now enables you to produce Smart Favorite icons as easily as you work with Smart Objects. You can even include multiple images of different sizes or quality, so different browsers can choose the most appropriate image for the favicon based on their capabilities. When you specify multiple images, GoLive CS2 sorts the images in the favorite icon to provide best results with browsers that don’t support all settings or that simply choose the first available image.

**Availability and pricing**

In the United States and Canada, Adobe GoLive CS2 for Mac OS X version 10.2.8 and 10.3, Windows 2000, and Windows XP is expected to ship in the second quarter of 2005. The U.S. estimated street price for Adobe GoLive CS2 is $399 (U.S.) for all platforms. Licensed users of Adobe GoLive 6.0 and GoLive CS can upgrade to the new version for a U.S. estimated street price of $169 (U.S.). To register online, visit www.adobe.com. Please note that estimated street prices do not include taxes, shipping, handling, or other related expenses. Also, the information in this document is subject to change prior to the product shipping.

**Other language versions of GoLive CS2** Adobe also expects to ship Dutch, French, German, Italian, Japanese, Spanish, and Swedish versions of InDesign CS2. The availability of other language versions, as well as all pricing, upgrade, and support policies for other countries, will be provided separately.

About Adobe Systems

Founded in 1982, Adobe Systems Incorporated (www.adobe.com) builds award-winning software solutions for network publishing, including web, print, video, wireless, and broadband applications. Its graphic design, imaging, dynamic media, and authoring tools enable customers to create, manage, and deliver visually rich, reliable content. Headquartered in San Jose, California, Adobe is the second largest PC software company in the U.S. with annual revenues exceeding $1.2 billion.