macromedia®
FIREWORKS®

Using Fireworks

macromedia

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CHAPTER 1
Getting Your Bearings

What's in this package

The Fireworks package contains:

◆ A CD-ROM containing the Fireworks installer and the sample artwork.

◆ *Using Fireworks*, the manual you are now reading.

System requirements

Fireworks runs on either the Windows or Macintosh operating systems. Before you install Fireworks, you need the following equipment:

Windows

◆ Windows 95 or Windows NT 4 (with Service Pack 3) or later

◆ Intel Pentium 120 MHz processor required (Pentium 166 MHz with MMX recommended)

◆ 32 MB of system RAM on Windows 95 (40 MB or more recommended for Windows NT)

◆ 60 MB of available hard disk space (100 MB or more recommended)

◆ CD-ROM drive

◆ Mouse or digitizing tablet

◆ 640x480 resolution, 256-color monitor required (1024x768 resolution, millions of colors recommended)

Macintosh

◆ System 7.5.5 or higher

◆ Adobe Type Manager 4 or higher to use Type 1 fonts

◆ Power Macintosh processor required (Power Macintosh 604/120 MHz or greater, 603e/180 MHz or greater, or G3 recommended)

◆ 24MB of application RAM with virtual memory on (32 MB or more with virtual memory off recommended)

◆ 60 MB of available hard disk space (100 MB or more recommended)

◆ CD-ROM drive

◆ Mouse or digitizing tablet

◆ 640x480 resolution, 256-color monitor required (1024x768 resolution, millions of colors recommended)

Installing and starting Fireworks

Before installing Fireworks, make sure your computer meets the system requirements listed in "System requirements" on page 2. Read the ReadMe document on the Fireworks CD-ROM for late-breaking information.

To install and start Fireworks on Windows NT 4 or Windows 95:

1 Insert the Fireworks CD-ROM in your CD-ROM drive.

2 Follow the instructions that appear on screen.

The installer application prompts you to enter required information.

3 When Fireworks is installed, launch Fireworks from the Start menu.

Windows NT 4 and Windows 95 have four alternative ways to install Fireworks:

◆ Double-click the installation application Setup.exe.

◆ Click the Install button in the Add/Remove Programs module in the Control Panel and navigate to the Setup.exe application in the Fireworks folder.

◆ Use the Run command in the Start menu and navigate to the Setup.exe application in the Fireworks folder.

◆ Select the CD-ROM icon in the Windows Explorer or My Computer, right-click to display the menu, and choose AutoPlay.

Note: To disable AutoPlay, hold down the Shift key while inserting the Fireworks CD-ROM.

To install and start Fireworks on a Macintosh:

1 Disable virus-protection extensions and restart your computer.

2 Insert the Fireworks CD-ROM in your CD-ROM drive.

3 Double-click to launch the Fireworks Installer.

4 Follow the instructions that appear on screen.

5 Double-click the Fireworks icon to launch Fireworks from the Finder.

Uninstalling Fireworks

Use the uninstaller to ensure that all Fireworks files are removed from the computer.

To uninstall Fireworks on Windows NT 4 or Windows 95:

1 Choose Start > Settings > Control Panel.

2 Double-click Add/Remove Programs.

3 Select Macromedia Fireworks in the list box.

4 Click the Add/Remove button.

5 Follow the instructions that appear on screen.

The uninstaller removes all Fireworks program files from your system.

On Windows, manual uninstallation may leave several DLLs and registry database entries.

To uninstall Fireworks on the Macintosh:

1 Run the installer from the Fireworks CD-ROM and choose Remove from the Options pop-up.

2 Follow the instructions that appear on screen.

The uninstaller removes all Fireworks application files from your computer.

On the Macintosh, manually removing Fireworks can leave several preference files in the System folder.

If you used Custom installation to install Fireworks in a different folder than the default location, you must specify the same location when uninstalling.

Resources for learning Fireworks

Use these resources to learn Fireworks quickly:

◆ Fireworks Help

 Fireworks Help, available whenever the Fireworks application is active, includes information on every Fireworks tool, panel, dialog box, and preference.

◆ *Using Fireworks* manual

 The *Using Fireworks* manual includes tutorials and chapters covering basic and advanced Fireworks features.

◆ www.macromedia.com

 Macromedia's award-winning web site contains Fireworks tutorials, sample art, and updates.

What's unique about Fireworks?

The premier production tool for creating web graphics, Fireworks has features that can save hours by simplifying the web-graphic creation workflow. Fireworks was created from the ground up specifically for the web.

Live effects—Create drop shadows, bevels, glows, and embosses that are fully editable. Watch them update automatically!

Vector tool flexibility with an organic bitmap look—Bézier paths and shapes have bitmap brush strokes and textured fills. Apply customizable Live Effects to objects.

Total text control—At last, the precise text control of an illustration tool in an image-editing application. Control kerning, leading, text effects, alignment, and more. Apply Live Effects to text, and best of all, text is always editable, all the time. Change text after applying a Live Effect and watch the effect update automatically.

Export preview—Directly view the graphic after each adjustment of export settings without switching to your web browser. Compare up to four alternative files simultaneously to choose the best mix of quality and file-size reduction.

Export optimization—Simplify file format, palette settings, dithering, and more to optimize your web graphics. Or use the Export Wizard to optimize automatically.

Batch processing—Save your optimization and export settings and use them to batch process an entire folder of images.

Image maps—Create editable, color-coded hotspots on an overlay above the image. Enter a URL link and browser status bar message for each hotspot.

JavaScript rollovers—Automatically generate code for interactive buttons and other graphics.

Slice images—Slice images on export. Automatically generate HTML table code to reassemble images and add links.

Welcome to Fireworks

What is Fireworks?

Fireworks creates the smallest, highest-quality JPEG and GIF graphics in the fewest number of steps. It is a total solution for creating and producing web graphics. Fireworks simplifies and streamlines the process of making web and screen graphics, while providing the ultimate in flexibility and editability.

Fireworks also makes it easy to minimize file size without sacrificing quality, which results in faster web sites and higher satisfaction among web site visitors.

Without Fireworks, for example, a web designer creates an image in a vector-based drawing program such as FreeHand, then imports the vector art into a bitmap graphics program to rasterize and apply filters.

Continuing the creative process, the designer exports the graphic for import into a color palette-conversion utility and then optimizes the palette and image format for either web- or screen-based delivery. The designer might also use an animation tool or image map utility to create a dynamic image.

To test the graphic, the designer must view it in a web browser application. Revising the graphic at this point may force the designer to start from the beginning and repeat every step.

With Fireworks, the designer's creativity is no longer complicated by switching from tool to tool, and valuable time is saved by avoiding repetitive procedures. Fireworks is a single tool that performs all the necessary steps.

By creating editable paths with bitmap attributes, Fireworks ensures that your work is fully editable throughout every stage of the design process. Fireworks' powerful export preview capabilities integrated with color palette and graphic formatting offer the designer control over exporting.

Fireworks is a solution to the challenges faced by web designers. Accordingly, Fireworks is not optimal for creating or modifying images intended for traditional commercial printing. The Fireworks environment is based on the RGB color model, ideally suited for images rendered at screen, rather than print, resolutions.

The advantages to using Fireworks over other tools include efficiency, convenience, and adaptability. With Fireworks, the designer is free to focus on design and creation without the distraction of switching from tool to tool.

This efficient workflow is even more convenient with Fireworks' incredible power over color palettes and file formats. Advanced preview capabilities allow the designer to see the effect of palette and color depth changes without the time-consuming step of viewing graphics in a browser.

Amazingly, both text and objects in a Fireworks graphic are fully editable at any time. This means that graphics can be easily modified without recreating them.

Using the document window

Fireworks is both a vector graphics and a bitmap graphics application. Vector objects are composed of paths, and bitmap objects are composed of individual pixels. Fireworks combines the organic look of bitmap objects with the flexibility, control, and editability of Bézier paths.

Launching Fireworks displays the document window, your interface to the illustration. A Fireworks canvas can be up to 6000 pixels wide by 6000 pixels tall. Move and resize the panels, Toolbox, and toolbars to customize your environment.
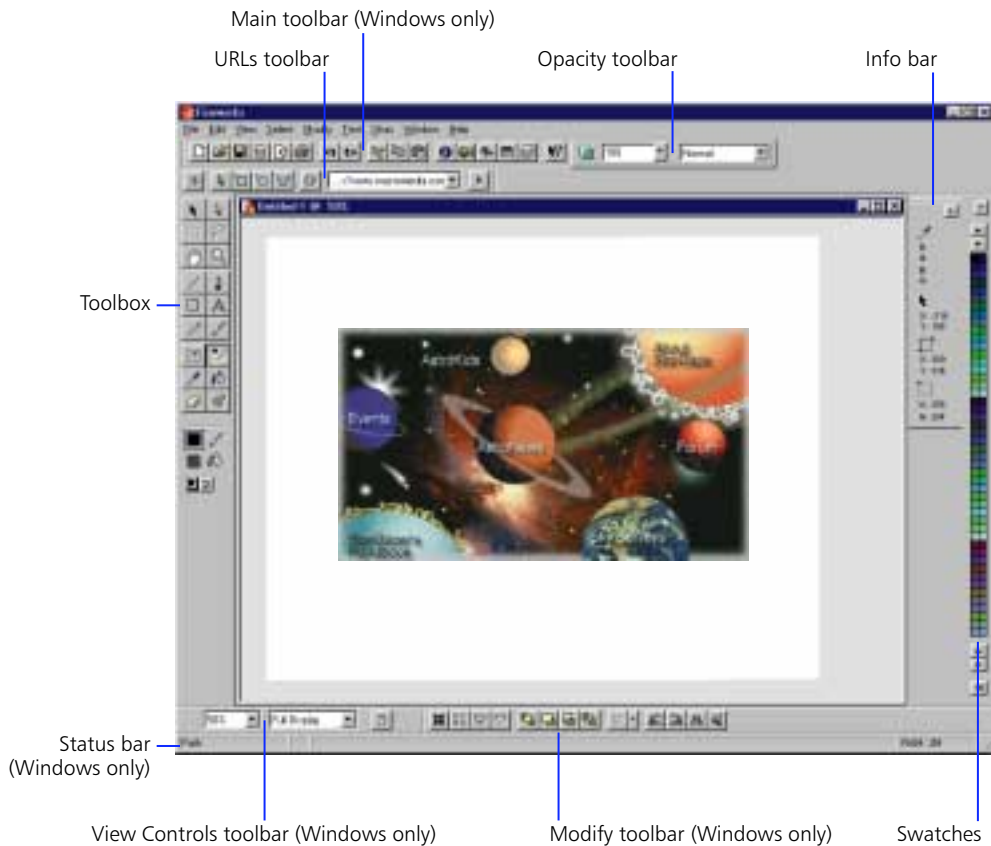
Fireworks on Windows

Using the toolbars

Fireworks has several toolbars:

◆ Toolbox

◆ Main toolbar (Windows only)

◆ Info bar

◆ Modify toolbar (Windows only)

◆ Opacity toolbar

◆ Status bar (Windows only)

◆ Swatches

◆ URLs toolbar

◆ View Controls toolbar (Windows only)

Each toolbar is moveable. On Windows, each toolbar is dockable. This chapter describes the default location and configuration of the toolbars.

Note: On Macintosh, use the menu to duplicate functions found on the Windows Main toolbar and Modify toolbar.

To show or hide individual toolbars, choose Window › Toolbars and choose a toolbar. To show or hide the Toolbox, choose Window › Toolbox.

Toolbox

The Toolbox contains 32 tools, some of which are contained in tool groups, as shown. To display a tool group, press and hold any tool showing a triangle in the lower-right corner.
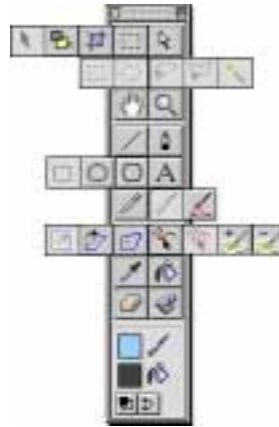
Press and hold a tool to reveal tool groups.

Click an alternate tool to choose it from the tool group.

On both Macintosh and Windows, pressing letter keys switches quickly between tools. Press the letter key shown in the following chart to choose a tool.

Fireworks operates in either object mode or image edit mode. Object mode is the default mode, where vector graphic creation and some image manipulation occurs. Image edit mode is where pixel editing occurs within an image object or the background image, which is a permanent image in any Fireworks document.

Some tools only work in object mode and others only work in image edit mode. Still others change function depending on the current mode. For a discussion of how tools function in these modes, see "Fireworks drawing and editing tools" on page 56.

Use this tool	To	Activate by pressing
Pointer	Select and drag objects.	v or 0 (zero)
Select Behind	Select objects behind other objects.	v or 0 (zero)
Crop	Discard portions of an image.	c
Export Area	Export a portion of your document.	j
Subselection	Select an object within a group or points on a path.	a or 1
Marquee	Select a rectangular pixel area in image edit mode.	m
Ellipse Marquee	Select an elliptical pixel area in image edit mode.	m
Lasso	Select a freeform pixel area in image edit mode.	l

Use this tool	To	Activate by pressing
Polygon Lasso	Select a polygonal pixel area in image edit mode.	l
Magic Wand	Select pixel areas of similar color in image edit mode.	w
Hand	Pan the view of the document.	spacebar or h
Magnify	Change view magnification.	z
Line	Draw straight lines.	n
Pen	Draw paths by anchoring points.	p
Rectangle	Draw rectangles, rounded rectangles, and squares.	r
Ellipse	Draw ellipses and circles.	r
Polygon	Draw polygons and stars.	g
Text	Create text blocks.	t

Use this tool	To	Activate by pressing
Pencil	Draw one-pixel pencil strokes.	y
Brush	Draw brush strokes using Brush panel settings.	b
Redraw Path	Redraw portions of a selected path using Brush panel settings.	b
Scale	Resize and rotate objects.	q
Skew	Slant and rotate objects, and change perspective.	q
Distort	Distort and rotate objects.	q
Freeform	Pull a path segment or push a path segment using a resizable cursor.	f
Reshape Area	Reshape a selected path within the area of the resizable cursor.	f
Path Scrubber (+)	Increase stroke characteristics controlled by pressure or speed.	u
Path Scrubber (–)	Decrease stroke characteristics controlled by pressure or speed.	u

Use this tool	To	Activate by pressing
Eyedropper	Sample a color and apply it to the active color well.	i
Paint Bucket	Fill objects with color, gradients, or patterns and adjust fills with Paint Bucket handles.	k
Eraser	Remove or replace portions of image objects and cut paths.	e
Rubber Stamp	Clone portions of an image object.	s

Main toolbar (Windows only)

Use	To
New	Create a new document.
Open	Open an existing document.
Save	Save the active document.
Import	Import a file.
Export	Export a file.
Print	Print the active document.
Undo	Undo the last action.
Redo	Redo the last action.
Cut	Cut the selected object to the Clipboard.
Copy	Copy the selected object to the Clipboard.

Use	To
Paste	Paste the Clipboard's contents into the active document.
Object Properties	View Object Properties for the selected object.
Color Mixer	Open the Color Mixer.
Brushes	Open the Brushes panel.
Fills	Open the Fill panel.
Layers	Open the Layers panel.
Help	Activate the Help cursor.

ToolTips name or describe each button's function as well as other user-interface features throughout Fireworks. Pause the cursor over a button on a toolbar to display a small label, which disappears when you move the cursor away from the item.

Info bar

— Options for choosing a color model and document unit of measurement

— Color of pixel beneath cursor

— Alpha opacity measured in increments from 0 to 255

— Cursor position

— Position of bounding box's upper-left corner point

— Dimensions of selected object
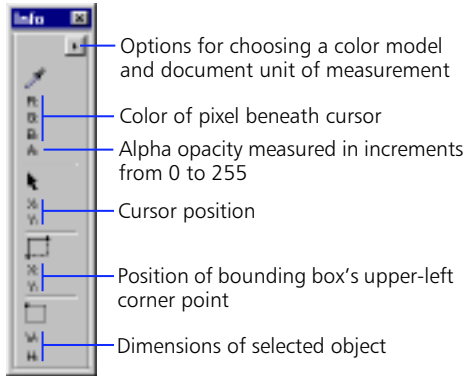
The Info bar provides feedback for selected objects, depending on object type and current action. Feedback includes the color of the pixel beneath the cursor in the current color model values, the position of the cursor, the location of the selected object's bounding box, and the selected object's dimensions. Choose Window › Toolbars › Info to show or hide the Info bar.

The Info bar's Options pop-up contains settings for your document's color model and unit of measurement.

Modify toolbar (Windows only)

The Modify toolbar contains buttons for frequently used modifications. All commands in the Modify toolbar are available in the Modify menu.

Use	To
Group	Group selected objects.
Ungroup	Ungroup selected objects.
Join	Join selected objects.
Split	Split selected objects.
Bring to Front	Bring selected objects to front.
Bring Forward	Bring selected objects forward.
Send Backward	Send selected objects backward.
Send to Back	Send selected objects to back.
Align	Align selected objects according to the setting in the adjacent pop-up.

Use	To
Rotate 90° CCW	Rotate selected objects 90 degrees counterclockwise.
Rotate 90° CW	Rotate selected objects 90 degrees clockwise.
Flip Horizontal	Flip selected objects horizontally.
Flip Vertical	Flip selected objects vertically.

For more information about the Modify toolbar and about transforming objects, see Fireworks Help.

Opacity toolbar

Set opacity.   Choose blending mode.   View object status information (Macintosh only).

Use the Opacity toolbar to set opacity and choose a blending mode. On the Macintosh, the right side of the toolbar contains status information for selected objects. On Windows, this status information is located in the lower-left corner of the document window. For more information on opacity and blending modes, see "Compositing" on page 84 and Fireworks Help.

To	Do this
Set the opacity of a single object	Set the value using the opacity slider.
Apply the same opacity changes to multiple objects	Group the objects and alter the group's opacity using the opacity slider.
Return individual objects to the previous opacity before grouping	Ungroup the objects.
Set the blending mode of a single object	Choose from the blending mode pop-up.
Apply the same blending mode to multiple objects	Group the objects and alter the group's blending mode using the blending mode pop-up.
Return individual objects to the previous blending mode before grouping	Ungroup the objects.

URLs toolbar

Show or hide the URL overlay.

Choose URL viewing options.

Select, move, and resize URL objects.

Create URL shapes.

Create, edit, duplicate, and remove links. Choose image map options.

Assign URLs to selected URL objects.

Create rectangular slice objects.
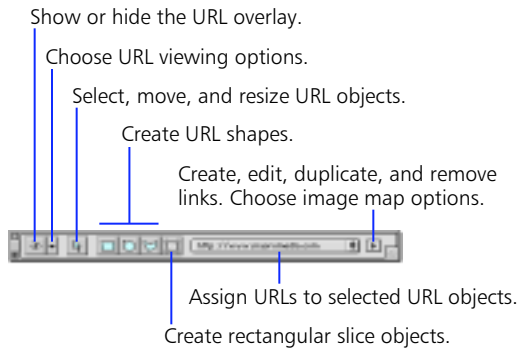
URL stands for Uniform Resource Locator, which is an address of a specific page or file on the Internet. Use the URLs toolbar to attach URL hotspots to objects. These hotspots link an object to a particular URL and are retained in an image map when your image is exported.

Use the URLs toolbar's Slice tool to define parts of the image that are exported as individual files. For more information on slicing images upon export, see "Slicing images when exporting" on page 110.

Create URL objects using one of these methods:

◆ Use the URL drawing tools to create a shape.

◆ Select an object and choose Select › Copy to URL.

Use the URLs toolbar Options pop-up to open the Object Properties dialog box and modify the URL object shape and linked URL.

Choosing Image Map Options from the Options pop-up opens the Image Map Options dialog box. Choose Map Type, Background URL, and enter an Alternate Image Description, which is a text message that appears in a web browser when an image fails to load.

Use	To
Show/Hide URLs	Make the URL overlay visible. Objects outside this layer become unselectable.
URL Pointer tool	Move and reshape URL and slice objects.
URL shape tools	Create URL objects of various shapes.
Slice tool	Define parts of the image that are exported as individual files
Link pop-up	Assign a URL link to an object.
Options pop-up	Create, edit, duplicate, and delete links. Open the Image Map Options dialog box or the Object Properties dialog box. View and modify an object's URL link and shape.
Image Map Options dialog box	Choose a Map Type and Background URL, and enter an Alternate Image Description.
Object Properties dialog box	View and modify Object Properties for the selected object.

For more information on assigning URLs, see "Creating an image map" on page 109.

View Controls toolbar (Windows only)

Set magnification.   Preview page setup.

Choose display mode.
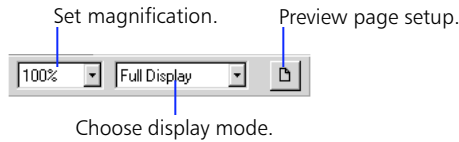
Use the View Controls toolbar to change document magnification and display mode. Click the Preview Page button to see your document's dimensions and pixel resolution.

Note: On the Macintosh, the View Controls are located at the lower-left corner of the document window.

For more information on display modes, see "Optimizing document redraw" on page 21.

Using panels

Fireworks panels float above the document. Place them anywhere on your screen. Click a tab to display a particular panel.

To return the panels to their default positions and reset application-level preferences, quit Fireworks, delete the preferences file named Fireworks Preferences located in the Fireworks folder (Windows) or the System Folder\Preferences folder (Macintosh) and relaunch Fireworks.

These panels are tabbed: Layers, Frames, Brush, Fill, and Effect. Close any of these panels using the standard Windows or Macintosh close box. Open or close them by choosing the appropriate command from the Window menu.

Tool Options panel
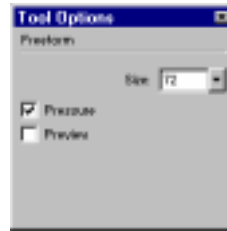
Options related to the active tool appear on the Tool Options panel.

The Tool Options panel contains settings for most Fireworks tools. For example, the Freeform tool options, shown above, include pressure sensitivity, preview, and maximum stroke size. Double-click a tool in the toolbox to open and close its Tool Options panel.

For a complete discussion of Tool Options, see Fireworks Help.

Swatches panel

Use the Options pop-up to add, replace, delete, save, and sort swatches, and choose a color palette.

Scroll the swatches.

Macintosh

Add a color to the palette by clicking in an empty area.

View all swatches.

Windows (docked)
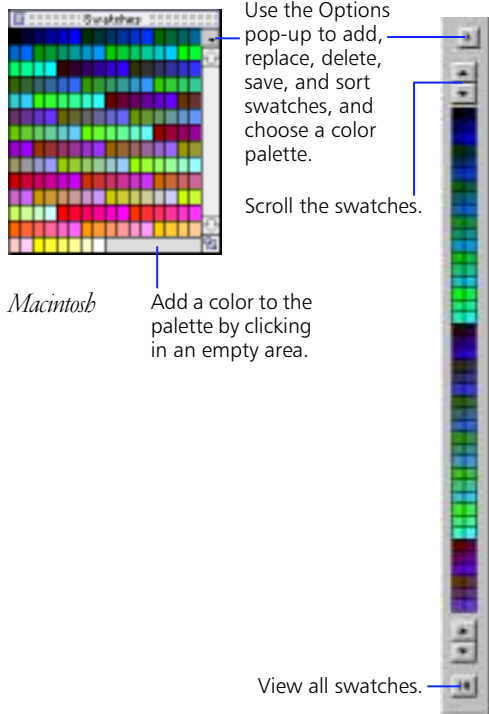
The Swatches panel shows Fireworks' current color palette. Choose from this palette when designing graphics. Select a preset palette or import a palette using the Options pop-up. Use the Save Swatches command to save custom palettes for later import. Extract the color table from an indexed GIF graphic using the Add Swatches command.

To	Do this
Add swatches to the panel	Choose Add Swatches.
Replace all swatches with an external set	Choose Replace Swatches.
Save swatches to an external set	Choose Save Swatches.
Delete all swatches from the panel	Choose Clear Swatches.
Change to Macintosh, Windows, Web 216, or Grayscale palette	Choose a palette from Options pop-up.
Sort the swatches by color	Choose Sort by Color.
Use the custom color palette from the Export Preview dialog box	Choose Current Export Palette.

When moving the cursor over the Swatches panel, the cursor becomes an Eyedropper tool. Click a color to apply it automatically to selected objects and color wells.

Color Mixer

Select Brush or
Fill color.

Choose a color mode from the Options pop-up.

Set color values.

Pick a color from the color bar.

Manually apply changes to selected objects.

Check to automatically apply changes to selected objects.

Swap brush and fill colors.

Use default colors.
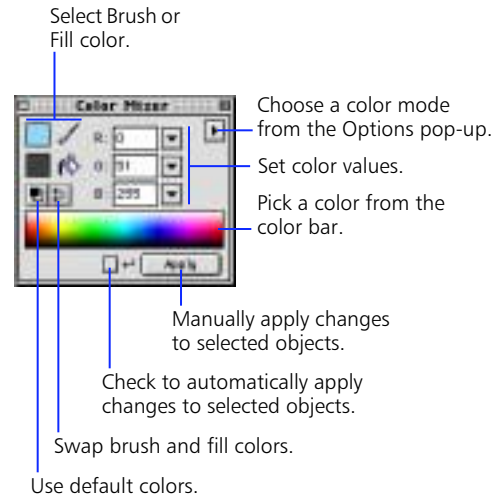
Create colors using the Color Mixer, then apply colors to brushes. fills, effects, and text. Use the Options pop-up to select a color mode: RGB, Hexadecimal, CMY, HSB, or grayscale.

To	Do this
Apply color changes to the selected object's brush	Click the Brush color well before choosing a new color.
Apply color changes to the selected object's fill	Click the Fill color well before choosing a new color.
Apply color changes to the selected object's effect	Click the Effect color well in the Effect panel before choosing a new color.
Apply color to selected text	Click the Fill color well before choosing a new color.
Switch color modes	Choose the desired color mode from the Color Mixer Options pop-up.

To	Do this
Switch brush and fill color	Click the Switch Colors button.
Revert to default colors	Click the Default Colors button.
Define colors using the system color picker	Double-click and color well.
Change color models in the color bar only	Point to the color bar and use Control-click (Windows) or Option-click (Macintosh).

Brush panel

Save, edit, name, and delete brushes using the Options pop-up.

Choose a brush.

Choose brush-specific settings.

Preview and apply the brush stroke.
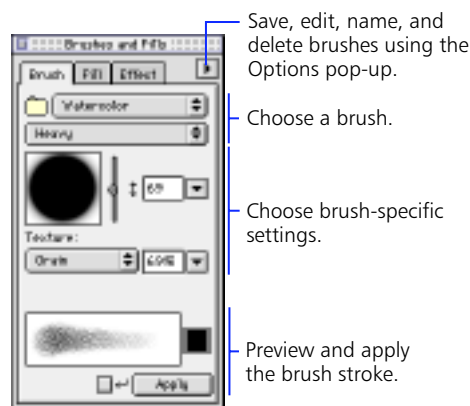
Use the Brush panel to design and modify brushes, as well as alter the appearance of paths that have already been drawn. Changing brush settings affects selected paths and paths drawn after the settings are changed. Clicking Apply manually applies changes to selected paths. Checking the Auto-Apply checkbox automatically updates selected path and text objects as you change brush settings.

Choose Edit Brush from the Options pop-up to open the Edit Brush dialog box. The Options, Shape, and Sensitivity panels within the Edit Brush dialog box control current brush attributes. Save, delete, and rename custom brushes using the Brush Options pop-up.

See "The Brush panel" on page 70 and Fireworks Help for more information on brush options and settings.

Fill panel

Save, edit, name, and delete gradients using the Options pop-up.

Choose a fill.

Preview and apply a fill.

Choose fill-specific settings.
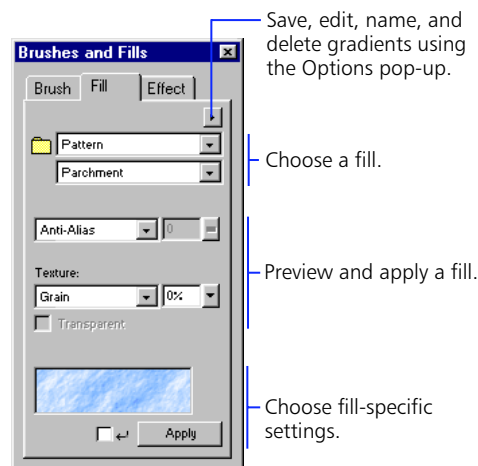
Use the Fill panel to control how objects are filled. Choose from the available fill categories, and then choose one of the many fill types from within each category.

Modify any fill by choosing a texture and intensity, fill color, anti-aliasing, feather, or hard edge. Check Transparent for a transparent fill texture and enter a texture amount greater than zero. Use the Fill Options pop-up to save, name, and delete Gradient fills.

See "The Fill panel" on page 72 and Fireworks Help for more information on fill options and settings.

Effect panel

Save, rename, and delete effects using the Options pop-up.

Choose an effect.

Choose effect-specific settings.

Preview and apply effect.

Text Editor

Set font, size, and style.

Adjust kerning and leading.

Set orientation, alignment, and flow.

Set horizontal scaling and baseline shift.

Type or edit text.

Apply changes to the document without closing the text editor.
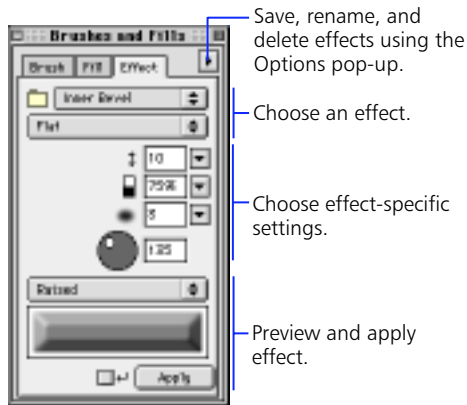
Use the Effect panel to apply and modify Live Effects in your document. Effects applied using the Effect panel are maintained and updated when the affected object is altered. For example, if you apply an edge bevel to a rectangular object and then make the object circular, the beveled edge adjusts accordingly. In addition, you can modify effects after applying them to an object by changing settings in the Effect panel. Effects that can be altered in this way are known as Live Effects.

Like the Brush and Fill panels, the Effect panel has controls for selecting effect type and name. Use the Options pop-up to save, name, and delete custom effect settings.

Note: To apply more than one effect to an object, choose Modify > Group after applying each effect.

For more information on using effects, see "Live Effects" on page 74.
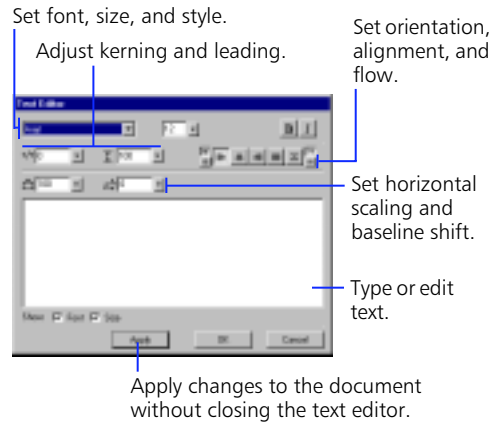
Use the Text Editor to create and edit text. Unlike many other applications, Fireworks text is always editable all the time. Edit text quickly and easily after custom effects have been applied.

Open the Text Editor by clicking on a document with the Text tool, double-clicking a text container, or selecting a text block and choosing Text › Editor.

After closing the Text Editor, resize the text block by pulling or pushing handles. Move selected text blocks with the Pointer tool.

For more information on creating and modifying text, see "Using text" on page 76.

Layers and Frames panels

Navigate quickly to a specific frame.

Change global view and lock settings; create, delete, and rename layers using the Options pop-up.

Drag to rearrange layers. Double-click to rename a layer.

Drag to assign selected objects to another layer.

Lock and unlock individual layers.

Show or hide individual layers.

Create, delete, and duplicate frames. Distribute items across frames. Copy selected items to specific frames.
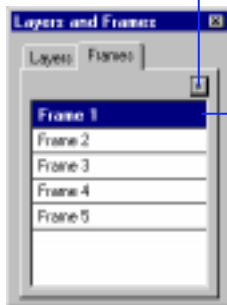
Drag to rearrange frames.

Use the Layers and Frames panels to organize and animate your illustration. Layers divide an illustration into discrete planes, as though the different components of the illustration were drawn on separate tracing paper overlays.

Use the Layers panel to manage multilayered documents. The Options pop-up includes commands for creating, deleting, and renaming layers and commands for viewing and locking all layers.

To show or hide individual layers, click the Show/Hide icon at the left of the layer name. When the icon is visible, the layer is also visible. Similarly, clicking the Lock/Unlock icon locks and unlocks individual layers. When a layer is locked, items on that layer may not be moved or deleted. To move a selected object to another layer, drag the square indicator.

Use the Frame pop-up and Previous Frame and Next Frame buttons to quickly scroll frames in your illustration without switching to the Frames panel.

The Frames panel is the key to Fireworks animation and rollovers. Use the Frames panel and the Animation panel in the Export Preview dialog box to create animated GIFs. The Frames panel lists each frame of your animation and has controls for adding and deleting frames. Use the Options pop-up to add, delete, duplicate, and copy objects to specific frames.

For more information on animation, see "Animated GIF" on page 113.

Navigating your document

Setting document magnification

Fireworks magnification ranges from 6 percent to 6400 percent.

Choose a magnification setting from the pop-up.

To	Do this
Enlarge a document view level	Choose the Magnify tool and click inside a document window or Choose an increment from the Magnification pop-up or Choose View > Magnification and choose a magnification level.
Reduce a document view level	Choose the Magnify tool, hold down Alt (Windows) or Option (Macintosh), and click in a document or Choose an increment from the Magnification pop-up or Choose View > Magnification and choose a magnification level.
Zoom to the highest magnification	Choose 6400% from the Magnification pop-up or Choose View > Magnification > 6400% or Press Control-6 (Windows) or Command-6 (Macintosh).
Zoom to the lowest magnification	Choose 6% from the Magnification pop-up or Choose View > Magnification > 6%.
Zoom in to view a specific area	Choose the Magnify tool and drag a selection area.
Zoom out	Choose the Magnify tool and hold down Alt (Windows) or Option (Macintosh) and drag a selection area.

Using magnification shortcuts

To	Use
Set view to 50%	Control-5 (Windows) or Command-5 (Macintosh)
Set view to 100%	Control-1 (Windows) or Command-1 (Macintosh)
Set view to 200%	Control-2 (Windows) or Command-2 (Macintosh)
Set view to 400%	Control-4 (Windows) or Command-4 (Macintosh)
Set view to 800%	Control-8 (Windows) or Command-8 (Macintosh)
Set view to 3200%	Control-3 (Windows) or Command-3 (Macintosh)
Set view to 6400%	Control-6 (Windows) or Command-6 (Macintosh)
Zoom in	Control-Spacebar (Windows) or Command-Spacebar (Macintosh)
	or
	Control-+ (Windows) or Command-+ (Macintosh)
Zoom out	Control-Alt-Spacebar (Windows) or Command-Option-Spacebar (Macintosh)
	or
	Control-[minus] (Windows) or Command-[minus] (Macintosh)

Shortcut menus

Click the right mouse button (Windows) or use Control-click (Macintosh) to display a shortcut menu containing a variety of commands. These menus vary according to which tool is chosen or which objects are selected. For example, one shortcut menu is available when selecting objects, while another shortcut menu is available when in image edit mode. Experiment with shortcut menus to speed your work.

Multiple document views

Use multiple views to see one document at two different view modes or magnifications simultaneously.

To open a second document view:

1   Choose Window > New Window.

2   Change the view and magnification of the new document window.

To close a document view window, click the window's close box.

Optimizing document redraw

Choose one of two view modes from the View menu: Full Display or Draft Display. View modes affect a document's on-screen representation, not its object data or output quality.

When in Draft Display, switch to Full Display by choosing View › Full Display or by using the Display Mode pop-up on the View Controls toolbar (Windows) or in the lower-left corner of the document window (Macintosh).

Display controls (Windows)

Choosing a display mode

Choose	To
Full Display	Display the document in all available colors with full detail.
Draft Display	Display paths as one pixel wide with no fill. Each image object appears as an x-box.

Note: For easier editing, objects selected while in Draft Display mode display in full detail.

A case study

Before Fireworks

Before Fireworks, creating graphics for the web involved several applications, with each contributing to a portion of the task. Imagine that a web designer named Ping is asked by a client to create an artist's palette to serve as a navigation graphic on a web page. The graphic will be used to link to other places on the client's web site and must contain rich textures and effects to capture the viewer's attention. Accordingly, the graphic must contain web-safe colors, text, textures, Live Effects, and URL links.

How Ping approaches this task before Fireworks:

1   Create a line drawing of an artist's palette using an application such as Macromedia FreeHand.

2   Import the vector graphic into an image editing application such as Adobe Photoshop to rasterize the graphic (convert the vectors to pixels). Then apply color and bevel effects.

3   Apply third-party filter effects, such as bevels and drop shadows.

4   Use a utility such as Equilibrium DeBabelizer to convert the image to a web-safe color palette in the proper graphics file format with an optimized size.

5   Painstakingly add URL objects or animation using yet another application.

6   Manually attach hyperlinks to the hotspots that link to the client's web pages.

7   View the results of this process in a web browser.

Unfortunately, if the graphic has the slightest flaw, Ping must often begin again and redo every step to reproduce the graphic. In adjusting file-size optimization, Ping may need to retrace all or some of these steps. Even if the result is acceptable to the designer, client-driven changes such as text edits may result in repeating these steps many times until the final product is complete.

The Fireworks way

With Fireworks, Ping doesn't need those other programs. He needs only Fireworks to produce this graphic from start to finish. Even better, modifications are easy, even after the graphic has been loaded onto the web site.

How Ping uses Fireworks to make this job easy:

1   Open a new Fireworks document or import an existing document.

In our example, the vector framework is created in Fireworks using the intuitive vector tools. Fireworks imports all major web design file formats. Alternatively, Ping can create this vector art in FreeHand and open it directly in Fireworks.
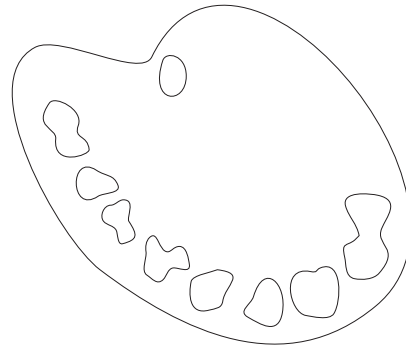
Create vector art in Fireworks or open FreeHand documents directly.

2 Apply brushes, fills, and effects.

Apply realistic brushes, fills, and effects using the Brush, Fill, and Effect panels. Use the Effect panel to bevel the edge of the palette. In this example, Ping uses the vector tools to alter the number and location of the paint wells on the artist's palette. He then applies a solid fill, parchment texture, and bevel effect to produce this image.

Use the Brush, Fill, and Effect panels to add color and texture to objects.

3 Reshape the object.

Alter the shape of the artist's palette using the Reshape Area tool.
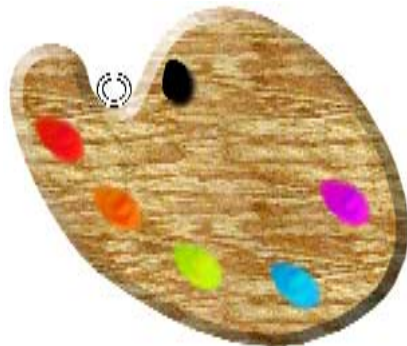
4 Add text.

Use Fireworks' Text Editor to create and modify text.

Fireworks text is always editable.

5 Add a drop shadow to the text.

Apply a live drop shadow effect to the text using the Effect panel. Even though a drop shadow effect has been added, the text can still be modified.

6 Create the image map.

Use the URLs toolbar to add URL objects to the paint wells. These hotspots can link to any URL. Use the Image Map Options dialog box to define map type, background URL, and alternate image descriptions. In our example, Ping selects the three labeled paint wells and chooses Copy to URL. This command creates a URL object the same size, shape, and location as the original path. With each path selected, Ping defines the linked URL using the URLs toolbar.
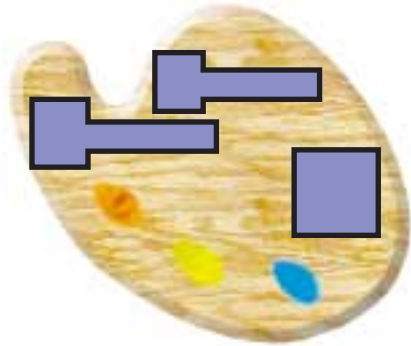
7 Optimize the graphic upon export.

Exporting from Fireworks is a dynamic experience offering live feedback and total control over color depth, file format, palette selections, and animation. View up to four simultaneous live previews as you compare output options and see the results on screen before exporting.

8 Revise.

Ping's client loves the graphic but requests two changes. The client wants a different color on the Feedback paint well and wants the text's drop shadow to be changed to an inner bevel. No problem! Ping opens the file in Fireworks, changes the color of the Feedback paint well, changes the drop shadow to an inner bevel, and exports again using the previous export settings.

Objects created in Fireworks are always editable, all the time.

Working with Fireworks

Object mode versus image edit mode

In Fireworks, both vector path and bitmap image objects can be created and modified within a single document. Path objects may have a pixelated appearance, but are created using lines and points that form open or closed paths having brush strokes and fills. Path or text objects can be converted to images. Image objects are made up only of pixels and are created using tools suited for manipulating pixel-based objects.

Fireworks operates in one of two edit modes: object mode and image edit mode. Some tools are active in only one edit mode and some tools change function from mode to mode.

Editability

Unlike many other graphics and image-editing applications, Fireworks objects are always editable all the time.

To edit	Do this
Path objects	Select a path object with the Pointer tool, Select Behind tool, or Subselection tool.
Image objects	Select an image object and choose Modify > Image Object or Double-click an image object with the Pointer tool.
Background Image layer	Choose Modify > Background Image or Choose the Background layer on the Layers panel.
Text	Double-click a text block with the Pointer tool or Select a text block and choose Text > Editor or Click a text block with the Text tool.

To exit image edit mode, do any of the following:

◆ Choose Modify › Exit Image Edit.

◆ Choose Control-Shift-D (Windows) or Command-Shift-D (Macintosh).

◆ Click the Stop button on the Status toolbar (Windows) or the Opacity toolbar (Macintosh).

◆ Click the canvas away from an image object when the cursor changes to the Stop cursor.

Setting up your document

Consider your document's design and final output requirements. Decide in advance which settings are best.

Canvas size

Set the canvas size in the New Document dialog box to define the size of your document. Set canvas dimensions using pixels, inches, or centimeters. Alter the canvas size by choosing Modify › Document › Canvas Size or by using the Crop tool to crop the background image.

Resolution

Resolution is defined in the New Document dialog box as either pixels per inch or pixels per centimeter. Consider the intended delivery medium when assigning resolution. For example, web graphics are usually saved at 72 pixels per inch.

Note: Be sure to set the resolution properly in the New Document dialog box. Once your document's resolution has been set, it cannot be changed.

Canvas color

The canvas is the bottom layer of your document, under the Background layer. Transparent areas of the background layer appear as the canvas color. Choose a white canvas, a transparent canvas, or a color canvas in the New Document dialog box. Change canvas color later by choosing Modify › Document › Canvas Color.

Number of undo steps

Choose File › Undo to reverse an action. Enter a value of up to 100 in the File › Preferences › General › "Undo Steps" field. RAM requirements increase as the number of undo steps increases.

Note: Changes to the Undo preference do not take effect until Fireworks is restarted.

Unit of measurement

Define canvas size using pixels, inches, or centimeters in the New Document dialog box. The unit you choose appears in the Info bar. Change the unit using the Info bar's Options pop-up.

Note: Regardless of the document's unit of measurement, rulers always display in pixels.

Rulers

To show or hide rulers, choose View › Rulers. To set the ruler's zero point, click and drag the zero-point marker from the upper-left corner of the document window to a new location. The zero point represents the intersection of the horizontal and vertical rulers. Double-click the zero point marker to reset the zero point to its default position.

Grid

The grid is a non-exporting background of horizontal and vertical lines. Choose View › Grid to display the grid. With View › Snap to Grid checked, dragging an object near a grid line causes that object to snap to the grid.
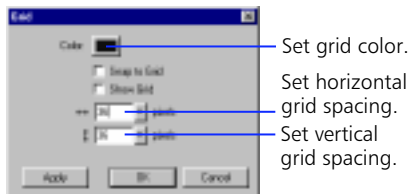
Set grid color.
Set horizontal grid spacing.
Set vertical grid spacing.

Guides

Use guides, which are non-exporting guidelines, to precisely align and place objects. Choose View › Guides to show or hide guides.

To add a guide with the page rulers active, drag from either the horizontal or the vertical ruler.

With View › Snap to Guides checked, objects snap when dragged near guides.

Editing guides

Choose View › Edit Guides to open the Guides dialog box.
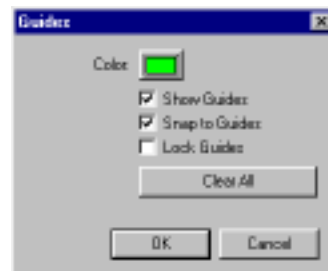
Use	To
Color	Change the guides' color.
Show Guides	Show or hide the guides in your document.
Snap to Guides	Easily align objects to guides.
Lock Guides	Prevent guides from moving.
Clear All	Remove all guides.

Working with the grid and guides

To	Do this
Show or hide the grid	Choose View > Grid or Check Show Grid in the Grid dialog box.
Snap objects to the grid	Choose View > Snap to Grid or Check Snap to Grid in the Grid dialog box.
Modify the grid	Choose View > Edit Grid.
Show or hide rulers	Choose View > Rulers.
Show or hide guides	Choose View > Guides.
Snap objects to guides	Choose View > Snap to Guides or Check Snap to Guides in the Guides dialog box.
Edit guides	Choose View > Edit Guides.
Lock guides	Choose View > Lock Guides.

Importing and exporting

Fireworks can import a wide variety of vector and bitmap graphic formats and can export many bitmap graphic formats. Discussed in "Using Export Preview" on page 95, one of Fireworks' greatest strengths is the ability to export many formats with extensive export preview capabilities.

Export preview provides immediate and dynamic feedback on the appearance and technical specifications of your graphics before exporting them. Use the Export Preview to experiment with export formats, color depth, and palette assignments and immediately see the results.

Importing bitmap images

Fireworks imports BMP, GIF, JPEG, PICT (Macintosh), PNG, TIFF, xRes LRG, and Photoshop files. When imported, these files are fully editable using Fireworks bitmap editing tools and many Photoshop third-party plug-ins while in image edit mode. In addition to file name and location, the Import File dialog box shows file size, format, and a thumbnail preview, if available.

To import a bitmap graphic:

1 Choose File > Import or use Command-R (Macintosh) or Control-R (Windows).

2 Choose the file to import.

3 Position the import cursor where the upper-left corner of the graphic is to appear.

4 Click the mouse button to place the graphic at its default size, or click and drag the import cursor to resize the image while importing.

Importing vector art

Fireworks imports vector graphics from Macromedia FreeHand 7 and 8, Adobe Illustrator 7, and CorelDRAW. Imported paths are fully editable as if they were created in Fireworks.

Fireworks offers several choices for importing multilayer documents, including layer-to-layer and layer-to-frame interpretations. See "Importing FreeHand, Illustrator, or CorelDRAW files" on page 93 for more information on importing vector graphics.

Exporting

Note: See Chapter 4, "Importing and Exporting," for a complete discussion of Fireworks' extensive export capabilities.

Choose file format.

View specifications for current export settings.

Save and choose preset export settings.

Automatically optimize.

Choose color options.

View the current color palette.

Adjust transparency.

Pick, pan, and magnify preview.

Scroll or play animation frames.

Choose up to four simultaneous previews.

Keep settings as document defaults but do not export yet.

Preview current export settings.

Open the Export File dialog box.

Activate the Export Wizard.

Resize this dialog box.

To export a graphic:

1 Choose File > Export or use Control-Shift-R (Windows) or Command-Shift-R (Macintosh) to open the Export Preview dialog box.

2 Choose settings on the Options, File, and Animation panels.

3 View the effect of your settings in the preview area.

The preview area can display up to four views simultaneously.

4 Click Export when you are ready to export the file with the current settings.

For more information on exporting graphics, see "Using Export Preview" on page 95.

Export Wizard

Activate the Fireworks Export Wizard by choosing File › Export Wizard or by clicking the Export Wizard button in the Export Preview dialog box. The Export Wizard asks questions regarding your exported file's intended use and suggests appropriate graphic formats.

2

CHAPTER 2
Tutorials
....

Tips for using the tutorials

The tutorials in this chapter quickly introduce you to an assortment of graphic creation and production tasks that are fully described elsewhere in this manual, *Using Fireworks,* and in Fireworks Help. The ongoing example assumes you are designing the web home page shown below for a fictitious company called StarGaze.

These tutorials are not start-to-finish instructions for creating web site features. They demonstrate Fireworks concepts and activities to help you understand how to use the application.

Each tutorial is self-contained, so you can work on them out of order. Choose the topics that best suit your learning goals:

- ◆ Working in object mode
- ◆ Activating image edit mode
- ◆ Applying and editing fills
- ◆ Reshaping paths
- ◆ Masking objects
- ◆ Working with text
- ◆ Creating rollovers
- ◆ Linking an image map
- ◆ Working with animation

Note: The Macromedia web site www.macromedia.com has more information about using Fireworks, including tips and tutorials.

Font substitution

To accurately reproduce the tutorial illustrations on your computer, install the fonts Antique Olive T Medium and Copperplate T Bold. Included with Fireworks, these fonts are in the Tutorials folder within your Fireworks application folder. Without these fonts, Fireworks may warn you and automatically substitute another font when opening some tutorial files.

Opening tutorial files

To preserve the tutorial files for reuse, it is important to open each using the File › Open command and check Open as "Untitled" in the Open File dialog box. Opening an untitled document minimizes the chance of saving over the original file. However, if you do open the original file, remember to save the file using another name.

References

- ◆ The greater-than (›) sign indicates a series of menu commands. Here is an example of a sentence directing you to choose the Bring to Front command from the Arrange menu:

  Choose Modify › Arrange › Bring to Front.

- ◆ Names of elements that appear in the menus, on panels, in dialog boxes, or in ToolTips are capitalized.

◆ With Auto-Apply checked, press Enter or click Apply after typing a value in one or more fields on a panel. Auto-Apply does not automatically apply typed values.

Preferences

Preferences are application-level settings. To edit these settings, choose File › Preferences. To reset your preferences to the Fireworks defaults, exit Fireworks, delete the preferences file named Fireworks Preferences.txt located in the Fireworks folder (Windows) or Fireworks Preferences located in the System Folder\Preferences folder (Macintosh) and then relaunch Fireworks.

Correcting mistakes

Remember that if you make a mistake, you can choose Edit › Undo. The default number of undo steps is eight. To adjust the number of undo steps, choose File › Preferences to display the Preferences dialog box. Type a new value in the Undo Steps field, click OK, and relaunch Fireworks.

Tasks and pictures

Each step in the tutorials is actually a series of short tasks comprising a step group. Not every task has a corresponding picture. If you complete a task and cannot find a picture as a guide, go to the next task. Generally, the final picture for the step group corresponds to the last task in the procedure.

Toolbox tools

To choose a tool in the Toolbox, click the tool's button. A tool with a triangle at the lower-right corner belongs to a tool group. To choose a tool in a tool group, click and hold down the button to display the tool group, move the pointer cursor over the desired tool, and release the mouse button.

Choose the Crop tool in the Pointer tool group in the Toolbox.

Working with panels

When a step asks you to display a panel, choose the panel name from the Window menu. With a panel already displayed, choosing the panel name from the Window menu closes it. If this happens, repeat the command to display the panel again.

Paths and marquees

If a selected path or marquee is hard to see because of its highlight color, choose File › Preferences, click the Highlight color well, and choose a new color from the system color picker.

If a marquee or the paths of selected objects are hidden, uncheck View › Hide Edges to show the marquee or paths of selected objects. Use the Hide Edges command to hide a marquee or an object's path when it obscures your on-screen work.

Object opacity

Before beginning a tutorial, choose Window › Toolbars › Opacity. Set the opacity to 100 and choose the Normal blending mode, so that the objects you create are fully opaque and have no blending mode.

Working in object mode

Fireworks has two primary working environments: object mode and image edit mode. Most Fireworks graphic creation and design occurs in object mode. Pixel editing occurs in image edit mode. For a detailed discussion of these modes, see "Object mode and image edit mode" on page 56. In this lesson, learn how to select and manipulate objects comprising the planet Saturn.

Show/Hide icon

Open the Planets.png file. Hide all layers except Saturn, Foreground, and Background.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Planets.png file, and click Open.

If necessary, choose Window > Layers to display the Layers panel. Click the show/hide icon in the first column next to the Text layer, the Earth layer, and the More planets layer to hide each layer. Leave the Saturn, Foreground, and Background layers visible.

Move the Pointer tool over the planet Saturn and observe the mouse highlight.

2 Choose the Pointer tool in the Pointer tool group. If necessary, choose Window > Tool Options and check Mouse Highlight in the Tool Options panel. The mouse highlight previews currently selectable objects. Move the Pointer tool over the body of the planet Saturn.

Saturn's body consists of two objects: a circle and a half circle. Its ring is a composite path consisting of two ellipses.

Drag apart the pieces of Saturn.

3 Use the Pointer tool to drag away one of the two objects forming Saturn's body. Notice that the path along the selected object is highlighted. If you cannot see a selected object's path, uncheck View > Hide Edges to show the hidden path.

Drag away the second object. Notice how the planet is constructed and then choose Edit > Undo to reassemble the pieces.

Use the Pointer tool and the Select Behind tool to select all three objects in the planet. View the selection feedback.

4 Use the Pointer tool to select all three pieces of Saturn. Click to select the ring. Hold down Shift and click the bright side of the planet to add the half circle to the selection. Choose the Select Behind tool in the Pointer tool group. Hold down Shift and click the bright side again to add the circle behind the half circle to the selection.

In object mode, feedback defining the current selection appears in the Status bar (Windows) or in the Opacity toolbar (Window > Toolbars >Opacity) (Macintosh). The selection feedback reads "3 Objects."

Group the three objects. Choose any Transform tool and use the transformation handles to rotate the group.

5 With these objects selected, choose Modify > Group to group them together. The selection feedback reads "Group: 3 Objects." A group has a selection handle at each corner.

Choose any tool in the Transform tool group to activate eight transformation handles. Move the tool outside one of the corner transformation handles until the rotate cursor appears. Drag outside the handle to rotate the group. When finished rotating, double-click to deactivate the transformation handles.

Use the Subselection tool to select the half circle and the circle.

6 The half circle and circle have a Radial fill that transitions from the bright color at the center to a dark color. Choose the Subselection tool to select these objects within the group. Click the bright side of the planet to select the half circle. Hold down Shift and click the dark side of the planet to select the circle. Leave these objects selected.

If you make a mistake selecting, choose Select > None and try again. Notice that objects selected with the Subselection tool display path points.

Use the Paint Bucket tool to reset fills.

7 Choose the Paint Bucket tool to display fill handles for selected objects. Move the tool over the round handle marking the center of the fill. The paint bucket cursor changes to a pointer cursor. Drag the round handle to reposition the center of the fill. Drag the square handle to set the radius of the bright color.

For more information about working in object mode, see the tutorial "Reshaping paths" on page 40, which features editing tasks in object mode.

Activating image edit mode

Switch to image edit mode to edit the pixels of imported images, images created with Fireworks, or the Background image. For details about object mode and image edit mode, see "Object mode and image edit mode" on page 56. In this lesson, become familiar with switching between the two modes.

Open the Star.png file.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Star.png file, and click Open.

In Fireworks, files open in object mode. The Star.png file consists of an image, a star-shaped object, and a text block.
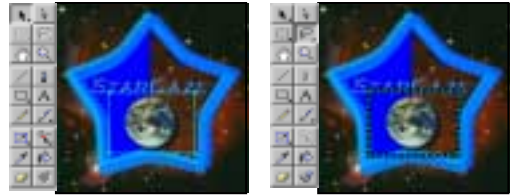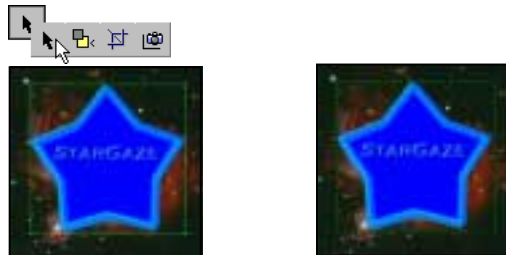
Select the star and convert it into an image object. Activate image edit mode.

2 Choose the Pointer tool in the Pointer tool group and click the star to select it. Choose Select > Convert to Image to convert this path object into an image object. Leave the star selected and choose Modify > Image Object to activate image edit mode and the tools specific to this mode.

In object mode, a selected object has a highlighted path, and a selected image has a rectangular bounding box. In image edit mode, the bounding box becomes a striped border.

Stop cursor

Using the Polygon Lasso tool, trace the right half of the star starting at the top, then close the marquee at the starting point.

3 Use the Polygon Lasso tool in the Lasso tool group to select the right half of the star along the inside edge of the brush stroke. Starting at the top point, click each vertex around the right half, then click the starting point again to close the marquee.

Press Delete to create a transparent area through which the nebula image is visible. Move the cursor away from the star image. When a stop cursor appears, click to switch to object mode.

Crop tool cursors
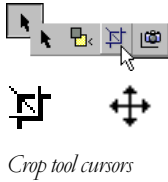
Select the nebula image and place it on the Background layer. Use the Crop tool to crop the canvas to the size of the image.

4 Use the Pointer tool to select the nebula image. Note that it has a bounding box. Choose Select > Drop Selection to merge the nebula image with the Background image on the Background layer. The nebula image becomes deselected.

Choose the Crop tool in the Pointer tool group and drag a crop marquee that fits to the size of the image. Drag the handles as necessary to resize the crop marquee. Double-click the Crop tool cursor within the crop marquee to remove the visible canvas. The Crop tool is available only in object mode.

Status bar — Stop buttons

Opacity toolbar

Click the Stop button on the Status bar (Windows) or Opacity toolbar (Macintosh) to deactivate image edit mode.

5 Choose Modify > Background Image to activate image edit mode on the Background layer. A striped border appears around the entire background image. Explore the Toolbox to see which tools are available in image edit mode.

Click the Stop button on the Status bar (Windows) or on the Opacity toolbar (Macintosh) to deactivate image edit mode. To display the Opacity toolbar, choose Window > Toolbars > Opacity.

Import cursor

Import the Earth image, then switch to image edit mode.

6 Importing and placing an image is a function of object mode. Choose File > Import, and in the Import dialog box, choose the Earth.png file, and click Open. When the import cursor appears, click to place the upper-left corner of the Earth image below the word "StarGaze."

If necessary, use the cursor keys to center the Earth on the star. Choose the Pointer tool and double-click the Earth image to activate image edit mode.

Select the black area in the Earth image and delete it.

7 Choose the Magic Wand tool in the Lasso tool group, click the black area of the Earth image to select the region of black pixels. Press Delete to change the black area to transparent. The star image object and the background image are now visible.

This completes practice switching between modes. See also the tutorial "Working in object mode" on page 34 to learn more about manipulating objects in that mode.

Applying and editing fills

Use the Paint Bucket tool and the Fill panel to apply preset or custom fills. Specify fill color, texture, and opacity. Apply and modify fills in path objects or in images.
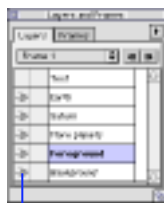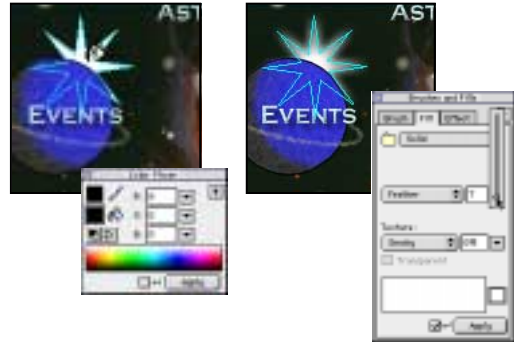
Show/Hide icon

Open the Planets.png file. Hide the Text layer. Set the opacity to 100.

1   Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Planets.png file, and click Open.

If necessary, choose Window > Fill to display the Fill panel and Window > Layers to display the Layers panel. Click the show/hide icon in the first column next to the Text layer to hide the layer. Leave the other layers visible. If necessary, choose Window > Toolbars > Opacity to display the Opacity toolbar. Set the opacity to 100 using the pop-up slider.

2   On the Fill panel, choose Waves from the Fill category pop-up, choose "Red, Blue" from the Fill name pop-up, and choose Anti-Alias from the Edge pop-up. Choose Plaster from the Texture pop-up, type 15 in the Amount of texture field and press Enter. Uncheck Transparent. If unchecked, check the Auto-Apply checkbox.

Create a Waves fill in the Fill panel.

3   Choose the Paint Bucket tool. If necessary, choose Window > Tool Options to display the Tool Options panel. Check Mouse Highlight and uncheck Selected Paths Only.

Move the Paint Bucket tool over the blue planet to display a red mouse highlight. The mouse highlight previews currently fillable and selectable objects.
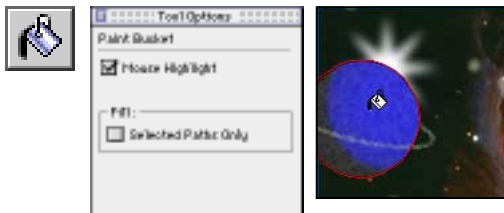
Set options for the Paint Bucket tool.
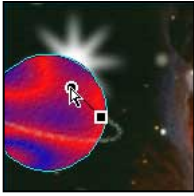
4 With the Paint Bucket tool, click the planet to apply the current fill and to display the object's fill handles. Drag the round handle for the Waves fill toward the right and drag the square handle toward the lower-left. This creates a pattern of narrow waves on the planet.

Use the fill handles to modify the look of the Waves fill.

Moved color well
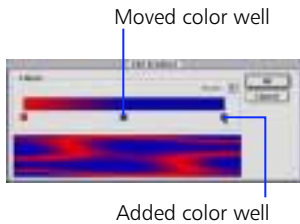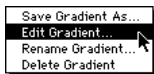
Added color well

5 Choose Edit Gradient from the Options pop-up on the Fill panel to display the Edit Gradient dialog box. Drag the color well at the right to the middle of the color ramp. Then click at the far right to place a third color well along the color ramp. Double-click the third color well to display the system color picker. Choose a color and close the picker. Then click OK to close the Edit Gradient dialog box.

Choose Select > None to deselect the planet.

Edit the colors in the Waves fill.

6 On the Fill panel, choose Solid from the Fill category pop-up, choose Anti-Alias from the Edge pop-up, choose Ripple from the Texture pop-up, type 65 in the Amount of texture field and press Enter. Uncheck Transparent.

If necessary, choose Window > Color Mixer to display the Color Mixer. Type 0 in each of the color value fields to create a black fill and click Apply on the Color Mixer.

Set the texture and color for a new fill.

Click the Paint Bucket tool to apply the fill to the Background image. Click the tool again to increase the intensity of the fill.

7 Choose Modify > Background Image to activate image edit mode. A striped border appears around the nebula image.

Type 25 in the Opacity field on the Opacity toolbar and press Enter. Click the Paint Bucket tool within the border to apply the fill. Click the image a second time to increase the intensity of the fill.

In image edit mode, the Paint Bucket tool fills entire images or floating pixel selections. To learn more about applying and editing fills, see "Applying brushes and fills" on page 70.

Reshaping paths

In this lesson, use the Pen, Freeform, Reshape Area, and Path Scrubber tools to modify simple shapes in a scene depicting a comet's collision with a planet.

Impact zone

Comet's tail

Comet's core

Planet

Open the Comet.png file.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Comet.png file, and click Open.

If necessary, choose Window > Brush to display the Brush panel and choose Window > Toolbars > Opacity to display the Opacity toolbar. Make sure the opacity is set to 100.
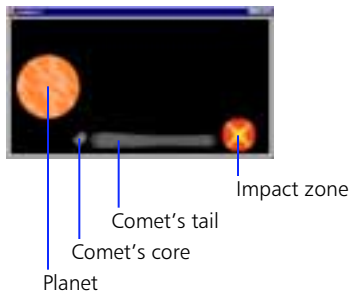
Create a brush for the planet's clouds.

2 Create a brush to draw the cloud formations in the planet's atmosphere. Choose Unnatural from the Brush category pop-up and choose 3D Glow from the Brush name pop-up. Drag the Edge Softness slider to about midway and type 25 in the Brush Tip Size field. Choose Chiffon from the Texture pop-up and type 40 in the Amount of Texture field. Double-click the Brush color well to display the system color picker, choose a reddish-orange color, and close the picker.

Draw a series of horizontal lines and join them together to form a single composite path.

3 Choose the Brush tool in the Brush tool group. In a blank area next to the planet, draw a series of horizontal lines that slightly overlap one another and extend beyond the planet's width.

Choose the Pointer tool. Drag a selection area around all the lines to select them. Choose Modify > Join to join them into a single composite path. Leave the path selected.
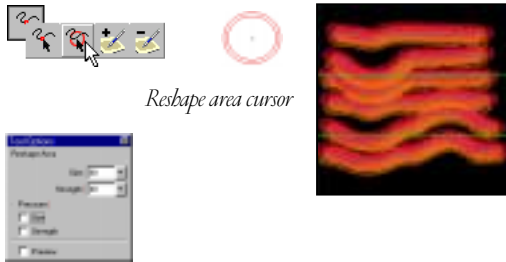
Reshape area cursor

Choose the Reshape Area tool and set options. Use the tool to transform the horizontal lines into a wavy cloud pattern.

4 Choose the Reshape Area tool in the Freeform tool group, and if necessary, choose Window > Tool Options to display the Tool Options panel. Type 80 in the Size field and 40 in the Strength field and press Enter. Uncheck Preview.

Move the Reshape Area tool over the lines, click to display the reshape area cursor, and drag slightly upward or downward. Release the mouse button. Click and drag again to continue reshaping the composite path to create a wavy cloud pattern.

Paste the cloud pattern inside the planet.

5 Use the Pointer tool to drag the composite path over the planet. With this path selected, choose Edit > Cut. Use the Pointer tool to select the planet and choose Edit > Paste Inside to create a paste inside group. Choose Select > None to deselect the composite path within the group.
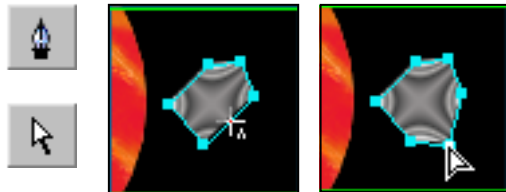
Use the Pen tool to add a point and use the Subselection tool to reposition it.

6 Use the Pointer tool to drag the comet's core next to the planet and leave it selected. Choose the Pen tool and move it over a path segment. When the insert point cursor appears, click to add a point to the path. Hold down Control (Windows) or Command (Macintosh) to temporarily switch to the Subselection tool, and drag the point to a new position.
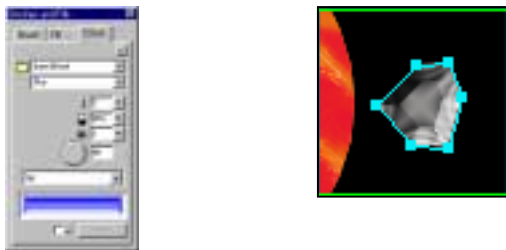
Apply an effect to the comet's core.

7 Choose Window > Effect to display the Effect panel, choose Inner Bevel from the Effect category pop-up, and choose Flat from the Effect name pop-up. Type 7 in the Width field, 85 in the Contrast field, 1 in the Softness field, and 320 in the Angle field and press Enter. Choose Raised from the Button Preset pop-up. If unchecked, check the Auto-Apply checkbox. Choose Select > None to deselect the core.

Drag the comet's tail next to the comet's core and leave it selected. Choose the Path Scrubber (+) tool.

8 Use the Pointer tool to drag the comet's tail next to the comet's core and leave it selected. Choose the Path Scrubber (+) tool in the Freeform tool group to adjust the brush stroke of the comet's tail. On the Tool Options panel, check Pressure, uncheck Speed, and type 5 in the Rate field.

The Path Scrubber tool changes the pressure and speed effects of brushes that have a tapered appearance in the Brush panel preview. The tail's brush stroke is Calligraphy Bamboo.

Scrub the tool on the selected path so that the brush stroke is thicker near the comet's head and thinner farther away.

9 Drag the tool over the selected path near the comet's core to create a wide head for the comet. With the Path Scrubber tool chosen, hold down Alt (Windows) or Option (Macintosh) to switch to the Path Scrubber (-) tool. Do not release Option or Alt. Drag the tool over the selected path away from the head to taper the tail. Continue modifying the brush stroke until you obtain the desired effect.

Move the circle with the Starburst gradient over the planet. Choose the Freeform tool and set options.

10 Create an object marking the impact zone of the comet and the planet. Locate the circle with the Starburst gradient at the lower-right corner of the canvas. Use the Pointer tool to drag this shape over the planet.

Choose the Freeform tool in the Freeform tool group. On the Tool Options panel, type 24 in the Size field and press Enter. Check Preview.

Use the Freeform tool to create an object for the impact zone.

11 Move the Freeform tool over the selected ellipse. When the pull cursor appears, drag the path inward. Do not release the mouse button. Press the left cursor key or the right cursor key to decrease or increase the length of the segment pulled. Release the mouse button when finished. Continue pulling more path segments to finish the object. Choose Select > None to deselect the reshaped ellipse. With the Pointer tool, drag the comet and the tail into place.

To learn more about modifying paths, see "Editing in object mode" on page 61.

Masking objects

Create masks in object mode. Mask objects either by choosing Edit › Paste Inside to paste objects within a selected path or by choosing Modify › Mask Group to use the alpha transparency of the topmost object in a group. Masks and mask objects are always editable. In this lesson, create a graphic using text, a star-shaped path, and an image of a nebula.
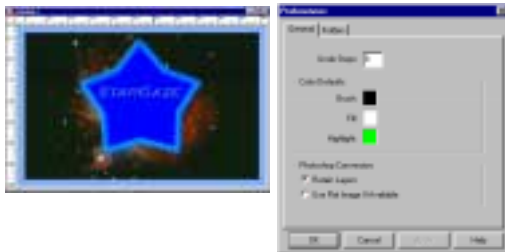
Open the Star.png file. Change the path highlight color in the Preferences dialog box.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Star.png file, and click Open.

Choose File > Preferences to display the Preferences dialog box, and click the Highlight color well to display the system color picker. Choose a color other than blue and close the picker. Click OK to close the Preferences dialog box. Make sure View > Hide Edges is unchecked.

Mask handle

Paste the nebula image inside the star. Once it is pasted, use the mask handle to move the image within the paste inside group.

2 Use the Pointer tool to select the nebula image. A selected image has a rectangular bounding box. Choose Edit > Cut to cut the image to the Clipboard. Select the star and choose Edit > Paste Inside. This creates a paste inside group in which the star (the masking path) masks the nebula.

Choose Select > None to deselect the image, and then use the Pointer tool to select the paste inside group. Drag the mask handle to offset the image within the group. Leave the group selected.

Subselect the star and then feather its fill.

3 Choose the Select Behind tool, hold down Alt (Windows) or Option (Macintosh), and click twice to select the star. If necessary, choose Window > Fill to display the Fill panel. Choose Solid from the Fill category pop-up and Feather from the Edge pop-up. Type 20 in the Amount of feather field and press Enter.

To observe how the blue glow changes, enter incremental amounts up to 40. Click the Brush tab, and choose None from the Brush category pop-up to eliminate the brush stroke.

Convert the paste inside group into an alpha mask group.

4 Choose Select > None to deselect the path. Use the Pointer tool to select the paste inside group. The mask handle appears at the center of the selected group. Choose Modify > Object Properties to display the Object Properties dialog box. Choose the Clip To Top Object's Image option, which activates the alpha transparency of the masking path, and click OK.

Note: To dismantle either a paste inside group or an alpha mask group, select it and choose Modify > Ungroup.

Apply a transparent texture to the masking path.

5 Choose the Select Behind tool, hold down Alt (Windows) or Option (Macintosh), and click twice to select the masking path. On the Fill panel, choose Onyx from the Texture name pop-up, type 75 in the Amount of texture field and press Enter. Check Transparent.

The light regions of the texture designate transparent areas showing the canvas color. The dark regions of the texture designate opaque areas showing the image. Leave the masking path selected.

Use the Freeform tool's pull cursor to pull the masking path.

6 Choose the Freeform tool in the Freeform tool group. If necessary, choose Window > Tool Options to display the Tool Options panel, and then uncheck Preview. Move the tool over the path. When the pull cursor appears, click and drag the path outward from the center of the star. Do not release the mouse button.

Press the left cursor key or the right cursor key to decrease or increase the length of the pulled segment. Release the mouse button when finished. Continue pulling out more path segments to create a gaseous cloud.

Create an alpha mask group using the text as the masking path. The text remains editable.

7 Choose Select > All and then choose Modify > Mask Group. Because the text is the topmost in the object stacking order, it becomes the masking path of the alpha mask group. Choose the Text tool and click the text block to open the Text Editor. Type 100 in the Size field, type the letters "SG" in the text field, and click OK to apply the changes.

See "Masking" on page 86 for more information about mask groups.

Working with text

Creating and editing text in Fireworks is easy. Click the canvas with the Text tool to open the Text Editor, choose text attributes such as font, size, and alignment, and type text in the text preview.

Apply color, texture, and Live Effects to text; attach text to a path; and use the transform tools to scale and distort text. In this lesson, create the StarGaze logo and company slogan.

Open the file Logo.png and set the fill color.

Current fill color

1   Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Logo.png file, and click Open. Use the Pointer tool to select the blue ellipse. Selecting this object sets the current fill color to blue.

Note: For information regarding the fonts used in this lesson, see "Tips for using the tutorials" on page 32.

Horizontal Scale

Create the name of the company in the Text Editor.

2   Choose the Text tool and click the canvas above the blue ellipse to display the Text Editor. Choose Copperplate T Bold from the Font pop-up, type 44 in the Size field, and type 70 in the Horizontal Scale field. In the text preview, type "STARGAZE" in uppercase letters. Click OK to apply the settings and close the Text Editor. Drag the text block above the ellipse. Leave the text block selected.

Attach the text to the blue ellipse.

3   Choose the Pointer tool, hold down Shift, and click the blue ellipse to add it to the selection. If you accidentally select a different object, hold down Shift and click it again to deselect it. Choose Text > Attach to Path. The path is visible only when selected. Leave the text on a path selected.

4 If necessary, choose Window > Effect to display the Effect panel. Choose Inner Bevel from the Effect category pop-up and choose Smooth from the Effect name pop-up. Type 7 in the Width field, 85 in the Contrast field, 5 in the Softness field, and 135 in the Angle field and press Enter. Check the Auto-Apply checkbox.

Apply the Smooth Inner Bevel effect to the text.

5 With the text on a path selected, choose Modify > Group and leave the group selected.

On the Effect panel, choose Glow from the Effect category pop-up and choose Basic from the Effect name pop-up. Type 45 in the Opacity field, 20 in the Softness field, and 8 in the Width field and press Enter. The default color for the effect is red. Leave "STARGAZE" selected.

Note: After applying one effect, you must group an object or objects before applying another effect.

Group before applying another effect.

6 Click the color well on the Effect panel if it is not active. An active color well has a black border. If necessary, choose Window > Swatches to display the Swatches panel and choose Web 216 Palette from the Options pop-up.

Move the cursor over the Swatches panel until it changes to an eyedropper cursor. You may need to scroll to view the white swatch at the bottom of the panel. Click the white swatch to apply the color to the Effect color well and change the glow from red to white.

Change the color of the glow from red to white.

Kerning field

STARGAZE

STAR★GAZE

7 Choose the Subselection tool and double-click the text to display the Text Editor. Insert the cursor between the letters R and G. Type 40 in the kerning field and click OK to close the Text Editor. Select the yellow star, drag it over the word, and center it between the letters R and G. Choose Modify > Arrange > Bring to Front so that the star is on top.

Subselect the text in the group and change the kerning

Use the Skew tool to resize the left side of the text block containing the company slogan.

8 With the Pointer tool, select the text block at the right for the company slogan. Choose the Skew tool from the Transform tool group to display eight transformation handles around the text block.

Moving the tool over each handle changes the cursor to indicate which transformation function is available. Move the tool over the lower-left handle until the pointer cursor appears. Drag this handle upward to squash the left side of the text block.

In the Text Editor, set the text to fit the text block.

9 Double-click the text block to deactivate the transformation handles, and double-click it again to display the Text Editor. Highlight all the text in the text preview, click the Stretched Alignment button to stretch the text to fit the text block, and click OK. If necessary, use the cursor keys to better position the text block.

Use the Pen tool to draw a smooth, wavy line.

10 Use the Pen tool to create a wavy line from left to right that is as wide as the text block. Click the Pen tool midway along the left edge of the text block to place a corner point. Click and drag the tool in the center of the text block to place a curve point. Double-click midway down the right edge of the text block to place another corner point and finish the line. Leave the line selected.

Attach the paragraph to the path.

11 Choose the Pointer tool, hold down Shift, and click the text block to add it to the selection. Choose Text > Attach to Path to attach the paragraph to the wavy line.

To learn more about modifying text attributes, see "Using text" on page 76.

Creating rollovers

JavaScript rollovers enhance web interactivity by changing appearance, or state, in response to mouse cursor activity. Rollovers often appear as buttons on a web page. The common rollover states are Up, Over, Down, and onClick.

Create the states, placing each on its own frame, and then export them. Fireworks outputs the necessary HTML and JavaScript code. This tutorial creates four states of a single rollover.

Up

Over

Down

OnClick

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Button.png file, and click Open. This file contains a text block and a spiral-shaped object.

Open the Button.png file.

2 Choose the Pointer tool, and select the object. Do not select the text block. If necessary, choose Window > Effect to display the Effect panel. Choose Inner Bevel from the Effect category pop-up and Flat from the Effect name pop-up. Type 6 in the Width field, 79 in the Contrast field, 3 in the Softness field, and 135 in the Angle field and press Enter. Choose Raised from the Button Preset pop-up. If unchecked, check the Auto-Apply checkbox. Leave the button selected.

Auto-Apply checkbox

Use the object and the Effect panel to design an Up button.

Note: Fireworks Button Preset options are suggested effect presets. They do not create rollovers.

3 If necessary, choose Window > Frames to display the Frames panel. Hold down Shift and add the text block to the selection. Choose Duplicate Frame from the Frames panel Options pop-up. Type 3 in the Number field to specify the number of duplicates, choose After current frame, and click OK. In the Frames panel, three new frames appear after the first for a total of four frames, one for each button state. Frame 2 becomes the active frame.

Duplicate the current frame three times for a total of four frames, one for each button state.

Apply Raised in Frame 1.

Apply Highlighted in Frame 2.

Apply Inset in Frame 3.

Apply Inverted in Frame 4.

Apply a different button state effect to each object.

Rectangle URL tool

Create a URL link for the button.

Choose an optimized GIF rollover and WebSnap Adaptive palette.

4 Select the object in Frame 2 and choose Highlighted from the Button Preset pop-up on the Effect panel. Click Frame 3 on the Frames panel. Select the object and choose Inset from the Button Preset pop-up on the Effect panel. Likewise, click Frame 4, select the object, and choose Inverted from the Button Preset pop-up.

5 Choose the Rectangle URL tool on the URLs toolbar. Choosing any tool on the URLs toolbar shows the URL overlay, where the document's URLs reside. Draw a URL object over the entire canvas. The new URL object is selected. Choose New Link from the Options pop-up. In the Link Info dialog box, type "http://www.getfireworks.com" in the Link To field, type "Get Fireworks!" in the Browser Status Bar Message field, and then click OK.

Optionally, click the Show/Hide URLs icon on the URLs toolbar to hide the URL overlay.

6 Choose File > Export. On the Export Preview Options panel, choose GIF Rollover from the Format pop-up and check Optimized for file size reduction. Choose WebSnap Adaptive from the Palette pop-up and uncheck Dither. The file attributes are displayed above the preview.

Note: When creating rollovers with the URL Slice tool, use the Object Properties dialog box to link and export rollovers. For more information, see "Creating a sliced image" on page 110.

7 Click Export to display the Export File dialog box. Choose a destination folder, name the file, check Generate HTML, and click Save (Windows) or Export (Macintosh). For each rollover state, Fireworks exports a separate GIF file and creates an HTML file containing the rollover JavaScript code. To learn more about creating and exporting rollovers, see "JavaScript rollovers" on page 117.

Note: When this rollover is previewed in a browser, the Down state is not included. To learn how to preview all rollover states, see "The Down state" on page 117 and Fireworks Help.

Linking an image map

Fireworks offers a convenient way for web designers to assign URLs to graphics. Use the familiar shape tools on the URLs toolbar to create hotspot regions with a specified link, status bar message, and target. Categorize links by assigning unique overlay colors. Generate image maps that are client-side, server-side, or both. In this lesson, create a client-side image map of a stylized solar system.

Open the Planets.png file and display the URLs toolbar.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Planets.png file, and click Open.

This opens a graphic with a partially finished image map for http://www.gaze.com. If necessary, choose Window > Toolbars > URLs to display the URLs toolbar.
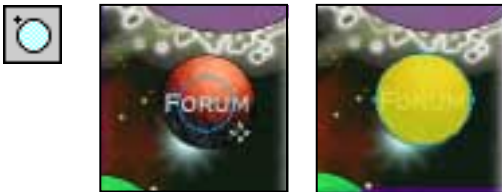
Use the URL Circle tool to create a URL object over a planet.

2 Choose the URL Circle tool. Choosing a tool on the URLs toolbar activates the URL overlay. Locate the planet with the word "Forum" on it. Hold down Alt (Windows) or Option (Macintosh), click at the center of the planet, and drag from the center to draw a circle covering the planet. Release the mouse before releasing Alt or Option.

If necessary, use the cursor keys to nudge the URL object into place. Leave the object selected.

Assign a new link for the URL object created.

3 This circle defines the URL region linking the Forum planet to the current URL shown in the URLs toolbar. Choose New Link from the Options pop-up on the URLs toolbar to open the Link Info dialog box.

In the Link to field, change the text to "http://www.gaze.com/forum.html." Type descriptive text in the Browser Status Bar Message field to provide information that displays in the browser window's status bar. Choose "_blank" from the Target pop-up.

4 Click the Overlay Color color well in the Link Info dialog box. In the system color picker, choose a distinct color for this URL. Close the picker and click OK in the Link Info dialog box.

The Forum hotspot is now linked to "http://www.gaze.com/forum.html." Choose Select > None to deselect the object.

Assign a distinct overlay color for the forum link using your system color picker.

5 Choose the URL Polygon tool, and locate the planet with the words "StarGazer's Handbook." Click around the visible portion of the planet to draw a closed URL polygon. Assign a new link to the URL object by choosing "http://www.gaze.com/handbook.html" from the URL Link pop-up. Choose Select > None to deselect the object.

Use the URL Polygon tool to create an irregularly shaped URL object.

6 Click the Show/Hide URLs button on the URLs toolbar to deactivate the URL overlay. Choose the Pointer tool in the Toolbox and select the star partially behind the Events planet. Choose Select > Copy to URL. This creates a URL object that matches the shape of the original object.

Select an object in the file and choose the Copy to URL command to make a URL object.
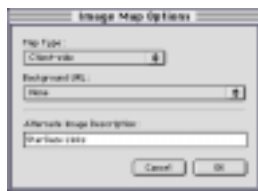
7 Choose Image Map Options from the Options pop-up on the URLs toolbar to display settings. Choose Client-side from the Map Type pop-up and choose None from the Background URL pop-up. In the Alternate Image Description field, type a description for the image map that appears if the image fails to appear in the browser. Click OK to close the dialog box.

Note: When exporting, check Generate HTML in the Export File dialog box to export both the image and the HTML file containing the image map.

Choose the type of image map you want to create before exporting The Client-side option produces two files, an HTM and a JPG.

Working with animation

Fireworks streamlines the generation of one of the most popular web animation formats—the animated GIF. Create and edit objects and then place these objects on frames. Use the Export Preview dialog box to optimize GIF settings and to designate the pace of the animation, the method of transition between frames, and the number of times an animation repeats.
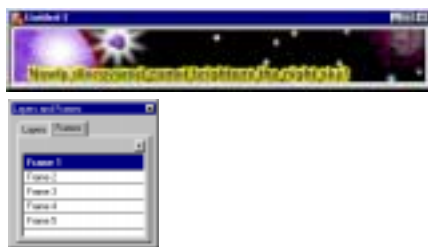
Open the Banner.png file. View frames using the Frames panel.

1 Choose File > Open. In the Open File dialog box, navigate to the Tutorials folder within the Fireworks folder. Check Open as "Untitled," choose the Banner.png file, and click Open.

If necessary, choose Window > Frames to display the Frames panel. When the file opens, Frame 1 is the active frame. Click Frame 2 through Frame 4 on the Frames panel to view a different comet object on each frame. Frame 5 is blank.

Copy objects from Frame 4 to Frame 5.

2 Finish Frame 5 in this document using the objects on Frame 4. Click Frame 4 to make it active, and choose Select > All to select all objects on that frame. From the Options pop-up on the Frames panel, choose Copy to Frames. Choose Next frame and click OK. Click Frame 5 to activate it and choose Select > None to deselect all objects.

Drag the comet core and head to define the last position in its course. Use the Redraw Path tool to extend the comet's tail.

3 Choose the Pointer tool, hold down Shift, and select the comet's purple core and its white, star-shaped head. Drag these objects downward and to the right to continue the comet's course.

Select only the comet's tail. Choose the Redraw Path tool from the Brush tool group. Move the tool over the right end of the tail until a plus sign appears next to the cursor. Drag toward the comet head to lengthen the comet's tail.
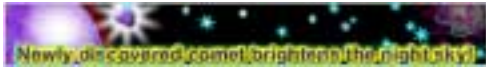
Select all objects on Frame 1 except the comet's core and head, and drop these to the Background layer.

4 Click Frame 1 to make it active and choose Select > All to select all objects on that frame. Choose the Pointer tool. Hold down Shift and click the comet's purple core and its white, star-shaped head to deselect these items.

With everything else on Frame 1 selected, choose Select > Drop Selection to merge these objects with the Background image on the Background layer. Now all frames have the same starry backdrop for the moving comet.
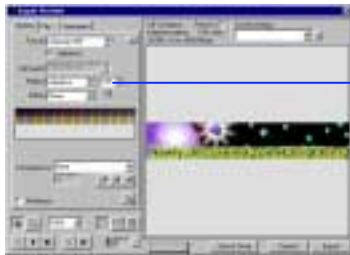
Number of colors

Set color palette options for the animated GIF.

5 Choose File > Export to display the Export Preview dialog box. Choose Animated GIF from the Format pop-up and check Optimized. Choose Adaptive from the Palette pop-up. Type 100 in the Number of colors field and press Enter.
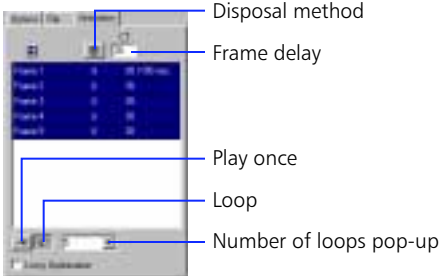
Disposal method

Frame delay

Play once

Loop

Number of loops pop-up

Choose a disposal method, a frame delay, and a looping option.

6 Click the Animation tab. Select Frame 1, hold down Shift, and click Frame 5 to choose all five frames. Choose Unspecified from the Disposal Method pop-up.

With all five frames selected, type 30 in the Frame delay field to display each frame for 30 hundredths of a second. Click the Loop button, and choose 5 from the Number of loops pop-up.

Play button

Play the animated GIF in the Export Preview dialog box before exporting the file.

7 Click the Play button in the frame controls to preview the animated GIF.

Click Export in the Export Preview dialog box to display the Export dialog box. Type a file name and click Save (Windows) or Export (Macintosh) to export the animated GIF file.

For more information about creating an animated GIF, see "Animated GIF" on page 113.

3

CHAPTER 3
Creating and Editing a Graphic

Object mode and image edit mode

Computer graphics are one of two types: vector drawings created in an application such as Macromedia FreeHand, and bitmap images created in an application such as Adobe Photoshop.

Paths are the basic elements of vector graphics. Generated mathematically, a path has at least two points. Each point joins path segments and point handles control the shape and length of adjacent segments.

Pixels, the basic elements of bitmap graphics, are tiny squares that combine like the tiles of a mosaic to create an image. A bitmap image becomes more granulated as magnification reveals the individual pixels.

Fireworks blurs the distinction between vector graphics and bitmap image graphics. The path of a Fireworks object has an editable vector path. Yet it may also have a wide, textured stroke, an image fill, and an effect such as a drop shadow, bevel, or glow.

Magnifying any Fireworks object reveals pixels. Yet the object's pixels redraw in response to vector editing. Even effects—previously reserved for bitmap image applications—redraw after an object is edited.

Fireworks has two basic modes—object mode and image edit mode. Object mode is the default mode, where vector graphic creation and some image manipulation occurs. Image edit mode is where pixel editing occurs within an image object or the background image, which is a permanent image in any Fireworks document.

Fireworks drawing and editing tools

The table below describes each tool's basic function in each mode. Some tools work only in one mode, while others work in both. The behavior and characteristics of some tools change according to the current mode. Tools that behave exactly the same in either mode are not in this table. For detailed descriptions of tools, see "Toolbox" on page 7 and Fireworks Help.

This tool	In object mode	In image edit mode
Pointer	Selects and moves paths on screen. Double-click an image to switch to image edit mode.	Moves the image or moves pixels bound by a marquee.
Select Behind	Selects an object behind the selected object.	Moves the image or moves pixels bound by a marquee.
Crop	Discards portions of a document.	Is not available.
Export Area	Exports a portion of a document.	Is not available.
Sub-selection	Selects and moves paths on screen, selects an object within a group or Symbol, displays points on a path, and selects points.	Moves the image or moves pixels bound by a marquee.
Marquee or Ellipse Marquee	Is not available.	Selects or moves a rectangular or elliptical area of pixels.
Lasso or Polygon Lasso	Is not available.	Selects or moves a freeform area of pixels.
Magic Wand	Is not available.	Selects an area of similarly colored pixels.
Line, Pen, and Basic Shapes	Draws objects as editable paths.	Paints pixel brush strokes on an image object.
Text	Creates and edits text blocks and opens the Text Editor.	Exits image edit mode, creates text blocks, and opens the Text Editor.

This tool	In object mode	In image edit mode
Pencil	Draws one-pixel pencil strokes as freeform paths.	Draws one-pixel pencil strokes with no paths.
Brush	Draws brush strokes as paths.	Paints brush strokes as pixels.
Redraw Path	Redraws a segment of a selected path or draws brush strokes as paths.	Paints brush strokes as pixels.
Freeform	Pulls or pushes a selected path to reshape it.	Is not available.
Reshape Area	Reshapes the parts of a selected path that lie within the Reshape Area cursor area.	Is not available.
Path Scrubber	Alters a path's pressure and speed characteristics without changing its shape.	Is not available.
Eraser (Knife)	Cuts a selected path into separate paths.	Erases pixels from an image.
Rubber Stamp	Is not available.	Clones portions of an image object.

Object mode basics

Activities in object mode include:

◆ Drawing paths by dragging a basic shape tool or the Line tool, placing points with the Pen tool, or drawing a path with a pixel-wide stroke with the Pencil tool.

◆ Drawing paths with a wide variety of brush strokes, including textures and patterns with the Brush tool.

◆ Editing paths with the Freeform, Reshape Area, Redraw Path, Eraser, Path Scrubber, and other tools.

◆ Editing paths by moving points and adjusting Bézier handles.

◆ Typing and editing text.

◆ Importing, positioning, and applying effects to bitmap images.

◆ Importing and editing documents with vector graphics created in applications such as FreeHand.

In object mode, paths and points are the basic elements of graphic design. Upon magnification, Fireworks brush strokes appear pixelated, as if painted in an image-editing application. Fireworks combines the editability of Bézier curves with the organic look of bitmap images in object mode.

To place the brush stroke along the inside or outside of a path, choose Modify › Object Properties, then choose Inside or Outside from the Brush Stroke pop-up. For more information, see "Reorienting the brush stroke" on page 61.
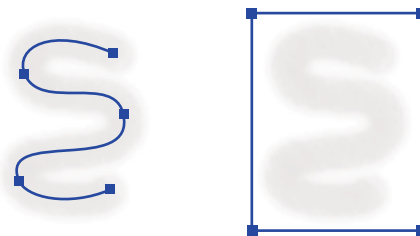
A vector object with an editable path and points.   *A bitmap image with a rectangular image bounding box.*

Brush strokes created in image edit mode may appear the same as those drawn in object mode, but they are strictly bitmap images. Conventional vector-editing techniques cannot edit these images. Working in image edit mode is similar to other image-editing applications with some enhancements.

Open and closed paths

◆ **Open**—An open path has a beginning point and an ending point that do not connect.

◆ **Closed**—A closed path has a beginning point and an ending point that connect.
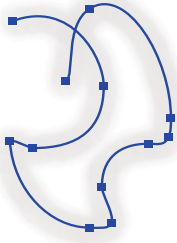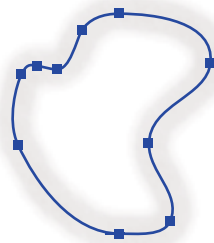
Open path   *Closed path*

A single path can overlap itself to create a loop that appears to enclose an area, but that is not a closed path. Only joined endpoints create a closed path. Either type of path can have a fill. Paths drawn with basic shape tools are closed paths.

To resume drawing an existing open path, use the Pen or Redraw Path tool to click the ending point and continue the path.

Completing open and closed paths

To end an open path when using the Pen tool, double-click the Pen tool at the ending point when a small arrow appears next to the cursor. To end an open path when using other drawing tools, release the mouse button.

To close a path with any drawing tool, return the cursor to the starting point of the path and click when a black square appears next to the cursor.

When this square appears, release the mouse button to close the path.

Drawing paths

Use the Pen tool to draw paths by plotting points, as in FreeHand, or use the Brush tool to paint paths, as in Photoshop. Either way, a brush stroke with a path and points is created when in object mode.

Pen tool   *Brush tool*

Displaying and selecting paths

All path objects in object mode are editable. The active tool and the status of the Hide Edges command determine which path and point information is displayed.

◆ **Displayed path and hidden points**—Use the Pointer tool to drag a selection area around any part of one or more paths or click a path to select it.

An object selected with the Pointer tool displays the path of the object without points.

◆ **Displayed path and points—**Choose the Subselection tool to automatically display the points on all selected paths. Use the Subselection tool to drag a selection area around one or more paths, displaying the path and points of all selected objects, or click a path to select it.
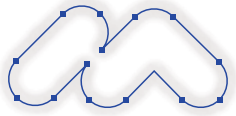
An object selected with the Subselection tool displays the path of the object with points.

◆ **Hidden path and points—**Choose View › Hide Edges to hide the paths and points of selected objects.

A selected object displays no path when Hide Edges is checked.

With Hide Edges checked, choosing the Subselection tool shows the points of selected objects without the path.

Note: With Hide Edges checked, look at the Status bar (Windows) or Opacity toolbar (Macintosh) to identify the currently selected object. Hide Edges also hides marquees in image edit mode.

To add more objects to a current selection, hold down Shift and select the additional objects. To select a path behind another path, use the Select Behind tool.

Select Behind tool

Editing points to reshape paths

Points are the framework for a vector path. The position and length of each point handle determines the shape and position of adjacent path segments.

Subselection tool

To select an individual point, use the Subselection tool. Either click individual points or drag a selection area around one or more points. To move a point, drag it with the Subselection tool.

Fireworks has two point types:

◆ **Curve—**Adjacent segments are curved. Clicking a curve point with the Pen tool converts it to a corner point, retracting the handles and straightening the adjacent segments.

◆ **Corner—**One or both adjacent segments are straight lines. Clicking a corner point and dragging away from it with the Pen tool converts it to a curve point, extending the handles and curving the adjacent segments.

To change the shape of an adjacent path segment, drag a point handle. The path preview shows the result of moving the handles.

Point handle
Subselection cursor
Path preview
Path
Selected point
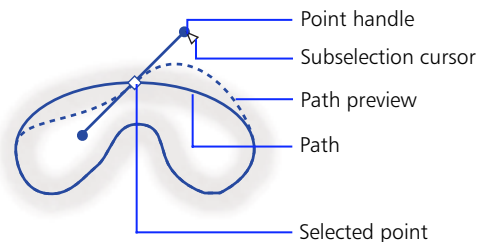
Drag a point handle with the Subselection tool to edit adjacent path segments.

If handles are not visible, drag from a point using the Subselection tool so that the point handles appear.

To bend only one adjacent segment, leaving the other segment unedited, hold down Alt (Windows) or Option (Macintosh) and drag a point handle from the point with the Subselection tool.

Drawing in object mode

Draw paths in any of three ways:

◆ Use the Brush tool or Pencil tool to draw freeform paths.

◆ Use the Line, Rectangle, Ellipse, or Polygon tool to draw paths by dragging.

◆ Use the Pen tool to draw paths by plotting points.

Drawing by dragging

Line tool
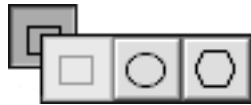
Basic shape tools

To draw using the Line tool or a basic shape tool, hold down the mouse button to start a path, drag to draw, and release the mouse button to complete the path.

Use Shift with the	To constrain shapes to
Rectangle tool	Squares.
Ellipse tool	Circles.
Polygon tool	Polygons oriented at increments of 45 degrees.
Line tool	Lines at increments of 45 degrees.

To draw a basic shape from a specific centerpoint, hold down Alt (Windows) or Option (Macintosh) and drag a drawing tool. The Polygon tool always draws from a centerpoint.

To both constrain a shape and draw from the centerpoint, hold down Shift-Alt (Windows) or Shift-Option (Macintosh) while using a drawing tool.

The corner rounding percentage setting on the Rectangle Tool Options panel determines the curvature of the corners of rectangles drawn using the Rectangle tool. To assign a rounding percentage value to the corners of a rectangle, enter a value or use the slider on the Rectangle Tool Options panel before drawing the rectangle.

Use the Polygon tool to draw stars and other polygons. Use the Polygon Tool Options panel to set the number of sides, choose stars or shapes, and set angle acuteness.
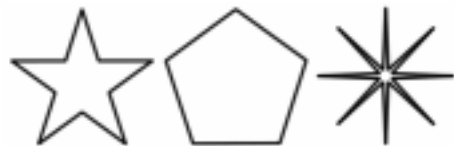
A five-point star with Angle = Automatic   *A five-sided polygon*   *An eight-point star with Angle = 10*

Drawing by plotting points

To draw using the Pen tool:

1 Choose the Pen tool.

2 Click to plot corner points.

Press and hold the mouse button on a point, then drag to draw curves.

3 End the path.

◆ To end an open path, double-click the last point when a small arrow appears next to the cursor.

◆ To end a closed path, click the starting point when a solid square appears next to the cursor.

Point handle

Path preview

Pen cursor
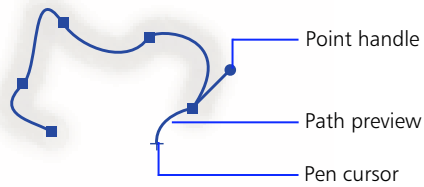
Draw paths with the Pen tool by plotting point by point.

Reorienting the brush stroke

An object's brush stroke is centered on the path by default, but options for placing the brush stroke completely inside or outside the path are available.

Centered stroke

Stroke inside

Stroke outside

To move the brush stroke of one or more objects inside or outside the path:

1 Select one or more objects.

2 Choose Modify > Object Properties.

3 Choose Inside or Outside from the Brush Stroke pop-up and click OK.

Checking Draw Fill over Brush in the Object Properties dialog box fills selected objects all the way to the paths. With this option checked, opaque fills may obscure the brush strokes inside paths. Fills with a degree of transparency may tint or blend with brush strokes inside paths.

Editing in object mode

In addition to dragging point handles, several Fireworks tools edit paths in object mode.
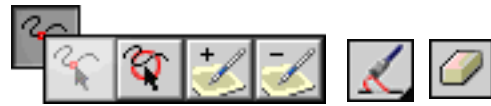
The Freeform, Reshape Area, Path Scrubber, Path Redraw, and Eraser (Knife) tools are the object mode editing tools.

This cursor	Indicates
![cursor]	The Freeform tool or the Reshape Area tool is in use. Move onto a selected path to activate the pull cursor. Click and hold away from a selected path to activate the push cursor or reshape cursor.
![cursor]	The Freeform tool is in use. The pull cursor is in position to pull the selected path. Click and hold the mouse and drag to reshape the path.
![cursor]	The Freeform tool is in use. The pull cursor is pulling the selected path. Release to redraw the path.
![cursor]	The Freeform tool is in use. The push cursor is active. Push the selected path with the adjustable circle to reshape the path.
![cursor]	The Reshape Area tool is in use and the cursor is active. Drag the area of the selected path under the cursor. The area from the inner circle to the outer circle represents reduced strength.
![cursor]	The Redraw Path tool is in use. The redraw path cursor is on a selected path to be redrawn.
![cursor]	The Path Scrubber tool is in use. The path scrubber plus cursor is active. Trace a brush stroke to change the path's pressure- or speed-sensitive data.
![cursor]	The Path Scrubber tool is in use. The path scrubber minus cursor is active. Trace a path to change the path's pressure- or speed-sensitive data.
![cursor]	The knife cursor is active. Drag the knife line across the selected path to cut it into two or more paths.

◆ **Freeform tool**—Push or pull any part of a selected path. Fireworks automatically adds, moves, or deletes points along the path as you edit it. On the Tool Options panel, enter a value in the Size field or use the pop-up slider to set the size of the push cursor and the length of the path segment the pull cursor affects.
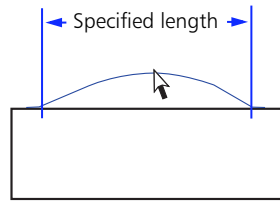
The Freeform tool pulls a path segment.
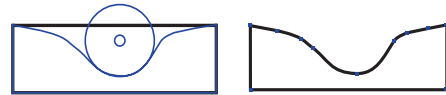
The Freeform tool pushes a path segment. *The path redraws to reflect the push.*

◆ **Reshape Area tool**—Pull the area of a selected path within the outer circle of the Reshape Area cursor. On the Tool Options panel, enter a value in the Size field or use the pop-up slider to set the size of the reshape area cursor. Enter a value in the Strength field or use the pop-up slider to set the size of the inner circle of the reshape area cursor. The inner circle is the boundary of the tool at full strength. The area between the inner and outer circle reshapes paths at less than full strength.

◆ **Path Redraw tool**—Redraw a segment of a selected path, retaining the brush, fill, and effect characteristics of the path.

The Path Redraw tool redraws a path segment.

◆ **Eraser (Knife) tool**—Drag the knife cursor across a selected path to slice it into two or more paths.

See Fireworks Help for more information about these tools.

Switching to and from image edit mode

Although graphics created in object mode may have bitmap image characteristics, Fireworks also has a mode specifically for editing bitmap images pixel by pixel. In image edit mode, each pixel of a selected image object or the background layer is editable.

Note: An image imported in object mode remains an image. A vector object can be converted to an image by choosing Select > Convert to Image.

To	Do this
Edit an image object	Select the object, and then choose Modify > Image Object or Double-click the object using the Pointer tool.
Create a new image	1. Choose Edit > Create Empty Image. 2. Drag to define the size of the image object.
Edit the Background image	Choose Modify > Background Image or Click the Background layer in the Layers panel.

A striped border surrounds the selected image object or the Background in image edit mode.

Return to object mode from image edit mode in any of three ways:

◆ Move the cursor beyond the striped border until the cursor becomes a stop cursor, and then click the mouse button.

Stop cursor

◆ Click the Stop button on the Status bar (Windows) or on the Opacity toolbar (Macintosh).

Click the Stop button to exit image edit mode.

◆ Choose Modify › Exit Image Edit.

◆ Choose Control-Shift-D (Windows) or Command-Shift-D (Macintosh).

Image edit mode basics

Switch to image edit mode to directly edit pixels in an image or in the Background. Activities in image edit mode include:

◆ Creating and editing images for the web.

◆ Editing images imported from the web.

◆ Editing pixels with the Pencil tool.

◆ Replicating image elements with the Rubber Stamp tool.

◆ Painting in color with the Brush tool.

◆ Erasing to transparency or to another color.

◆ Applying Xtra filters to pixel selections.

◆ Editing imported GIFs, JPEGs, and PNGs.

◆ Creating composite images.

Fireworks has up to 100 undo steps, which are available in both image edit mode and object mode. The default Number of Undo steps preference is 8.

Selecting an image object

Each bitmap image in Fireworks has a rectangular bounding box. This box is highlighted when an image is selected in object mode with View › Hide Edges unchecked. To switch to image edit mode, double-click the image.

The Background layer image

The Background layer is a permanent image stretching across the entire canvas under which no objects or layers can be placed. It is editable only in image edit mode. The Background layer is shared across all frames in an animation. For more information about frames, see "Animated GIF" on page 113.

◆ Choosing Select › Drop Selection drops selected objects onto the background layer. Dropped objects become part of the background image, losing their status as individual, editable objects.

◆ Choosing Select › Flatten Layers drops all objects— paths and images—onto the Background layer. All objects on all layers become part of the Background image, losing their status as individual, editable objects.

Using marquees

In image edit mode, the primary selection tools are the Marquee and Ellipse Marquee tools, the Lasso and Polygon Lasso tools, and the Magic Wand tool.

Marquee tools   *Lasso tools*

Use these tools to highlight an area of pixels to edit, move, cut, or copy. Each draws a marquee that becomes a flickering dotted shape when complete. To remove a marquee, draw another one, choose Select › None, or exit image edit mode.

Use this tool	To
Marquee	Highlight a rectangular area of pixels.
Elliptical Marquee	Highlight an elliptical area of pixels.
Lasso	Highlight a freeform area of pixels.
Polygon Lasso	Highlight an area of pixels bound by a polygon.
Magic Wand	Highlight an area of pixels of similar color.

Note: Hold down Shift to draw square or circular marquees or to constrain lasso lines to 45-degree increments. Hold down Control (Windows) or Option (Macintosh) to draw from the centerpoint.

An object in image edit mode with a circle marquee

For more information about the Marquee and Lasso tools, see Fireworks Help.

Converting an object to an image

Convert one or more selected objects to an image object in any of three ways:

◆ Choose Select › Convert to Image, which converts selected objects into a single image object.

◆ Choose Select › Drop Selection, which drops all selected objects to become part of the Background layer image.

◆ Choose Select › Flatten Layers, which drops all objects from all layers to become part of the Background layer image.

A path-to-image conversion is irreversible, except when choosing Edit › Undo is still an option.

Note: Flatten Layers is not available in documents with multiple frames.

Using Xtras

The Xtras menu has effects that are not reversible. Once these effects are applied to an object, the object is no longer editable and becomes a floating image object. Fireworks Xtras include Blur, Invert, and Sharpen.

Photoshop plug-ins also work in Fireworks. Copy Photoshop plug-ins into the Fireworks Xtras folder to add them to the Xtras menu. Alternatively, use the Preferences dialog box to target an additional plug-in folder.

For more information about Xtras, see Fireworks Help.

Transforming and distorting objects

Use the Transform tools or menu items to scale, rotate, distort, and skew an object, a group of objects, or a pixel selection area.

Transform tools

Choosing any Transform tool or menu item displays the transform handles. The handles frame the entirety of selected objects. In image edit mode, the transform handles frame the pixel selection.
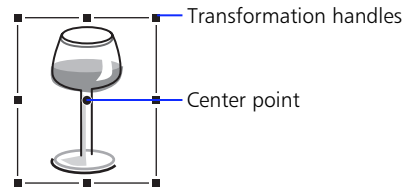
Original object
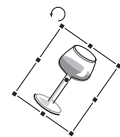
Rotated   *Scaled*
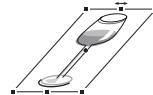
Skewed   *Distorted*

Drag any transform handle to edit the selected objects interactively. The cursor changes to indicate the available activity.

When dragging a transform handle in transform mode hold down Alt (Windows) or Option (Macintosh) to scale objects bi-directionally from the centerpoint.

When moving the cursor beyond the handles in transform mode to rotate selected objects interactively:

◆   Hold down Shift to constrain rotation.

◆   Drag the round centerpoint away from the center of the handles to relocate the axis of rotation.

When dragging a transform handle in distort mode:

◆   Hold down Shift to constrain handle movement to 45-degree angles.

◆   Hold down Control (Windows) or Command (Macintosh) to achieve the illusion of perspective (corner handles only).

◆   Hold down Alt (Windows) or Option (Macintosh) to distort the object symmetrically relative to the axis point.

When moving the cursor beyond the handles in distort mode to skew the object, hold down Alt (Windows) or Option (Macintosh) to skew the object relative to the centerpoint.

To move the centerpoint back to the center of the transform handles, hold down Shift and Alt-double-click (Windows) or Option-double-click (Macintosh) the centerpoint.

To scale or rotate selected objects, images, and pixel selections, choose Modify › Transform › Numeric Transform.

For more information about the Transform tools and transform menu items, see Fireworks Help.

Using color

Use the Color Mixer and the Swatches panel to create or choose colors for Fireworks brush strokes, fills, and effects.

Check to apply a color to the brush color well.

Check to apply a color to the fill color well.

Choose a color model.

Create a color.

Pick a color.

Check to apply a color automatically.

Click to switch brush and fill colors.

Click to restore default brush and fill colors.

Color Mixer

Add, replace, save, clear, or sort swatches, or choose a palette.

Choose a swatch.

Click to add the active swatch to the palette.
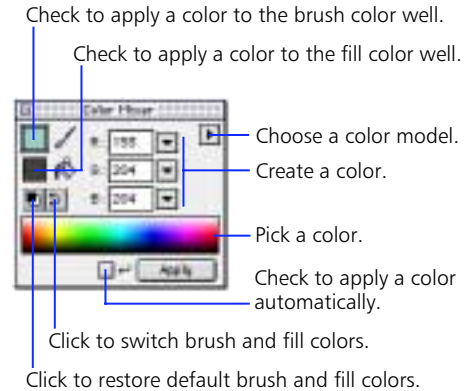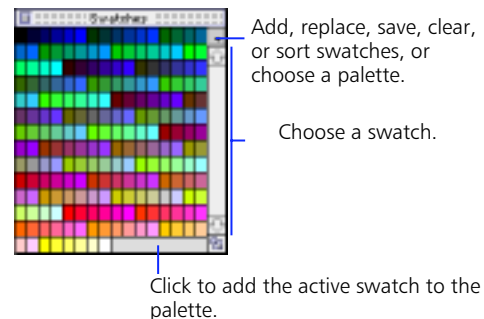
Swatches panel

Using the Color Mixer

By default, the Color Mixer identifies colors as RGB, displaying a color's values of red (R), green (G), and blue (B) color components. RGB values are calculated based on a range from 0 to 255.

To create a color in the Color Mixer:

1 Choose Window > Color Mixer, if necessary, to display the Color Mixer.

2 Click either the brush color well or fill color well, or display the Brush, Fill, or Effect panel, to choose the destination for the new color.

3 Check or uncheck Auto-Apply.

◆ Checking Auto-Apply applies the color to the displayed current color well and all selected objects as the color is mixed.

◆ Unchecking Auto-Apply retains current colors until you manually apply the new color.

4 Choose a color model from the Color Mixer Options pop-up, if necessary.

5 Enter values in the color component fields or use the pop-up sliders, or pick a color from the color bar.

The cursor becomes the eyedropper cursor when it moves over the color bar. Click to pick a color. Deselect all objects before mixing a color to prevent unwanted object editing as you mix colors.

Choose alternative color models from the Color Mixer Options pop-up. The current color's component values change with each new color model.

Choose	To express color components as
RGB	Values of Red, Green, and Blue, where each component has a value from 0 to 255, where 0-0-0 is black and 255-255-255 is white.
Hexadecimal	Values of Red, Green, and Blue, where each component has a hexadecimal value of 00 to FF, where 00-00-00 is black and FF-FF-FF is white.

Choose	To express color components as
HSB	Values of Hue, Saturation, and Brightness, where Hue has a value from 0 to 360 degrees, and Saturation and Brightness have a value from 0 to 100 percent.
CMY	Values of Cyan, Magenta, and Yellow, where each component has a value from 0 to 255, where 0-0-0 is white and 255-255-255 is black.
Grayscale	A percentage of black. The single Black (K) component has a value of 0 to 100 percent, where 0 is white and 100 is black, and in between are shades of gray.

Clicking the color bar while holding down Control (Windows) or Option (Macintosh) toggles the color bar through the RGB, Hexadecimal, and Grayscale color models. The Color Mixer fields do not change.

Note: When the Hexadecimal color bar is displayed, color choices are restricted to the Web 216 palette.

To take a color from the document and put it into the Color Mixer, click the color using the Eyedropper tool. The highlighted color well displays the color and the Color Mixer displays the component values. To immediately apply the color to all selected objects, hold down shift while clicking the Eyedropper tool.

Viewing color information

The Info bar displays the component values of the color at the current cursor location. Choose an alternate Info bar color model in the Info bar Options pop-up.

Choose the color model and unit of measure for the Info bar.

View the color and alpha opacity values of the color under the cursor.
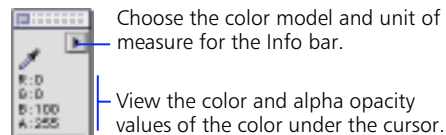
The Info bar displays information about the color at the current cursor location.

Using the Swatches panel

Choose Window › Swatches to display the Swatches panel, which contains the current color palette, or group of available color choices. Click a color swatch to choose a brush, fill, or effect color for selected objects and objects to be drawn later.

Note: The Swatches panel displays the current Fireworks palette, not the current document's palette.

When the cursor points to a swatch, it becomes one of three Eyedropper tool icons. Clicking a swatch automatically assigns that color to the active color well and applies the color to the brush stroke, fill, or effect of all selected objects.

This eyedropper	Applies a color to
	The brush color well and the brush stroke of each selected object.
	The fill color well and the fill of each selected object.
	The effect color well and the effect of each selected object.

By default, the Swatches panel contains the Web 216 color palette. Choose alternative color palettes or customize a palette using the Swatches panel Options pop-up.

Customizing palettes

To add the active color to the current palette:

1 Move the cursor to the open space after the last swatch on the Swatches panel.

The cursor becomes the paint bucket cursor.

2 Click to add the swatch.

Note: Choosing Edit > Undo does not undo swatch additions or deletions.

To replace a swatch with the active color:

1 Hold down Shift and point to a swatch.

The cursor becomes the paint bucket cursor.

2 Click the swatch.

The active color replaces the original swatch.

To delete a swatch from the palette:

1 Hold down Control (Windows) or Command (Macintosh) and point to a swatch.

The cursor becomes the scissors cursor.

2 Click the swatch to delete it.

To clear the entire Swatches panel, choose Clear Swatches from the Swatches panel Options pop-up.

To append a palette to the current palette:

1 Choose Add Swatches from the Options pop-up.

A File dialog box opens.

2 Choose a palette file.

Fireworks adds swatches from either of two types of files: Photoshop ACO palette files and GIFs. The new swatches are appended to the end of the current swatches.

To revert a color palette to its original swatches, reselect the color palette from the Options pop-up.

To save a custom palette, choose Save Palette from the Swatches panel Options pop-up, and then either name the new palette or leave the previous name to replace the original palette.

To use the current custom color palette from the Export Preview dialog box, choose Current Export Palette from the Swatches panel Options pop-up.

Note: Except when displaying Current Export Palette, the Swatches panel is unrelated to the Export Preview swatch display. For more information about swatches on the Export Preview dialog box, as well as optimizing color palettes, see "Options panel" on page 97.

System color pickers

Double-clicking any color well displays the Windows Color dialog box (Windows) or the Apple Color Picker (Macintosh). Colors created using either of these methods bypass the Color Mixer and Swatches panel.

Using color wells

The current brush and fill colors are displayed in the brush and fill color wells on the Color Mixer. Duplicate color wells appear in the Toolbox.

Click to activate the brush color well.

Click to activate the Fill color well. The Fill color well is shown as active.

Click to switch the colors in the brush and fill color wells.

Click to reset to the default brush and fill colors specified in the Preferences.
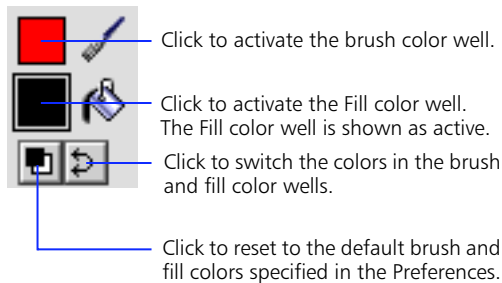
The brush and fill color wells and the color well buttons appear in both the Color Mixer and the Toolbox.

In addition, a duplicate brush color well appears on the Brush panel and a duplicate fill color well appears on the Fill panel. An Effect color well appears on the Effect panel when color is an element of the effect.

To activate the	Do this
Brush color well	Click the color well with the brush next to it in the Toolbox or in the Color Mixer or Click the Brush tab on the Brushes and Fill panel.

To activate the	Do this
Fill color well	Click the color well with the paint bucket next to it in the Toolbox or in the Color Mixer or Click the Fill tab on the Brushes and Fill panel.
Effect color well	Click the Effect tab on the Brushes and Fill panel. Neither the Toolbox nor Color Mixer has an Effect color well. Some effects do not use color.

To swap colors so that the brush color becomes the fill color and the fill color becomes the brush color, click the Switch Colors button in the Color Mixer or in the Toolbox.

To reset to the default colors, click the Default Colors button. Specify default colors using the General › "Color Defaults" preferences.

Note: When the Effect panel is open, neither the brush color well nor the fill color well is active in the Toolbox or the Color Mixer.

Applying color to the canvas

The canvas is the bottom surface, below the Background layer. Specify a canvas color in either of two ways:

◆ When opening a new document, choose White, Transparent, or Custom in the New Document dialog box. To choose a canvas color using the system color picker, click the Custom color well.

◆ With an existing document, choose Modify › Document › Canvas Color, and then choose White, Transparent, or Custom. To choose a canvas color using the system color picker, click the Custom color well.

Applying brushes and fills

Use the Brush panel to choose a brush stroke and to apply a brush stroke to selected objects. Use the Fill panel to fill selected objects and subsequently drawn objects. Use the Brush panel Options pop-up and Fill panel Options pop-up to adjust brush and fill settings and to create and save custom brushes and fills.

Brush panel   *Fill panel*

The Brush panel and Fill panel are the control center for creating brush strokes and fills. Save your favorite brush and fill settings to use again. Add your own PNG files to the appropriate Fireworks Settings folder, re-launch Fireworks, and use them as custom brush and fill textures and patterns.

Saving a brush only saves it for use within the current document. To reuse a saved brush in another document, copy and paste an object with the saved brush stroke into the document. The saved brush is added to the Brush panel for use within the document.

For more information on adding textures, see Fireworks Help.

The Brush panel

- Choose a brush category.
- Choose a specific brush.
- Save, edit, rename, and delete brushes.
- Alter brush edge.
- Alter brush size.
- Change intensity of the brush texture.
- Choose a brush texture.
- Show current brush shape.
- Alter brush color.
- Preview brush stroke.
- Manually apply changes to selected drawn paths.

Check to automatically apply changes to selected paths.
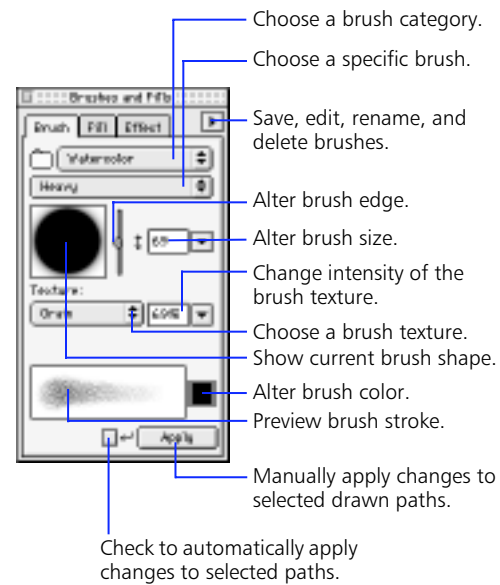
The Brush tool is the primary freeform drawing tool in Fireworks. The Pen tool is the primary Bézier curve drawing tool. Use either to create paths with a wide range of possible characteristics in both object mode and image edit mode, from thin, pencil-like paths to wide swaths resembling spray paint or splattered oil. A variety of brush textures add to the range of creative possibilities.

Brush tool   *Pen tool*

Extensive brush editing features offer full control of every brush nuance, including ink amount, tip size and shape, edge effect, and aspect. Also, sensitivity settings control how a pressure-sensitive pen affects brush strokes.

The brush stroke preview at the bottom of the Brush panel shows the current brush with the current settings. A stroke in the preview that tapers or fades or otherwise changes from left to right illustrates the current pressure- and speed-sensitivity settings.

A newly created brush stroke assumes the current color displayed in the brush color well, whether in object mode or image edit mode.

Using the Edit Brush panels

Choose Edit Brush from the Brush panel Options pop-up to display the Edit Brush panels: Options, Shape, and Sensitivity.

Set ink amount, spacing, and flow rate.

Overlap brush stamps for dense strokes.

Set brush texture amount.

Set texture on the edges.

Choose an edge effect.

Set the number of tips.

Set spacing of multiple tips.

Choose the color variation between multiple tips.

Preview the brush tip shape.

Check for a square brush tip.

Set the brush tip size, edge softness, tip aspect, and tip angle.

Preview the brush stroke.

Edit Brush Shape panel

Assign the brush property for sensitivity data to control.

Set the degree to which sensitivity data affects the current brush property.

Preview the brush stroke.

Edit Brush Sensitivity panel

Saving brush settings

Any change to brush settings is saveable. Use the Brush panel Options pop-up to save brushes, change brush characteristics, rename the current brush, or delete the current brush.

Saving a brush only saves it for use within the current document. To reuse a saved brush in another document, copy and paste an object with the saved brush stroke into the document. The saved brush is added to the Brush panel for use within the document.

The Fill panel

Fireworks fill categories are None, Solid, Pattern, and various gradient shapes. Combine fill types with textures to quickly create complex artwork.

Save, edit, name, and delete gradients.

Choose a fill category.

Choose Anti-Alias, Hard Edge, or Feathered edge.

Control edge feathering.

Choose a fill texture and intensity and control transparency.

Alter fill color.

Manually apply changes to selected paths.

Check to automatically apply changes to selected paths.

Preview fill.
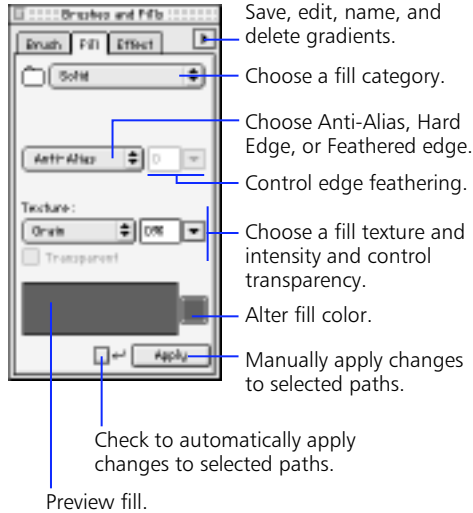
Fill panel

A newly created closed path drawn with the Pen tool or basic shape tools assumes the current fill displayed in the Fill panel. Paths drawn with other drawing tools have a default fill of None.

Editing and saving a gradient color ramp

All fill categories other than None, Solid, and Pattern are Gradient fills. Use the Fill panel Options pop-up to edit, save, rename or delete the current Gradient.

Saved fills are stored only within the current document. To reuse a saved fill in another document, copy and paste an object with the saved fill into the other document. The saved fill is added to the Fill panel.

Choosing Edit Gradient opens the Edit Gradient dialog box. Choose a preset Gradient from the Preset Options pop-up. Click an area under the color ramp to add color wells. Double-click any color well to pick a color from the system color picker. Add as many colors to the color ramp as you want.
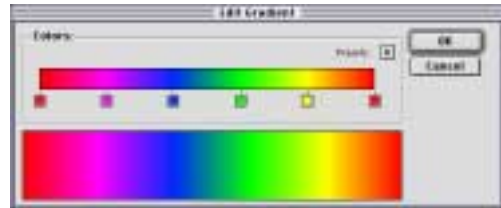
Editing a fill with the Paint Bucket tool

Choose the Paint Bucket tool to quickly edit a selected object's fill.

Paint Bucket tool

◆ When the Fill panel has a fill of None or Solid, clicking inside the object with the Paint Bucket tool adds the color in the fill color well as a Solid fill.

◆ When the Fill panel has a Pattern or Gradient fill, clicking the Paint Bucket tool places the round paint bucket handle, which represents the center or starting point of the fill.

◆ When choosing a new Pattern or Gradient fill type in the Fill panel, clicking inside a selected object applies the new fill type to the object.

Adjusting a fill interactively

To change or distort a selected object's Pattern or Gradient fill, choose the Paint Bucket tool. An L-shaped or linear set of handles appears on or near the object. Use these handles to adjust the object's fill.
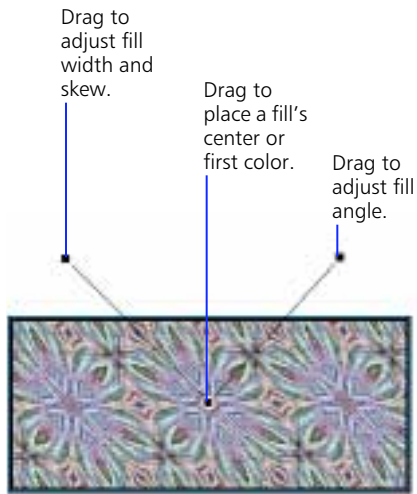
Use the Paint Bucket tool handles to interactively adjust a Pattern or Gradient fill.

The round starting handle specifies the starting point of the fill. Drag the starting handle to move the fill within the object without changing the size, width, skew, or angle of the fill.

The ending handle represents the ending point of the fill. The distance between the ending handle and the width handle sets the fill angle. Dragging the ending handle does not move the other handles. The width handle represents both aspect (or width) and skew.

Adding texture

Both the Brush panel and the Fill panel have an option for adding a texture to the brush stroke or fill.
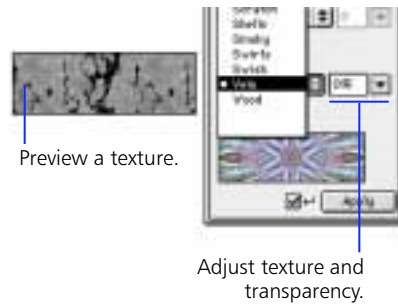
The Texture name pop-up displays a preview of the highlighted texture.

The Amount of texture field next to the Texture name pop-up controls the depth of the texture from 0 to 100 percent. Lower percentages result in lighter texture and higher percentages result in heavier texture.

On the Fill panel, check Transparent to make the light parts of the texture transparent.

Applying effects to objects

Use the Effect panel and Xtras menu commands to enhance graphics with many Live Effects and filters. Easily achieve common web effects such as Bevel, Glow, Drop Shadow, and Emboss, which previously involved labor-intensive procedures. Alter images with Xtra filter effects such as Blur, Unsharp Mask, and Invert.

Live Effects

Live Effects are pixel-based effects that apply to path, image, and text objects and redraw to reflect subsequent editing. Applying a live effect does not permanently change the original object.

◆   The object to which the effect is applied remains editable.

◆   The effect itself remains editable and removable.

For example, create a button by applying an Outer Bevel effect on the button itself and apply Drop Shadow to the text on the button. The button shape and the text on the button all remain fully editable.
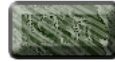
Inner Bevel effect
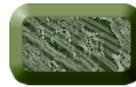
Outer Bevel effect

Drop Shadow effect

Emboss effect

Glow effect

Save, edit, name, and
delete effects.

Brushes and Fills

Brush | Fill | Effect

Inner Bevel ⟶ Choose an effect category.

Flat ⟶ Choose a specific effect.

↕ 10 ▾
■ 75% ▾   Set effect-specific
● 5 ▾   options such as width,
            contrast, and softness.
⬤ 125

Raised ⟶ Choose bevel appearance.

⟶ Preview the effect.

☐↵ (Apply) ⟶ Click to manually apply
              changes to selected
              objects.

Check to automatically apply
changes to selected objects.

Effect panel

To apply an effect to an object:

1 Select the object.

2 Choose the effect from the Effect panel.

3 Adjust Effect characteristics, viewing the results
       in the Effect preview.

4 Click Apply, unless Auto-Apply is checked.

To edit an effect:

1 Select the object.

2 Adjust effect characteristics in the Effect panel.

3 Click Apply, unless Auto-Apply is checked.

Use Modify › Group to apply more than one Live Effect
to an object. Consider the order of effect application
when applying more than one effect to an object.

To apply an additional effect to an object:

1 Apply the first effect and leave the object
       selected.

2 Choose Modify > Group.

       The object and the effect are grouped as an object
       that can receive another effect.

3 Apply another effect.

       Add as many effects as you want using this method.
       Grouped objects, including text, are still editable.
       The multiple effects redraw accordingly.

Use the Effect panel Options pop-up to save custom
effect settings, rename an effect, and delete an effect.

Saved effects are stored only within the current
document. To reuse a saved effect in another document,
copy and paste an object with the saved effect into
the other document. The saved effect is added to the
Effect panel.

Using Subselect or Superselect with effects

When applying various effects to a group, masking
group, or Symbol:

◆ Choose Select › Subselect to select all objects within
   a selected group, masking group, or Symbol.

◆ Choose Select › Superselect to select the group,
   masking group, or Symbol that contains the
   selected object.

Using Xtras

The Xtras menu has effects that are not reversible. Once
these effects are applied to an object, the object is no
longer editable and becomes a floating image object.
Fireworks Xtras include Blur, Invert, and Sharpen.

Photoshop plug-ins also work in Fireworks. Copy
Photoshop plug-ins into the Fireworks Xtras folder
to add them to the Xtras menu. Alternatively, use the
Preferences dialog box to target an additional
plug-in folder.

For more information about Xtras, see Fireworks Help.

Using text

Add text using the Text tool and the Text Editor. Apply brush strokes, fills, and effects to text. Edit text and its brush, fill, and effect attributes redraw accordingly.

Text tool

In Fireworks, text is neither a path nor an image. Text initially has no brush stroke and has an anti-aliased edge. However, a brush stroke can be added and edges can be changed to hard-edged or feathered using the Brush and Fill panel. A text block is a moveable and resizable object.

Drag any text block handle to resize a text block.

Text block

Text is convertible to an image or to paths; however, converting text renders it uneditable as text.

To enter text:

1 Choose the Text tool and click the canvas.

The Text Editor opens.

2 Choose font, size, spacing, and other text characteristics.

3 Type the text.

4 Click OK or press Enter.

The text appears in a text block in the Fireworks document.

5 Resize and move the text block with the Pointer tool.

6 Add a brush or effect, or change the fill.

To edit text, double-click a text block. Within a single block of text, you can vary all aspects of text, including size, font, spacing, leading, baseline shift, and more. To resize a text block, pull any text block selection handle.

To use Type 1 fonts on the Macintosh, Fireworks requires Adobe Type Manager 4 or higher.

Note: Anti-aliasing on text is controlled on the Fill panel, as it is with paths.

Using the Text Editor

The Text Editor is where you enter and edit text and change text attributes. Select all or part of the text in the Text Editor preview area and apply changes.

To view the results of changes in the document, move the Text Editor so that the selected text block is visible, then click Apply to see the changes without closing the Text Editor.

Orient text horizontally or vertically.

Adjust point size.

Choose fonts from the Font pop-up. ——

Apply Bold, Italic, or BoldItalic.

Adjust leading.

Set the direction of text flow as left to right or right to left.

Adjust kerning or range kerning.

Adjust horizontal scale. —

Set text block alignment to Left, Center, Right, Justified, or Stretched.

Adjust baseline shift. —

Type and edit text. —

Check to show actual fonts and sizes in the Text Editor.

Resize the Text Editor.

Attaching text to a path

To place text on a path:

1 Select a text block and a path.

2 Choose Text > Attach to Path.

3 Optionally, choose Text > Orientation, then choose an orientation option.

Choose any of four orientation options for text on a path: Rotate around Path, Vertical, Skew Vertical, or Skew Horizontal.

To edit text attached to a path, double-click the text-and-path object to open the Text Editor.

To edit the shape of the path, choose Text › Detach from Path to detach the text from the path and edit the path. After editing the path, select it and the text block and choose Attach to Path.

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Fireworks
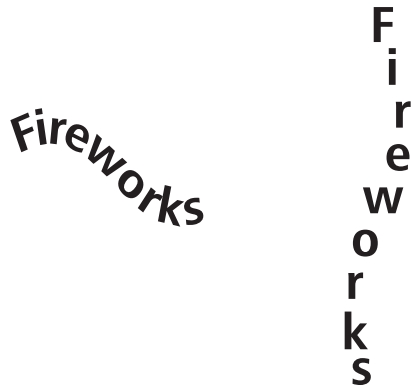
Horizontal text on a path   *Vertical text on a path with Vertical Orientation*

A path to which text is attached temporarily loses its brush, fill, and effect attributes. Subsequently applied brush, fill, and effect attributes are applied to the text, not the path. A path regains its brush, fill, and effect attributes when text is detached from it.

If text attached to an open path exceeds the length of the path, the remaining text returns and repeats the shape of the path.

Macromedia Fireworks

Text on a path returns and repeats the path shape.

To move the starting point of text attached to a path:

1 Select the text-and-path object.

2 Choose Modify > Object Properties.

3 Enter a value in the Text Offset field.

A negative offset value is valid when text is attached to a closed path or when text is center aligned. The attached text's alignment and flow—set in the Text Editor—affects the outcome of Text Offset. For more details, see Fireworks Help.

Converting text to paths and images

After text is converted into an image object or to paths, it is no longer editable as text. The conversion is irreversible, except when Edit › Undo is available.

To convert text to paths:

1 Select the text.

2 Choose Text > Convert to Paths.

Text converted to paths retains all of its properties and is now editable only as paths. However, you can apply effects to the new paths.

To convert text to an image object:

1 Select the text.

2 Choose Select > Convert to Image.

Text converted to an image object retains its current appearance.

Organizing your document

Fireworks has several features that help organize a document as it grows more complex.

◆ Group and ungroup individual objects.

◆ Arrange objects behind or in front of other objects.

◆ Arrange, lock or unlock, and show or hide layers.

◆ Organize layers and frames within a document.

◆ Arrange frames.

Grouping objects

Grouping two or more selected objects freezes their positions and stacking order relative to one another, so you can manipulate them as a single object. Objects within a group retain their individual characteristics, unless you modify the entire group.
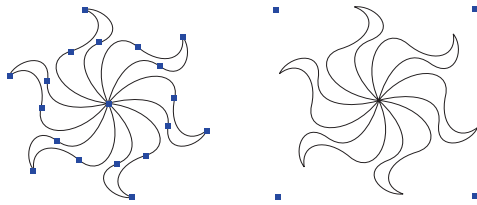
Group selected objects as a single object.

To group two or more selected objects, choose Modify › Group. To ungroup, select the group and choose Modify › Ungroup.

Note: To apply another Live Effect to an object that already has a Live Effect applied to it, group the object, then apply the next effect to the group. For example, apply an Emboss effect to a letter, group the letter, then apply a Drop Shadow effect.

To work with individual objects within a group, either ungroup the objects or use the Subselection tool to subselect only the objects you want to modify. Modifying attributes of a subselected object changes only the subselected object and not the entire group. Subselected objects cannot be moved to other layers.
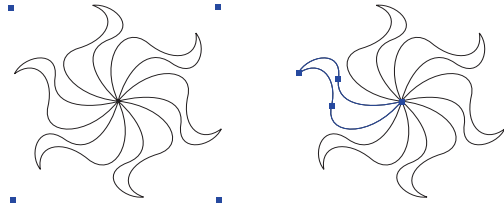
Subselect an object within a group.

When working with a group, masking group, or Symbol:

◆ Choose Select › Subselect to select all objects within a selected group, masking group, or Symbol.

◆ Choose Select › Superselect to select the group, masking group, or Symbol that contains the selected object.

Arranging objects on a layer

Arranging objects on the same layer

To	Do this
Move an object forward on the same layer	Select the object and choose Modify > Arrange > Move Forward.
Move an object to the front of a layer	Select the object and choose Modify > Arrange > Bring to Front.

To	Do this
Move an object backward on the same layer	Select the object and choose Modify > Arrange > Move Backward.
Move an object to the back of a layer	Select the object and choose Modify > Arrange > Send to Back.
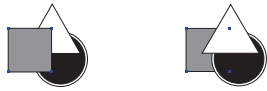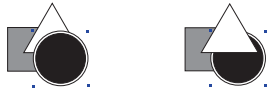
Use the Arrange commands to change the stacking order of objects. However, you may not see a change in the stacking order if the objects are not overlapping.

Using layers

Layers divide a Fireworks document into discrete planes, as though the graphic components were drawn on separate tracing paper overlays. Each object in a graphic resides on a layer. Create all layers before you draw or add them as needed.
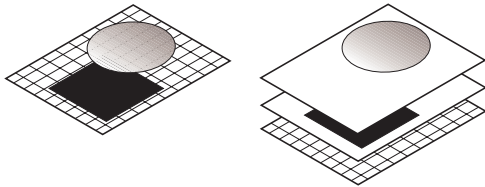
The background layer is always at the bottom of the stacking order. Only objects on visible, unlocked layers are editable. The canvas is below the background layer, but it is not actually a layer.

The active layer is highlighted. Drawn, imported, or pasted objects initially reside on the active layer.

Choose a different frame.
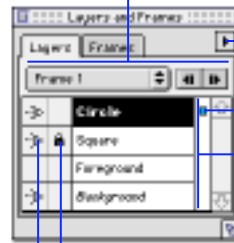
Add, duplicate, rename, and delete layers. Hide and show layers. Lock and unlock layers.

Drag to move selected objects to another layer.

View and rearrange the stacking order of layers.

Lock or unlock a layer.

Show or hide a layer.

Layers panel

To show or hide the Layers panel choose Window › Layers. The Layers panel shows the current state of all layers in the current frame of a document.

◆ Drag a layer name to rearrange the stacking order. The order of the list reflects the stacking order of the layers.

◆ Click the square in the first column to the left of a layer name to show or hide that layer. A show/hide icon indicates that a layer is visible.

◆ Click the square in the second column to the left of a layer name to lock that layer. A padlock indicates that a layer is locked. Objects on a locked layer are not editable until the layer is unlocked.

◆ Drag the square icon up or down the list to move selected objects from one layer to another.

Use the Options pop-up to add, duplicate, rename, remove, hide or show, and lock or unlock layers. Check Single Layer Editing to restrict editing to the current layer.

Use the Current Frame pop-up or the Previous Frame and Next Frame buttons to navigate among frames.

Hiding a layer hides all objects on that layer, but does not remove them from the document. Showing a layer shows all objects on that layer. A hidden layer cannot be an active layer.

Note: URLs reside on the URL overlay. To display URLs, click the Show/Hide button on the URLs toolbar. For more information, see "Creating an image map" on page 109.

Hiding selected objects from view

To hide all selected objects, select them and then choose View › Hide Selection. Locked objects remain locked when hidden. Hide Selection does not hide guides.

To show all hidden objects, choose View › Show All. Hidden objects remain hidden when the document is closed and reopened.

Using frames

Frames comprise the structure for an animated Fireworks document. Each frame within a document is the same size and has the same layers in the same order as the other frames. The Background layer is shared by all frames.
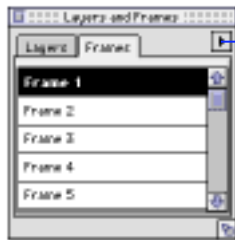
Add, duplicate, and delete frames; copy to frames; or distribute the selection.

Frames panel

To show or hide the Frames panel choose Window › Frames. Frames are automatically named in numerical order beginning with Frame 1.

Add, duplicate, or delete frames using the Frames panel Options pop-up. Use Copy to Frames to copy the current selection and paste it into the frame specified in the Copy to Frames dialog box. Use Distribute Selection to distribute all selected objects across frames according to the stacking order from bottom to top.

For more information about using frames for animation, see "Animated GIF" on page 113. For more information on using frames for rollovers see "JavaScript rollovers" on page 117.

Symbols and Instances

Use Symbols and Instances to simplify Fireworks animations and improve editability. Instances are representations of an original Fireworks object, which is designated as the Symbol. When the Symbol object (the original) is modified, the Instances (the copy) automatically change to reflect the modifications to the Symbol.

Use Symbols and Instances to:

◆ Simplify modifications to existing animations by changing only the Symbol object and having the Instance objects update automatically.

◆ Easily modify complex illustrations containing multiple copies of objects.

◆ Share components across rollover states.

Creating a Symbol

Create a Symbol from any object, text, or group. Choose Edit › Symbols › Make Symbol to turn selected objects into a Symbol. To add objects to an existing Symbol, select the Symbol and the objects and choose Edit › Symbols › Add to Symbol. Symbols cannot include Instances and other Symbols.
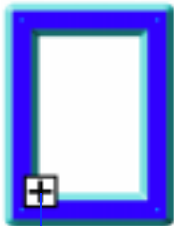
A plus icon represents a Symbol object.

Creating an Instance

Create an Instance using any of these methods:

◆ Copy and paste a Symbol.

◆ Duplicate a Symbol.

◆ Clone a Symbol.

◆ Choose a Symbol and select Copy to Frames from the Frames panel.

◆ Alt-drag (Windows) or Option-drag (Macintosh) a Symbol.
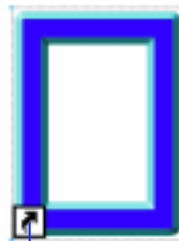
An arrow icon represents an Instance object.

Modifying a Symbol

Modify a Symbol to automatically modify all associated Instances. Symbols behave as groups when modified or transformed. For example, apply different Live Effects to components within a Symbol by subselecting objects and using the Effect panel. For more information on modifying opacity within grouped objects, see "Opacity toolbar" on page 12.

Modifying an Instance

Instance object modifications are limited to transformations, opacity, blending modes, and Live Effects. When applied to an Instance, transformations and Live Effects do not affect an Instance's Symbol object. Changes to an Instance are automatically reapplied when its Symbol is modified.

Working with Symbols and Instances

To	Do this
Create a Symbol	Select an object or group of objects and choose Edit > Symbols > Make Symbol.
Add items to an existing Symbol	Select the Symbol and the items and choose Edit > Symbols > Add to Symbol.
Create an Instance	Copy and paste, duplicate, or clone a Symbol or Instance or Select a Symbol and choose Copy to Frames from the Frames panel or Press Alt (Windows) or Option (Macintosh) *after* you begin dragging a Symbol.
Delete all Instances while retaining a Symbol	Select the Symbol and choose Edit > Symbols > Delete Instances or Select the Symbol, choose Edit > Symbols > Break Link, then choose Delete from the resulting dialog box.
Delete a Symbol and all associated Instances	Delete the Symbol and confirm in the resulting dialog box to delete all Instances.
Break the link between a Symbol and its Instances	Select the Symbol, choose Edit > Symbols > Break Link, and then choose Group from the resulting dialog box. The Instances are retained as unlinked groups.
Find a Symbol for a particular Instance	Select an Instance and choose Edit > Symbols > Find Symbol.
Move a Symbol and its Instances simultaneously	Select the Symbol, choose Select > Subselect, and move the contents of the Symbol.

Note: Symbol and Instance functions are available only in object mode.

Tweening

Choose Edit › Symbols › Tween Instances to blend a Symbol and one or more of its Instances, creating interim Instance objects with transitional attributes. This is known as tweening. Alternatively, tween two or more Instances without using a Symbol.

Instance objects created by tweening derive attributes from the Symbol or Instance objects used. For example, tween a vertical Symbol with a horizontal Instance to produce Instance objects that rotate progressively to form a blend from the vertical object to the horizontal object.

Tweening can apply to these object characteristics:

◆ **Transformations**—Tween between objects with different rotation, scaling, or skew transformations.

◆ **Opacity**—Tween between opacity settings.

◆ **Live Effects**—Tween between settings of the same Live Effects.
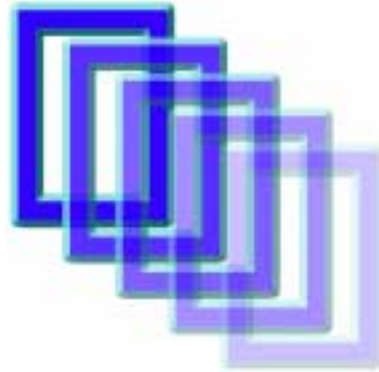
Tweened from 100% opacity to 25% opacity.

To tween:

1 Select objects to be tweened.

Select a Symbol and one or more of its Instances or select two or more Instances of the same Symbol object.

2 Choose Edit > Symbols > Tween Instances.

3 Enter the number of tween steps in the Tween Instances dialog box and click OK.

Check Distribute to frames to distribute the tweened objects to separate animation frames.

Compositing

Compositing is the process of varying the transparency or color interaction of two or more overlapping objects to create a variety of graphic elements.

Using the Opacity toolbar

Adjust opacity.

Choose a blending mode.
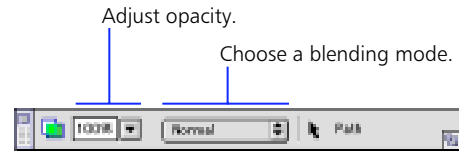
Opacity toolbar

Use the Opacity toolbar to adjust the opacity of selected objects and to apply blending modes. A setting of 100 renders an object completely opaque. A setting of 0 renders an object completely transparent.

On the Macintosh, the Opacity toolbar also displays selected-object information. In image edit mode, a Stop button appears on the Opacity toolbar. Click the Stop button to leave image edit mode.

Using blending modes

Blending modes manipulate the color values of overlapping objects to create effects. They also add a dimension of control to the opacity effect.

Choosing a blending mode applies it to the entire appearance of selected objects. Objects within a single document or a single layer can have blending modes that differ from other objects within the document or layer. To set a default blending mode for newly drawn objects, choose Select › None and then choose a blending mode.

When objects with different blending modes are grouped, the individual blending modes are overridden by the group's blending mode. Ungrouping the objects restores the objects' individual blending modes.

A blending mode has four elements:

◆ **Blend color**—The color or colors of the object to which the blending mode is applied.

◆ **Opacity**—The opacity of the object to which the blending mode is applied

◆ **Base color**—The color of pixels underneath the blend color.

◆ **Result color**—The result of the blending mode's effect on the base color or colors.

Choose	To
Normal	Apply no blending mode.
Multiply	Multiply the base color by the blend color, resulting in darker colors.
Screen	Multiply the inverse of the blend color by the base color, resulting in a bleaching effect.
Darken	Select the darker of the blend color and base color to use as the result color. This color replaces only pixels that are lighter than the blend color.
Lighten	Select the lighter of the blend color and base color to use as the result color. This color replaces only pixels that are darker than the blend color.
Difference	Subtract the blend color from the base color or the base color from the blend color. The color with less brightness is subtracted from the color with more brightness.
Hue	Combine the hue value of the blend color with the luminance and saturation of the base color to create the result color.
Saturation	Combine the saturation of the blend color with the luminance and hue of the base color to create the result color.

Choose	To
Color	Combine the hue and saturation of the blend color with the luminance of the base color to create the result color, preserving the gray levels for coloring monochrome images and tinting color images.
Luminosity	Combine the luminance of the blend color with the hue and saturation of the base color to create the result color.
Invert	Invert the base color to create the result color.
Tint	Add gray to the base color to create the result color.
Erase	Remove all base color pixels, including those in the background image, to reveal the canvas color.

Blending mode behavior

◆ In object mode, a blending mode affects the selected object.

◆ In image edit mode, a blending mode affects the floating selection of pixels.

◆ In image edit mode without a floating selection, a blending mode affects the brushes and fills of subsequently drawn objects.

◆ The effect of a blending mode in image edit mode describes how new pixels blend against other pixels in the same image.

For more information on blending modes, see Fireworks Help.

Masking

A mask group has two primary uses, both of which are available in Fireworks:

◆ Pasting an object inside another object, so that the enclosing object continues to be visible. This is known as a paste inside or clipping path in FreeHand. Cropping an image to the shape of an object is a typical application of a paste inside.

◆ Pasting an object inside another object, so that the enclosing object is not visible and the alpha of each pixel in the enclosing object becomes part of the window into the paste inside objects. This is known as a layer mask in Photoshop. A typical application of a mask is to create an alpha transparency from an image arranged in front of another image so that the image behind shows through the lighter portions of the image in front.

Image and clipping path

Paste inside

Mask group

To create a mask similar to a paste inside:

1 Position the object to be pasted in front of the destination path.

2 Cut the object to the Clipboard.

3 Select a path inside which the object on the Clipboard is to be pasted.

4 Choose Edit > Paste Inside.

The object on the Clipboard is pasted inside the selected object in the same position from which it was cut.

To create a mask similar to a layer mask:

1 Select two or more objects.

2 Choose Modify > Mask Group.

Mask Group uses the top object's alpha to mask the objects.

Choose Modify › Object Properties to determine the masking method using the Object Properties dialog box.

Note: The top object need not be a path for this type of masking. It can be an image.

Editing objects within a mask group

Subselect objects within a mask group to edit or move them. Use the Subselection tool or double-click the mask group handle to select the contents of the mask group.

◆ To convert a paste inside into a mask group, select the paste inside, choose Modify › Object Properties, and then check Clip to Top Object's Image.

◆ To convert a mask group into a paste inside, select the mask group, choose Modify › Object Properties, and then check Clip to Top Object's Path.

For more information on mask groups, see the tutorial "Masking objects" on page 43 and Fireworks Help.

Creating alpha for mask groups

Choose Xtras › Other › Convert to Alpha to convert an object into a grayscale image object with transparency, and then use the object as an alpha mask. Place the converted object over other objects, such as text or photographs, to mask them.

CHAPTER 4
Importing and Exporting

Fireworks in the workflow

Although Fireworks greatly reduces the need for other applications within the graphic creation workflow, it is highly compatible with other applications associated with producing web graphics.

◆ Import graphics created in applications such as FreeHand or Photoshop, and edit them using familiar tools and similar document-organization features such as layers and frames.

◆ Export optimized graphics, HTML, and JavaScript for use in Dreamweaver or in a web browser.

◆ Import and export a wide variety of file formats.

◆ Use Export Preview to quickly determine the best balance of size and quality for your exported graphics without switching to and from a browser.

◆ Batch process all files within a folder and name and save export presets.

Importing

Import graphics or text in any of four ways:

◆ Import

◆ Open

◆ Drag and drop

◆ Copy and paste

Import File dialog box

To import a graphic using the Import File dialog box:

1 Choose File > Import.

2 Select a file and click Open.

When available, a preview of the selected file is shown along with file information such as file type and file size.

3 Position the import cursor where you want the upper-left corner of the object to appear.

4 Click the mouse button to place the object at its default size. Click and drag to scale the object.

Imported bitmap images are placed as image objects. For more information about image objects, see "Image edit mode basics" on page 63.

Fireworks can import these formats:

- PNG
- GIF
- JPEG
- PICT (Macintosh)
- BMP
- TIFF
- xRes LRG
- ASCII
- RTF
- Adobe Photoshop 3, 4
- Adobe Illustrator 7
- Macromedia FreeHand 7, 8
- CorelDRAW 7

Drag and drop

Drag and drop objects, images, or text into Fireworks from any application that supports OLE Drag and Drop (Windows) or Macintosh Drag and Drop (Macintosh), such as:

- Macromedia FreeHand 7, 8
- Macromedia Flash 2, 3
- Adobe Photoshop 4
- Adobe Illustrator 7
- Microsoft Office 97 (Windows)
- Microsoft Internet Explorer 3, 4
- Netscape Navigator 3, 4
- CorelDRAW 7 (Windows)

To drag and drop into Fireworks:

1 Select a graphic in another application and drag it over an open Fireworks document.

2 Position the cursor where you want to drop the selection and release the mouse button.

Copy and paste

Objects that are pasted into Fireworks from another application are centered in the active document. When using copy and paste, Fireworks accepts these formats from the Clipboard:

- FreeHand 7, 8
- Illustrator
- PNG
- PICT (Macintosh)
- DIB (Windows)
- BMP (Windows)
- ASCII text

Resampling

Resampling adds pixels to or subtracts pixels from a resized image to match the appearance of the original image as closely as possible. Resampling an image to a higher resolution typically causes little data or quality loss. Resampling to a lower resolution always causes data loss and a drop in quality.

When pasting an image with a resolution that differs from the destination Fireworks document, Fireworks displays a dialog box asking if the image is to be resampled:

- Click Resample to maintain the pasted data's original width and height, adding or subtracting pixels as necessary.
- Click Don't Resample to keep all the original pixels, which may make the relative size of the pasted image larger or smaller than expected.

Pasting

Each edit mode handles pasted data differently:

◆ In object mode, pasting a pixel selection yields a rectangular image object, which uses alpha transparency to maintain the appearance of the selection.

◆ In image edit mode, pasting a vector graphic or image object pastes a pixel selection that remains floating until it is deselected. When deselected, the selection becomes part of the current image.

For a comparison of object mode and image edit modes, see "Object mode and image edit mode" on page 56.

Importing text

Import text into Fireworks using the same methods for importing graphics. Fireworks imports two text formats: RTF (Rich Text Format) and ASCII (plain text).

RTF

Choose File › Open or File › Import to import RTF text. When RTF text is imported, Fireworks maintains these attributes:

◆ Font

◆ Size

◆ Style (bold, italic)

◆ Alignment (left, right, center, justified)

◆ Leading

◆ Baseline shift

◆ Range kerning

◆ Horizontal scale

◆ First character's color

All other RTF information is ignored.

Note: Fireworks cannot import RTF text using copy and paste or drag and drop.

ASCII

Import ASCII text using any of the four import methods. Imported ASCII text is set to the default font, 12 pixels high, and uses the current fill color.

Importing Fireworks files

Import saved Fireworks files into the current drawing layer of an active Fireworks document. The following happens when importing a Fireworks file:

◆ The background layer of the imported file is placed as an image object.

◆ URLs are placed on the URL overlay. For more information about URLs, see "Creating an image map" on page 109.

◆ Layers within the imported file are merged.

◆ In files with multiple frames, only the first frame is imported.

Imported objects from a Fireworks file are selected when they are first imported so they may be easily grouped or moved immediately after import.

Importing FreeHand, Illustrator, or CorelDRAW files

Import objects or files from Macromedia FreeHand, Adobe Illustrator, or CorelDRAW using any four of the import methods. When opening or importing a vector-based file, use the Vector File Options dialog box to define specific settings. Vector File Options do not apply when pasting or dragging.

Scale—Specify the scale percentage for the imported file.

Width and Height—Specify in pixels the width and height of the imported file.

Resolution—Specify the resolution of the imported file.

File Conversion—Specify how multipage documents are handled when imported.

◆ **Open a page**—Import only the specified page.

◆ **Open pages as frames**—Import all the pages from the document, and place each on a separate frame in Fireworks.

◆ **Remember layers**—Maintain the layer structure of the imported file.

◆ **Convert layers to frames**—Place each layer of the imported document onto a separate frame in Fireworks.

Include Invisible Layers—Import objects on layers that have been turned off. Otherwise, invisible layers are ignored.

Include Background Layers—Import objects from the document's background layer. Otherwise, the background layer is ignored.

Render as images—Rasterize complex groups, blends, or Tiled fills and place them as a single image object in a Fireworks document. Enter a number in the field to determine how many objects a group, blend, or Tiled fill can contain before it is rasterized during import.

Anti-aliased—Anti-alias imported objects.

Note: Use Modify > Edge after importing to change selected objects to Anti-Alias or Hard Edge.

Importing Illustrator files

The following vector file import options are not available when importing Illustrator files:

◆ File Conversion › Page options.

◆ File Conversion › Include Background layers.

◆ Render as images › Blends over *‹number›* steps.

Importing CorelDRAW files

Fireworks can import CDR files that have been created with CorelDRAW 7 for Windows. The following vector file import options are not available when importing CDR files:

◆ File Conversion › Include Background layers.

◆ Render as images › Blends over ‹*number*› steps.

◆ Render as images › Tiled Fills over ‹*number*› objects.

Note: Fireworks cannot open or import compressed CDR files.

Because CorelDRAW supports a different set of features than Fireworks, the following changes occur when importing CDR files:

◆ **Master pages**—The contents of the Master Pages are cloned onto each Fireworks frame.

◆ **Blends**—Fireworks only imports the two end objects of the CorelDRAW blend. The objects are grouped after import.

◆ **Dimensions**—Converted to vector objects.

◆ **Text**—Only basic text is imported. Most character and paragraph parameters are unsupported.

For more information about importing CorelDRAW CDR files, see Fireworks Help.

Importing animated GIFs

Choose File › Open to import animated GIFs. When opening an animated GIF, Fireworks places each frame of the animated GIF on a separate frame in the Fireworks document. Also, Fireworks creates a Background layer based on the common pixels found in all the imported frames.

For more information about editing and exporting animated GIFs, see "Animated GIF" on page 113.

Exporting

Finding a good balance between quality and speed when exporting a graphic for use on the web is often a daunting task. Fireworks offers several methods to help develop the best quality graphics with the lowest file size possible.

Fireworks exports graphics through these methods:

◆ Drag and drop

◆ Copy and paste

◆ Export

◆ Export Area tool

◆ Export Slices

◆ Export Again

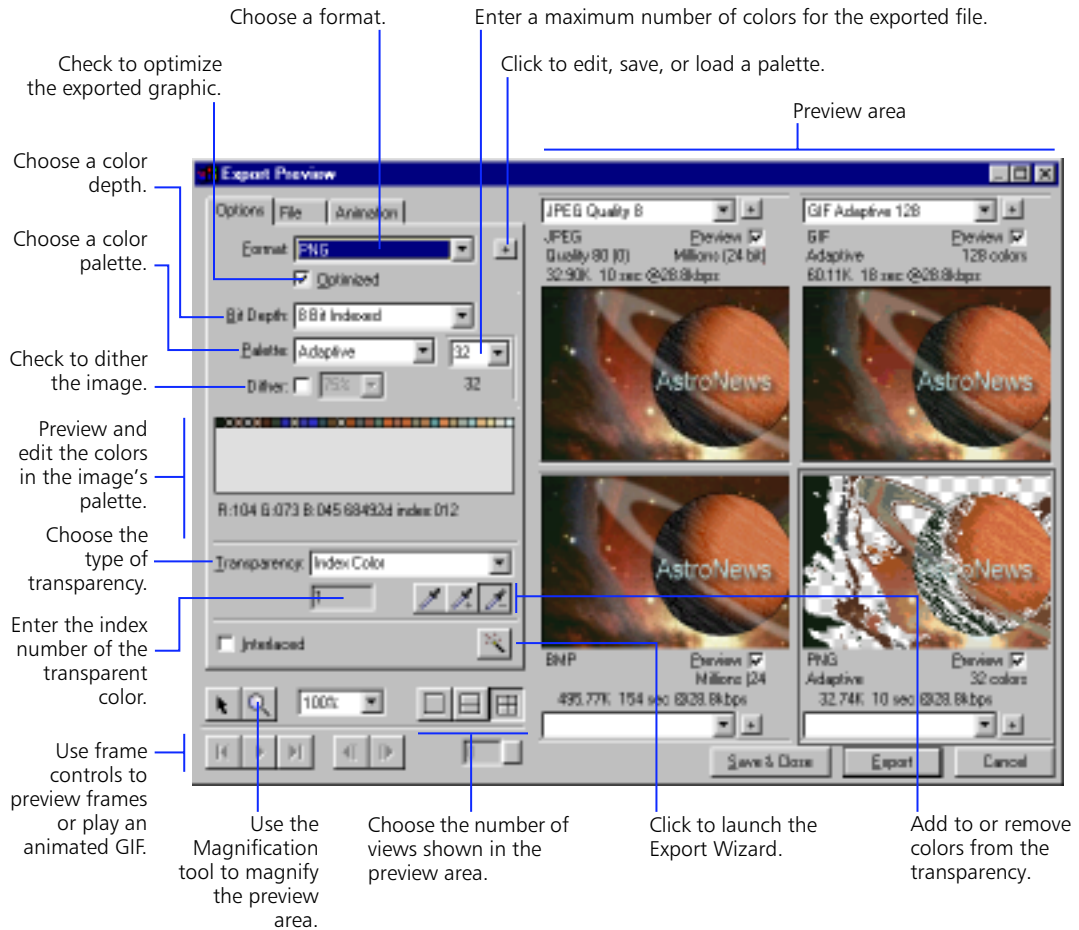For more information on Export Slices, see "Slicing images when exporting" on page 110.

To export a graphic:

1 Choose File > Export to display the Export Preview dialog box.

2 Choose setting.

3 Click Export.

4 In the Export dialog box, type a name for the file, select the destination, and click Save (Windows) or Export (Macintosh).

Choose File › Export Again to quickly export a file using its previous export settings. Export Again bypasses the Export Preview dialog box.
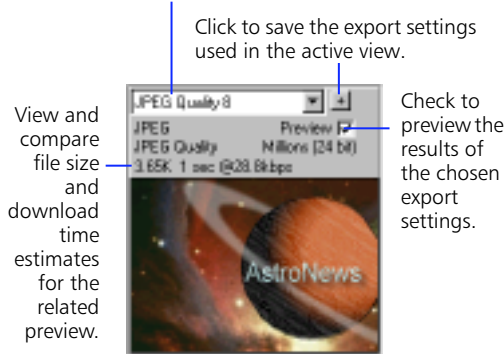
Using Export Preview

Use the Export Preview dialog box to try different settings for the chosen file format, compare the effects of different color palettes and transparencies, customize palettes and animation settings, and preview the file pixel-for-pixel as it will be exported.

Choose a format.

Enter a maximum number of colors for the exported file.

Check to optimize the exported graphic.

Click to edit, save, or load a palette.

Preview area

Choose a color depth.

Choose a color palette.

Check to dither the image.

Preview and edit the colors in the image's palette.

Choose the type of transparency.

Enter the index number of the transparent color.

Use frame controls to preview frames or play an animated GIF.

Use the Magnification tool to magnify the preview area.

Choose the number of views shown in the preview area.

Click to launch the Export Wizard.

Add to or remove colors from the transparency.

Preview area

The preview area displays the graphic exactly as it will be exported and estimates file size and download time with the current export settings.

Choose a saved set of options for the selected export preview.

Click to save the export settings used in the active view.

View and compare file size and download time estimates for the related preview.

Check to preview the results of the chosen export settings.

Preview area of the Export Preview dialog box

When exporting animated GIFs or JavaScript rollovers, the estimated file size is a total of all frames.

For more information about animated GIFs, see "Animated GIF" on page 113. For more information about JavaScript rollovers, see "JavaScript rollovers" on page 117.

Split view

Click a button to divide the preview area into one, two, or four previews. Each preview window can display a preview of the exported graphic with different export settings.

Because each preview accurately reflects the exported graphic, you can use split views to compare different settings and create the smallest file size while maintaining an acceptable level of quality.

Magnification and pan control

Choose the Magnify tool, and then click to magnify the preview. Alt-click (Windows) or Option-click (Macintosh) to zoom out.

Choose the Pointer tool and drag within a preview to pan.

When multiple previews are open, all previews are magnified to the same level and all previews pan simultaneously to display the same portion of the image.

Saving export presets

Save Export Preview dialog box settings for use in future exports or in batch processing.

To save export presets:

1 Choose settings in the Export Preview dialog box.

2 Click the "+" in the preview area of the Export Preview dialog box.

3 Type a name for the export preset and click OK.

The preset is saved in the Fireworks\Settings\Export Settings folder.

To apply saved export presets to a preview, choose a preset from the Export Presets pop-up in any preview area.

To delete an export preset, remove or delete its file from the Fireworks\Settings\Export Settings folder.

Options panel

Use the Options panel to choose file format and format-specific settings for exporting. Although some settings are common to many formats, other settings are unique to a single format. For more information about format-specific settings, see "Web export formats" on page 101, and Fireworks Help.

Format

Select the file format for the exported image. Fireworks exports the following formats:

◆ GIF

◆ Animated GIF

◆ GIF Rollover

◆ JPEG

◆ JPEG Rollover

◆ PNG

◆ TIFF

◆ xRes LRG

◆ BMP

◆ PICT (Macintosh)

Color depth

Color depth is the number of colors used in the exported graphic. Although most web images are created in 8-bit color (256 colors), Fireworks exports some formats with 24-bit and 32-bit depths.

Bit depth	Maximum number of colors	Fireworks export formats that support this bit depth
1-bit	2 colors	GIF, PNG, PICT, TIFF
8-bit	256 colors	GIF, PNG, PICT, BMP, TIFF
24-bit	16.7 million colors (millions)	JPEG, PNG, PICT, BMP, LRG, TIFF
32-bit	16.7 million colors and an 8-bit alpha channel	PNG, LRG, TIFF

Higher color depths create larger exported files, and are typically not ideal for web graphics. Use 24-bit or 32-bit color depths when exporting photographic images with continuous tones or complex gradient blends of colors.

Palette

Color palettes are preset groups of colors used in an exported graphic. Palettes contain up to 256 colors.

When exporting with a Bit Depth of 8 Bit Indexed, choose a palette from the Palette pop-up.

These palettes are available by default:

Adaptive —A custom palette derived from the actual colors in the document.

WebSnap Adaptive —An adaptive palette in which colors that are near in value to browser-safe colors are converted to the closest browser-safe color.

Web 216—A palette of the 216 colors common to both Windows and Macintosh computers. This palette is often called a browser-safe palette, because it produces fairly consistent results on different platforms and with different browsers.

Exact—A palette containing the exact colors used in the image. Only images with 256 colors or less may use the Exact palette. If the image contains more than 256 colors, the palette reverts to Adaptive Global.

System (Windows) and System (Macintosh)—Each palette contains the 256 colors as defined by the Windows or Macintosh platform standards.

Grayscale—A palette of 256 or fewer shades of gray that converts the image to grayscale.

Black and White—A two-color palette that converts the image to black and white.

Uniform—A mathematical palette based on RGB pixel values.

Custom—A palette that has been modified or loaded. Choose Load Palette from the Export Preview Options pop-up to load a palette.

Number of Colors pop-up

When using a palette, enter a number in the Number of Colors pop-up to set the maximum number of colors contained in the exported image. The number below the entry field displays the actual number of colors used in the image. Create smaller files by reducing the number of colors.

Number of Colors pop-up on the Options panel of the Export Preview dialog box

Palette display area

If a color palette is selected, the colors used in the palette appear in the palette display area.

Colors specified as transparent are marked with an X.

RGB color values   Hexadecimal color value   Index value
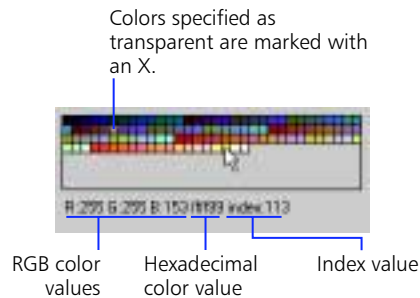
To view the color value of a pixel, move the cursor over the pixel.

To save a Custom color palette:

1 Choose Save Palette from the pop-up next to the Format pop-up.

2 Type a name for the palette and choose a destination folder.

3 Click Save.

The saved palette file can be loaded into the Swatches panel or used when exporting other documents.

Edit a palette by choosing Add Color, Delete Color, or Replace Color from the Options pop-up on the Options panel of the Export Preview dialog box.

Dither

Use dithering to approximate colors not in the current palette. Dithering is especially useful when exporting images with complex blends or gradients or when exporting photographic images.

Note: Dithering can greatly increase file size, especially the size of a GIF.

To dither the exported image, check Dither in the Export Preview dialog box, then enter a number in the Dither Amount field. Higher numbers increase dithering.

Optimize

Check Optimize to create the smallest file with the least number of colors.

Transparency

Use the Transparency tools on the Options panel to specify which colors are transparent in exported GIFs or PNGs. Transparent colors are indicated with an X in the Palette Display. In the preview area, transparent colors do not appear. A gray and white checkerboard denotes transparent areas.

None —No transparency is saved with this file.

Index Color—Select a color or colors for the transparency using the transparency eyedropper tools. By default, this color is the document's canvas color.

Alpha Channel—Choose to use a document's alpha channel to define transparency. Only PNGs support alpha transparency. For more information about alpha channels, see "Transparency" on page 115.

Index Number field

The Index Number field displays the palette index number of the color currently specified as transparent. Enter a new number to specify a different color for transparency, or click a color in the palette display. The index number of the specified color appears in the field.

Transparency eyedropper tools

Use the transparency eyedropper tools to add or remove colors from the transparent area of the exported image. Changing transparency does not affect the original image. It only affects the exported image.

Use	To
Select Transparency tool	Select a single color for transparency by clicking in the preview area or the palette display.
Add to Transparency tool	Add colors to the transparency by clicking in the preview area or palette display.
Subtract from Transparency tool	Remove colors from the transparency by clicking in the preview area or palette display.

Interlaced

Check to make the exported GIF or PNG interlaced. When viewed in a web browser, interlaced images quickly appear at a low resolution and then transition to full resolution as they continue to download.

File panel

Use the File panel to set the scale of the exported document.

Scale

The Scale settings increase or decrease the size of the image when exporting. Use either of two scaling methods:

◆ Enter a percentage or choose from the pop-up slider to increase or decrease the exported image size by a percentage. The W and H pixel dimensions update automatically.

◆ Enter numbers in the W and H fields to scale the graphic to a specific pixel width and height.

Check Constrain to keep width and height proportional when scaling.

Animation panel

Use the Animation panel when exporting an animated GIF.

For more information on exporting animated GIFs, see "Animated GIF" on page 113.

Export Area

Use the Export Area tool to export a part of a Fireworks graphic.
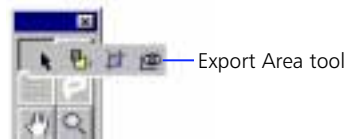
Export Area tool

To export a portion of a document:

1 Choose the Export Area tool from the Toolbox.

2 Click and drag a marquee over the portion of the document to export.

When you release the mouse button, the export area remains highlighted by a marquee. Drag any of eight marquee handles to resize the export area.

◆ Hold down Shift while dragging to resize the export area marquee proportionally.

◆ Hold down Alt (Windows) or Option (Macintosh) while dragging to resize the marquee from the center.

◆ Hold down Alt-Shift (Windows) or Option-Shift (Macintosh) while dragging to constrain the proportions and resize from the center.

3 Double-click inside the export area marquee or click the Export button on the Tool Options panel to open the Export Preview dialog box.

The Export Preview dialog box displays the area defined by the export area marquee.

4 Adjust settings in the Export Preview dialog box and click Export.

5 In the Save as (Windows) or Export (Macintosh) dialog box, type a file name and choose a destination folder, then click Save (Windows) or Export (Macintosh).

To cancel without exporting, double-click outside the export area marquee, press Esc, or select another tool.

Web export formats

GIF, JPEG, and PNG are graphic file formats that are common in web development because they are highly compressible, making for faster transfer across the Internet. However, a graphic's visual integrity can vary from one format to another, depending upon each format's method of compression. Therefore, base your choice of file format upon the design and use of your graphic.

GIF

Graphics Interchange Format, or GIF, is the most popular web graphic format. Although it can contain only 256 colors, GIF offers good, lossless image compression. Also, GIFs can contain a transparent area and multiple frames for animation.

For more information about animated GIFs, see ""Animated GIF" on page 113.

Compression

Lossless compression means that no image quality is lost when an image is compressed. A GIF compresses by scanning horizontally across a row of pixels, finding solid areas of color, and then abbreviating identical areas of pixels in the file. Therefore, images with repetitive areas of solid color compress best when saved as GIFs. A GIF is usually ideal for cartoon-like graphics, logos, graphics with transparent areas, or animation.

Note: Dithering or anti-aliasing GIF images produces larger files.

JPEG

JPEG is an alternative to GIF developed by the Joint Photographic Experts Group specifically for photographic images. JPEG supports millions of colors (24-bit).

Compression

JPEG is a lossy format, which means that some image data is discarded when it is compressed, reducing the quality of the final file. However, image data can often be discarded with little or no noticeable difference in quality. When exporting a JPEG, use the Quality pop-up slider in the Export Preview dialog box to determine how much quality is lost when compressing the file.

◆ Use a high percentage setting to maintain image quality but compress less, producing larger files.

◆ Use a low percentage setting to yield a small file, but produce a lower-quality image.

Use the Export Preview dialog box to test and compare the appearance and estimated file size with different Quality settings for an exported JPEG.

Smoothing

Use smoothing to help lower the file size of JPEGs. Smoothing blurs hard edges, which do not compress well in JPEGs.

To use smoothing, select a level from the Smoothing pop-up in the Export Preview dialog box. Higher numbers produce more blurring in the exported JPEG, typically creating smaller files.

Progressive

Check Progressive in the Export Preview dialog box to export a progressive JPEG. Progressive JPEGs, like interlaced GIFs, display at low resolution and then increase in quality as they continue to download. Making a JPEG progressive also reduces its file size.

The JPEG format is best for scanned photographs, images using textures, images with gradient color transitions, or any images that require more than 256 colors.

PNG

The Portable Network Graphic, or PNG, is the most versatile of the web graphic formats. However, not all web browsers can take full advantage of PNG characteristics. A PNG supports up to 32-bit color, can contain transparency or an alpha channel, and can be progressive.

Compression

PNG compression is lossless, even in high color depths. It compresses across rows and columns of pixels, yielding better compression than GIF, which only scans rows. A PNG can compress more than a GIF or JPEG of the same color depth and quality.

The PNG format is best suited for creating complex live transparency, high-color graphics, or better compressed low-color graphics.

Web format comparison

	GIF	JPEG	PNG
Color depth	8-bit maximum	Up to 24-bit	Up to 32-bit
Compression	Lossless; compresses solid areas of color	Lossy; compresses subtle color transitions	Lossless
Transparency support	Yes	No	Yes
Advantages	Lossless compression Transparency	Ability to control quality loss in compression Excellent compression of photographic images	Lossless compression Alpha transparency High color support
Disadvantages	Maximum of 256 colors Does not compress gradient colors well	No transparency Loss of quality when compressed	Not completely supported by common browsers without using plug-ins
Typical Uses	Cartoon images Logos Animated banners	Scanned photographs Images with complex textures Images with complex gradient colors	Images with high numbers of colors Complex, live transparency

Other export formats

Fireworks exports other image formats which support up to 32-bit color.

TIFF

Tagged-Image File Format, or TIFF, is used for high-resolution images that are printed. TIFF files are not suitable for use on the web because of their size.

PICT

PICT is the standard image format for the Macintosh, and is typically used to transfer image data when copying and pasting from one application to another.

BMP

BMP is the standard bitmap image format for Microsoft Windows.

xRes LRG

xRes LRG is the image format used by Macromedia xRes.

Batch processing

Use batch processing to convert an entire folder of graphics. When batch processing, any setting made in the Export Preview dialog box may be applied to the processed graphics. Thus, use batch processing to convert to another format or convert to the same format with different settings. Fireworks can batch process all supported formats except FreeHand, Illustrator, and CorelDRAW.

To convert a group of files from one format to another:

1   Choose File > Batch.

2   Select the folder to process.

Fireworks converts all files at the current level of the selected folder. Files in subfolders are not converted. If Fireworks is unable to convert a file, the file is left unchanged.

3   Click Choose.

The Batch Options dialog box appears.

4   Choose a preset export setting from the User Presets pop-up.

Specify export settings in the Export Preview dialog box. For more information, see "Using Export Preview" on page 95.

5   Set Scale options.

◆   Choose the % option to scale images by percentage.

◆   Click the Vertical / Horizontal scaling button and enter numbers to scale images to specific horizontal and vertical pixel dimensions.

◆   To scale images proportionally, enter or choose a value in either the Horizontal Scaling field or Vertical Scaling field, and then select Variable in the other. For example, to proportionally scale images to be 50 pixels wide, type 50 in the Horizontal Scaling field and choose Variable in the Vertical Scaling field.

6 Click OK.

A status message displays the number of files currently processed out of the total files appearing in the selected folder. Unsupported files are reported as untouched.

Click Cancel to cancel the batch process.

Converted files are saved into their source folder, while the source files are moved into a newly created subfolder named Original Files. File name extensions are changed to indicate the format used in the batch conversion.

Creating thumbnails

Use Scale settings in the Batch Options dialog box to create thumbnails from an entire folder of graphics.

◆ To create thumbnails that are sized proportionally to the original graphics, click % and enter a number.

◆ To create thumbnails that have the same width or height, enter numbers in the Vertical or Horizontal Scaling fields.

Working with other applications

Working with Dreamweaver

Macromedia Dreamweaver is a powerful visual web page authoring tool. Use Dreamweaver and Fireworks together to streamline your web design process.

Images

The most common way to use Fireworks and Dreamweaver is to create web graphics in Fireworks and include them on web pages created with Dreamweaver.

To place Fireworks images on a web page using Dreamweaver:

1 Export images from Fireworks to a web format.

Use GIF, JPEG, or PNG.

2 Copy or move Fireworks images into your Dreamweaver project folder.

Although you can include a file from anywhere on your hard drive, it is easier to find and upload the files from Dreamweaver if you keep all your images in the same place in your Dreamweaver project folder.

3 Click the location in the Dreamweaver document where you want to place an image, then choose Insert > Image.

4 In the Insert Image dialog box, choose an image and click OK.

Be sure the path between the HTML document and the image exactly matches the path used on your web server.

The link to the image is formed and the image appears on the Dreamweaver page much as it would appear in most web browsers.

Note: Remember to upload the image to your web server along with the Dreamweaver HTML document. The image must be placed on the server in the same place in relation to the HTML document as it was in your project folder.

To launch and edit Fireworks graphics that are placed in Dreamweaver 1.2:

1 In Dreamweaver, choose Edit > Preferences and select Fireworks as an External Editor.

2 In Dreamweaver, choose Window > Properties to open the Properties inspector if necessary.

3 Select an image and click the Edit Image button on the Properties inspector.

Dreamweaver launches Fireworks, if it is not already running.

Dreamweaver searches the same folder as the graphic for a PNG file with the same name as the placed file in Dreamweaver, which it assumes is the Fireworks source file.

4 Edit the graphic in Fireworks.

5 Choose File > Export Again.

The Save As (Windows) or Export (Macintosh) dialog box opens.

6 In the Save as (Windows) or Export (Macintosh) dialog box, type a file name and choose a destination folder, and then click Save (Windows) or Export (Macintosh).

7 Close the Fireworks document.

8 Switch to Dreamweaver.

The placed image updates to reflect the changes made in Fireworks.

HTML and JavaScript

Fireworks generates HTML files when exporting image maps, JavaScript rollovers, or Slices. Although Dreamweaver can generate the same data, it is often much faster to copy and paste the HTML generated from Fireworks into the Dreamweaver document.

When copying JavaScript from Fireworks into Dreamweaver, be sure to:

◆ Copy the HTML into the Dreamweaver HTML Inspector and not directly into the Dreamweaver page.

◆ Copy all of the JavaScript code, as well as the tags for placing the image.

For more information on HTML and JavaScript, see "Using Fireworks HTML" on page 118.

Editing Fireworks images in other image editors

Fireworks PNG files can be edited in other image editors that support the PNG format. However, when other editors open and save a Fireworks PNG, the image is flattened and all path, frame, and layer information is lost.

5

CHAPTER 5
Web Design Features

Designing web components

Fireworks has tools for creating many common web components, such as image maps, buttons, and animated GIFs. Also, Fireworks simplifies many web graphic preparation tasks, such as slicing large graphics into multiple files and adding JavaScript rollover capabilities.

Using the URLs toolbar

The URLs toolbar simplifies many tedious processes involved in creating hotspot regions, linking them to URLs, writing HTML instructions, and preparing links for a web browser. This toolbar is the control center for designing web components.

Show or hide the URL overlay.

Select and move URL objects.

Create URL objects.

Create, duplicate, and remove links. Choose image map and slice object options.

Assign URLs.

Create slice objects.

Choose to view slice objects, URL objects, or both.
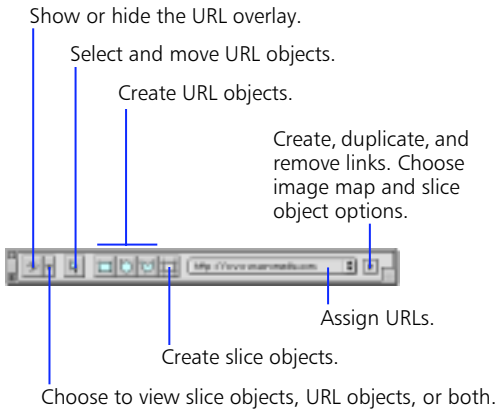
URLs toolbar

Note: A URL, or Uniform Resource Locator, is an address of a file on the Internet. Although URLs commonly link to web pages, they can also link to downloadable files, e-mail addresses, telnet sites, newsgroups, Internet chat rooms, or other Internet resources.

Switching to the URL overlay

Fireworks places all URL objects on the URL overlay, a hidden layer in the Fireworks document.

View the URL overlay in any of four ways:

◆ Click the Show/Hide URLs button on the left side of the URLs toolbar.

◆ Choose a URL basic shape tool from the URLs toolbar.

◆ Choose Select › Copy to URL when an object is selected.

◆ Choose an option from the URLs toolbar Options pop-up.

Hide the URL overlay in either of two ways:

◆ Click the Show/Hide URLs button.

◆ Choose a tool in the Toolbox other than the Pointer, Select Behind, Subselection, and Hand tools.

Using the URLs toolbar Options pop-up

Use the URLs toolbar Options pop-up to create, edit, duplicate, and delete URL links. Choosing New Link, Edit Link, or Duplicate Link opens the Link Info dialog box.

Enter or edit a URL to link to the selected URL object.

Enter text to be displayed in the browser status bar when the cursor is over the hotspot.

Click to choose an overlay color from the system color picker.

Specify the window or frame in which the link is displayed.
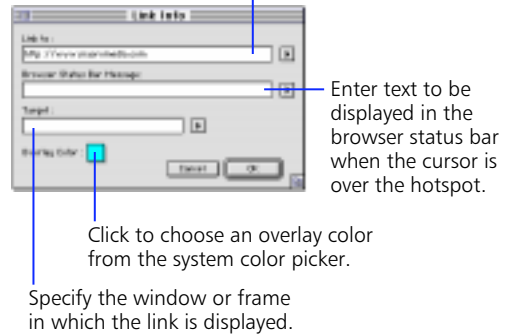
Creating an image map

An image map is a graphic with URLs assigned to hotspot regions of the graphic from within an HTML file. Clicking a hotspot in a web browser opens the web page to which the URL links. A well designed image map can add significantly to a web site's visual impact.

See the tutorial "Linking an image map" on page 50 for a step-by-step example of working with an image map.

Choosing a source graphic

A source graphic is the graphic over which an image map is laid. The graphic can be an imported graphic or a graphic created in Fireworks. When choosing a graphic on which to build an image map, choose one with elements that people are likely to perceive as hotspots.

Creating a hotspot

A hotspot is an area of a graphic that is linked to a URL. When a hotspot is clicked, the web browser jumps to the web page specified by the linked URL. In Fireworks, define hotspots by creating URL objects.

To create a hotspot (URL object):

1 Create or open a source graphic on which to place a hotspot.

2 Choose a URL basic shape tool from the URLs toolbar.

    Choosing a URL tool activates the URL overlay.

3 Create a hotspot region by dragging a URLs shape tool.

4 Choose New Link from the URLs toolbar Options pop-up.

    The Link Info dialog box opens.

5 Enter a URL to which the hotspot will link, enter a browser status bar message, and enter a target.

    Browser status bar messages and targets are optional.

6 Optionally, click the Overlay Color color well and choose an overlay color to organize hotspots by color.

7 Click OK in the Link Info dialog box.

Exporting an image map

When the image map is complete, choose Image Map Options from the URLs toolbar Options pop-up.

Specify whether the image map is client-side or server-side.

Choose a URL that is used for parts of the image not defined by URL objects.

Enter text that is displayed in a browser when the image is not displayed.
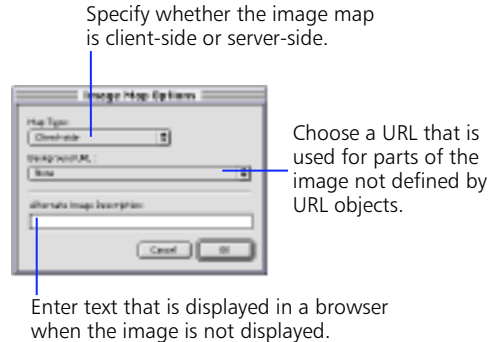
Client-side and server-side image maps

A client-side image map requires image map information to be stored within the HTML document. A client-side image map shows the actual URL in the status bar message at the bottom of the browser window.

A server-side (NCSA) image map requires the image map information to be saved within a separate file stored on a server and accessed by a CGI script. This type of image map is far more complicated to set up, and is not supported by all servers. Server-side image map behavior varies from system to system, even among different systems using the same server. A server-side image map shows the coordinates at the bottom of the screen.

Note: Contact your service provider to find out how your server handles server-side image maps.

Exporting image map code

Export image map code when exporting the image by checking Generate HTML in the Export dialog box. Clicking Export produces additional files:

◆ The HTML file. The suffix or extension .htm is added to the file name being exported, and the file is placed in the same folder as the source graphic.

◆ The MAP file is generated for server-side image maps and is created when the user specifies a Map Type of Both or Server-Side in the Image Map Options dialog box.

For more information about HTML exported with image maps, see "Using Fireworks HTML" on page 118.

Slicing images when exporting

A common method of creating navigation bars or navigation graphics for web sites is to create a graphic and then cut it into pieces that are then reassembled on a web page using an HTML table. The graphic appears seamless in the web browser but is actually made up of multiple pieces, each a separate file.

Creating a navigation graphic this way has several advantages:

◆ In HTML, creating a link from an entire image is often easier than using an image map.

◆ If a section of the graphic is updated frequently, such as today's date or a current news item, a single piece may be replaced rather than the entire graphic.

◆ Parts of a graphic may be optimized individually, creating a better appearance, especially when the graphic contains a mix of photographic images and text.

◆ The cumulative file size of all the pieces can be smaller than the single, large graphic, because each piece may be optimized individually.

Creating a sliced image

In Fireworks, use the Slice tool on the URLs toolbar to draw rectangular slice objects. Slice objects define parts of the image that are exported as individual files.

For example, if you have a JavaScript rollover in the middle of the canvas and you want to export it as a separate image, draw a slice object over it. Then, when you export the Slices, the JavaScript rollover and all its states will be exported as separate files defined by the slice object.

Slice guides
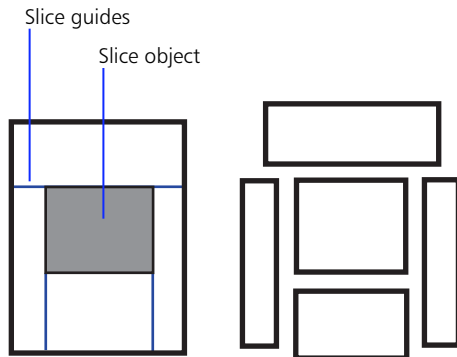
Slice object

When a slice object is drawn, slice guides appear indicating how the image will be sliced into multiple files when exported.

Each slice is exported as a separate file.

Fireworks creates the smallest number of slices possible by intelligently combining sections of the image that do not contain slice objects.

Exporting an image in multiple slices

Fireworks automatically divides an image into multiple pieces based on where slice objects have been drawn.

To slice an image:

1   Choose File > Slice > Slice Defaults and set the default file settings used for exported slices.

    Each slice may be individually optimized using the Slice Object Properties dialog box. Slices that are not individually optimized use the Slice Defaults settings when exported.

2   Using the Slice tool, draw slice objects over the areas of the image you want to export as individual files.

3   Set slice object properties for each slice object by selecting the object and then choosing Object Properties from the Options pop-up on the URLs toolbar, or by choosing Modify > Object Properties.

    For more information about setting slice object properties, see "Setting slice object properties" on page 112.

4   Choose File > Slice > Export Slices.

    The Export Slices dialog box opens.

5   In the Export Slices dialog box, type a name for the file and choose the destination.

    ◆   Check Put Images in Subfolder and enter a name to place the image files in a separate subfolder from the HTML file. The HTML file that is generated creates links to the images in the subfolder. Be sure to place the images in an equivalent subfolder when putting your files on a server, or edit your HTML file to reflect the new location of the images on the server.

    ◆   Check Create Demo Rollover HTML to export multiple HTML files for quickly previewing all the states of JavaScript rollovers when they are included in your document.

6   Click Export.

Each region is exported as a separate graphic using the name entered in the Slice Object Properties dialog box. If no name is entered, then the slice is named according to its position in the graphic.

For example, if the Fireworks document is named Graphic.gif, then the top left region is exported as Graphic_01_01.gif. The second region on the top row would then be exported as Graphic_01_02.gif. The first region on the second row would be Graphic_02_01.gif, and so on.

Setting slice object properties

Use the Object Properties dialog box to set the characteristics for each slice object. Slice objects can have unique names and types. Each slice can be optimized individually using the Export Preview dialog box.

Open the Slice Object Properties dialog box by selecting a slice object and then choosing Object Properties from the Options pop-up on the URLs toolbar, or by selecting an object and choosing Modify › Object Properties.

Setting the Slice Type

Choose the type of file to export for each slice object from the Slice Type pop-up in the Slice Object Properties dialog box. A single Fireworks document can contain multiple types of slices in any combination. The types are:

◆ **Image**—Export the slice in any image format that Fireworks supports.

◆ **Rollover**—Export the slice as a JavaScript rollover. The Rollover Slice format only supports GIF and JPEG.

Check Include Down State to use the area on Frame 3 beneath the selected slice to create a Down state for the rollover.

Check Include onClick State to use the area on Frame 4 beneath the selected slice to create an onClick state for the rollover.

For information on creating a JavaScript rollover, see "JavaScript rollovers" on page 117.

◆ **No Image**—Export no image file for this slice. In the HTML table generated to reassemble the slices in a browser, this area contains no image.

Use the HTML text field to enter text or HTML code that will appear in this cell of the table when viewed in a browser. Be careful not to enter more text than will fit in the cell—doing so will result in improper table formatting.

Animated GIF

An animated GIF is a GIF 89a file containing multiple images. These images act as successive frames of animation when the GIF is viewed in a web browser.

Fireworks has all the features you need for creating and editing animated GIFs. Open and edit existing animated GIFs or create new animated GIFs from scratch.

Opening animated GIFs

When an animated GIF is opened, Fireworks does the following:

◆ Creates a background layer based on common pixels found in more than half of the imported frames.

◆ Places the animated components from each frame onto a separate frame of the Frames panel. These components are placed as image objects on a layer named GIF.

To edit an animated GIF, choose a frame on the Frames panel and make any necessary changes.

Creating animated GIFs

Create each frame of the animated GIF on a separate frame of the Frames panel, starting with Frame 1. Objects that appear throughout the animation must be placed on each frame or on the Background layer.

To preview the animation, choose File › Export, choose Animated GIF from the Formats pop-up, and then click the Play button in the Export Preview dialog box.

Use Symbols and Instances to simplify animation and to improve editability across frames. When the original object (called the Symbol) is modified, the copies (called Instances) automatically change to reflect the modifications to the Symbol.

For example, when animating the word "Cow" across ten frames, create a Symbol from the word "Cow" on the first frame, and then place instances of "Cow" on the other nine frames. Move them, transform them, and apply effects to them.

To change the word to "Llama," change the Symbol on the first frame from "Cow" to "Llama" using the Text Editor. Every instance of that Symbol is updated to "Llama", but each Instance retains its characteristics—only the text changes.

For more information about Symbols and Instances, see "Symbols and Instances" on page 82.

Managing frames

Use the Options pop-up on the Frames panel to add, copy, or delete frames, or to copy or distribute objects across multiple frames. The Frame panel Options pop-up contains the following options:

Use	To
Add Frames	Add frames to a document.
	In the Add Frames dialog box, enter the number of frames to add and choose where the new frames will be inserted.
Duplicate Frame	Create copies of a frame.
	In the Duplicate Frames dialog box, enter the number of duplicates to create for the selected frame, and choose where the duplicate frames will be inserted.
Delete Frame	Delete the selected frame.
Copy To Frames	Copy the current selection to other frames.
	In the Copy To Frames dialog box, choose where the selection will be copied.
Distribute Selection	Distribute a selection of objects across multiple frames, according to their stacking order from bottom to top.
	Objects are placed on existing frames after the current frame. New frames are added as needed to distribute all selected objects.

Exporting animated GIFs

Use the Options panel in the Export Preview dialog box to optimize the animated GIF. Use the Animation panel to set the frame delay and disposal method of each frame, and to set how the animated GIF loops when viewed in a web browser.

To export an animated GIF:

1 Choose File > Export.

2 Click the Options tab and choose Animated GIF from the Format pop-up.

3 Make changes to the Palette, Dither, or Transparency options.

4 On the Animation panel of the Export Preview dialog box, set the disposal method and frame delay for each frame and choose loop settings.

  ◆ To select a range of frames, select the first frame, hold down the Shift key, and then select the last frame in the range.

  ◆ To select multiple frames, hold down the Control key (Windows) or Command key (Macintosh) while selecting individual frames.

Choose a disposal method for selected frames.

Enter a display time for selected frames.

Click to set the animation to play once and then stop.

Enter the number of times the animation will replay.

Click to set the animation to play multiple times.

Check to create lower quality animated GIFs in order to reduce file size.
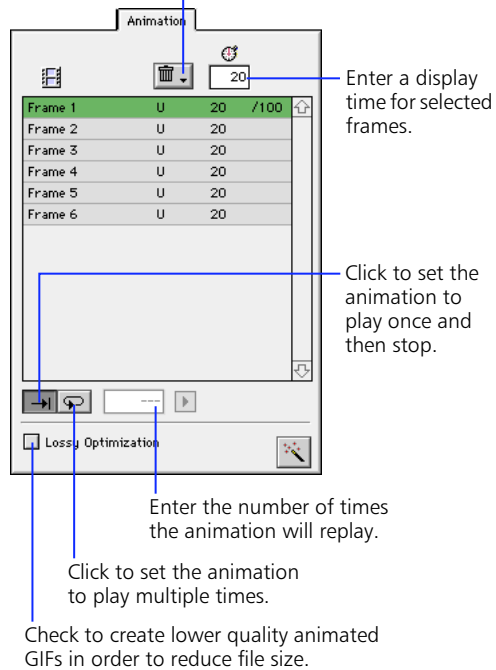
5 Click Export.

6 In the Export dialog box, type a name for the file and select the destination.

Disposal method

The disposal method determines how pixels of the selected frame are replaced by the next frame when viewed in a web browser. There are four disposal methods:

Unspecified—No disposal method is specified. Fireworks will automatically select the disposal method for each frame.

Choose Unspecified to create the smallest possible animated GIFs.

None—The frame is not disposed before the new frame is displayed. The next frame appears on top of the current frame.

Choose None to add a smaller object to the existing frame.

Restore to Background—Erases the current frame's image and restores the area to the background color or pattern that appears in the web browser.

Choose Restore to Background when moving an object in a transparent animated GIF.

Restore to Previous—Erases the current frame's image and restores that area to the previous frame's image.

Choose Restore to Previous to animate objects across a background image.

Transparency

Fireworks exports transparent animated GIFs if the canvas is transparent or if transparency has been defined on the Options panel of the Export Preview dialog box.

Note: Not all web browsers support transparent animated GIFs.

Frame delay

Set the frame delay to determine how long the current frame is displayed. Frame delay is specified in hundredths of a second. For example, a setting of 50 displays for half a second, while a setting of 300 displays for 3 seconds.

◆ To make frames display as quickly as possible, set the frame delay to 0.

◆ To enter a frame delay value, choose a frame from the list and then enter a number in the Frame delay field.

Looping

Use the Loop settings to determine how many times the animation plays.

Click	To
Play once button	Set the exported animated GIF to play once and then stop.
Loop button	Set the exported animated GIF to replay the animation the number of times specified in the Number of Loops pop-up.
	For example, entering 4 plays the animation the first time, then replays it four more times.
	Choose Forever from the Number of Loops pop-up to play the animation continuously.

Lossy Optimization

When checked, Lossy Optimization compresses the animated GIF by disposing of similar pixels between frames rather than just identical pixels. Although this can reduce file size, lossy optimization often reduces the quality of the animated GIF.

Transparency

Using Fireworks, you can create web graphics with fine-tuned transparencies. Transparency is supported in two graphic formats: GIF and PNG.

GIF transparency

Transparency is defined in GIF files by designating one or more colors to be transparent. The designated color is transparent when the GIF is viewed in a browser.

Use the Export Preview dialog box to set or adjust the transparent area in a GIF. Use the Transparency Eyedropper tools to add or remove colors from the transparent area.

For more information on setting GIF transparency, see "Transparency eyedropper tools" on page 99.

PNG alpha transparency

Exported PNG files can contain alpha transparency settings. Alpha transparency is different from GIF transparency in that gradient levels of transparency can be specified. This means that pixels may be set to blend with the web browser's background color or background image.

However, alpha transparency is not supported fully by current browsers. Netscape Navigator 4.04 supports PNG, but not alpha channels. Microsoft Internet Explorer 4 partially supports PNG alpha channels, but sometimes displays inconsistently when complex gradient transparency is defined.

To include alpha transparency in an exported PNG:

1   Create an image in Fireworks using a transparent canvas.

    Images with feathered edges, anti-aliasing, or varied opacity settings take advantage of alpha transparency.

2   Choose File > Export.

3   Choose PNG from the Formats pop-up on the Options panel of the Export Preview dialog box.

4   Choose Alpha Channel from the Transparency pop-up.

5   Click Export.

6   In the Export dialog box, type a name for the file and select the destination.

JavaScript rollovers

JavaScript rollovers are images that change appearance in a web browser when you move the mouse over them or click them. JavaScript rollovers are created by drawing different rollover states, and then using JavaScript within an HTML file to switch to a different image for certain events, such as moving the mouse over the image.

To create a JavaScript rollover:

1   Draw each rollover state on a separate frame, with each state positioned at the same location on each frame.

    ◆   Up state goes on Frame 1.

    ◆   Over state goes on Frame 2.

    ◆   Down state goes on Frame 3.

    ◆   onClick state goes on Frame 4.

2   Choose File > Export.

3   In the Format pop-up of the Export Preview dialog box, choose either GIF Rollover or JPEG Rollover.

4   Make any other export settings.

    To preview each rollover state, use the frame controls at the bottom of the Export Preview dialog box.

5   Click Export.

6   In the Export dialog box, type a name for the file and select the destination.

When exporting rollovers, Fireworks automatically generates the JavaScript necessary for displaying the rollovers in a web browser.

For more information on using Fireworks HTML files, see "Using Fireworks HTML" on page 118.

The Down state
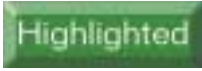
The Down state of a JavaScript rollover depicts the rollover's state on the destination web page. For example, the Down state is commonly used to show which button was clicked to view the current web page.

When a rollover is previewed in a browser, its Down state is not shown. To be able to preview all four states, use a slice object to define each rollover, choose File › Export Slices, and then check Create Demo Rollover HTML in the Export Slices dialog box. Fireworks exports a group of HTML files with the word "demo" appended to each file name. Using a browser, open the unnumbered demo file, and then click the rollovers to test all the states.

For more information about using Down states in HTML files, see Fireworks Help.

Drawing buttons

Any object or effect may be used to create a rollover state. However, because buttons are the most common type of JavaScript rollovers, Fireworks includes Live Effect presets to simplify the creation of common button appearances. Apply an Inner Bevel or Outer Bevel effect to an object, and then choose Raised, Highlighted, Inset, or Inverted from the Button Presets pop-up on the Effect panel.

Button Presets effects	Description
Raised	The bevel appears raised up from the underlying objects.
Highlighted	The button's colors lighten.
Inset	The bevel appears sunken into the underlying objects.
Inverted	The bevel appears sunken into the underlying objects and the colors lighten.

Assigning URL links to rollovers

Use the URL Rectangle tool on the URLs toolbar to assign a URL to a rollover.

To	Do this
Use the entire image as a rollover	Draw a rectangular URL object over the entire image.
Create rollover areas within a sliced graphic	Draw a slice object over the rollover area. Set URLs for each rollover using the Slice Object Properties dialog box.

Exported JavaScript code

When JavaScript rollovers are exported, an HTML file is also exported that includes JavaScript used to display the rollover in a web browser. The JavaScript exported from Fireworks is compatible with versions 3 and 4 of both Netscape Navigator and Microsoft Internet Explorer. Some browsers cannot display all four JavaScript rollover states. In that case, the JavaScript exported by Fireworks allows those browsers to display the Up state and link to the appropriate URL.

Pre-caching

The JavaScript generated by Fireworks performs pre-caching of rollover states. This means that when the HTML file is first loaded into the web browser all of the rollover images, even those not initially visible, are loaded into the browser's memory. When the cursor is moved over a Fireworks JavaScript rollover, the alternative state is immediately swapped, instead of having to wait for it to be downloaded from the server.

Using Fireworks HTML

Check Generate HTML in the Export dialog box to make Fireworks export HTML any time you export an image. For basic images, the exported HTML file sets the background color to match the canvas color and adds a link to the image. Viewing this HTML file in a web browser lets you quickly preview how the image will look in a browser with a background color.

For more complex web features, Fireworks exports additional HTML to set up the appropriate behaviors. Extra HTML is generated for the following items:

◆   JavaScript rollovers

◆   Image maps

◆   Sliced graphics

◆   Status bar messages

View HTML files exported by Fireworks by opening them with a web browser. Portions of those HTML files may be copied and pasted into other HTML files. HTML files may be edited by opening them in a text editor, such as NotePad (Windows) or SimpleText (Macintosh), or in a web authoring tool like Macromedia Dreamweaver.

Some HTML basics

HTML files are essentially text files that contain:

◆   Text that appears on the web page.

◆   HTML tags that define document formatting and structure, and link to images and other HTML documents (web pages).

HTML tags are enclosed in brackets and look something like this:

<tag> affected text </tag>

Like the example above, most HTML tags use both an opening tag and a closing tag, which together define the beginning and ending of the affected text. Some tags, however, need only an opening tag. Many tags allow additional variables to be added to control how the tag affects the selected range of text. For example:

Fireworks

This tag would cause the word Fireworks to be colored blue.

Common HTML tags

Most HTML documents contain the following tags:

<HTML></HTML>—Marks the beginning and ending of the HTML document.

<TITLE></TITLE>—Sets the name of the document that appears on the top of the browser window.

<HEAD></HEAD>—Information in this section describes various characteristics of the document such as the document title, background color, text color, and font usage. JavaScript code is placed within this section of the document.

<META></META>—Stores extra information about the HTML document such as what application created it, keywords for search engines, and other information used by various applications. Many HTML editors or utilities add meta information to an HTML document.

<SCRIPT></SCRIPT>—Marks the beginning of code for a scripting language, such as JavaScript.

<BODY></BODY>—Text or links in this section go into the main body of the document.

<IMG>—Displays an image on the web page. For example:

<IMG SRC="Picture.gif">

This tag displays the image Picture.gif on the page.

<A></A>—Creates a link from text or an image to another HTML document. For example:

<A HREF="http://www.macromedia.com">Link</A>

In this case, clicking the word "Link" jumps to www.macromedia.com.

To place an image and also make that image a link, use two tags:

<A HREF="http://www.getfireworks.com">
<IMG SRC="Explosion.jpg"></A>

The image Explosion.jpg is displayed on the web page and clicking on it takes you to www.getfireworks.com. Note that the link to the image is placed within the link tags, between ‹A› and ‹/A›.

<MAP></MAP>—Information within this tag describes the shape of a hotspot using coordinates and contains the URL destination of the hotspot.

Note: For more explanation on specific HTML tags and their usage, consult one of the many commercially available books or websites about HTML.

Copying and pasting from a Fireworks HTML file

When copying HTML exported from Fireworks, it is important to paste it to the correct place within the destination HTML document.

When copying and pasting Fireworks HTML into other HTML documents, you do not have to copy the ‹HTML› or ‹BODY› tags. Those tags should already be included in the destination HTML document.

For more information about where to paste sections of a Fireworks HTML file, see Fireworks Help.

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