macromedia®
FIREWORKS®2

Using Fireworks

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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, Windows 98, or Windows NT 4 (with Service Pack 3) or later

◆ Intel Pentium 120 MHz processor required (Pentium II recommended) 32 MB of system RAM on Windows 95 or Windows 98 (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 (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 10. 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 or 98:

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 or 98 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, Windows 95, or Windows 98:

1 Choose Start > Settings > Control Panel.

2 Double-click Add/Remove Programs.

3 Select Macromedia Fireworks 2 in the list box. Click the Add/Remove button.

4 Follow the instructions that appear on screen.

The uninstaller removes all Fireworks 2 program files from your system.

On Windows, manual uninstallation may fail to remove several DLLs and registry database entries.

To uninstall Fireworks on the Macintosh:

1 Run the Fireworks 2 installer 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 fail to remove 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.

◆ Fireworks Tutorials

Fireworks tutorials, available from the Help menu whenever the Fireworks application is active, contain step-by-step lessons for the most common Fireworks tasks, such as optimizing GIFs and JPEGs, and creating animations, image maps, and rollovers.

◆ Fireworks Application

The Fireworks application contains many dialog boxes and ToolTips designed to assist you in using the program. ToolTips appear when your cursor pauses over a user interface element. Instructional dialog boxes appear when you attempt to use certain tools incorrectly.

◆ *Using Fireworks* manual

The *Using Fireworks* manual includes information about basic and advanced Fireworks features.

◆ www.macromedia.com

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

◆ TechNotes

Navigate to http://www.macromedia.com/support/ Fireworks/ to search for frequently updated technical information on Fireworks.

◆ Fireworks Discussion Group

For discussion on Fireworks topics with Fireworks users, technical support representatives, and the Fireworks development team, use a news group reader to go to news://forums.macromedia.com/ macromedia.fireworks.

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—Retain 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. 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—Choose export settings, and find and replace graphics and text when batch processing custom groups of images or an entire site.

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 rollovers and other graphics.

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

Compatibility with Macromedia Dreamweaver—Export JavaScript rollovers that can be edited and changed in Dreamweaver. Or, export complex graphics as Dreamweaver library objects, easily placing and reusing navigation bars and complex rollovers. With Dreamweaver 2, launch Fireworks from within Dreamweaver to easily and quickly make changes to a graphic.

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 handles 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, resize, or hide the panels, Toolbox, and toolbars to customize your environment.

Main toolbar (Windows only)   Object inspector   Layers panel

Toolbox

Status bar
(Windows only)

Modify toolbar
(Windows only)

View Controls
toolbar
(Windows only)

VCR Animation
Controls

Styles panel

Behaviors inspector
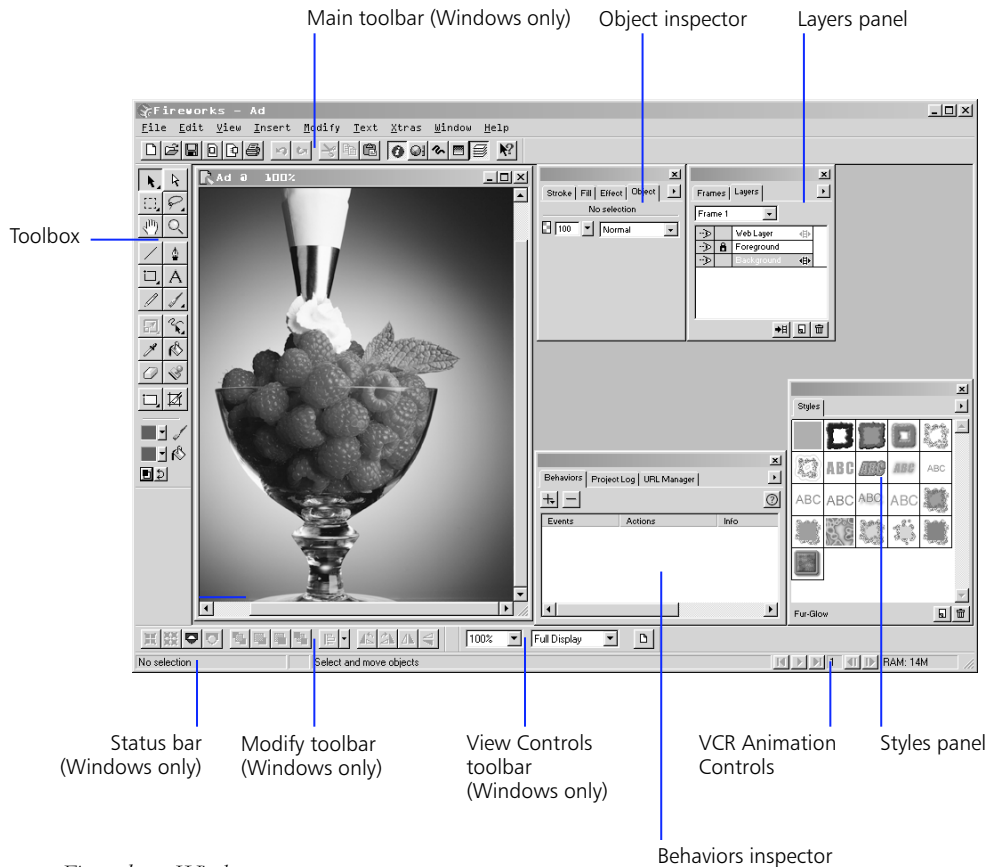
Fireworks on Windows

Toolbox

The Toolbox contains 35 tools, some of which are contained in tool groups, as shown. To display a tool group, click and hold any tool with a triangle in the lower-right corner.
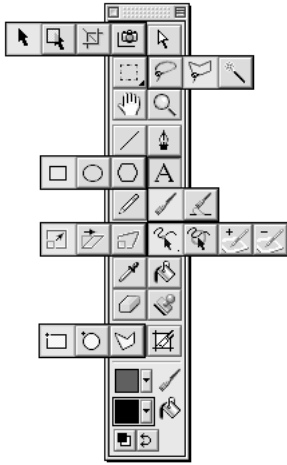
Press and hold a tool to reveal tool groups.

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

Pressing letter keys switches quickly between tools. Press the letter key shown in the following chart to choose a tool.

Fireworks documents contain four types of objects– vector objects, which are path based; image objects, which are pixel-based; text; and web objects, which are special objects used to define areas of interactivity or image slicing.

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 or add canvas area.	c
Export Area	Export a portion of a document.	j
Subselect	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
Polygon Lasso	Select a polygonal pixel area in image edit mode.	l

Use this tool	To	Activate by pressing	Use this tool	To	Activate by pressing
Magic Wand	Select pixel areas of similar color in image edit mode.	w	Brush	Draw brush strokes using Stroke panel settings.	b
Hand	Pan the view of the document.	spacebar or h	Redraw Path	Redraw portions of a selected path.	b
Magnify	Change view magnification (zoom in or zoom out).	z	Scale	Resize and rotate objects.	q
Line	Draw straight lines.	n	Skew	Slant and rotate objects, and change perspective.	q
Pen	Draw paths by anchoring points.	p	Distort	Distort and rotate objects.	q
Rectangle	Draw rectangles, rounded rectangles, and squares.	r	Freeform	Pull a path segment or push a path segment using a resizable cursor.	f
Ellipse	Draw ellipses and circles.	r	Reshape Area	Reshape a selected path within the area of the resizable cursor.	f
Polygon	Draw polygons and stars.	g	Path Scrubber (+)	Increase stroke characteristics controlled by pressure or speed.	u
Text	Create text blocks.	t	Path Scrubber (−)	Decrease stroke characteristics controlled by pressure or speed.	u
Pencil	Draw one-pixel pencil strokes.	y	Eyedropper	Sample a color and apply it to the active color well.	l

Use this tool	To	Activate by pressing
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
Rectangle Hotspot	Draw URL hotspots in the shape of rectangles or squares.	
Circle Hotspot	Draw URL hotspots in the shape of circles.	
Polygon Hotspot	Draw URL hotspots in the shape of irregular polygons.	
Slice	Create rectangular slice objects.	

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 selected objects to the Clipboard.
Copy	Copy selected objects to the Clipboard.

Use	To
![Paste icon] Paste	Paste the Clipboard's contents into the active document.
![Object Inspector icon] Object Inspector	Open the Object inspector to view properties for the selected object.
![Color Mixer icon] Color Mixer	Open the Color Mixer.
![Stroke icon] Stroke	Open the Stroke panel.
![Fill icon] Fill	Open the Fill panel.
![Layers icon] Layers	Open the Layers panel.
![Help icon] Help	Access Fireworks Help.

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 panel

Dimensions of selected object

Options for choosing a color model and document unit of measurement

Position of bounding box's upper-left corner point

Cursor position

Color of pixel beneath cursor

Alpha opacity measured in increments from 0 to 255
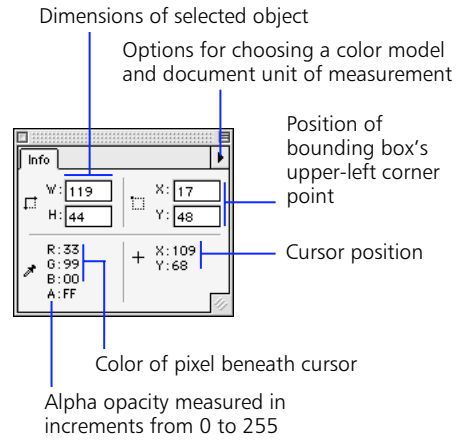
The Info panel provides feedback for selected objects, depending on object type and current action. Feedback includes the color of the pixel beneath the cursor in the current color model values, the position of the cursor, the location of the selected object's bounding box, and the selected object's dimensions. Choose Window › Info to show or hide the Info panel.

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

Object inspector

Use the Object inspector to set characteristics such as opacity, blending mode, and placement of the brush stroke in relation to a path. The Object inspector contains status information for selected objects. The Object inspector operates in one of eight different modes, depending on the object type selected.

- Object type
- Link to URL
- Alt tag
- Color well
- Slice name
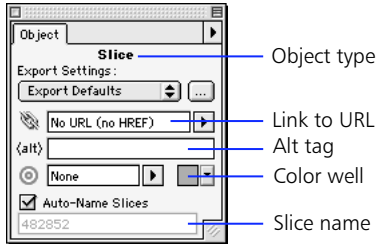
Components of the Object inspector

The different iterations of the Object inspector share common elements, as shown in the table below. These elements will become familiar as you work with various object types.

Use	To	When selecting
Object Opacity	Set the opacity of a single object	Anything except hotspot or slice objects.
Blending Mode	Set an object's blending mode	Anything except hotspot or slice objects.
Stroke Settings	Control the interaction of an object's stroke and fill	Any text or path object.
Transformation Method	Transform text as pixels or as paths	Text.
Group Type	Define object group as mask or traditional group	Grouped objects.

Use	To	When selecting
Clipping path setting	Define how the mask group appears	A mask group.
Export Settings	Assign export presets to exported slice objects	Slice objects.
Link to URL	Assign URLs	Slice objects and hotspot objects.
Alt tag	Assign alternative tag to be used when the image is unavailable	Slice objects and hotspot objects.
Link target	Specify the window or frame in which the link is displayed	Slice objects and hotspot objects.
Color well	Set color	Slice objects and hotspot objects.
Hotspot shape	Choose to change the shape of a hotspot object	Hotspot objects.
Auto-name	Choose default or custom slice names	Slice objects.

Opacity and blending mode in detail

Use the Object inspector to set opacity and blending mode. Opacity and blending modes are important in the process of compositing. Compositing is the process of varying the transparency of two or more overlapping objects to create a variety of graphic elements. An opacity setting of 100 renders an object completely opaque. Conversely, an opacity setting of 0 renders an object completely transparent.

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.

View Controls toolbar

Use the View Controls toolbar to change document magnification and display mode. Click the Preview Page button to view document dimensions and pixel resolution.

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

Using the toolbars

Fireworks on Windows has several toolbars:

◆ Toolbox

◆ Main toolbar

◆ Modify toolbar

◆ View Controls toolbar

Each toolbar is moveable and dockable. This section describes the default location and configuration of the toolbars.

To show or hide the Toolbox, choose Window › Toolbox.

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

On Windows, choose Window › Toolbars and choose a toolbar to show or hide individual toolbars.

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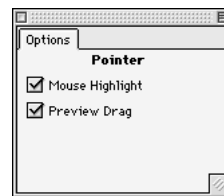
Options related to the active tool appear on the Tool Options panel.

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

The Tool Options panel contains settings for all Fireworks tools. For example, the Pointer tool options, shown above, include Mouse Highlight and Preview Drag. Double-click a tool in the Toolbox to open and close the Tool Options panel.
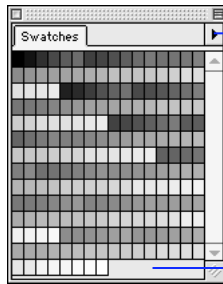
Swatches panel

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

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

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 a GIF image using the Add Swatches command.

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

To choose a color, you need not access the Swatches panel or Color Mixer. Just click any color well in Fireworks, such as in the Toolbox, Fill panel, or Color Mixer, to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

Eyedropper tool

Color picker tool

Pop-up color swatches

Color Mixer

Select stroke or Fill color.

Choose a color mode from the Options pop-up.

Pick a color from the color bar.

Set color values.

Swap stroke and fill colors.

Use default colors.

Create colors using the Color Mixer, then apply colors to strokes, fills, effects, and text. Use the Options pop-up to select a color mode: RGB, Hexadecimal, CMY, HSB, or grayscale. The Color Mixer automatically responds to the type of object selected. For example, select an object with a fill and no stroke and the Color Mixer automatically selects the Fill color well. Conversely, select an object with a stroke and no fill and the Color Mixer automatically selects the Stroke color well.

To	Do this
Apply color changes to the selected object's brush stroke	Click the Stroke 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 an object having only a brush stroke	Choose a new color. The Stroke color well is selected automatically.
Apply color changes to an object having only a fill	Choose a new color. The Fill color well is selected automatically.
Apply color changes to the selected object's effect	Click the Effect color well in the Effect panel before choosing a new color.

To	Do this
Apply color to selected text	Choose a new color. The Fill color well is selected automatically.
Switch color modes	Choose the desired color mode from the Color Mixer Options pop-up.
Switch brush and fill color	Click the Swap Colors button.
Revert to default colors	Click the Default Colors button.
Define colors using the system color picker	Double-click color well.
Change color models in the color bar only	Point to the color bar and use Shift-click (Windows) or Option-click (Macintosh).

Stroke panel

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

Choose a brush stroke.

Choose stroke-specific settings.

Preview and apply the brush stroke.

Fill panel

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

Choose a fill.

Choose fill-specific settings.

Preview and apply a fill.

Use the Stroke panel to design and modify strokes, as well as alter the appearance of paths that have already been drawn. Changing stroke settings affects selected paths and paths drawn after the settings are changed.

To choose a color in the Stroke panel, you need not access the Swatches panel. Just click the pop-up to the right of the color well to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

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

Click the show/hide triangle at the bottom of the Stroke panel to show and hide the Stroke preview.

Checking Auto-Apply automatically updates selected path and text objects as you change stroke settings. If the preview is hidden, Auto-Apply is automatically turned on. If the preview is visible and Auto-Apply is turned off, click Apply to manually apply changes to selected paths.
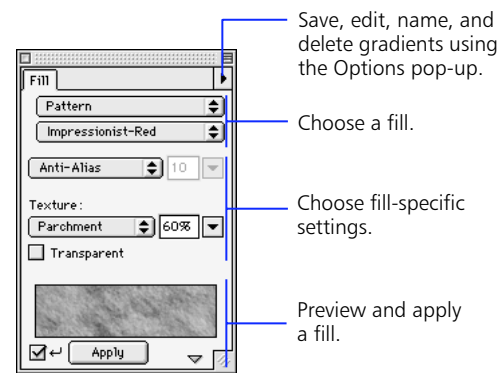
Use the Fill panel to control how objects are filled. Choose from the available fill categories, and then choose one of the many fill types from within each category.

To choose a color in the Fill panel, you need not access the Swatches panel. Just click the pop-up to the right of the color well to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

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.

Click the show/hide triangle at the bottom of the Fill panel to show and hide the Fill preview.

Check Auto-Apply to automatically update the fill of selected objects as you change fill settings. If the preview is hidden, Auto-Apply is automatically turned on. If the preview is visible and Auto-Apply is turned off, click Apply to manually apply fill changes to selected objects.

Effect panel

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

Choose an effect.

Choose effect-specific settings.

Preview and apply an effect.

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. 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.

To choose a color in the Effect panel, you need not access the Swatches panel. Just click the pop-up to the right of the color well to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

Like the Stroke 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.

Choose a single effect from the Effect Category pop-up, or choose Multiple to apply more than one effect.

Click the show/hide triangle at the bottom of the Effect panel to show and hide the Effect preview.

Check Auto-Apply to automatically update the effect of selected objects as you change effect settings. If the preview is hidden, Auto-Apply is automatically turned on. If the preview is visible and Auto-Apply is turned off, click Apply to manually apply effect changes to selected objects.

Text Editor

Use the Text Editor to create and edit text. Unlike text in many other applications, Fireworks text is always editable all the time. Edit text quickly and easily after custom effects have been applied.

To choose a color in the Text Editor, you need not access the Swatches panel. Just click the pop-up to the right of the color well to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

Open the Text Editor by clicking on a document with the Text tool, drawing a rectangular text block 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.

Set horizontal scaling and baseline shift.
Adjust kerning and leading.
Set font, size, and style.
Check to anti-alias text.
Add color to text.

Apply an underline to text.

Set orientation, alignment, and flow.

Check to automatically kern text.

Type or edit text.

Apply changes to the document without closing the text editor.
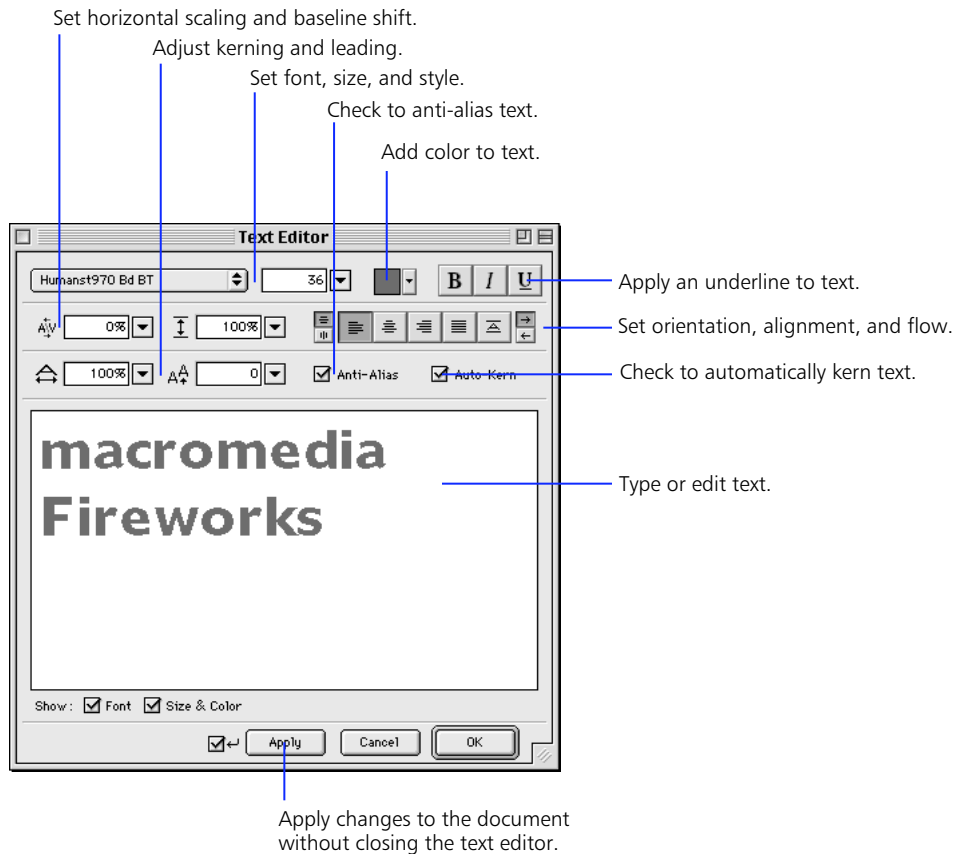
Layers panel and Frames panel

Navigate quickly to
a specific frame.

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

Share objects across frames.

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

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

Drag to assign selected
objects to another layer.

Drag to rearrange
frames.

See "Icon buttons"
on page 28.

See "Icon buttons"
on page 28.

Lock and unlock individual layers.

Show or hide individual layers.

Activate and
control onion
skinning.

Use the Layers and Frames panels to organize and animate your illustration. Layers divide an illustration into discrete planes, as though the components of the illustration were drawn on separate tracing paper overlays.
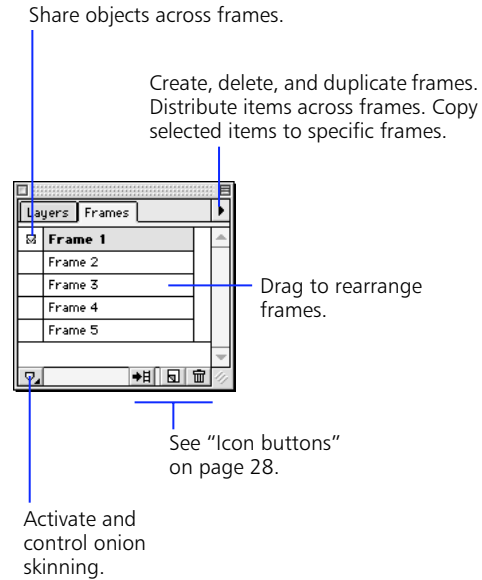
Use the Layers panel to manage multilayered documents. The Options pop-up includes commands for creating, deleting, and renaming layers and commands for viewing and locking all layers. Choose Share Layer to share the selected layer across all frames in the document. Choose Single-Layer Editing to prevent accidental changes to layers other than the selected layer.

The Web Layer, reserved for web objects such as hotspots and slices, and cannot be renamed or deleted.

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 "Selected Objects" icon.

Use the Frame pop-up to quickly choose a different frame in your document 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 to create animated GIFs. The Frames panel lists each frame of an animation and has controls for adding and deleting frames. Use the Options pop-up to add, delete, duplicate, and copy objects to specific frames.

Icon buttons

Use the buttons at the bottom right of the Layers and Frames panels as shortcuts to create, distribute, duplicate, or delete layers or frames. Select a frame or layer and then click a button, or drag and drop a frame or layer onto a button.

Delete

New/Duplicate

Distribute to Frames
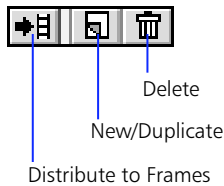
To	Do this
Distribute a selected group of objects across frames	Click the Distribute button after selecting objects or Drag the square "Selected Objects" icon from the right column of the Layers or Frames panel to the Distribute button.
Distribute an entire layer's objects to specific frames	Drag a layer name to the Distribute button.
Create a new blank layer or frame	Click the New/Duplicate button.
Duplicate a current layer or frame	Drag the current layer or frame name to the New/ Duplicate button.

To	Do this
Duplicate selected objects onto a new layer or frame	Drag the square "Selected Objects" icon from the right column of the Layers or Frames panel to the New/ Duplicate button.
Delete a current layer or frame	Click the Delete icon or Drag the current layer or frame name to the Delete button.
Delete currently selected objects	Drag the square "Selected Objects" icon from the right column of the Layers or Frames panel to the Delete button.

Find & Replace panel
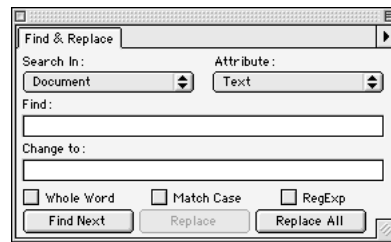
Use Find & Replace to search for and replace various elements of a document, such as text, URLs, fonts, and colors. Find & Replace can search the current document or multiple files. Also, Fireworks can track changes made during a Find & Replace operation and store a log of the changes in the Project Log panel.

Project Log panel
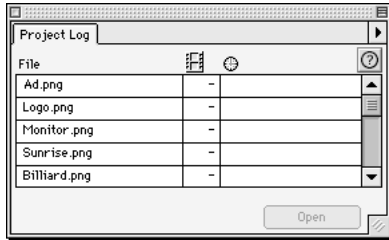
The Project Log panel stores a log of changes made during Find & Replace operations when searching multiple files.

Any documents changed during a Find & Replace are automatically recorded in the Project Log. Use the Project Log to navigate through selected files, export selected files using their last export settings, or select files to be batch processed. Add files to the Project Log to search them during a batch process or find and replace.

Behaviors inspector
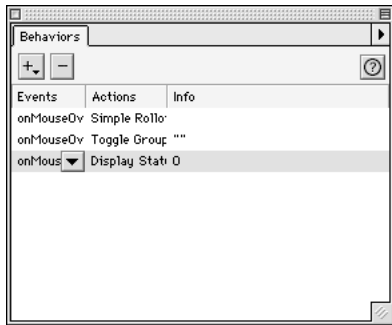
Use the Behaviors inspector to add actions to specific user events, which are called behaviors. Behaviors are assigned to web objects, either hotspots or slices. A typical behavior is a pop-up status message assigned to a hotspot region so that the message is displayed (action) when the user points to it with the mouse cursor (event).

The Behaviors inspector lists all behaviors assigned to the currently selected web object. Use the Behaviors inspector to edit or remove existing behaviors.

URL Manager
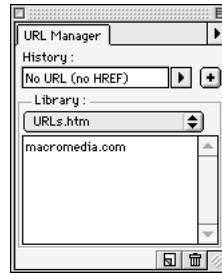
Add, load, and save URLs using the URL Manager.

URL stands for Uniform Resource Locator, which is an address of a specific page or file on the Internet. Fireworks can import URLs from any HTML file. Fireworks can read bookmark files saved with Netscape Navigator (typically stored in a file named Bookmarks.htm) or favorites files saved with Microsoft Internet Explorer.

When a document is first opened, Fireworks adds all URLs in the document to the URL Manager's History pop-up. Assign URLs to selected objects using the History pop-up or by clicking a URL in the Library window. URLs in the History pop-up are not retained when the application is closed. To save the active History URL into the URL Library, click the Add to Library Button next to the History pop-up.

Working with the URL Manager

To	Do this
Add a Fireworks file's URLs to the URL Manager	Open the file. All URLs are automatically added to the History pop-up.
Determine what URL is assigned to an object	Select the object and note the URL's name in the History field.
Assign a URL to an object	Select the object and choose a URL from the History pop-up or Select the object and click a URL in the Library window.
Add a URL to the URL Library	1. Enter or select the URL in the History pop-up. 2. Click the Add to Library button (+) to the right of the History pop-up or 1. Choose Add URL from the Options pop-up 2. Enter a URL in the New URL dialog box or Choose Add History to Library from the Options pop-up
Edit URL in the URL Library	1. Select the URL in the URL Library. 2. Choose Edit URL from the Options pop-up.
Delete a URL in the URL Library	1. Select the URL in the URL Library. 2. Choose Delete URL from the Options pop-up.
Export current URL Library	1. Choose Export URLs from the Options pop-up. 2. Name the exported library and choose a destination.

To	Do this
Import a URL Library	1. Choose Import URLs from the Options pop-up. 2. Select desired library, HTML, or bookmark file.
Create a new URL Library	1. Choose New URL Library from the Options pop-up. 2. Name the new URL Library in the New URL Library dialog box. or Place an HTML bookmark file in the Fireworks 2/Settings/URL Libraries folder.

Styles panel
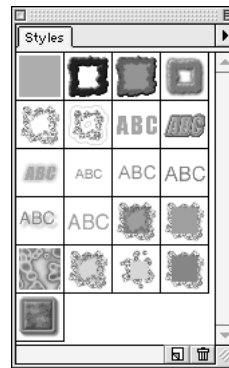
The Styles panel provides a library of built-in styles for text and graphics, which are viewed as large or small graphical icons. A style can include any attribute such as font, point size, color, fill, stroke, or effect. More than one style can be applied to any individual object.

Use the Styles panel to create new styles, or edit or delete existing styles. Style libraries are stored in Fireworks Styles files. Import or export styles to or from a Fireworks document.

Using panels

Fireworks panels float above the document. Place them anywhere on your screen. Click a tab to display a particular panel. View and hide all panels as described below. These tabbed panels can be moved, separated, or grouped by dragging their tabs. Use the Window menu to show and hide panels individually.

Fireworks includes the following tabbed panels:

◆ Tool Options panel

◆ Swatches panel

◆ Color Mixer

◆ Stroke panel

◆ Fill panel

◆ Effect panel

◆ Layers panel

◆ Frames panel

◆ Info panel

◆ Object inspector

◆ Find & Replace panel

◆ Project Log panel

◆ Behaviors inspector

◆ URL Manager

◆ Styles panel

To hide all panels:

Choose View › Hide Panels or press the Tab key. All currently open panels will be hidden.

To view hidden panels:

Choose View › Hide Panels to uncheck the Hide Panels option or press the Tab key. All hidden panels appear. Panels that were closed when the Hide Panels option was activated will remain hidden when Hide Panels is unchecked.

To group a panel with another panel:
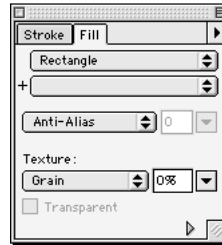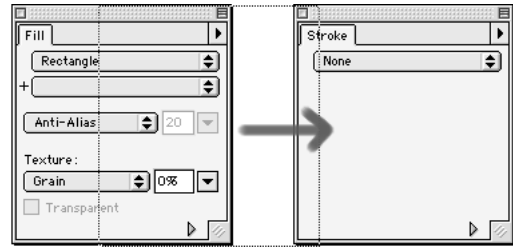
To remove a panel:
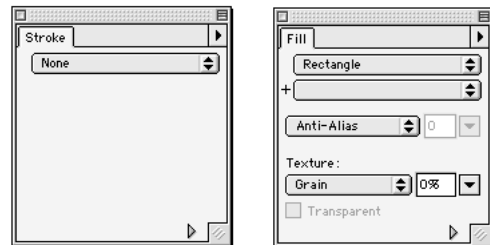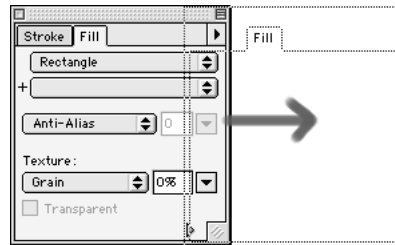
To return the panels to their default positions and reset application-level preferences, quit Fireworks, delete the preferences file named Fireworks Preferences located in the Fireworks folder, and relaunch Fireworks.

Close any of these panels using the standard close box. Open or close them by choosing the appropriate command from the Window menu.

Navigating and viewing the 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.

To	Do this
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.

Magnification shortcuts

To	Press
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-[minus] (Windows) or Command-[minus] (Macintosh).

Shortcut menus

Click the right mouse button (Windows) or 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).
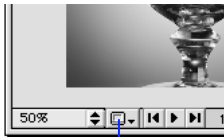
Display controls
(Windows)

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: With and Without 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 Diana 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 hotspot links.

How Diana approaches this task without 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).

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 hotspot 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, Diana must often begin again and redo every step to reproduce the graphic. In adjusting file-size optimization, Diana 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, Diana doesn't need those other programs. She 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 Diana 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, Diana can create this vector art in FreeHand and open it directly in Fireworks.
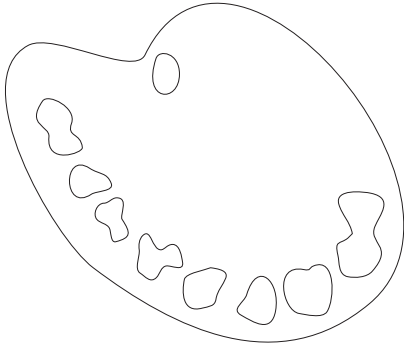
Create vector art in Fireworks or open FreeHand documents directly.

2 Apply strokes, fills, and effects.

Apply realistic strokes, fills, and effects using the Stroke, Fill, and Effect panels. Use the Effect panel to bevel the edge of the palette. In this example, Diana uses the vector tools to alter the number and location of the paint wells on the artist's palette. She then applies a wood pattern fill and bevel effect to produce this image.

3 Reshape the object.

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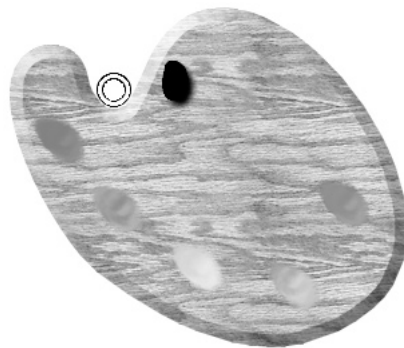
4 Add text.

Use Fireworks' Text Editor to create and modify text.
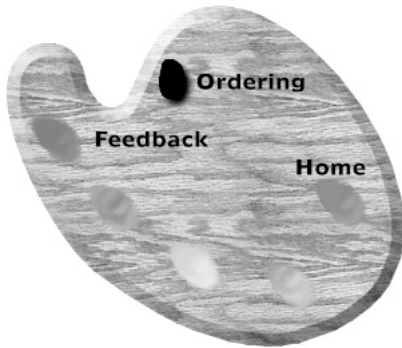
5 Add a drop shadow to the text.

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.
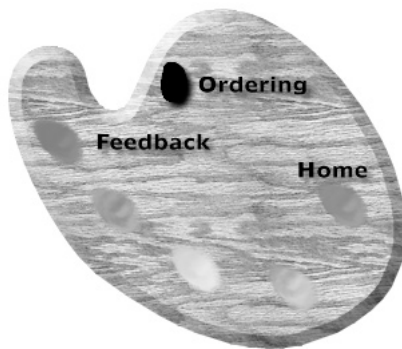
6 Create the image map.

Use the hotspot tools in the Toolbox to add hotspot objects to the paint wells. These hotspots can link to any URL. Use the Object inspector to define map type, background URL, and alternate image descriptions. In our example, Diana selects the three labeled paint wells and chooses Insert › Hotspot. This command creates a hotspot object the same size, shape, and location as the original path. With each path selected, Diana defines the linked hotspot using the Object inspector.
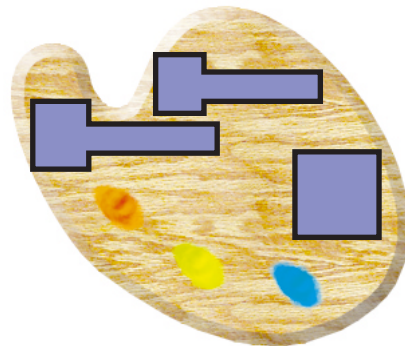
7 Optimize the graphic upon export.

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.
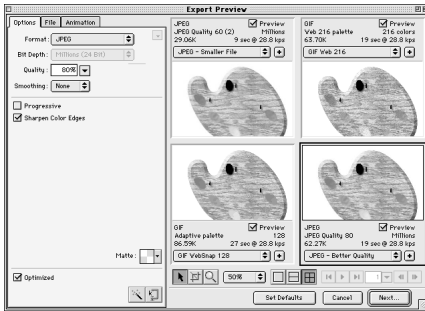
8 Revise.

Diana'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! Diana 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.

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 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.

Canvas color

The canvas is at the bottom layer of the document. 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. To choose a color in the Canvas Color dialog box, click the pop-up to the right of the color well to access all the swatches in the current color palette. Then click to pick a color from the pop-up set of color swatches.

Number of undo steps

Choose File › Undo to reverse an action. Enter a value of up to 100 in the General › "Undo Steps" preference 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 panel. Change the unit using the Info panel'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.
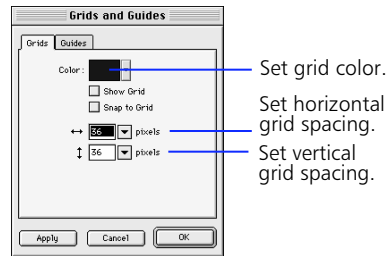
Guides

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.
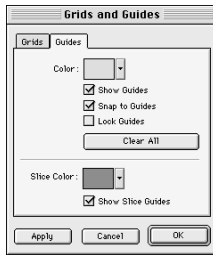
Use	To
Color	Change the guides' color.
Show Guides	Show or hide guides.
Snap to Guides	Easily align objects to guides.
Lock Guides	Prevent guides from moving.
Clear All	Remove all ruler guides, not slice guides.
Slice Color	Change the color of slice guides.
Show Slice Guides	Show or hide slice guides.

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 Edit Grid dialog box.
Modify the grid	Choose View > Grid Options > Edit Grid.
Show or hide rulers	Choose View > Rulers.
Show or hide ruler guides	Choose View > Guides.
Show or hide slice guides	Choose View > Slice Guides.
Snap objects to guides	Choose View > Guide Options > Snap to Guides or Check Snap to Guides in the Edit Guides dialog box.
Edit guides	Choose View > Guide Options > Edit Guides.
Lock guides	Choose View > Guide Options > 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," 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, Targa, 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 8, and uncompressed CorelDRAW 7 and 8. 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 89 for more information on importing vector graphics.

Exporting

Choose a format.

Enter a maximum number of colors for the exported file.

Click to edit, save, or load a palette.

Choose a color depth.

Preview up to four previews.

Choose a color palette.

Check to dither the image.

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

Add to or remove colors from the transparency.

Check to optimize the exported graphic.

Choose the type of transparency.

Use the Magnification tool to magnify the preview area.

Choose the number of views shown in the preview area.

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

Click to launch the Export Wizard.

Click to launch the Export to Size Wizard.

To export a graphic:

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

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 Next when you are ready to export the file with the current settings.

Export Wizard

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

Export dialog box

Use the Export dialog box to choose the location and name of your exported files. Use the Export dialog box pop-ups to set slicing and HTML style options.

Document Properties

The Document Properties dialog box contains document-specific export settings. Change these settings to control slicing and image map options. Save your defaults using the Set Defaults button.

Select the Shim type for HTML tables: none, Transparent Image, or Shims from Image.
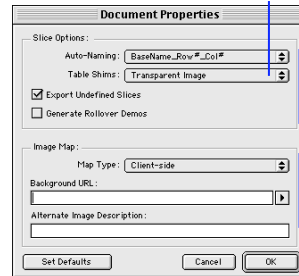
Set Slice variables.

Set Image Map characteristics.

2

CHAPTER 2
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, or 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 is 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 can edit both types of objects—vector objects and image objects. Some tools behave in different ways when editing either type of object.

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. A blue and black striped border outlines the current document, signifying that Fireworks is in image edit mode.

Fireworks has up to 100 undo steps, which are available in both image edit mode and object mode. The default number of Undo Steps in File › Preferences is 8.

Fireworks drawing and editing tools

The table below describes each tool's basic function on each type of object. Some tools work only on one type of object, while others work on both. The characteristics of some tools change according to the type of object being edited.

Fireworks drawing and editing tools use smart cursors which show what tool is being used by the shape of the cursor. For example, the paintbrush tool cursor is a small paintbrush and the pencil tool cursor is a small pencil.

To replace these smart cursors with more precise crosshair cursors, check the File › Preferences › Editing › "Precise Cursors" preference. Press the Caps Lock button to temporarily enable precise cursors without using this preference.

Tools that behave exactly the same on both types of objects are not in this table.

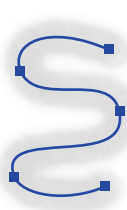| This tool	In object mode	In image edit mode
Pointer	Selects and moves paths on the screen.	Moves the image or moves pixels bound by a marquee. Double-click an image to edit its pixels.
Select Behind	Selects an object behind the selected object.	Moves the image or moves pixels bound by a marquee.
Crop	Discards portions of a document.	Discards portions of a floating image document.
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	Activates image edit mode and selects or moves a rectangular or elliptical area of pixels.	Selects or moves a rectangular or elliptical area of pixels.

This tool	In object mode	In image edit mode
Lasso or Polygon Lasso	Activates image edit mode and selects or moves a freeform area of pixels.	Selects or moves a freeform area of pixels.
Magic Wand	Activates image edit mode and selects or moves a area of similarly colored pixels.	Selects an area of similarly colored pixels.
Line and Basic Shapes	Draws objects as editable paths.	Paints pixel brush strokes on an image object.
Pen	Draws objects as editable paths.	Leaves image edit mode and draws objects as editable paths.
Text	Creates and edits text blocks and opens the Text Editor.	Leaves image edit mode, creates text blocks, and opens the Text Editor.
Pencil	Draws one-pixel pencil strokes as freeform paths.	Draws one-pixel pencil strokes as pixels.
Brush	Draws brush strokes as paths.	Paints brush strokes as pixels.
Freeform	Pulls or pushes a selected path to reshape it.	Leaves image edit mode.
Reshape Area	Reshapes the parts of a selected path that lie within the Reshape Area cursor area.	Leaves image edit mode.
Path Scrubber	Alters a path's pressure and speed characteristics without changing its shape.	Leaves image edit mode.
Eraser (Knife)	Cuts a selected path into separate paths.	Erases pixels from an image.
Rubber Stamp	Activates image edit mode and clones portions of an image object.	Clones portions of an image object.

Editing path objects

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

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 paths 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, Eraser, Redraw Path, Path Scrubber, and other tools.

◆ Editing paths by moving points and adjusting Bézier handles.

◆ Editing paths by using a path operation, such as Union, Intersect, Punch, Crop, Simplify, Expand Stroke, and Inset Path.

◆ 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.

A vector object with an editable path and points.
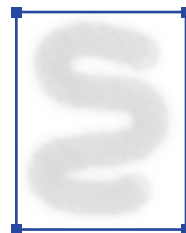
A bitmap image with a rectangular image bounding box.

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.

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.
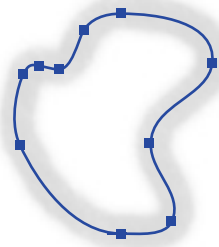
Open path　　　　*Closed path*

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 tool or the Redraw Path tool to click the ending point and continue the path.

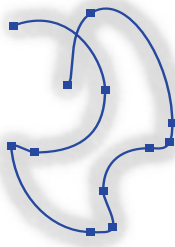## Completing open and closed paths

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.

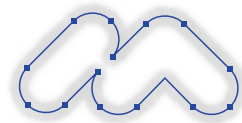*An object selected with the Subselection tool displays the path of the object with points.*

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 Object inspector 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 determine 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.
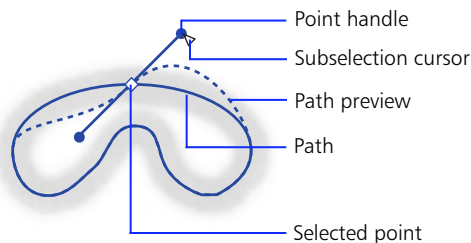
Drag a point handle with the Subselection tool to edit adjacent path segments.

If handles are not visible, hold down Alt (Windows) or Options (Macintosh) and 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.

Using path operations to reshape paths

A powerful way to create complex paths is to use path operations to combine or alter paths.

Use	To
Union	Combine two or more closed paths into a single path enclosing the entire area of the original paths. Stroke and fill attributes of the back object are applied to the resulting path.
Intersect	Create a path enclosing the area common to all selected, closed paths. Stroke and fill attributes of the back object are applied to the resulting path.
Punch	Remove portions of selected, closed paths below the frontmost, closed path. Stroke and fill attributes remain unchanged.
Crop	Remove portions of selected, closed paths outside the area of the frontmost, closed path. Stroke and fill attributes remain unchanged.
Simplify	Remove points from a path while maintaining the same overall shape.
Expand Stroke	Convert the perimeter of the stroke of the selected path into a closed path.
Inset Path	Expand or contract one or more closed paths by a specified amount.

To apply a path operation, first select objects. Then, choose one of the path operation commands from the Modify › Combine or Modify › Alter Path submenus.

Applying Union, Intersect, Punch, or Crop to objects may yield a composite path, which consists of individual paths joined together.

Note: Using a path operation removes all pressure and speed information from the affected paths.

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.
Pencil tool	Horizontal or vertical lines.
Brush tool	Horizontal or vertical lines.

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-side 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 create an open path, double-click the last point.

   ◆ To create a closed path, click the starting point when a solid square appears next to the cursor.
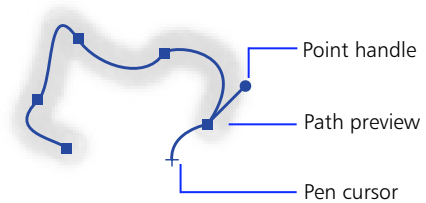
Draw paths with the Pen tool by plotting point by point.

Note: Hold Shift while drawing with the Pencil tool or Brush tool to plot a path 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 Window > Object.

3 Choose a stroke placement button.

Normally, the stroke appears over the fill. To draw the fill on top of the stroke, check Draw Fill over Stroke in the Object inspector.

Checking Draw Fill over Stroke in the Object inspector 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.
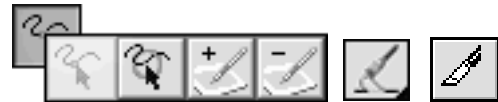
The Freeform, Reshape Area, Path Scrubber, Redraw Path, and Eraser (Knife) tools are the object mode editing tools.

| 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 path 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.
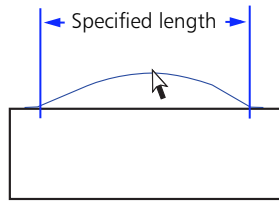
The Freeform tool pulls a path segment.
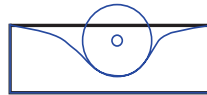
The Freeform tool pushes a path segment.   *The path redraws to reflect the push.*
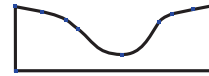
Reshape Area tool—Pull the area of a selected path within the outer circle of the Reshape Area cursor. On the Tool Options panel, enter a value in the Size field or use the pop-up slider to set the size of the reshape area cursor. Enter a value in the Strength field or use the pop-up slider to set the 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.

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.

Image edit mode basics

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

◆ Editing imported images, such as GIFs, JPEGs, and PNGs.

◆ Editing pixels with the Pencil tool.

◆ Painting in color with the Brush tool.

◆ Erasing to transparency or to another color.

◆ Applying Xtra filters to pixel selections.

◆ Replicating image elements with the Rubber Stamp tool.

◆ Compositing images.

Switching to 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 is editable.

Note: An image imported in object mode remains an image. A vector object can be converted to an image by choosing Modify > Merge Images.

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
	or
	Use any of these tools on the image object: Marquee, Ellipse Marquee, Lasso, Polygon Lasso, Magic Wand, Paint Bucket, Eraser, or Rubber Stamp.
Create a new image object	Choose Insert > Empty Image.

When you enter image edit mode, a striped border appears around the entire document. You can draw or edit pixels anywhere within the document. When you leave image mode, the excess empty space is trimmed off of the edges of the image object you were editing.

To prevent the editable area of an image from expanding to fill the screen when the image is edited, choose File › Preferences › Editing and uncheck "Expand to Fill Document."

To temporarily hide the striped border, choose View › Hide Edges. Once you leave image edit mode, Hide Edges is turned off. To force edges to remain visible until Hide Edges is chosen again, choose File › Preferences › Editing and uncheck Turn off "Hide Edges."

A striped border outlines the canvas in image edit mode.

Leaving image edit mode

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

◆ Double-click an empty area of the document with any selection tool

Stop cursor   *Stop button*

◆ Click the Stop button on the Status bar.

◆ Choose Modify › Exit Image Edit.

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

◆ Press the Esc key.

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 a visible part of the image.

Fireworks 1 Background layer image

In Fireworks 1, the background layer is a permanent image stretching across the entire canvas under which no objects or layers can be placed. Fireworks 2 does not have a permanent background layer.

When opening Fireworks 1 documents in Fireworks 2, the Background layer from Fireworks 1 is converted into an image object and is placed as a shared layer on the bottom of the document.

For more information about layers, see "Using layers" on page 72.

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.
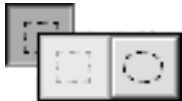
Marquee tools   *Lasso tools*

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 Edit › Deselect, 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.

Trimming the canvas

Once an image is edited in image edit mode, its size is automatically trimmed to a rectangular shape in the size of the used pixels, removing transparent space around the image. Use Modify › Document › Trim Canvas to remove excess pixels from around the edge of the document.

◆ The canvas is cropped to the outermost edge of all pixels in the document.

◆ If multiple frames exist in the document, Trim Canvas crops to include all objects in all frames, not just the current frame.

Converting an object to an image

Choose Modify › Merge Images, which converts selected objects into a single image object. A path-to-image conversion is irreversible, except when choosing Edit › Undo is still an option.

Using Xtras

The Xtras menu has effects that are not reversible. Once these effects are applied to a vector object, the object is no longer editable as paths 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, or skew an object, a group of objects, or a pixel selection area.
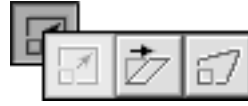
Transform tools

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.
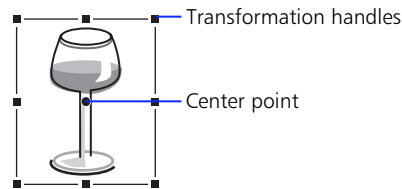
Original object
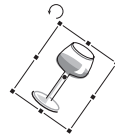
Rotated

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.

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.
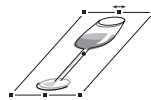
When dragging a transform handle in distort mode:

◆ 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.

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, double-click the centerpoint.
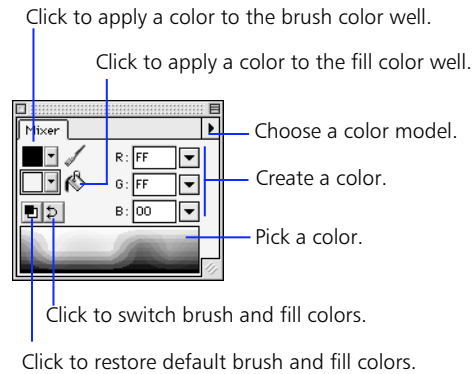
Numeric transformations

To scale or rotate selected objects, images, and pixel selections by specific measurements, choose Modify › Transform › Numeric Transform to open the Numeric Transform dialog box. Select the type of transformation to perform on the current selection from the pop-up, and input numeric values to transform the selection.

Check Constrain Proportions when scaling or resizing to keep the horizontal and vertical size of the selection proportional when transforming.

Check Scale Attributes to transform the fill, stroke, and effect of the object along with the object. If Scale Attributes is unchecked, the stroke, fill, and effect on the object do not increase in size; only the path is scaled.

Using color

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

Click to apply a color to the brush color well.

Click to apply a color to the fill color well.

Choose a color model.

Create a color.

Pick a color.

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.
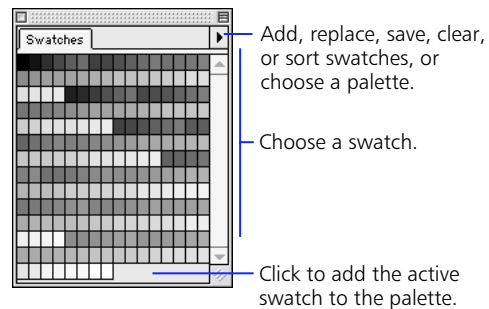
Swatches panel

Using the Color Mixer

By default, the Color Mixer identifies colors as Hexadecimal 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 00 to FF.

To create a color in the Color Mixer:

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

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

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

4 Enter values in the color component fields, 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 and the color bar 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.
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.

| Choose	To express color components as
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 Shift toggles the color bar through the RGB, Hexadecimal, and Grayscale color models. The fields on the Color Mixer 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 from the Toolbox. The highlighted color well displays the color and the Color Mixer displays the component values.

Viewing color information

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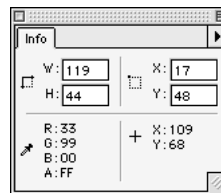
View the color values of the color under the cursor.

The Info panel displays information about the color at the current cursor location.

Using the Swatches panel

Choose Window › Swatches to display the Swatches panel, which contains a group of colors. Click a color swatch to choose a stroke, 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 stroke, fill, or effect of all selected objects.

This eyedropper	Applies a color to
	The stroke color well and the 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.

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.

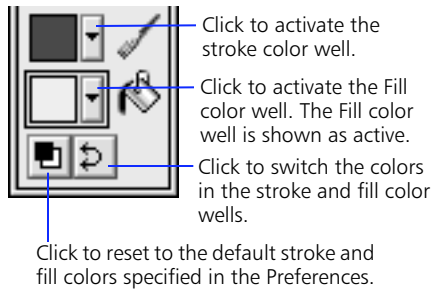| To	Do this
Revert a color palette to its original swatches	Reselect the color palette from the Options pop-up.
Save a custom palette	Choose Save Palette from the Swatches panel Options pop-up, and then either name the new palette or leave the previous name to replace the original palette.
Use the current 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 in the Export Preview, as well as optimizing color palettes, see "Options panel" on page 95.

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

Click to activate the stroke color well.

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

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

Click to reset to the default stroke and fill colors specified in the Preferences.

The stroke and fill color wells and the color well buttons appear in both the Color Mixer and the Toolbox.

In addition, a duplicate stroke color well appears on the Stroke 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
Stroke color well	Click the color well with the brush next to it in the Toolbox or in the Color Mixer
	or
	Click the color well in the Stroke panel.
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 color well in the Fill panel.
Effect color well	Click the color well in the Effect panel. Neither the Toolbox nor the Color Mixer has an Effect color well. Some effects do not use color.

To swap colors so that the stroke color becomes the fill color and the fill color becomes the stroke color, click the Swap 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" preference.

Using color well pop-up swatches

Click the box next to any color well to display pop-up swatches and choose a color to apply to that color well and any selected objects. The color well pop-up contains the swatches currently in Fireworks Swatches panel.
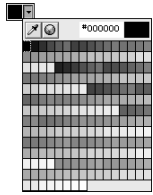
Color Well Pop-up swatches

To	Do this
Get a color from anywhere on the screen	Click the eyedropper button, and then click anywhere on the screen.
Get a color from the system color picker	Click the color picker button, and then choose a color from the system color picker.
Apply transparency.	Click the transparency button.

Applying color to the canvas

The canvas is the bottom surface of the Fireworks document. 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.

Applying strokes and fills

Use the Stroke 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 Stroke panel Options pop-up and Fill panel Options pop-up to adjust stroke and fill settings and to create and save custom brushes and fills.
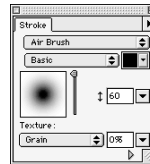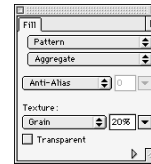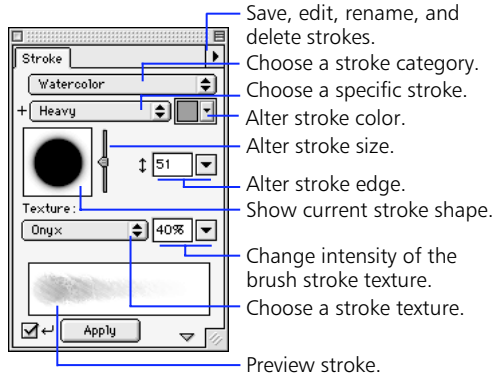

Stroke panel   *Fill panel*

The Stroke panel and Fill panel combine to form the control center for creating brush strokes and fills. Save your favorite stroke and fill settings to use again.

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

Alternatively, use the Styles panel to save a stroke or fill and reuse it later.

The Stroke panel

Save, edit, rename, and delete strokes.
Choose a stroke category.
Choose a specific stroke.
Alter stroke color.
Alter stroke size.
Alter stroke edge.
Show current stroke shape.
Change intensity of the brush stroke texture.
Choose a stroke texture.
Preview stroke.

Stroke panel

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 stroke textures add to the range of creative possibilities.

Brush tool

Pen tool

Stroke 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 strokes.

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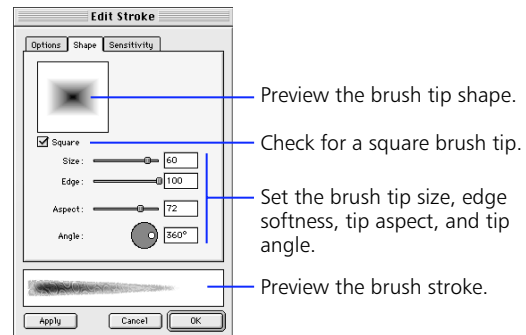
Using the Edit Stroke panels

Choose Edit Stroke from the Stroke panel Options pop-up to display the Edit Stroke panels: Options, Shape, and Sensitivity.
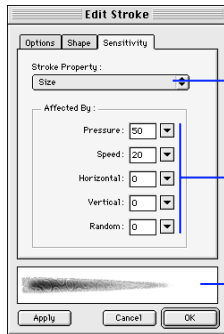
The stroke preview at the bottom of any Stroke panel shows the current brush with the current settings. A stroke in the preview that tapers or fades or otherwise changes from left to right illustrates the current pressure- and speed-sensitivity settings.

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.
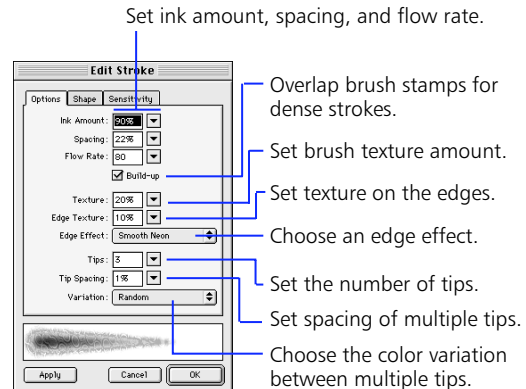
Edit Stroke Options panel

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 Stroke Shape panel

Assign the stroke property for sensitivity data to control.

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

Preview the stroke.

*Edit Stroke Sensitivity panel*

Saving stroke settings

Any change to stroke settings is saveable. Use the Stroke panel Options pop-up to save strokes, change stroke characteristics, rename the current stroke, or delete the current stroke.

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

Use the Styles panel to store a stroke and its settings. Select an object then click a stroke in the Styles panel to apply the stored stroke to the object. Stroke styles in the Styles panel may be exported and then imported into other Fireworks documents.

The Fill panel

Fireworks fill categories are None, Solid, Pattern, Web Dither and various gradient shapes. Combine fill types with textures to quickly create complex artwork.
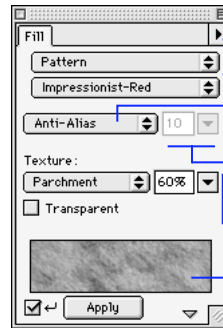
Save, edit, name, and delete gradients.

Choose a fill category.

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

Control edge feathering.

Choose a fill texture and intensity and control transparency.

Preview fill.

Fill panel

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

Saving and reusing fills

Saved fills are stored 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.

Use the Styles panel to store a fill and its settings. Select an object then click a fill in the Styles panel to apply the stored fill to the object. Fill styles in the Styles panel may be exported and then imported into other Fireworks documents.

Editing and saving a gradient color ramp

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

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 a color well. Click and drag any color well below the color ramp to change the transition between colors in the fill. Double-click any color well to pick a color from the color palette pop-up menu. Add as many colors to the color ramp as you want.
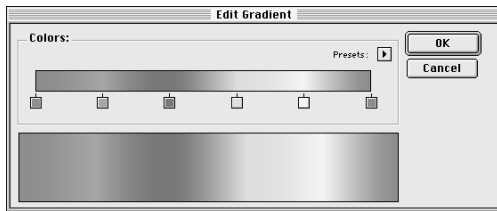
Edit Gradient dialog box

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, Solid, or Web Dither, clicking inside the object with the Paint Bucket tool adds the color in the fill color well as a Solid or Web Dither 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.

Filling areas of similar color

On image objects, use the Paint Bucket tool to fill areas of similar color. With the Paint Bucket tool selected, set the tolerance on the Tool Options panel to determine the range of similar colors to be filled.

A tolerance setting of 0 (zero) causes the Paint Bucket tool to fill a solid area of a single color. Higher tolerance settings will cause the Paint Bucket tool to fill adjoining areas near in color to the color that was clicked.

To fill the entire image or selection, rather than similar colors, check Fill Selection Only on the Tool Options panel when the Paint Bucket tool is selected.

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.
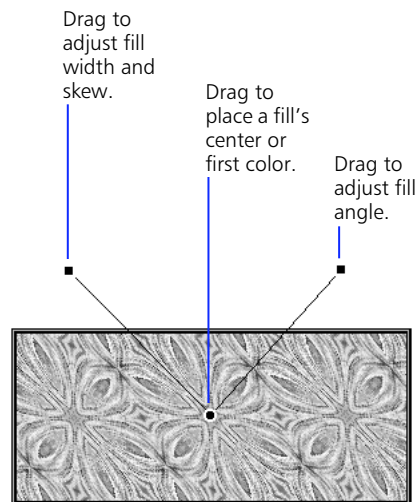

Use the Paint Bucket tool handles to interactively adjust a Pattern or Gradient fill.

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.

The Web Dither fill

When exporting using a web-safe palette, colors in the image that are not web-safe are shifted to a web-safe color or dithered. Use Web Dither fill to create the appearance of a color outside the web-safe palette that will neither shift nor dither when exported with a web-safe palette. Use a Web Dither to fill an object with a dither pattern based on two web-safe colors.
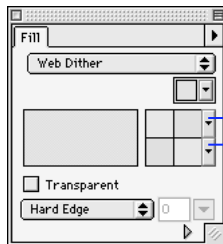
Choose two web-safe colors to create a dither pattern.

Web Dither Fill panel

When a color is selected in the Web Dither Fill panel, a dither pattern is created from the two web-safe colors that are closest in value to the color that is to be approximated.

Note: Setting a Soft Edge or a Feathered Edge for a Web Dither fill will result in colors that are not web-safe.

Note: To create the illusion of a true transparent fill in a web browser, apply a Web Dither fill to an object and check Transparent on the Fill panel. Then, export the object as a GIF or PNG with Index Transparency or Alpha Channel Transparency set. When viewed in a web browser, the web page's background will show through every other pixel of the transparent Web Dither fill, creating the effect of transparency.

Using styles

Use styles to maintain visual consistency and to simplify formatting. Use the Styles panel to store and apply stroke, fill, effect, and text styles to objects or text.
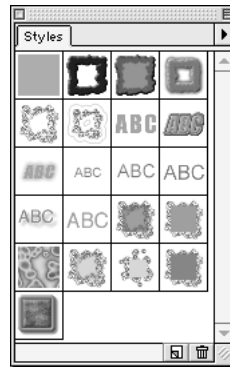
Styles panel

Styles in Fireworks behave like an artist's palette, not like styles in a word processor. When a style is applied to an object, that object takes on the style's characteristics. However, Fireworks does not keep track of which style was applied to the object, and the object does not update if the style is edited.

To apply a style to an object, select an object or text, and then click a style in the Styles panel.

To add a new style:

1 Create an object or text block with the stroke, fill, and text settings you want.

2 With the object selected, choose New Style from the Styles panel Options pop-up, or click the New Style button at the bottom of the Styles panel.

3 Enter a name for the style and check the properties you want to apply with the style.

Properties left unchecked will not be applied to an object with the style.

4 Click OK.

An icon for the style appears on the Styles panel showing a quick preview of the style.

Editing and deleting styles

To	Do this
Edit a style	Double-click a style or click a style in the Styles panel and then choose Edit Style from the Options pop-up.
	In the Edit Style dialog box, check or uncheck components of the style that will be applied.
	Specific style characteristics, such as fill or stroke type, cannot be changed by using Edit Style. To change fill, stroke, or effect settings for a style, create a new style.
Delete a style	Click a style in the Styles panel, and then choose Delete Style from the Options pop-up or click the Delete Style button at the bottom of the Styles panel.
	Hold down the Shift key while clicking styles to select multiple styles for deleting.
Reset the Styles panel to the default styles	Choose Reset Styles from the Options pop-up.
make the style preview icons larger	Choose Large Icons from the Options pop-up. Choose Large Icons again to switch back to the small previews.

Importing and exporting styles

Styles can be exported and shared with other Fireworks users.

To	Do this
Import styles	Choose Import Styles from the Options pop-up, and then choose a saved styles document to import.
	All styles in the selected styles document are imported and placed directly after the currently selected style on the Styles panel.
Export styles	Select styles on the Styles panel. Hold down the Shift as you select to select multiple styles.
	Choose Export Styles from the Options pop-up.
	Enter a name and a location for the saved styles document, and then click Save.

Adding texture

Both the Stroke panel and the Fill panel have an option for adding a texture to the brush stroke or fill.

Preview a texture.   Adjust texture and transparency.
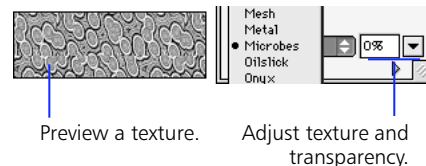
The Texture name pop-up displays a preview of the highlighted texture.

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, or apply combinations of any of those effects. 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
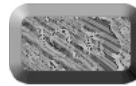
Outer Bevel effect
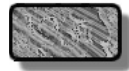
Drop Shadow effect

Emboss effect

Glow effect

Save, edit, name, and
delete effects.

Choose an effect category.

Choose a specific effect.

Set effect-specific
options such as width,
contrast, and softness.

Choose bevel appearance.
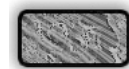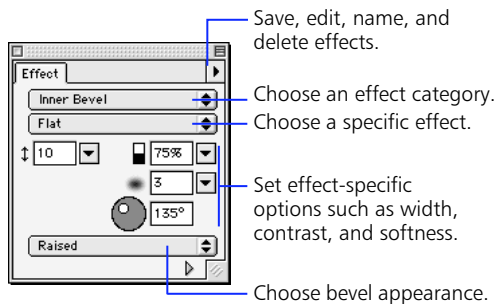
Effect panel

To apply an effect to an object:

1 Select the object.

2 Choose the effect from the Effect panel.

To edit an effect:

1 Select the object.

2 Adjust effect characteristics in the Effect panel.

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.

Applying multiple effects

Choose Multiple from the category pop-up of the Effect panel to apply multiple effects.

Choose Multiple to apply
more than one effect to
selected objects.

Click to open the Effect
panel for the checked effect.

Check to apply the effect
and open the Effect panel.
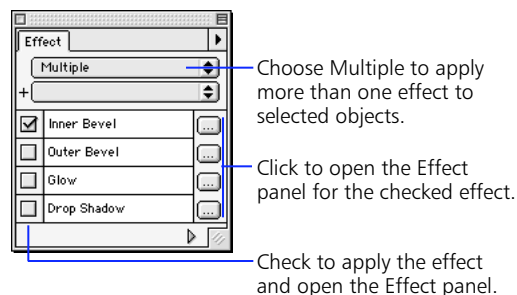
Multiple Effect panel

To apply multiple effects to an object:

1 Select the object.

2 Choose Multiple from the Effect panel category pop-up.

3 Check the box next to each effect you wish to apply.

Each time you check an effect, make specific settings for that particular effect in the dialog box that opens.

To edit an effect that is part of a multiple effect:

1 Select the object.

2 Click the edit button next to the effect you want to edit.

3 Change settings in the dialog box that appears, and then click OK.

Note: When opening Fireworks 2 documents in Fireworks 1, objects that contain multiple effects will retain only the first effect.

Saving, renaming, or deleting multiple effect settings

Once a multiple effect is set, you can save that setting so that it can be quickly applied at a later time.

To	Do this
Save a multiple effect setting	Choose Save Effect As from the Effect panel Options pop-up, enter a name for the effect, then click OK. The effect will appear in the Multiple Effect presets pop-up on the Effect panel.
Rename a multiple effect setting	Select the effect you want to rename from the Multiple Effect presets pop-up, choose Rename Effect from the Effect panel Options pop-up, enter a new name, then click OK.
Delete a multiple effect setting	Select the effect you want to delete from the Multiple Effect presets pop-up, then choose Delete Effect from the Effect panel Options pop-up.

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, target an additional plug-in folder in the Preferences dialog box.

Using text

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

Text tool

In Fireworks, text is neither a path nor an image. Text initially has no stroke and a solid fill. A stroke can be added using the Stroke panel. Check Anti-Alias in the Text Editor to give text an anti-aliased edge. Also, text edges can be changed using the 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.

To see changes in the document as you edit the text in the Text Editor, check the auto-apply checkbox in the Text Editor.

To change text characteristics in the Text Editor, select the text in the Text Editor, then apply changes.

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 stroke 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.

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.

Choose fonts from the Font pop-up.

Orient text horizontally or vertically.

Adjust point size.

Apply color to text.

Apply a Bold, Italic, or Underline style.

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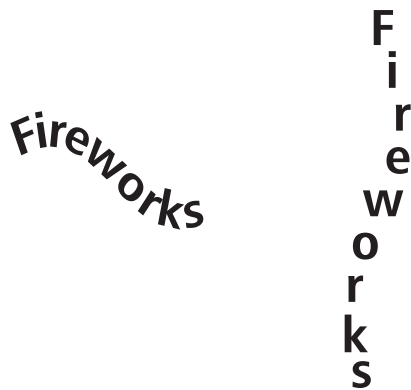
Horizontal text on a path *Vertical text on a path with Vertical Orientation*

A path to which text is attached temporarily loses its stroke, fill, and effect attributes. Subsequently applied stroke, fill, and effect attributes are applied to the text, not the path. A path regains its stroke, 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.

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 to display the Object inspector.

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.

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.

To convert text to an image object:

1 Select the text.

2 Choose Modify > Merge Images.

Text converted to an image object retains its current appearance.

Controlling document size and resolution

Choose Modify › Document › Image Size to open the Image Size dialog box and change the document's dimensions, print size, and resolution.
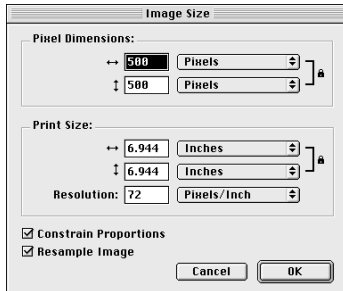
Image Size dialog box

To resize an image in Fireworks:

1 Choose Modify > Document > Image Size.

The Image Size dialog box opens.

2 Enter numbers in the Pixel Dimensions fields to set the new horizontal and vertical dimensions for the image.

By default, the document's current dimensions are displayed in the Pixel Dimensions fields. If Resample Image is unchecked, Pixel Dimensions cannot be changed—only the resolution or Print Size may be changed.

3 Enter numbers in the Print Size fields to set the new horizontal and vertical dimensions of the image when it is printed.

4 Enter a number in the Resolution field to change the resolution of the image.

If Resample Image is checked, changing the Resolution also changes the Pixel Dimensions.

5 To maintain the same ratio between the document's horizontal and vertical dimensions, check Constrain Proportions.

Uncheck Constrain Proportions to resize the width and height independently from one another.

6 Check Resample Image to add or remove pixels when resizing the image to approximate the same appearance at a different size.

7 Click OK.

Resampling

Resizing bitmap images always presents a unique problem—do you add or remove pixels to resize the image, or do you change the number of pixels per inch or centimeter?

One way to adjust the size of a pixelated image is to adjust the resolution, which changes the size of the pixels in the image so that more or fewer pixels fit in a given space. Another way to adjust the image's size is to resample the image.

When an image is resampled, pixels must be added or removed to make the bitmap larger or smaller. Either way, the image is altered, which can result in some quality loss at the target resolution.

◆ Downsampling, or removing pixels to make the image smaller, always causes quality loss because pixels are discarded to resize the image.

◆ Resampling up, or adding pixels to make the image larger, may result in quality loss because some pixels are being added to make the image larger, and the pixels that are added do not always correspond pixel-for-pixel to the original image.

Resampling in Fireworks differs from most image editing applications; Fireworks contains pixel-based bitmap image objects and vector-based path objects.

When an image object is resampled, pixels are added to or removed from the image object to make it larger or smaller. When a path object is resampled, little quality loss occurs because the path is redrawn mathematically at a larger or smaller size.

However, since path objects in Fireworks are composed of pixels, some strokes or fills may appear slightly different after resampling because the pixels that compose the stroke or fill must be redrawn.

Note: When you resize an image, guides, hotspot objects, and slice objects are resized with the image.

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.

◆ Hide individual objects.

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.
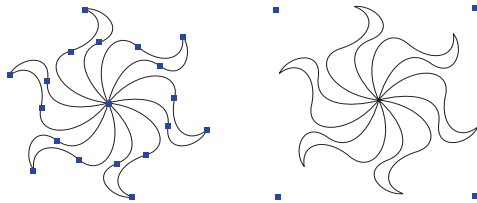
Group selected objects as a single object.

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

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. Moving a subselected object to another layer will remove the object from its original group.
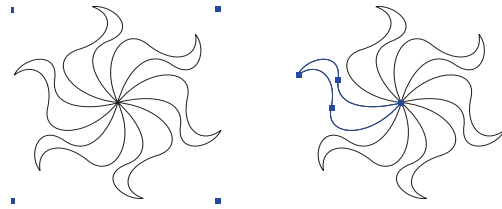
Subselect an object within a group.

When editing a group, masking group, or symbol:

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

◆ Choose Edit › 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 > Bring Forward.
Move an object to the front of a layer	Select the object and choose Modify > Arrange > Bring to Front.
Move an object backward on the same layer	Select the object and choose Modify > Arrange > Send 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 the 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 layers as needed.
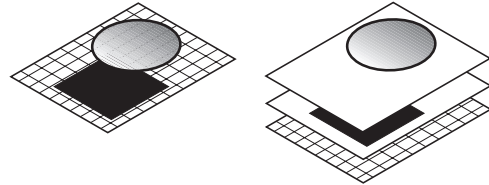
Only objects on visible, unlocked layers are editable. The canvas is below all other layers, but it is not actually a layer. Change the canvas color by choosing Modify › Document › Canvas Color and then selecting a different canvas color.

The name of 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.

View and rearrange the stacking order of layers.

Lock or unlock a layer.
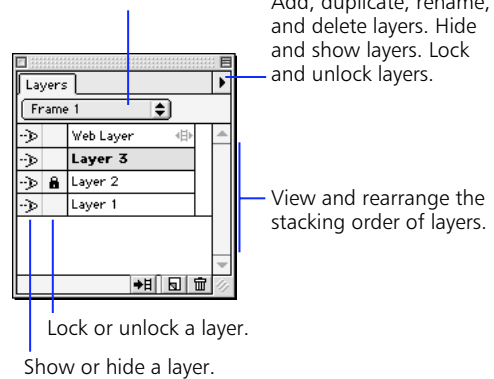
Show or hide a layer.

Layers panel

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

To	Do this
Add a layer	Choose New Layer from the Options pop-up on the Layers panel or Click the New Layer button or Choose Insert > Layer.
Delete a layer	Drag a layer to the Delete Layer button, select a layer and click the Delete Layer button or Select a layer and choose Delete Layer from the Options pop-up on the Layers panel.
Move a layer	Drag a layer name up or down on the Layers panel.
Show or hide a layer	Click the square in the first column to the left of a layer name. A show/hide icon indicates that a layer is visible.
Lock a layer	Click the square in the second column to the left of a layer name. A padlock indicates that a layer is locked. Objects on a locked layer are not editable until the layer is unlocked.
Duplicate a layer	Drag a layer to the New Layer button, select a layer and click the New Layer button or Select a layer and choose Duplicate Layer from the Options pop-up on the Layers panel.
Move selected objects to another layer	Drag the square selection icon to the desired layer.

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

Use the Current Frame pop-up to navigate among frames. Alternatively, use the frame controls on the bottom of the document window to navigate among frames.

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

Hiding selected objects from view

To hide all selected objects, select them and then choose View › Hide Selection. Hide Selection does not hide guides. Hidden objects remain hidden when the document is closed and reopened.

To show all hidden objects, choose View › Show All.

The Web Layer

The Web Layer is a special layer that appears at the top of every new document. The Web Layer contains web objects used for assigning interactivity to exported Fireworks documents.

The Web Layer may be moved in the Layers panel, but it may not be deleted. Moving a path object to the Web Layer creates a hotspot in the shape of that object. The Web Layer is always shared across all frames.

Sharing a layer across frames

Set a layer so that it is shared across all the frames in the document in either of two ways:

◆ Double-click a layer, and then in the Layer Options dialog box check Share Across Frames.

◆ Select a layer you want to share, then check Share Layer on the Options pop-up of the Layers panel.

Using frames

Frames comprise the structure for an animated Fireworks document, or contain the alternate states for behaviors. Each frame within a document is the same size and has the same layers in the same order as the other frames.
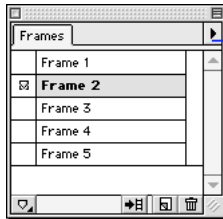
Add, duplicate, and delete frames; copy to frames; or distribute the selection.

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 to Frames 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 "Creating animation" on page 124. For more information on using frames for rollovers see "JavaScript rollovers" on page 120.

Find and Replace

Use Find & Replace to search for and replace different elements in a document, such as text, URLs, fonts, and colors. When you use Find & Replace, Fireworks can search the current document or multiple files.

Also, Fireworks can track changes made during a Find & Replace operation and store a log of the changes in the Project Log panel. Find and Replace only works on Fireworks PNG files, or on files containing vector objects, such as Macromedia FreeHand files, CorelDRAW files, or Adobe Illustrator files.
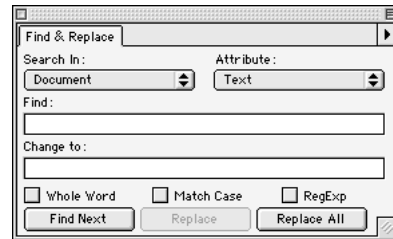
Find & Replace panel

To find and replace elements of a document:

1   Choose Edit > Find & Replace to open the Find & Replace panel.

2   Choose an attribute to search for from the Attributes pop-up.

3   Set the Find and Change to fields to define attributes to find and replace.

4   Click one of the three buttons at the bottom of the Find & Replace panel:

◆   Choose Find Next to find the next instance of the element in the Find field. Found elements appear selected in the document.

◆   Choose Replace to replace a found element with the contents of the Change to field.

◆   Choose Replace All to find and replace every instance of a found element throughout the search range.

Selecting the source for the search

Fireworks can perform a find and replace in any of five locations. Choose an option from the Search In field to select the range of content you want to find and replace:

Selection—Find and replace elements only among the currently selected objects and text.

Frame—Find and replace elements only within the current frame.

Document—Find and replace elements in the active document.

Project log—Find and replace elements in files listed in the Project Log.

Files—Find and replace elements across multiple files. When you choose Files from the Search In pop-up, the Open Multiple Files dialog box opens. Navigate to a file you want to search, and then click Add to add that file to the find and replace list. Click Add All to add all files in the current folder to the find and replace list.

Managing multiple file searches

When finding and replacing among multiple files, select Replace Options from the Options pop-up to set how multiple opened files are backed up after the file has been searched.

Check Save and Close Files to save and close all files in a multiple file find and replace. Each file is saved and closed after the find and replace is performed. Only the original active documents remain open.

Choose an option from the Backups pop-up to make backups of changed files from a find and replace.

◆ Choose No Backups to make no backups. The changed files replace the original files.

◆ Choose Overwrite Existing Backups to create only one backup of each original file. If additional find and replace operations are performed, the previous original file always replaces the backup copy. The backup copies are stored in subfolders called Original Files, which are created in the folders of each file that was replaced during a find and replace. If an Original Files folder already exists, it is used instead of a new folder.

Choose Incremental Backups to save every instance of a changed file. The original files are moved to an Original Files subfolder of their current folder, and an incremental number is appended to each file name.

If additional find and replace operations are performed, the original file is copied to the Original Files folder and the next higher number is added to its file name.

For example, for a file named Drawing.png, the first time a find and replace is executed, the backup file is named Drawing-1.png. The second time a find and replace is run, the backup file is named Drawing-2.png, and so on.

Managing searches with the Project Log

The Project Log helps track and control changes made in multiple files when using Find and Replace or when batch processing. Any documents changed during a Find & Replace are recorded in the Project Log.
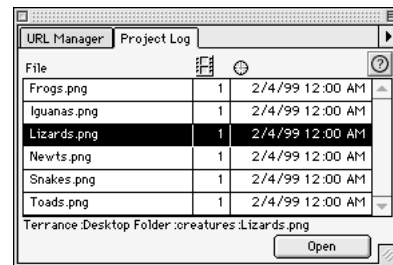
Project Log panel

Use the Project Log to navigate through selected files, export selected files using their last export settings, or select files to be batch processed.

The Project Log records each changed document and displays which frame of the document contained the change, as well as the date and time of the change.

To	Do this
Manually add files to the Project Log	Choose Add Files from the Project Log Options pop-up and navigate to the file you want to add.
Open or display files listed in the Project Log	Select a file listed in the Project Log and click Open, or double-click a file listed in the Project Log.
Remove an entry from the Project Log	Select one or more entries and choose Clear Selection from the Project Log Options pop-up.
Remove all entries from the Project Log	Choose Clear All from the Project Log Options pop-up.
Export a file listed in the Project Log using its last export settings	Select a file or files in the Project Log and choose Export Again from the Project Log Options pop-up.

Viewing and printing the Project Log

The latest version of the Project Log is stored as an HTML file in the Fireworks 2 \ Settings folder. Open the Project_Log.htm file in a browser to view or print the Project Log.

Finding and replacing text
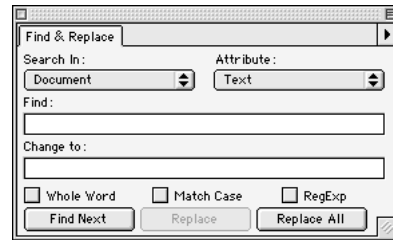
Find & Replace Text panel

Choose Text from the Attributes pop-up of the Find and Replace panel to search for and replace words, phrases, or text strings in Fireworks documents. Enter the text to search for in the Find field. Enter the replacement text in the Change to field.

◆ Check Whole Word to find the text in the same form as it appears in the Find field, and not as part of any other word.

◆ Check Match Case to distinguish between uppercase and lowercase letters when searching text.

◆ Check RegExp to use regular expressions when searching. Use regular expressions to match parts of words or numbers conditionally during a search. For more information on using regular expressions, see http://developer.netscape.com/docs/manuals/communicator/jsguide/regexp.htm.

Finding and replacing fonts
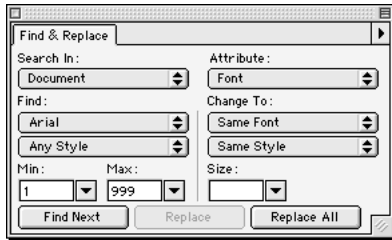
Find & Replace Fonts panel

Choose Font from the Attributes pop-up of the Find and Replace panel to search for and replace fonts in a Fireworks document or documents. Specify the font or font characteristics to find in the Find area. Specify the font or font characteristics used to replace found fonts in the Change to area.

◆   In the Min field, enter the minimum point size to find of the selected font.

◆   In the Max field, enter the maximum point size to find of the selected font.

◆   In the Size field, enter a point size to apply to found fonts.

Finding and Replacing colors
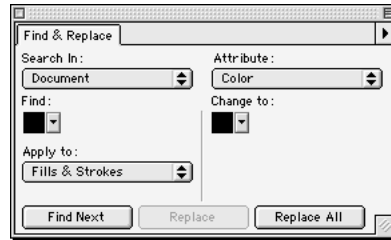
Find & Replace Colors panel

Choose Color from the Attributes pop-up to search for and replace colors in Fireworks documents. Choose the color to be replaced from the Find color well pop-up. Choose the replacement color from the Change to color well pop-up.

Choose an item from the Apply to pop-up to determine how the colors found in the find and replace are applied:

Fills—Find and replace a fill color, except for a Pattern fill that is based on a bitmap image.

Strokes—Find and replace stroke colors only.

Fills and Strokes—Find and replace both fill and stroke colors.

Effects—Find and replace effect colors only.

Everything—Find and replace fill, stroke, and effect colors.

Finding and Replacing URLs
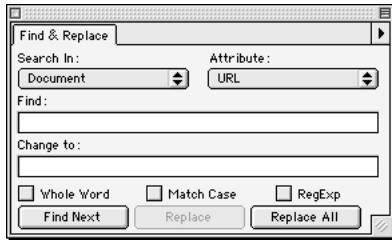
Find & Replace URLs panel

Choose URL from the Attributes pop-up of the Find and Replace panel to search for and replace URLs assigned to web objects in Fireworks documents.

Enter or choose the URL to be replaced in the Find field. Enter or choose the replacement URL in the Change to field. The Find and Change to pop-ups display all URLs present in the active document.

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 edited, the instances (copies) 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 Insert › Symbol to turn one or more selected objects into a symbol. To add objects to an existing symbol, select the symbol and the objects and choose Insert › Symbol Options › Add to Symbol. Symbols cannot include instances and other symbols.
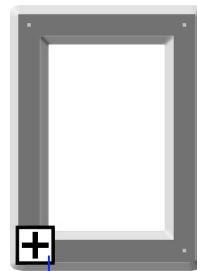
A plus icon represents a symbol object.

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.

◆ Press Alt (Windows) or Option (Macintosh) after you begin dragging a symbol.
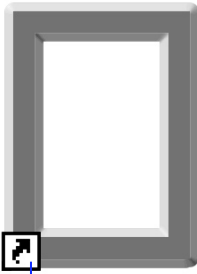
An arrow icon represents an instance object.

Modifying a symbol

Modify a symbol to automatically modify all associated instances. Symbols behave as groups when modified or transformed. For example, apply different opacities to components within a symbol by subselecting objects and using the Object inspector. For more information on modifying opacity within grouped objects, see "Object inspector" on page 20 and "Using the Object inspector" on page 81.

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 Insert > Symbol.
Add items to an existing symbol	Select the symbol and the items and choose Insert > Symbol Options > 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 Insert > Symbol Options > Delete Instances.
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 Insert > Symbol Options > Break Link, and then click 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 Insert > Symbol Options > Find Symbol.
Move a symbol and its instances simultaneously	Select the symbol, choose Edit > Subselect, and move the contents of the symbol.

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

Tweening

Choose Insert › 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 of the same opacity type.

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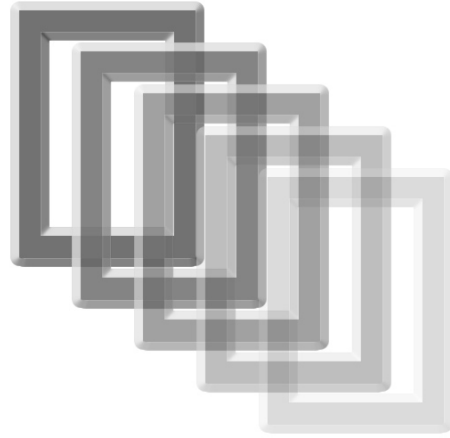
Tweened from 100% opacity to 25% opacity.

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 Insert > 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 Object inspector
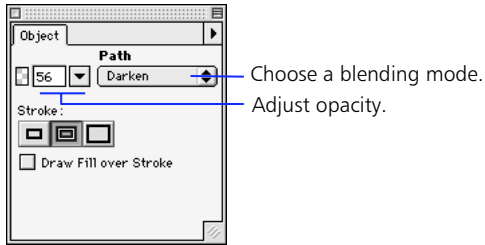
Set opacity and choose a blending mode in the Object inspector.

Use the Object inspector 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 (zero) renders an object completely transparent.

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 Edit › Deselect, then choose a blending mode.

When objects with different blending modes are grouped, the group's blending mode overrides individual blending modes. 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.
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, including examples, see Fireworks Help.

Masking

In Fireworks, masks are created by grouping two objects together as a mask group. The top object acts as the mask, while the bottom object is the image to be masked. Create masks from any element in Fireworks, including images, path objects, or text. A mask group has two primary uses:

◆ Pasting an object inside another object, so that the top object continues to be visible. This is known as a paste inside or clipping path in FreeHand. It crops an image to its shape.

◆ Pasting an object inside another object, so that the top object is not visible and the alpha of each pixel in the top object becomes part of the mask or filter of the bottom object. This is known as a layer mask in Photoshop. A typical application of a mask is to use the top image to define gradient transparency for the bottom object.
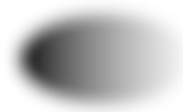
Image and clipping path

Paste inside

Mask group

To create a clipping path mask:

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. The Object inspector identifies this element as a clip group.

To create a mask similar to a layer mask:

1 Position two or more objects, one on top of the other, so that the top object is the object to be used as the mask and the bottom object is the object to be masked.

2 Select the objects.

3 Choose Modify > Mask Group.

The top object is converted to an alpha object whose grayscale values are used to mask the bottom object.

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 Window > Object, and then choose Clip to Top Object's Image.

◆ To convert a mask group into a paste inside, select the mask group, choose Window > Object, and then choose Clip to Top Object's Path.

3

CHAPTER 3
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 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 52.

Fireworks can import these formats:

◆ PNG

◆ GIF

◆ JPEG

◆ BMP

◆ TIFF

◆ xRes LRG

◆ ASCII

◆ RTF

- ◆ Adobe Photoshop 3, 4, 5
- ◆ Adobe Illustrator 7
- ◆ Macromedia FreeHand 7, 8
- ◆ CorelDRAW 7
- ◆ Targa

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 3
- ◆ Adobe Photoshop 4, 5
- ◆ Adobe Illustrator 7, 8
- ◆ Microsoft Office 97, 98
- ◆ Microsoft Internet Explorer 3, 4
- ◆ Netscape Navigator 3, 4
- ◆ CorelDRAW 7, 8

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.

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. When importing a Fireworks file:

◆ Hotspot objects and slice objects are placed on the Web Layer of the Layers panel. For more information about URLs, see "Creating an image map" on page 116.

◆ 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, moved, or distributed 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.
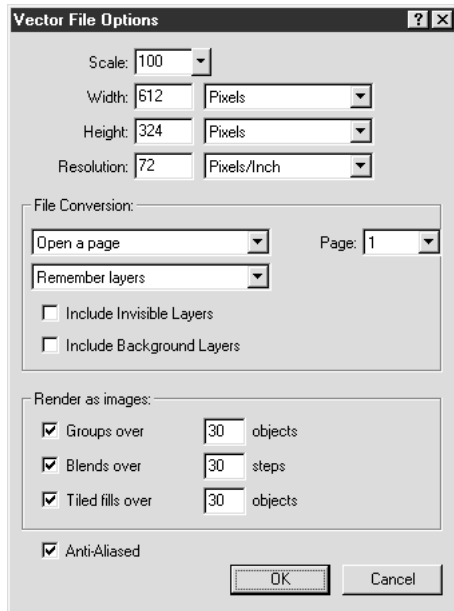
Scale—Specify the scale percentage for the imported file.

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

These 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 uncompressed CDR files that have been created with CorelDRAW 7 or 8 for Windows. These 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 CMX files or 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 repeated on 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.

Colors—Colors are generally converted to RGB colors if possible.

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.

Importing from a scanner or digital camera

Import images from scanners or digital cameras directly into Fireworks using TWAIN modules or Photoshop Acquire plug-ins (Macintosh). Images imported into Fireworks from a scanner or digital camera are opened as a new document.

To import an image from a scanner or digital camera:

1   Connect the scanner or camera to your computer.

    Follow the connection instructions included with the camera or scanner to ensure correct installation.

2   Install the software that accompanies the scanner or camera.

    Fireworks cannot scan images unless the appropriate software drivers, modules, and plug-ins have been installed. Again, consult the documentation for the scanner or camera for specific instructions on correct installation and setup.

3   In Fireworks, choose File > Scan and select a TWAIN module or Photoshop Acquire plug-in that corresponds to the device from which you are importing an image.

    For most TWAIN modules or acquire plug-ins, additional dialog boxes will ask you to set options for the module or plug-in.

4   Follow instructions and make settings as needed.

    For more specific instructions about settings and options, consult the documentation for the TWAIN module or acquisition plug-in that you are using.

    The imported image is opened as a new Fireworks document.

Using Photoshop Acquire plug-ins (Macintosh)

To use Photoshop Acquire plug-ins in Fireworks, one of two things must be done during or after installation:

◆   Install the Photoshop Acquire plug-in in the Fireworks 2\Settings\Xtras folder.

◆   Install the Photoshop Acquire plug-in in the Photoshop Plug-ins folder or in another folder. Then, in Fireworks, choose File › Preferences, click the Folders tab, check Photoshop Plug-Ins and browse to the folder containing the Acquire plug-in.

Exporting

Finding a good balance between quality and speed when exporting a graphic for the web can be a daunting task. Fireworks offers several methods to help develop top-quality graphics with the lowest possible file size.

Fireworks exports graphics through these methods:

◆ Drag and drop

◆ Copy and paste

◆ Export

◆ Export Area tool

◆ Export as Files

◆ Export as CSS Layers

◆ Export Again

◆ Export Wizard

To export a graphic:

1 Choose File > Export to display the Export Preview.

2 Choose settings.

3 Click Next.

4 In the Export dialog box, type a name for the file, select slicing options and HTML style, 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.

Export dialog box

Click Next in the Export Preview to open the Export dialog box.
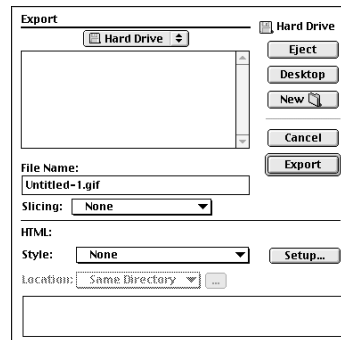
Use the Export dialog box to:

◆ Select a location for exported files.

◆ Provide a base name for automatically named exported files (for example, slice objects).

◆ Choose slicing options.

◆ Choose HTML style.

◆ Select a location for associated HTML.

◆ Access the Document Properties dialog box using the Setup button.

Export Wizard

Use the Export Wizard (File › Export Wizard) to help optimize your exported files. Answer questions about the file's destination and intended use, and the Export Wizard suggests file type and optimization settings. In addition, the Export Wizard attempts to optimize an exported file to fit within the size constraint you set in the Target export file size field.

Constrain file size from the Export Preview using the Export to Size Wizard. Click the Export to Size button to open the Export to Size Wizard and enter a file size.

Export to Size button

The Export to Size Wizard attempts to match the requested file size using the following methods:

◆ Adjusting JPEG quality.

◆ Modifying JPEG smoothing.

◆ Altering the number of colors in 8-bit images.

◆ Changing dither settings in 8-bit images.

◆ Enabling or disabling Optimization.

Slicing options available:

◆ None: Use no slice options when exporting.

◆ Use Slice Objects: Export slice objects as defined using the Slice tool.

◆ Slice Along Guides: Slice exported objects along existing guides.

Default HTML styles available:

◆ None

◆ Dreamweaver Library.lbi

◆ Dreamweaver 2

◆ Fireworks

◆ FrontPage

◆ Generic

For more information about using HTML styles, see "Exporting HTML with a Fireworks file" on page 130.

Export Commands

To	Do this
Export	Open the Export Preview and choose export settings.
Export Special > Export As Files	Export images contained on multiple frames, layers, or slices of a document as individual images.
Export as CSS Layers	Export document as Dynamic HTML.
Export Again	Export the current document using the previous export settings.
Export Wizard	Launch the Export Wizard to help select optimal export settings.
Export Area tool	Export a specific portion of an image.

Using Export Preview

Use the Export Preview 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.

Choose a color depth.

Click to edit, save, or load a palette.

Choose a color palette.

Preview up to four previews.

Check to dither the image.

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

Add to or remove colors from the transparency.

Check to optimize the exported graphic.

Choose the type of transparency.

Click to launch the Export Wizard.

Click to launch the Export to Size Wizard.

Use the Magnification tool to magnify the preview area.

Choose the number of views shown in the preview area.

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

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.

Check to preview the results of the chosen export settings.

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

Click to save the export settings used in the active view.
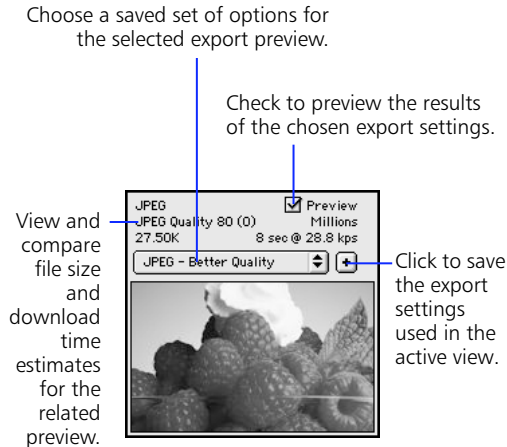
Preview area of the Export Preview dialog box

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

Note: To speed redraw of the Export Preview, uncheck Preview. To stop the redraw of the preview area when changing settings, press Esc.

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.

Split View buttons on the Export Preview

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. Use Alt-click (Windows) or Option-click (Macintosh) to zoom out.

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

When multiple views 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 settings for future exports or batch processing. Settings within the Options panel are included in the saved export settings. In addition, the Animation settings are saved when the export file format is animated GIF. When applying export presets to animated GIFs, ensure that the imported presets contain an equal or greater number of frames; otherwise, remaining frames in the animation will be set to the Fireworks default settings, which are unspecified disposal, 20/100 delay.

Applying preset export settings does not override custom cropping and scaling previously applied within the Export Preview.

To save export presets:

1 Click the + in the preview area of the Export Preview.

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

The preset is saved in the Fireworks 2\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 2\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.

Format

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

- ◆ GIF
- ◆ JPEG
- ◆ PNG
- ◆ TIFF
- ◆ PICT (Macintosh)
- ◆ xRes LRG
- ◆ BMP

Color depth

Color depth is the number of colors used in the exported graphic. Although most web images are exported 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 supporting this bit depth
1-bit	2 colors	GIF, PNG, PICT, TIFF, LRG
8-bit	256 colors	GIF, PNG, PICT, BMP, TIFF, LRG
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 JPEG with 24- or 32-bit color depths when exporting photographic images with continuous tones or complex gradient blends of colors.

Working with color palettes

Color palettes are groups of colors, 8-bit or less, which are stored within an image file or as a separate palette file.

◆ Use palettes when creating graphics to control which colors are available. For example, if you have a group of five corporate colors, you can create a palette with only those colors so that they may be quickly and precisely selected when drawing.

◆ Use palettes when exporting a graphic to limit the colors included in the exported file.

Using palettes for drawing and creating

When creating an image that will be exported with a palette, draw or create an image using colors from the palette you will use during export. Since the Fireworks document window always displays the image in millions of colors (24-bit), using a palette when creating an image can help minimize color shifting or dithering when you force the image to 8-bit color or less during export.

If you are not sure which color palette will be used for the exported image, use the default palette for the Swatches panel, which is the Web 216 palette.

To replace all the colors in the Swatches panel with colors from a palette:

1 In the Swatches panel Options pop-up, choose Replace Swatches.

2 Browse to a saved color palette or GIF image file that contains colors you want to add, and click OK.

Colors from the saved palette or GIF image file appear in the Swatches panel.

To add colors from a palette to the Swatches panel:

1 In the Swatches panel Options pop-up, choose Add Swatches.

2 Browse to the saved color palette or GIF image file that contains colors you want to add, and click OK.

Colors from the saved palette or GIF image file are added to the colors in the Swatches panel.

Note: Adding or removing colors from the Swatches panel does not alter colors already appearing in the document.

Fireworks does not restrict itself to colors in the Swatches panel when drawing. When creating glows, feathered edges, anti-aliased edges, gradients, or other transparent effects, colors other than those that appear in the Swatches panel are used. This may cause dithering or color shifting when exporting with some palettes. To prevent dithering or color shifting, limit use of gradients, export using an adaptive palette, or export in a file format that supports higher than 8-bit color.

For more information about the Swatches panel, see "Using the Swatches panel" on page 57.

Using palettes for exporting

Optimize or customize palettes during export using the Options panel of the Export Preview. When exporting an image with a color depth of 8-bits or less, palette options appear in the Export Preview. Choose a palette from the Palette pop-up, and then optimize it as desired.

These palettes are available by default:

Adaptive—A custom palette derived from the actual colors in the document. Adaptive palettes most often produce the highest quality image with the smallest possible file size.

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

Web 216—A palette of the 216 colors common to both Windows and Macintosh computers. This palette is often called a web-safe or 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 created with 256 colors or less may use the Exact palette. If the image contains more than 256 colors, the palette reverts to Adaptive.

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. Using this palette will effectively convert the exported 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 from an external palette or a GIF file. Choose Load Palette from the Export Preview Options pop-up to load a palette.

Setting the number of colors in the palette

Enter a number in the Number of Colors pop-up to set the maximum number of colors desired 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.

Setting the number of colors to a number lower than the actual number of colors in an image forces some colors to be lost, beginning with the least used colors. Pixels containing lost colors will be converted to the closest color remaining in the palette.

Number of Colors pop-up

Editing colors in a palette

The palette view displays colors used in the current preview of the image when working in 8-bit color or less. Use the palette view to preview or modify the palette for an image. The preview window updates to reflect changes made in the palette view.

R:255 G:255 B:153 ffff99 index:113
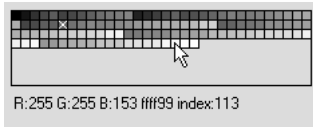
This symbol	Indicates
	The color has been edited. **Note:** This does not change the color in the document, only for export.
	The color is locked.
	The color is transparent.
	The color is web-safe.
	The color has multiple attributes. In this case, the color is web-safe, locked, and it has been edited.

Select a color by clicking it on the palette or in the preview area. To select multiple colors, hold down Control (Windows) or Command (Macintosh) as you click colors. Hold Shift and then click a second color to select a range of colors.

Locking colors

Individual colors may be locked so that they are not removed or changed when changing palettes or reducing the number of colors in a palette.

To	Do this
Lock a selected color	Click the Lock button on the bottom of the Palette view or choose Lock Color from the Options pop-up.
Unlock a color	Select a color and then click the Lock button on the bottom of the Palette view or choose Lock Color from the Options pop-up.
Unlock all colors	Choose Unlock All Colors from the Options pop-up.

Locked colors are indicated by a small square in the lower-right corner of the swatch, as shown here:

If you switch to another palette after colors have been locked, locked colors are added to the new palette according to the following table:

When switching to	Locked colors are
Adaptive or WebSnap Adaptive	Forced into the new palette.
Web 216 or Uniform	Added to the palette if not already present. Only the first 40 locked colors from the previous palette are added. Additional locked colors are discarded.
Exact	Added until the total number of colors in the palette equals 256. If the addition of locked colors causes the total number of colors in the palette to exceed 256, the palette switches to WebSnap Adaptive and locked colors are included accordingly.
Black/White, Macintosh, Windows, or Grayscale	Discarded.
Custom	Added until the total number of colors in the palette equals 256. Additional locked colors are discarded.

Editing colors

Change a color in the palette by editing it in the Export Preview. Editing a color replaces all instances of that color in the exported image. Editing does not replace the color in the original image; however, edited colors are retained the next time the Export Preview is accessed.

To edit a color, select the color, and then click the Edit button below the Preview area or choose Edit from the Options pop-up. Change the color using the system color picker. The new color replaces every instance of the replaced color in the preview area.

Click to open the System color picker.

Edited colors are indicated on the Palette view with a small square in the lower-left of the swatch, as shown here:

Note: Use shortcut menus to edit colors. Right-click (Windows) or Control-click (Macintosh) a color in the palette to display a shortcut menu of edit options for the color.

Removing edits to colors

Remove any edit made to a color by selecting the color and choosing Remove Edit from the Options pop-up. Also, individual edits may be removed by selecting a color and then deselecting the button of the edit you wish to remove.

Setting web-safe colors

Web-safe colors are colors that are common to both Macintosh and Windows platforms. These colors are not dithered when viewed in a web browser on a computer display set to 256 colors.

Web-safe colors are indicated on the Palette view with a small diamond in the center of the swatch, as shown here:

Fireworks has several methods of applying and using web-safe colors.

◆ Choose the Web 216 palette to force all colors to web-safe colors.

◆ Choose the WebSnap Adaptive palette to create an adaptive palette in which colors that are near in value to web-safe colors are converted to the closest web-safe color.

◆ Select a color and click the Web-Safe button, or choose Snap to Web-Safe from the Options pop-up to force that color to its closest web-safe equivalent.

Web-safe button

Changing colors to web-safe in the Export Preview does not effect the actual image, only the exported version of the image. However, all colors set to web-safe are retained each time Export Preview is used.

Saving a palette

Custom palettes may be saved as Photoshop palette files. Saved palettes may be used with other Fireworks documents, or in other applications that support Photoshop palettes, such as Adobe Photoshop, Macromedia FreeHand, or Macromedia Director.

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.

Using Dithering

Use dithering to approximate colors not in the current palette. Dithering is especially effective when exporting images with complex blends or gradients or when exporting photographic images to an indexed image format, such as GIF.

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

To dither the exported image, check Dither in the Export Preview, then enter a percentage value in the Dither Amount field. Higher numbers increase dithering and file size.

Adjusting transparency

Use the Transparency tools on the Options panel to specify which colors are transparent in exported GIFs or PNGs. Also, make colors transparent by selecting them in the Palette view and then clicking the Transparency button. A gray and white checkerboard denotes transparent areas in both the preview area and the palette view.

Setting colors to transparent does not effect the actual image, only the exported version of the image. However, all colors set to transparent are retained each time Export Preview is used.

Select any of three transparency types:

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 define transparency with a document's alpha channel. Only PNGs support multilevel alpha transparency.

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.

Using a matte color

Use a matte color to redefine the background color of the image when exporting.

When viewing transparent web graphics in a browser, an off-colored ring of pixels often appears around the borders of the non-transparent parts of the graphic. This visual mistake is created when the graphic is created over a background color that differs from the background color of the web page on which the graphic is viewed.

One solution is to set the Fireworks canvas color to be the same as the background color of the web page. Another solution is to use the Matte color in the Export Preview to change the canvas color during export to match the background color of the web page. This way, a commonly reused image can quickly be re-exported to match a variety of web page background colors.

To set the matte color, select a color from the Matte pop-up in the Export Preview. The matte color replaces the canvas color in the exported image.

Optimize

Check Optimize to create the smallest file with the least number of colors. Uncheck Optimize to include all colors in the palette, whether or not they are used in the exported image.

Interlacing

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 or exported area of the exported document.
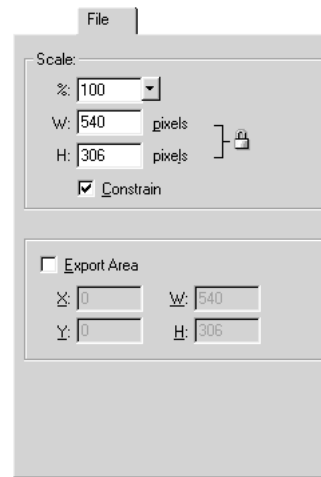
Scale

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 (width) and H (height) 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 about the Animation panel, see "Previewing an animation" on page 128.

Export Area

Use the Export Area tool to export a part of a Fireworks graphic.
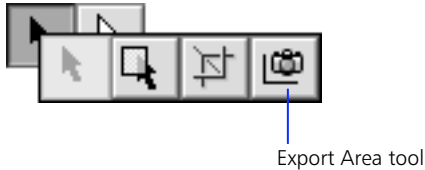
Export Area tool

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.

The Export Preview displays the area defined by the export area marquee.

4 Adjust settings in the Export Preview and click Next.

5 In the Export dialog box, type a file name and choose a destination folder, then click Save.

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.

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 animations.

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 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 to test and compare the appearance and estimated file size with different Quality settings for an exported JPEG.

Check either Optimized or Progressive to export the JPEG using optimized compression tables that can reduce file size.

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. Higher numbers produce more blurring in the exported JPEG, typically creating smaller files.

Sharpening color edges

Check Sharpen Color Edges to help preserve fine edges between two colors. Use Sharpen Color Edges when exporting JPEGs with text or hard color transitions to preserve the sharpness of these areas.

Progressive

Check Progressive in the Export Preview to export a progressive JPEG. Progressive JPEGs, like interlaced GIFs, display at low resolution and then increase in quality as they continue to download.

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.

Note: Many image editing applications cannot open progressive JPEGs.

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.

Web format comparison

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.

	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 is not suitable for use on the web because it is not highly compressible, yielding very large files.

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 format used by Macromedia xRes.

Batch processing

Use batch processing to convert a group of graphic files. When batch processing, you can convert a selection of files to another format; convert a selection of files to the same format with different settings; and find and replace text, colors, URLs, or fonts.

To batch process files:

1 Choose File > Batch Process.

2 Choose the files to process.

- ◆ Choose Current Open Files to perform the batch processing actions on all open documents.

- ◆ Choose Project Panel (All Files) to perform the batch processing actions on all files listed in the Project Log panel.

- ◆ Choose Project Panel (Selected Files) to perform the batch processing actions on the files currently selected in the Project Log panel.

- ◆ Choose Custom or click the edit button to display the Open Multiple dialog box and select files to batch process.

3 Choose Actions to perform during the batch process.

- ◆ Check Find and Replace and make settings in the Batch Replace dialog box to find and replace text, URLs, colors, or fonts in the batch processed files.

- ◆ Check Export and make settings in the Batch Export dialog box to change export settings, naming conventions, and scaling options applied to the batched files.

4 Choose backup options for the original files.

To create backup copies of the original files, check Backup Original Files and make settings in the Save Backups dialog box.

5 Click OK to run the batch process, or click Script to create a script of the current Batch Processing dialog box settings.

A status message displays the number of files currently processed out of the total files appearing in the selected folder.

Click Cancel to cancel the batch process.

Finding and Replacing during a batch process

Check Find and Replace in the Batch Process dialog box to find and replace text, fonts, colors, or URLs when batch processing. When you check Find and Replace, the Batch Replace dialog box appears, prompting you to enter elements to find and replace during the batch process.
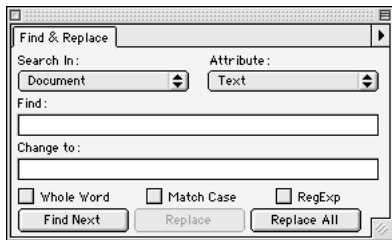
Batch Replace only affects the following file formats: Fireworks PNG, Illustrator, FreeHand, and CorelDRAW. Batch Replace does not affect GIFs and JPEGs.

To select elements to find and replace:

1 Select the type of element to find and replace from the Attributes pop-up.

Choose either text, fonts, colors, or URLs. Different sub-options are available for each type of element.

2 In the Find field, enter or choose the specific element to find.

3 In the Change to field, enter or choose the specific element to use to replace found items.

4 To add changed files to the Project Log, check Update Project Log.

5 Click OK to store Find and Replace settings and return to the Batch Process dialog box.

For more information about Find and Replace options, see "Find and Replace" on page 74.

Note: While URLs may be found and replaced during a batch process, no new HTML files are generated.

Changing file settings with a batch process

Check Export in the Batch Process dialog box to change file type, file optimization, or scaling settings when performing a batch process. When you check Export, the Batch Export dialog box appears, prompting you to enter settings to apply during the batch process.

To set file conversion options for a batch process:

1 Choose the Export Settings to apply to files during the batch process.

   ◆ Choose Use Settings from Each File to use each file's previous export settings during the batch process. For example, when batch processing a folder of GIFs and JPEGs, the resulting files will still be GIFs and JPEGs, and the original palette and compression settings are used when exporting each file.

   ◆ Choose Custom to open the Export Preview and enter custom export settings for the batch process.

   ◆ Choose a preset export setting or a previously saved user export setting to use for the batch process. All preset settings and saved user export settings appear in the Export Settings pop-up.

2 Choose naming options for batch processed files.

   ◆ Choose Original Name to leave file names unchanged.

   ◆ Choose Add Prefix and enter text in the File Name field to add the specified text to the beginning of the file name of each batch processed file.

   ◆ Choose Add Suffix and enter text in the File Name field to add the specified text to the end of the file name before the file extension. For example, if "_thumb" is entered in the File Name field, then the file GETCO.gif would be renamed to GETCO_thumb.gif when it is batch processed.

3 Choose scaling options for the batch processed files.

   ◆ To scale images so that they each fit within a specified width and height range, choose Scale to Fit Area and enter Max Width and Max Height to scale batch processed files proportionally.

Note: Choose Scale to Fit Area to convert a group of images to thumbnail images.

   ◆ To scale to an exact width and height, choose Scale to Size, then enter a width and height.

   To scale images proportionally but restrict width or height, choose Scale to Size, then 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.

   ◆ Choose Scale to Percentage to scale images by percentage.

4 Click OK to store Batch Export settings and return to the Batch Process dialog box.

Backing up batch processed files

Check Backup Original Files and make settings in the Save Backups dialog box to create backup copies of the original files in a batch process. Backup copies of files are placed in an Original Files subfolder in the same folder as each original file. If an Original Files subfolder already exists, the backup copies are placed in the existing folder.

In the Save Backups dialog box, choose either of two options:

◆ Choose Overwrite Existing Backups to keep only one backup copy of the previous file. When a new batch process is run, the old backup copy is replaced by the new backup copy.

◆ Choose Incremental Backups to keep copies of all the backup files. When a new batch process is run, a number is appended to the end of the file name of the new backup copy. For example, if a file called Picture.gif was being backed up using Incremental Backups, the first time the batch process runs, a file called Picture.gif would be copied to an Original Files subfolder. The second time a batch process is run on Picture.gif, a file called Picture-1.gif would be copied to the Original Files subfolder. The third time the file would be called Picture-2.gif, and so on.

Note: If Backup Original Files is unchecked, batch processing to the same file format overwrites the original file. However, batch processing into a different file format creates a new file in that format and does not move or delete the original file.

Using batch Scriptlets

Save batch process settings as cross-platform Scriptlets to easily recreate the batch process multiple times in the future.

To create a batch Scriptlet:

1 Choose File > Batch Processing.

2 Make settings in the Batch Processing dialog box.

Check the Actions to perform and make settings in the Batch Replace and Batch Export dialog boxes. Each time the saved Scriptlet is run, Fireworks asks which files are to be batch processed.

3 Click Script in the Batch Processing dialog box.

4 Enter a name and destination for the Scriptlet and click OK.

To run a batch Scriptlet:

1 Choose File > Run Script.

2 Choose the files to process with the Scriptlet.

For more information on choosing files, "To batch process files:" on page 106.

3 Click OK.

Running Scriptlets by dragging and dropping

Execute Fireworks Scriptlets by dragging and dropping them onto the Fireworks application.

◆ Dragging a Scriptlet file plus readable files to the Fireworks application launches Fireworks and immediately processes those files.

◆ Dragging multiple Scriptlet files and multiple graphic files onto Fireworks processes the graphics files multiple times, once for each script.

Using the Project Log

Use the Project Log to set up and track files that are part of a batch process. The Project Log lists any files changed by a batch process.

For more information about the Project Log, see "Managing searches with the Project Log" on page 75.

Working with Dreamweaver

Macromedia Dreamweaver is a powerful visual web page authoring tool. Use Dreamweaver and Fireworks together to streamline your web design process.

Fireworks images in Dreamweaver

The most common way to use Fireworks and Dreamweaver is to create web graphics and HTML in Fireworks and then include them on web pages created with Dreamweaver. Fireworks supports CSS (Cascading Style Sheet) layers and Dreamweaver libraries on export. Use CSS layer information in an HTML editor, such as Dreamweaver, to precisely position and animate objects.

Use library items in Dreamweaver for content that appears on many pages in your site and for content that must be updated frequently. Library files must have an ".LBI" extension and must be located in a folder named Library at the site root.

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, and 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.

Editing Fireworks images that are placed in Dreamweaver

Edit Fireworks images placed in Dreamweaver by launching Fireworks from Dreamweaver and editing the image. Edit GIFs and JPEGs in place in Dreamweaver using a Fireworks source file or optimize the image without affecting the source.

To launch and edit Fireworks graphics that are placed in Dreamweaver 2:

1   In Dreamweaver, choose Edit > Preferences > External Editor and set Fireworks as the Image Editor.

2   In Dreamweaver, choose Window > Properties to open the Properties inspector if necessary.

3   Select an image and click Edit on the Properties inspector.

    Dreamweaver launches Fireworks, if it is not already running.

4   Dreamweaver displays the following message: "Do you wish to use an existing Fireworks document as the source of <name of the graphic>?"

    ◆   If a Fireworks source PNG file exists, click Yes, browse to the PNG source file and click OK.

    ◆   If no Fireworks source file exists or if you only want to edit the bitmap image placed in Dreamweaver, click No.

5   Edit the graphic in Fireworks.

6   Choose File > Update.

    When Dreamweaver launches and edits a graphic in Fireworks, Update replaces Save on the File menu. Choosing Update exports the image using the last Export Preview settings, replaces the GIF or JPEG used by Dreamweaver, and saves the PNG source file if a source file was selected.

7 Close the Fireworks document.

8 Switch to Dreamweaver.

The placed image updates to reflect the changes made in Fireworks.

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 dialog box opens.

6 In the dialog box, type a file name, choose a destination folder, and then click Save.

7 Close the Fireworks document.

8 Switch to Dreamweaver.

The placed image updates to reflect the changes made in Fireworks.

Optimizing a graphic in Fireworks

In Dreamweaver 2, choose Command › Optimize in Fireworks to open and optimize the selected image in the Fireworks Export Preview. Make changes in the Export Preview and then click Update to save the image and return to Dreamweaver. Launch and optimize does not work in Dreamweaver 1 or in Dreamweaver 1.2.

To include Dreamweaver libraries on export:
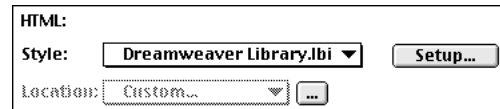
1 Choose Dreamweaver Library.lbi from the HTML Style pop-up.

2 Save the file with an .LBI extension into a folder named "Library" located at the site root.

If necessary, Fireworks prompts you to create this folder.

3 Click Export and save your files.

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.

Note: Export as Dreamweaver libraries to simplify moving complex Fireworks elements into Dreamweaver.

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, layer, and text information is lost.

4

CHAPTER 4
Web Design Features

Producing 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 creating JavaScript rollovers.

Features for web production

There are eight primary features used to produce hotspots, slices, and rollovers. Those features are:

Hotspot Object tools—Draw hotspot objects in the shape of rectangles, circles, or polygons.

Slice tool—Draw rectangular slice objects used to separate the image into multiple image files when exported.

Object inspector—Set specific properties of hotspot objects or slice objects.

Behaviors inspector—Assign interactive behaviors to web objects.

URLs Manager—Create, import, or export URLs to attach to web objects.

Frames panel—Store alternative appearances for rollovers and rollover buttons, or for cels of an animation.

File > Document Properties—Change how Fireworks-generated HTML files or sliced graphics are named and make image map settings.

Export Preview—Optimize graphics for export, previewing different export settings before you export the graphic.

Web objects: The basics of web production

The key component of hotspot and rollover graphics in Fireworks is the web object. Web objects are objects drawn to designate an area of the graphic that triggers an event when the image is viewed in a browser.

All web objects have these characteristics:

URLs—Attach URLs to web objects to create a link to another web page when clicked in a browser.

Alternate text—Enter alternate text to be displayed in a browser while the image is loading or unavailable.

Behaviors—Apply behaviors to web objects to create interactivity through JavaScript.

Web Layer—Web objects appear on the Web Layer of the Layers panel. The Web Layer is shared across all frames. The Web Layer may be locked or hidden, but may not be deleted.

Fireworks has two types of web objects: the hotspot object and the slice object.

Hotspot objects—These are rectangles, circles, or polygons drawn using the Hotspot tools. Also, hotspot objects can be created from existing objects in a Fireworks document using the Insert > Hotspot command. Hotspot objects designate clickable regions for an image map or designate the event area for a rollover behavior.

Slice objects—These are rectangular web objects that slice the image into multiple image files when the image is exported. Also, slice objects define regions of the graphic that may be targeted by rollover behaviors.

Creating web objects

Use the Hotspot tools or Slice tool to draw a web object.

Use the	To
Rectangle Hotspot tool	Draw a rectangular hotspot object.
Circle Hotspot tool	Draw a circular hotspot object.
Polygon Hotspot tool	Draw a polygonal hotspot object.
Slice tool	Draw a slice object.

Use an Insert menu command to create a hotspot or slice based on a selected object.

To	Do this
Create a hotspot object in the exact shape of another object or objects	Select the object and choose Insert > Hotspot. If multiple objects are selected, a dialog box asks you to create either a single rectangular hotspot object that covers all the selected objects or multiple hotspot objects.
Create a slice object that completely covers a selected object or objects	Select the object and choose Insert > Slice. If multiple objects are selected, a dialog box asks you to create either a single slice object that covers all the selected objects or multiple slice objects.

Setting web object properties

Use the Object inspector to view and change properties of selected web objects. Since slice objects and hotspot objects have slightly different characteristics, the Object inspector displays different controls when each type of object is selected.

Enter a URL.
Enter alternative text.
Choose a hotspot color.
Choose a hotspot shape.
Specify the frame or window where the link is to open.
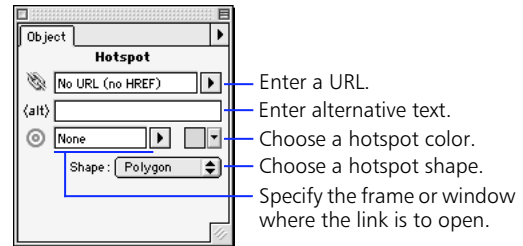
Hotspot Object inspector

Choose an export preset.
Enter a URL.
Enter alternative text.
Choose a slice object color.
Specify the frame or window where the link is to open.
Check to automatically name slices or enter a slice name.
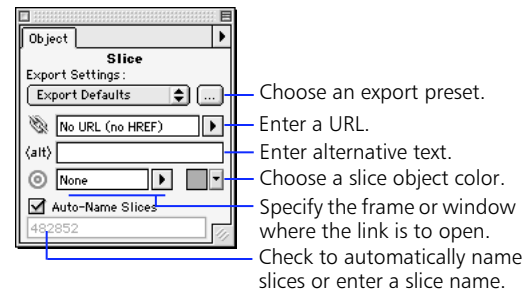
Slice Object inspector

Note: The color of the web object does not affect export. It only defines the color of the web object in Fireworks so you can categorize and label web objects.

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.

Choosing an image map source graphic

A source graphic is the graphic over which an image map is laid. The graphic can be imported or 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 hotspot objects.

To create a hotspot:

1 Create or open a source graphic on which to place a hotspot.

2 Choose a hotspot tool from the Toolbox.

Hotspot tool group

Click and hold on the hotspot tool to select the Rectangle Hotspot tool, Circle Hotspot tool, or Polygon Hotspot tool.

3 Create a hotspot region by dragging a hotspot tool.

4 On the Object inspector, enter a URL to which the hotspot will link, enter an alternative (alt) description, and enter a target.

Alternative descriptions and targets are optional.

5 Optionally, click the Overlay Color color well and choose a color for viewing on The Web Layer.

Setting image map options

After creating the image map, choose File › Document Properties to set additional options for it.
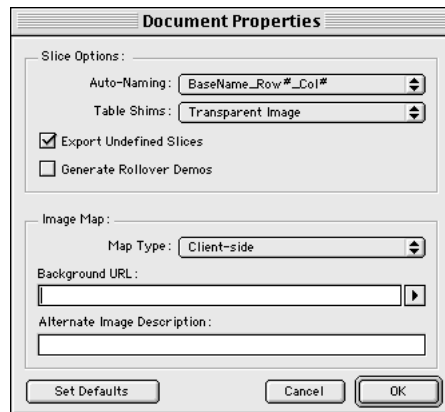
Document Properties dialog box

◆ Specify whether the image map is client-side, server-side, or both.

◆ Choose a URL for parts of the image not defined by hotspot objects.

◆ Enter a description that will appear when the image is disabled or unavailable.

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 mouse 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 maps

Export image maps just like you export other images. Make settings in the Export Preview and then click Next to open the Export dialog box. In the Export dialog box, choose an HTML Style format. This causes Fireworks to generate an HTML document when exporting the image. That HTML document will contain MAP information that defines the hotspot regions of the image map or it will contain a link to a MAP file, or both.

Exporting image maps can result in the following files:

The HTML file—The suffix or extension HTM is added to the file name being exported.

The MAP file—Generated for server-side image maps, this file is created when the user specifies a Map Type of Both or Server-Side in the File › Document Properties dialog box.

For server side image maps, you must edit the exported HTML file and enter the URL path to the map file where it is placed on the server.

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.

Using slicing to create a navigation graphic 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 can be optimized individually, resulting in optimum file size and quality.

◆ Slices designate a part of the image to swap out using a JavaScript rollover.

Slice objects as event areas

Use slice objects as the target, or event area, of behaviors. For example, use a slice to mark an area that is swapped with another image when a hotspot is triggered somewhere else in the image.

Creating a sliced image

In Fireworks, use the Slice tool to draw rectangular slice objects. Slice objects define parts of the image that are exported as individual files.

Slice guides
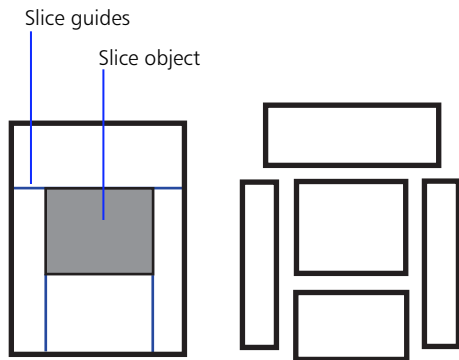
Slice object

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.

Slice guides

Slice guides are automatically created when slice objects are drawn. They display exactly how the image will be divided when exported as slices. Slice guides cannot be edited like normal guides; they are only changed by adding, moving, or resizing slice objects.

To	Do this
Hide or view slice guides	Choose View > Slice Guides.
Change the color of slice guides	Choose View > Guide Options > Edit Guides and choose a new color from the Slice Color pop-up.

Creating slices to fit one or more objects

Create slice objects based on the dimensions of a selected object or objects. Choose Insert › Slice to create a slice object that completely covers the selected object.

If multiple objects are selected, choosing Insert › Slice will display a dialog box prompting you specify whether to create a single slice or multiple slices.

◆ Clicking Single creates a single slice object that covers all of the selected objects.

◆ Clicking Multiple creates a slice object for each selected object.

Exporting an image in multiple slices

1 Using the Slice tool, draw slice objects to define areas of the image you want to export as individual files with specific settings.

Alternatively, select an object and choose Insert › Slice to create a slice object that covers a selection.

Slice guides are displayed indicating how the image will be sliced when exported.

2 Set object properties for each slice object by selecting the slice object and then making changes on the Object inspector.

For more information about slice object properties, see "Setting web object properties" on page 115.

3 Choose File > Export to open the Export Preview, set the default export settings for undefined slices, then click Next.

Slices that were assigned custom export settings use the custom settings rather than the settings made in the Export Preview during this step.

4 In the Export dialog box, choose a setting from the Slicing pop-up.

Choose Use Slice Objects to slice the image according to the slice objects.

Choose Slice Along Guides to slice the image according to regular guides (not slice guides).

Note: If you choose Slice Along Guides, slice objects will not be used for slicing the image, and any behaviors applied to slice objects will be ignored.

5 Choose an HTML output format, select a destination folder, and click Export.

Each region is exported as a separate graphic using the name entered in the Object inspector. If no name is entered, then the slice is named according to settings in the File > Document Properties dialog box. See "Setting slice auto-naming." for more information on how slice names are generated.

Specifying export settings for slice objects

Each slice object can use different export settings when the image is exported. To specify an export setting for a slice object, select the slice object and then choose a setting from the Export Settings pop-up on the Object inspector. The settings listed in this pop-up are presets saved from the Export Preview, including any presets that you create.

◆ Choose Export Defaults to export the slice using the document's export settings.

◆ Choose an export preset for exporting the slice.

◆ Choose Custom to open the Export Preview and set specific settings for the selected slice.

◆ Choose Text (No Image) and enter text to export text or HTML code for the slice object and not the underlying image.

To apply a custom export setting to a slice, click the button to the right of the Export Settings pop-up to open the Export Preview and enter specific settings for the selected slice object.

Naming slices

Enter a slice name to define the file name of the slice when it is exported and to label the slice when targeting it from a rollover behavior.

To enter a custom name for a slice, select the slice, uncheck Auto-Name Slices on the Object inspector, and enter a name in the slice name field below the checkbox. Unnamed slices default to the naming conventions set in the File > Document Properties dialog box.

Setting slice auto-naming

Slices that are not custom named are automatically named by Fireworks. However, you can control how Fireworks auto-names slices. To change auto-naming settings, choose File > Document Properties. Then, in the Document Properties dialog box, choose a different setting from the Auto-naming pop-up.

The basename of the slice is the name you enter when exporting the document. The following table illustrates the auto-naming options if you enter a basename of MyFile.

Choose	To name slices like this
Basename_Row#_Col#	MyFile_r01_c01 MyFile_r01_c02 MyFile_r02_c01
BaseName_Numeric	MyFile_01 MyFile_02 MyFile_03
BaseName_Alphabetical	MyFile_a MyFile_b MyFile_c
Row#_Col#_BaseName	r01_c01_MyFile r01_c02_MyFile r02_c01_MyFile
Numeric_BaseName	01_MyFile 02_MyFile 03_MyFile
Alphabetical_BaseName	a_MyFile b_MyFile c_MyFile

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 or clicking 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.

2   Draw slice objects or hotspot objects to define event areas.

    An event area is the area used to trigger a rollover.

3   Select each event area, and then choose a rollover behavior from the Add Behaviors pop-up on the Behaviors inspector.

4   Choose File > Export, optimize the image in the Export Preview, then click Next.

5   In the Export dialog box, choose an HTML output format, specify a destination for the images and the HTML file, and then click Export or Save.

When exporting rollovers, Fireworks automatically generates the JavaScript necessary to display the rollovers in a web browser and exports that JavaScript in an HTML file. View this HTML file in a web browser to preview the JavaScript rollover.

Button rollovers

A common use of JavaScript rollovers is to create buttons that change appearance when the cursor is moved over them in a web browser. Each appearance, or state, of a button is a different image. Four states can be used when creating a button: Up, Over, Down, and OverDown. Each state is drawn on a different frame using frames one through four.

The following table describes the buttons states and on which frame to draw them.

State	Description	Location
Up	Default button appearance.	Frame1
Over	Button appearance when the cursor moves over it.	Frame 2
Down	Button appearance on its destination page. See "The Down state" for more information.	Frame 3
OverDown	Button appearance as it is clicked. Or, when creating a toggle-group rollover, OverDown is the appearance of a Down state when the cursor is moved over it.	Frame 4

To create a JavaScript rollover button:

1   Draw each button state on its appropriate frame.

2   Draw a slice object over the button.

3   Select the button's slice object, and then choose Simple Rollover from the Add Behaviors pop-up on the Behaviors inspector.

4   If the button has a Down state or an OverDown state, check Include Down state or Include OverDown state in the Simple Rollover dialog box, and then click OK.

5   Choose File > Export, optimize the image in the Export Preview, then click Next.

6   In the Export dialog box, choose an HTML output format, specify a destination for the images and the HTML file, and then click Export.

The Down state

The Down state of a rollover button depicts the button'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.

If you choose Simple Rollover, and include the Down state (Frame 3), Fireworks exports the JavaScript necessary to make buttons appear in their correct state (Down, Up, and so on) when placed either in a browser frame or within multiple HTML documents.

Using bevel effects to draw button states

Any object 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 effect	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

To assign a URL link to a rollover, select the hotspot object or slice object, and then choose or enter a URL in the URL link pop-up on the Object inspector.

Swapping parts of the image

When creating rollovers, use slice objects to define the parts of the image that will swap out. When the rollover is activated in a browser, the area specified by a slice object is swapped with either images from another frame in the Fireworks source file or with an external file.

To target a specific part of the image to swap out when a rollover is activated:

1   Draw a slice object over the target area.

    The target area is the area that changes appearance when the rollover is triggered.

2   Draw a hotspot object or slice object over the event area.

    The event area is the area that triggers the rollover when the specified mouse event occurs.

3   Select the event area object and choose Swap Image from the Add Behavior pop-up on the Behaviors inspector.

4   In the Swap Image dialog box, choose a slice for the target area.

    The Target list displays all of the slice objects in the document by their currently assigned name. The slice preview displays how the document is sliced. Click a slice or a name of a slice to choose the slice for the target area.

5 In the Swap Image dialog box, choose the Source for the swap, and then click OK.

Choose the source for the swap by either clicking the name of a slice in the In Slice field, or by clicking a slice in the slice preview to the right of the In Slice field.

The source for the swap can be the contents of another frame or an external file.

◆ When the source is another frame, only the area immediately below the target slice object on the specified frame is used.

◆ When the source is another file, the browser resizes the file to fit within the slice object if the source file is not already the same size as the slice object. Resizing the file may reduce its quality, especially for animated GIFs. To resize a selected slice object to specific dimensions, choose Modify › Transform › Numeric Transform, choose Resize from the pop-up, and enter a width and height.

◆ Check Restore Image onMouseOut to swap the original image back into the slice when the cursor is moved away from the image.

6 Choose an event for the Swap Image behavior from the Events pop-up on the Behaviors inspector.

The events are:

◆ **onMouseOver—**The event is triggered when the cursor is moved over the event area.

◆ **onMouseOut—**The event is triggered when the cursor is moved out of the event area.

◆ **onClick—**The event is triggered when the mouse is clicked in the event area.

7 Export the image.

To simultaneously swap more than one slice, apply multiple Swap Image behaviors to the same event area.

Using external files for rollover source

Fireworks can use GIFs, animated GIFs, JPEGs, and PNGs as the source for a rollover. When an external file is chosen as the rollover source, that file is exchanged with the target slice when the rollover is activated in a web browser. Use an external image file as rollover source when you want a rollover state to be an animated GIF.

Choose Image File in the Swap Image dialog box to select an external file as the source for a rollover.

Note: Fireworks does not pre-cache rollovers that use external files for rollover states. This is done to prevent interrupted display in browsers when using animated GIFs as rollover states. If you want to pre-cache these rollovers, you must customize the Fireworks output HTML.

Using irregularly shaped rollovers

Creating irregularly shaped rollovers is a difficult task in web design. JavaScript rollovers can only swap out entire images. All bitmap images are rectangular; therefore, to create the appearance of an irregularly shaped rollover, the irregular shape is drawn over the rectangular image area. Creating shapes that extend beyond that rectangular area or shapes that interlock require complex JavaScript and slicing to create the effect of irregularly shaped rollovers.

Fireworks simplifies the task of creating irregularly shaped rollovers. A hotspot object may be drawn in any shape or created from any object. Then, those hotspots can be used to target a slice object that defines the area of the rollover, even if the hotspot is within the area of the slice object.

Creating toggle group rollovers

A toggle group is a series of rollovers grouped so that when one rollover is triggered, the others in the group are triggered as well. For example, in a group of buttons used for navigating a site, pressing one button might cause it to appear sunken while at the same time raising the previously pressed button.

Using toggle group rollovers also eliminates the graphic flicker sometimes seen in certain instances of Simple Rollover or Swap Image rollovers. The flicker happens when you move the mouse from one rollover area to the next, and the first rollover's Restore onMouseOut function is executed before the onMouseOver for the second rollover is executed. A toggle group rollover handles the transition between rollover areas smoothly.

To create a toggle group rollover:

1 Draw each rollover state on its appropriate frame.

2 Draw a slice object over each rollover area.

3 Assign rollover behaviors to slice objects, as previously described.

4 Select a slice object, and then choose Toggle Group from the Add Behaviors pop-up on the Behaviors inspector.

5 Enter or choose a Group Name for the toggle group to which the slice or hotspot belongs.

   All slices in a single toggle group must be assigned the same name.

6 If the assigned behavior is Simple Rollover, and Down states or OverDown states have been assigned to the slices, check Include Down state or Include OverDown state in the Toggle Group dialog box, and then click OK.

7 Repeat steps 4 and 5 for each slice in the toggle.

8 If you want one slice to appear in its Down state when initially viewed, select the slice, double-click its toggle group behavior on the Behaviors inspector, and check Make this slice the initial state.

9 Choose File > Export, optimize the image in the Export Preview, then click Next.

10 In the Export dialog box, choose an HTML Style, specify a destination for the images and the HTML file, and then click Export.

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 includes browser detection, and is compatible with versions 3 or higher of both Netscape Navigator and Microsoft Internet Explorer. Some browsers, such as Internet Explorer 3, 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 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 (alt) state is immediately swapped, instead of waiting for it to be downloaded from the server.

Pre-caching does not occur when rollover source consists of an external file. This is to prevent interrupted play of animated GIFs in browsers when animated GIFs are used as rollover states.

Customizing HTML and JavaScript output

Customize Fireworks HTML and JavaScript output by editing the HTML style templates. For more information on customizing Fireworks HTML, see "Using Fireworks HTML" on page 130.

Creating animation

Fireworks provides all the tools you need to create animated GIFs. Fireworks animation capabilities are perfect for creating web banner ads or for adding simple motion to your web site. Open and edit existing animated GIFs or create new animated GIFs from scratch.

An animated GIF is a GIF89a file containing multiple images. These images act as successive frames of animation when the GIF is viewed in a web browser.

Fireworks animation features

These are the five primary Fireworks features for creating animation:

Frames panel—The Frames panel is the backbone for animation. Organize, manage, and preview successive frames of animation.

Layers panel—When creating animations, the Layers panel becomes a strong counterpart to the Frames panel. Organize parts of the drawing on layers and share entire layers across all frames, easily creating backgrounds or static objects.

VCR controls—Use the VCR control buttons at the bottom of any document window to easily flip through frames of the document or to play a preview of the animation directly in the document window.

Symbols and instances—Use symbols and instances to simplify the animation process. Make a symbol of any object or group. Then, create instances of that symbol on other frames that may be moved or transformed independently of the symbol. However, if a new color is applied to the symbol, or if part of the symbol is edited, then all instances update as well.

Animation panel of the Export Preview—Use the Animation panel of the Export Preview to set frame delay, disposal method, frame visibility, and looping for an animation.

Opening an animation

Open existing animated GIFs in Fireworks and edit them. When an animated GIF is opened, Fireworks:

◆ Creates a shared layer named "Background" 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 changes.

Opening multiple files as an animation

Fireworks can create an animation based on a group of image files. For example, if you are creating a banner ad based on several existing graphics, use File › Open Multiple to open those graphics and place them on separate frames of the same document.

To open multiple files as an animation:

1 Choose File > Open Multiple.

The Open Multiple Files dialog box appears.

2 Browse to a file or files and add files to open as frames in the animation.

◆ Click Add to add a file to the list.

◆ Click Add All to add all files in the current folder to the list.

◆ Select a file from the added file list and click Remove to remove it from the added file list.

3 Check Open as Animation and click OK.

Fireworks opens the files into a single document, each file placed on a separate frame in the order they were chosen in the Open Multiple Files dialog box.

Drawing an animation

Creating an animation in Fireworks is simple. Create a new document, then use the Frames panel to add multiple frames to the document. Draw objects on separate frames, starting with Frame 1.

Managing frames

Use the Frames panel to add, copy, or delete frames, or to copy or distribute objects across multiple frames.

To	Do this
Add a frame as the last frame on the Frames panel	Click the Add Frames button at the bottom of the Frames panel or Choose Insert > Frame.
Add one or more frames to a specific place on the Frames panel	Choose Add Frames from the Frames panel Options pop-up. In the Add Frames dialog box, enter the number of frames to add and choose where the new frames will be inserted.
Create copies of a frame	Drag an existing frame to the Add Frames button at the bottom of the Frames panel.
Create one or more copies of a frame and place the copies in a specific place on the Frames panel	Choose Duplicate Frame from the Frames panel Options pop-up. 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 the selected frame	Click the Delete Frame button on the bottom of the Frames panel or Choose Delete Frame from the Frames panel Options pop-up. or Drag a frame to the Delete Frame button.

Sharing layers across frames

Layers on the Layers panel may be set so that the objects on those layers appear on all frames of the animation. To share a layer across frames, double-click the layer to open the Layer Options dialog box. Alternatively, select Layer Options from the Options pop-up on the Layers panel, and then check Share Across Frames.

Objects on shared layers may be edited on any frame, and those edits are reflected on all other frames.

Shared-across-frames icon
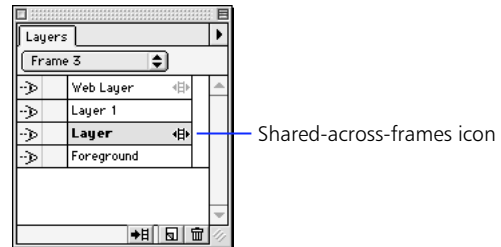
The Frames panel above shows that the Web Layer and Layer 2 are shared across frames in the document.

To disable sharing a particular layer across frames, double-click the shared layer and then uncheck Share Across Frames in the Layer Options dialog box. When disabling a shared layer, choose to copy objects from that layer to the current frame or choose to copy the objects on the shared layer to all frames.

Note: The Web Layer, which only contains slice objects and hotspot objects, is always shared across all frames.

Onion skinning

Use onion skinning to view the contents of frames
preceding and following the currently selected frame.
Onion skinning helps you to smoothly animate frames
without having to flip back and forth through frames.
The term "onion skinning" comes from a traditional
animation technique of using thin, translucent tracing
paper to view animated sequences.

*Before and After Onion Skinning is applied to the frame
containing the middle bird.*

When onion skinning is turned on, objects on frames
before or after the current frame are displayed but are
dimmed so that you can distinguish them from objects
on the current frame. You may adjust how many frames
before and after the current frame are visible by choosing
various options from the Onion Skinning pop-up on
the Frames panel.

Display the Onion Skinning pop-up from the Frames panel.

Choose	To
No Onion Skinning	Turn off onion skinning and only display the contents of the current frame.
Show Next Frame	Display the contents of the current frame and the next frame.
Before and After	Display the contents of the current frame and the frames immediately before and immediately after the current frame.
Show All	Display the contents of all frames.
Custom	Enter custom settings for which frames are viewed when onion skinning. Choose Custom to view more than three frames at once or to control the opacity of the frames before and after the current frame when onion skinning.
Multi-Frame Editing	Choose to turn on multiframe editing so that objects on other frames may be selected and edited when onion skinning.

When playing an animation using the Frame controls
at the bottom of the document window, onion skinning
is temporarily turned off.

Symbols and instances

Use symbols and instances to simplify animation and improve editability across frames. When the original object (the symbol) is modified, the copies (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.

Optimizing and controlling the animation

Use the Options panel in the Export Preview 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.

Disposal method

The disposal method determines how pixels of the selected frame are replaced by the next frame when viewed in a web browser. The four disposal methods are:

Unspecified—No disposal method is specified. Fireworks automatically selects 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.

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.

Note: If an animated GIF is set to play only once, the first frame appears as a static graphic after the animation has played.

Turning on and turning off frames for export and playback

Use the Animation panel of the Export Preview to turn on or turn off frames for export and preview. Choose File › Export, then click on the Animation tab to view the Animation panel.

Then, on the Animation panel, click the view/hide column next to a frame to turn that frame on or off. If a frame is turned off, it will not be exported with the animation, nor will it be displayed if the animation is previewed in Fireworks.
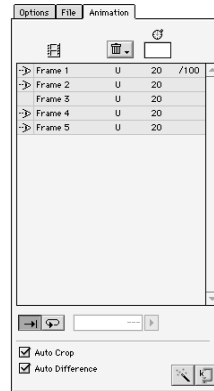
Export Preview Animation panel

Previewing an animation

Preview animations created in Fireworks in either of two ways:

Preview an animation in the workspace—Use the frame controls at the bottom of the document window to quickly preview an animation without opening the Export Preview.

◆ Frame rate settings made in the Animation panel of the Export Preview affect how long each frame is displayed in the document window.

◆ Frames that are turned off in the Animation panel of the Export Preview will not be displayed when previewing the animation.

◆ The animation repeats until stopped, regardless of the Loop settings in the Export Preview.

◆ The animation preview displays the source graphics at full resolution, not the optimized 8-bit preview that will be used for the exported animated GIF.

Preview an animation in the Export Preview—Use the frame controls in the Export Preview to display an animated GIF exactly as it will be exported. The Export Preview shows looping, optimization, disposal methods, and frame delay.

Exporting an animation

After creating an animation, export it as either an animated GIF or as multiple files.

To export as 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, 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.

5   Click Next.

6   In the Export dialog box, type a name for the file and select the destination.

To export as multiple files:

1   Choose File > Export Special > Export as Files.

2   In the Export dialog box, choose Frames in the Files From pop-up.

3   Type a name for the files and select the destination.

Transparency

Using Fireworks, 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 to set or adjust the transparent area in a GIF. Use the Transparency Eyedropper tools to add or remove colors from the transparent area.

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 benefit from alpha transparency.

2 Choose File > Export.

3 Choose PNG from the Formats pop-up on the Options panel of the Export Preview.

Choose a bit depth of 8-bits to avoid creating extremely large files.

4 Choose Alpha Channel from the Transparency pop-up.

5 Click Next.

6 In the Export dialog box, type a name for the file and select the destination.

Using Fireworks HTML

Fireworks can generate HTML when exporting. Fireworks-generated HTML always contains a link to the exported image and HTML that sets the background color for the web page to be the same as the canvas or matte color in the exported graphic.

Fireworks can export all the HTML and JavaScript needed to create image maps, rollovers, tables to reassemble sliced graphics, status bar messages, and other actions defined using the Behaviors inspector.

View HTML files exported by Fireworks by opening them in a web browser. 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. Portions of Fireworks HTML files may be copied and pasted into other HTML files.

Exporting HTML with a Fireworks file

To export HTML for a graphic, choose a style from the HTML Style pop-up in the Export dialog box when exporting. Use the HTML Style pop-up to select from different styles of HTML output suitable for use in a variety of HTML editors.

These output styles are available with Fireworks:

None—No HTML is generated during export.

Dreamweaver 2—This style is easy to edit in Dreamweaver 2. When this HTML is opened in Dreamweaver 2, behaviors applied to objects appear in the Dreamweaver Behaviors inspector. This means that rollovers, and other JavaScript behaviors may be edited in Dreamweaver's Behaviors inspector.

Dreamweaver Library.lbi—This style imports objects as library objects within Dreamweaver. Use library items in Dreamweaver for content that appears on many pages in your site, for content that must be updated frequently, and for rapid prototyping. Library files must have an ".LBI" extension and must be located in a folder named Library at the site root.

FrontPage—This style is easy to edit in Microsoft FrontPage.

Generic—This style adheres to basic HTML standards, but favors no particular HTML editor.

Exporting as Files and CSS layers

Use the File › Export Special › Export as Files command to export individual images. Use the Files From pop-up to export images from layers, slice objects, and frames as individual export files.

Export as CSS Layers to create an HTML document with Cascading Style Sheet (CSS) layers. Use CSS layer information in an HTML editor such as Dreamweaver to precisely position and animate objects.

Editing Fireworks HTML output styles

Add, remove, or edit HTML output styles by making changes to templates located in the Fireworks 2\Settings\HTML Code folder. Template files are written in JavaScript, which is executed by Fireworks during export.

Edit Fireworks output styles to customize HTML exported by Fireworks. In addition, use JavaScript to create dialog boxes or alerts when exporting. For example, you could create a dialog box that allowed you to enter a custom title for the HTML page exported, or to output different HTML code for specific tasks.

To	Do this
Add an output style	Create, duplicate, or place a new folder in the Fireworks 2\Settings\HTML Code folder. Place copies of the Imagemap.htt, slices.htt, and ServerMap.mtt files in the new folder. The folder name determines the name of the style as it appears in the HTML Output pop-up
Remove an output style	Delete the folder of the unwanted style from the Fireworks 2\Settings\HTML Code folder.
Edit an output style	1. In the Fireworks 2\Settings\HTML Code folder, open the folder of the style you want to edit. 2. Open the document in a text editor, make changes, and save. Be sure to use the same name and path when saving the document.

Template files are written in JavaScript. Therefore, a working knowledge of JavaScript is required to successfully edit a template. If an edited template file contains any errors in the JavaScript, the export process stops. Fireworks does not correct JavaScript errors; it only executes valid JavaScript when exporting.

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:

‹font color="blue"›Fireworks‹/font›

This tag would color the word Fireworks blue.

Common HTML tags

Most HTML documents contain these tags:

<HTML></HTML> —Mark the beginning and ending of the HTML document.

<TITLE></TITLE> —Set 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>—Store 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>—Mark 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>—Display an image on the web page. For example:

‹IMG SRC="Picture.gif"›

Display the image Picture.gif on the page.

<A></A> —Create 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¨ in the browser jumps to www.macromedia.com, if the computer is connected to the Internet.

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. Clicking it navigates 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 any of many available books or web sites 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.

Note: Exporting as a Dreamweaver 2 library (.lbi) file makes copying and pasting HTML unnecessary when inserted in Dreamweaver.

JavaScript

When Fireworks exports HTML with JavaScript behaviors, the exported HTML includes JavaScript code for executing behaviors, as well as all other necessary HTML. When pasting JavaScript into other HTML documents, be sure to do the following:

◆ Paste the entire ‹SCRIPT› section between the ‹HEAD› and ‹/HEAD› tags. Be sure that the script section begins with a ‹SCRIPT› and ends with a ‹/SCRIPT›. If a script section already exists in the destination HTML document, do not copy the ‹SCRIPT› tags. Copy the code from the source script and paste it at the end of the destination ‹SCRIPT› section before the ‹/SCRIPT› tag.

◆ Paste the image's link in the ‹BODY› section where you want the image to appear on the page.

Client-side image maps

HTML exported by Fireworks for client-side image maps includes a link to the graphic and ‹MAP› information to define the image map's hotspot areas. When pasting image maps into other HTML documents, be sure to do the following:

◆ Paste the image's link into the ‹BODY› section of the destination HTML document where you want the image map to appear on the page.

◆ Paste everything in the ‹MAP› section immediately after the link to the graphic.

Sliced images

When exporting slices of an image, the HTML exported by Fireworks includes a table that reassembles slices on a web page. If you export JavaScript rollovers or image maps with your slices, then the HTML will also include JavaScript code and a ‹MAP› section. When pasting a sliced graphic into other HTML documents, be sure to do the following:

◆ Paste all of the ‹TABLE› section, including the tags, where you want the sliced graphic to appear on the page.

◆ Paste any JavaScript into the ‹SCRIPT› section, or paste the entire ‹SCRIPT› section between the ‹/HEAD› and ‹BODY› tags.

◆ Paste any ‹MAP› sections immediately after the ‹/TABLE› tag for the sliced graphic.

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