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FIREWORKS®
MX

Extending Fireworks MX

Getting Started with Fireworks MX

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Macromedia Fireworks MX is the solution for professional web graphics design and production. It is the first production environment to address and solve the special challenges facing web graphics designers and developers.

You can use Fireworks to create, edit, and animate web graphics, add advanced interactivity, and optimize images in a professional environment. In Fireworks, you can create and edit both bitmap and vector graphics in a single application. Everything is editable, all the time. And you can automate the workflow to meet the demands of time-consuming updates and changes.

Fireworks integrates with other Macromedia products such as Dreamweaver, Flash, FreeHand, and Director, as well as your other favorite graphics applications and HTML editors, to provide a true integrated web solution. You can easily export Fireworks graphics with HTML and JavaScript code customized for the HTML editor you're using.

System requirements

Before installing Fireworks, make sure your computer is equipped with the following hardware and software.

Microsoft Windows™

- 300MHz Intel® Pentium® II Processor
- Windows 98 SE, ME, NT® 4 (Service Pack 6), 2000, or XP
- 64 MB of available RAM (128 MB recommended) plus 80 MB of available disk space
- 800-by-600-pixel resolution, 256-color display or better
- Adobe Type Manager® Version 4 or later for use with Type 1 fonts
- CD-ROM drive

Macintosh®

- Power Macintosh G3 Processor, running OS 9.1 or later, or OS X version 10.1 or later
- 64 MB of available RAM (128 MB recommended) plus 80 MB of available disk space
- 800-by-600-pixel resolution, 256-color display or better
- Adobe Type Manager Version 4 or later for use with Type 1 fonts (OS 9.x only)
- CD-ROM drive

Installing Fireworks

Be sure to read the ReadMe document on the Fireworks CD-ROM for late-breaking information or instructions.

To install Fireworks:

1 Insert the Fireworks CD into your computer's CD-ROM drive.

2 Do one of the following:

• In Windows, the Fireworks installation program starts automatically. If it doesn't start, choose Start > Run. Click Browse and choose the Setup.exe file on the Fireworks CD. Click OK in the Run dialog box.

• On the Macintosh, double-click the Fireworks Installer icon.

3 Follow the onscreen instructions.

   The installation program prompts you to enter required information.

4 If prompted, restart your computer.

Running Fireworks on systems connected by a network

Macromedia uses network license detection to prevent copies of Fireworks with the same serial number from running on multiple systems that are connected by a local area network.

If you attempt to launch Fireworks and more than the allowed number of users defined by the license are also running Fireworks on the same network, you will be alerted of the license restriction.

If you believe you've received this message in error, or you would like to obtain additional licenses for the product, contact Macromedia Technical Support at http://www.macromedia.com/support/email/.

Viewing the files installed with Fireworks

At some point you may need to view or access the files installed with Fireworks. During installation, Fireworks places files in various locations on your system. It's important to understand where these files reside and why. For more information, see Fireworks Help by choosing Help > Using Fireworks. Mac OS X users choose Help > Fireworks Help.

Macintosh users should pay special attention to the new format Fireworks uses to store the application and its default configuration files. For more information, see Fireworks Help.

Learning Fireworks

A variety of resources are available for learning Fireworks, including a printed quick-start manual (*Getting Started with Fireworks MX*), a help system you can launch from the application, a PDF version of the complete Fireworks documentation, and several web-based information sources.

Fireworks Help is available whenever the Fireworks application is active, and contains the complete Fireworks documentation. Choose Help > Using Fireworks to open Fireworks Help. Mac OS X users choose Help > Fireworks Help.

Fireworks tutorials provide an interactive introduction to the key features in Fireworks that you can complete in about an hour each. They include common Fireworks tasks such as using the drawing and editing tools, optimizing images, and creating interactive elements such as rollovers and navigation bars.

The Answers panel is a central location where you can find tutorials, TechNotes, and the most up-to-date information about Fireworks, all in one place. The Answers panel is dynamic; with just the click of a button you can get the latest updates and information about Fireworks directly from Macromedia.

The Fireworks application itself contains many dialog boxes and tooltips designed to assist you in using the program. Tooltips appear when your pointer pauses over a user interface element.

Getting Started with Fireworks MX includes overview information about basic Fireworks features.

The Using Fireworks MX PDF is a searchable, printable document containing the complete Fireworks documentation. The PDF is available on the installation CD and on the Macromedia website at http://www.macromedia.com.

Macromedia's website is updated regularly with the latest information on Fireworks in addition to advice from expert users, advanced topics, examples, tips, and updates. Check Macromedia's website for news on Fireworks and how to get the most out of the program at http://www.macromedia.com/support/fireworks.

The Fireworks discussion group provides a lively exchange for Fireworks users, technical support representatives, and the Fireworks development team. Use a newsgroup reader to go to news://forums.macromedia.com/macromedia.fireworks.

Extending Fireworks MX includes information about writing JavaScript to automate Fireworks tasks. Every command or setting in Fireworks can be controlled using special JavaScript commands that Fireworks can interpret. A PDF version of *Extending Fireworks MX* is available on the CD and on the Macromedia website at http://www.macromedia.com/support/fireworks/extend.html.

Registering Fireworks

To get additional Macromedia support, it's a good idea to register your copy of Macromedia Fireworks, electronically or by mail.

When you register, you will be put on the priority list to receive up-to-the-minute notices about upgrades and new Macromedia products. You will receive timely e-mail notices about product updates and new content appearing on both the www.macromedia.com and the www-euro.macromedia.com websites.

To register your copy of Fireworks, do one of the following:

- Choose Help > Online Registration and fill out the electronic form.
- Choose Help > Mail Registration, print the form, and mail it to the address shown on the form.

What's new in Fireworks

New features in Fireworks MX make it an increasingly approachable application with enhanced power to create graphics and interactivity for websites. Fireworks MX maximizes productivity for seasoned veteran web designers, HTML developers who also work with graphics, and emerging web developers who need to develop graphics-rich, interactive web pages with little or no coding or JavaScript knowledge.

Fireworks MX has undergone a major refinement, with a streamlined user interface, more powerful button and pop-up menu capabilities, and intuitive bitmap and vector tools. Integration with other Macromedia applications—as well as third-party applications—makes it easy to bring various file formats into Fireworks and send them to other applications smoothly as you work. Also new to Fireworks is the ability to create JavaScript commands with Macromedia Flash that appear in Fireworks MX as panels or dialog boxes.

Ease-of-use features

A comfortable, intuitive work environment—including a Property inspector and tools that work the way professionals would expect—make Fireworks MX an easy application to learn and get to work quickly. Fireworks MX has a new look that is better organized and more consistent with other applications in the Macromedia MX Studio.

Panel management enhancements include the ability to place panels in groups, then collapse the groups so that only the panel group title bar is visible until you need to use the panels. You can dock the panel groups in a panel docking area to organize your workspace or drag groups or individual panels anywhere in the workspace. For more information, see "Organizing panel groups and panels" on page 83.

The Property inspector is a dynamic panel full of options that change as you do your work. Open a document, and the Property inspector displays document properties such as canvas color and size. Choose a tool from the Tools panel, and the Property inspector displays tool options. Select a vector object, and it displays stroke and fill information.

You can change these and other options—including Live Effects, blending modes, and opacity—directly from the Property inspector, instead of having to click to open or activate panel after panel. The Property inspector—familiar to Macromedia Dreamweaver and Flash users—reduces the number of panels in the workspace. For more information, see "Using the Property inspector" on page 81.

Modeless bitmap and vector editing eliminates the need to constantly keep up with vector and bitmap modes. Choosing a tool or selecting an object type automatically determines whether you will be creating and editing bitmaps, vectors, or text.

Bitmap-editing enhancements give you intuitive capabilities to create bitmaps by cutting or copying and pasting, to move marquee selections among bitmaps, and to fine-tune images with a new group of image-retouching tools. Also, common selection commands are organized in a new Selection menu.

Tools panel sections that separate the tools used for creating and editing bitmaps, vectors, and web objects offer cues for intuitively choosing the proper tool and achieving predictable creative results. Other tools and tool features are separated into Select, Colors, and View categories. For more information, see "Using the Tools panel" on page 80.

The Quick Export button displays convenient options for exporting a variety of file formats or HTML styles, or launching other Macromedia products from the document window, eliminating setup time and streamlining the workflow. For more information, see Fireworks Help (Help > Using Fireworks).

Onscreen text allows you to visually integrate text and graphics without having to use the Text Editor. Simply choose the Text tool, click on the canvas, and start typing. In the Property inspector, you can either set text attributes for the Text tool before you begin typing or highlight existing text and format it. Fireworks MX has a range of new text and paragraph controls to format text. For more information, see Fireworks Help.

Variable zooming lets you drag the Magnify tool to determine the precise magnification amount. After you drag to magnify your document, the magnification amount is displayed in the Set Magnification text box at the bottom of the document.

Windows XP and Macintosh OS X compatibility takes advantage of the latest operating systems. Fireworks MX is fully carbonized to support all the OS X user-interface improvements.

XHTML exporting allows you to export, update, and roundtrip XHTML in all the same styles Fireworks offers for HTML. You can roundtrip legacy documents that have been converted to XHTML in Dreamweaver MX.

The Answers panel, a new feature in Fireworks MX, Dreamweaver MX, and Flash MX, is an updatable link to web content, conveniently located in the Fireworks workspace. When you are online, you can click the Update button and download fresh reference information from Macromedia, or search online databases for documentation such as TechNotes.

The spell-checker searches every text block in your document for misspelled words. When it finds a word it doesn't recognize, it offers suggestions for correcting it or allows you to add it to your dictionary.

Cross-platform font caching makes it easy to share files among work groups and clients without worrying about cross-platform font issues. Fireworks maintains the appearance of all text in a document on systems that do not have the fonts in the document.

Power enhancement features

Fireworks MX has a series of powerful new creativity and automation features that emerging web designers will find easy to use and experienced developers will appreciate. These features make Fireworks an essential part of the web designer and developer process from concept to integration.

The Data-driven Graphics Wizard allows you to assign variables to text, images, hotspots, and slices, and then generate multiple documents based on the original, each with unique information taken from a comma-delimited or XML database file.

The Nav Bar Builder on the Commands menu automates the process of quickly creating navigation bars using convenient Fireworks MX button symbols. You can select an instance of a button symbol, and then choose the number of copies to make, choose vertical or horizontal orientation and spacing, and assign button labels and URLs in an integrated dialog box.

Pop-up Menu Editor enhancements have added creative control to the most popular new feature in Fireworks 4. Now you can create a horizontal or vertical pop-up menu, and determine border characteristics, cell spacing, and cell size independently from text size. You can also set placement of menus relative to the trigger object as well as placement of submenus relative to the trigger menu item or main pop-up menu. Fireworks automatically generates JavaScript code for you; exported menus are fully compatible with Dreamweaver MX. For more information, see Fireworks Help (Help > Using Fireworks).

Instance-level button symbol editing lets you create a button symbol and then easily differentiate individual buttons with unique text, URLs, and targets using the Property inspector. Meanwhile, you can edit other graphical characteristics at the symbol level, and have the edits update across all button instances without affecting the instance-level properties. For more information, see Fireworks Help (Help > Using Fireworks).

Open workflow features

You need not be confined by someone else's workflow. Using Fireworks MX, you can integrate graphic production into your development process with an open, efficient workflow that recognizes and supports the file formats, applications, and standards you use.

JavaScript commands with SWF interface take JavaScript command creation to a higher level. Developers can create and execute complex commands to extend and automate Fireworks MX by combining Fireworks JavaScript extensibility API with interfaces developed in Flash MX using components and ActionScript. For more information, see *Extending Fireworks MX,* available as a PDF on the installation CD and at http://www.macromedia.com/support/fireworks/extend.html.

Macromedia Exchange support means that users—even those who are not interested in creating JavaScript commands—can download user-created commands from the Exchange. The commands appear in the Fireworks MX workspace as easy-to-use panels or dialog boxes. Fireworks MX ships with several user-created commands in the Commands menu, as well as a user-created Align panel in the Window menu.

Slice table layout controls let you define and optimize slice table layouts by dragging slice guides. Fireworks automatically resizes attached slices, adding and deleting slices as needed. For more information, see Fireworks Help (Help > Using Fireworks).

The Reconstitute Tables feature instantly builds a new Fireworks PNG source file when you point to any HTML file containing tables with image slices. Macromedia Fireworks and Dreamweaver behaviors such as image rollovers and pop-up menus are imported and attached to the appropriate slices.

This comes in handy when you are working on existing website projects and the only available files are the posted HTML pages. You can bring the HTML files into Fireworks and create PNG source files from them. For more information, see "Creating Fireworks PNG files from HTML files" on page 74.

Roundtrip Photoshop 6 text allows you to open a Photoshop 6 or 7 file with editable text intact, so the graphic can be edited and then exported back to the Photoshop format, while maintaining the correct text appearance and editability. For more information, see "About importing text from Photoshop" on page 131.

Roundtrip with Microsoft FrontPage is available with a click of the Quick Export button. Launch and Edit tables work on the original file in Fireworks; the tables are updated in FrontPage without losing code changes that have been made in FrontPage. For more information, see "Exporting Fireworks HTML to FrontPage" on page 128.

Macromedia Sitespring integration puts best practices in production and client management in the Fireworks MX workspace. Simply choose Window > Sitespring to open the Sitespring window. For more information, consult the Sitespring documentation.

CHAPTER 1
Graphic Design Basics Tutorial

This tutorial will guide you through the basic tasks of designing graphics with Macromedia Fireworks MX. You'll get hands-on experience using the industry's leading web graphics application and learn basic graphic design concepts along the way.

If you are already familiar with designing graphics in Fireworks, you may want to proceed to the "Web Design Basics Tutorial" on page 39, where you'll learn about designing web pages with Fireworks.

What you'll learn

By taking this tutorial, in less than an hour you'll accomplish the tasks required to create an ad for classic rental cars using Fireworks. You will learn to do the following:

- Copy the Tutorials folder
- View the completed file
- Create and save a new document
- Explore the Fireworks work environment
- Create and edit vector objects
- Import a bitmap and select pixels
- Add and edit Live Effects
- Work with layers and objects
- Create and edit a mask
- Create and edit text
- Export the document

What you should know

Although this tutorial is designed for beginning Fireworks users, it covers many new features in Fireworks, so experienced Fireworks users can benefit from it too. You don't need to be a graphic designer to perform this tutorial, but you should possess basic computer skills and be able to use common desktop applications. This includes knowing how to browse for files and folders on your hard disk.

Copy the Tutorials folder

Before you begin, you'll make a copy of the Tutorials folder, so that you can save the results of your work while allowing you or another user to complete the tutorial at a later time using the original files.

1 Navigate to the Fireworks application folder on your hard disk.

Note: If you are unable to view your Fireworks application folder, you may have limited access to files on your system. You can download the files you need for this tutorial from the Fireworks Support Center on the web at http://www.macromedia.com/support/fireworks/.

2 Drag a copy of the Tutorials folder to your desktop.

View the completed file

View the completed tutorial file to see what your finished project will look like.

1 Launch your web browser.

2 On your hard disk, navigate to the Tutorials folder you copied to your desktop, and browse to Tutorial1/Complete.

Note: Some versions of Microsoft Windows hide extensions for known file types by default. If you have not changed this setting, the files in the Complete folder won't display extensions. When dealing with web graphics, it's best to be able to see file extensions. See Windows Help for information about how to turn file extensions back on.

3 Select the final.jpg file and drag it to the open browser window.

For this tutorial, you will use Fireworks to design and export a copy of this ad for classic rental cars.

Note: The Complete folder also includes the Fireworks document from which this JPEG file was generated. To view the document, double-click final.png.

Create and save a new document

Now that you've viewed the final.jpg file, you're ready to begin your project.

1 In Fireworks, choose File > New.

The New Document dialog box opens.
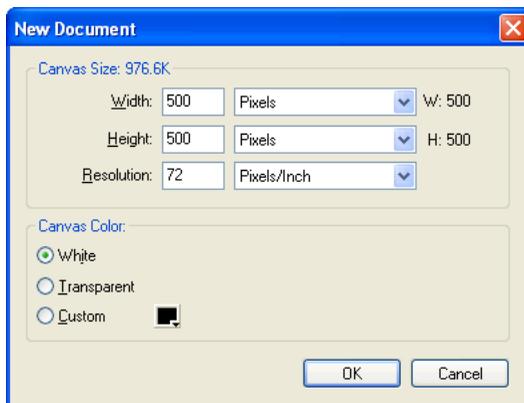
2 Enter **480** for the width and **214** for the height. Ensure that both measurements are in pixels and that the canvas color is white, and click OK.

A document window opens, with a title bar that reads Untitled-1.png (Windows) or Untitled-1 (Macintosh).

3 If the document window isn't maximized, that is, if it doesn't fill the center of the screen, maximize it by clicking the maximize button (Windows) or the zoom box (Macintosh) at the top of the document window. This will give you plenty of room to work.

4 Choose File > Save As.

The Save As (Windows) or Save (Macintosh) dialog box opens.
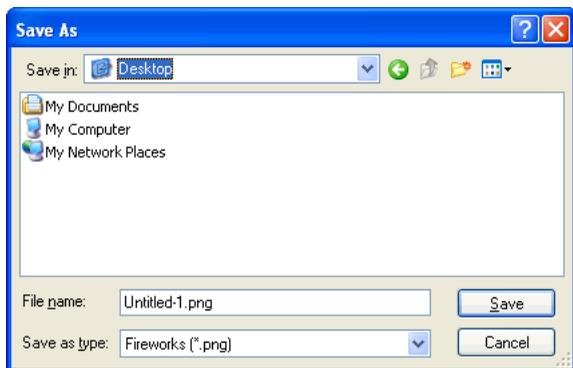
5 Browse to the Tutorials/Tutorial1 folder on your desktop.

6 Name the file **vintage**.

7 Choose the Add Filename Extension option if it's not already selected (Macintosh only).

8 Click Save.

The title bar displays the new filename with a PNG extension. PNG is the native file format for Fireworks. The PNG file is your source file; it is where you'll do all of your work in Fireworks. At the end of this tutorial, you'll learn how to export your document to another format for use on the web.

As you complete the tutorial, remember to save your work frequently by choosing File > Save.

Note: While completing the tutorial, you may find it useful to undo a change you've made. Fireworks can undo several of your recent changes, depending on the number of undo steps you have set in Preferences. To undo the most recent change, choose Edit › Undo.

Explore the Fireworks work environment

Before you continue, examine the elements that make up the Fireworks work environment:
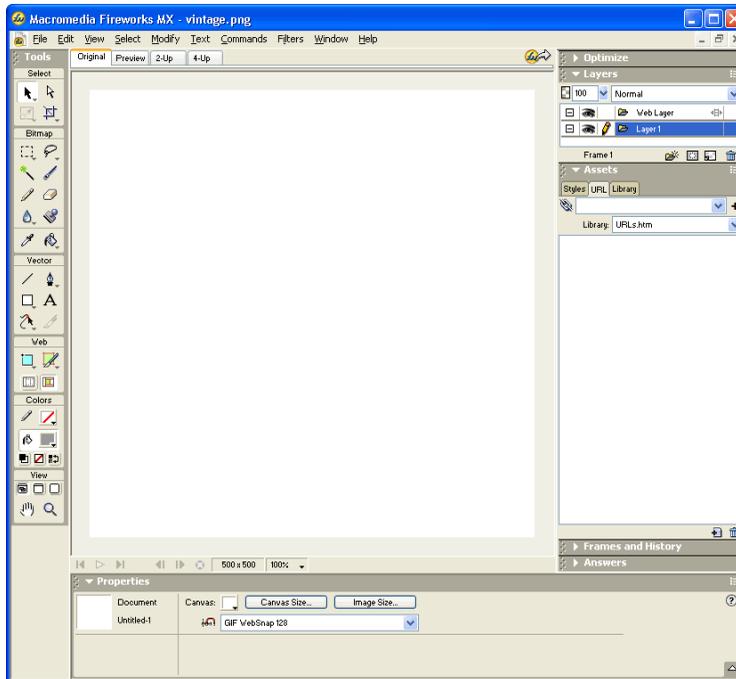
- In the center of the screen is the document window. In the center of the document window is the canvas. This is where the Fireworks document and any graphics you create are displayed.

- At the top of the screen is a menu bar. Most Fireworks commands are accessible from the menu bar.

- On the left side of the screen is the Tools panel. If the Tools panel isn't visible, choose Window > Tools. The Tools panel is where you'll find tools for selecting, creating, and editing a variety of graphic items and web objects.

- At the bottom of the screen is the Property inspector. If the Property inspector isn't visible, choose Window > Properties. The Property inspector displays properties for a selected object or tool. You can change these properties. If no objects or tools are selected, the Property inspector displays document properties.

  The Property inspector displays either two or four rows of properties. If the Property inspector is at half height, that is, displaying only two rows, you can click the expander arrow in the lower right corner to see all properties.

Expander arrow at half height state

- On the right side of the screen are a variety of panels, such as the Layers panel and Optimize panel. You can open these and other panels from the Window menu.

- Move your pointer over the various interface elements. If you hold the pointer over an item on the interface long enough, a tooltip appears. Tooltips identify tools, menus, buttons, and other interface features throughout Fireworks. Tooltips disappear when you move the pointer away from the interface elements they identify.

You'll learn more about each of these elements as you progress through the tutorial.

Create and edit vector objects

With Fireworks, you can create and edit two kinds of graphics: vector objects and bitmap images.

A vector object is a mathematical description of a geometric form. Vector paths are defined by points. Vector paths do not show a degradation in quality when you zoom in on them or scale them larger or smaller. The leaf in the illustration below is a collection of vector objects. Notice how smooth the leaf's edges appear even when you zoom in.
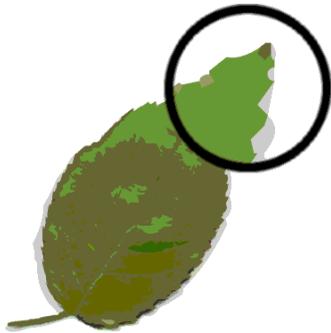
In contrast, a bitmap image is made up of a grid of colored pixels. Images with complex color variations, such as photographs, are most often bitmap images.
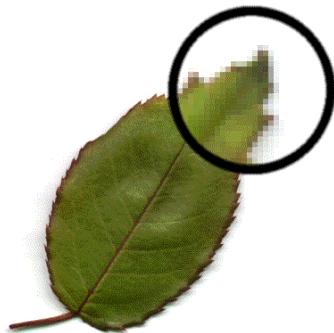
While many applications offer tools to edit either vector shapes or bitmap images, Fireworks lets you work with both types of graphics. You will work with vector graphics in this section.

Create vector objects

Now you'll create two of the graphical elements for your document. First you'll create a blue rectangle that will be positioned at the bottom of the document. Then you will create a rectangle that will act as a border for the contents of the canvas.

1 Choose the Rectangle tool in the Vector section of the Tools panel.
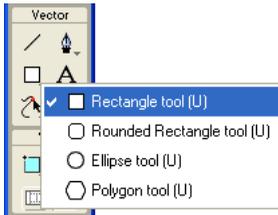
2 In the Property inspector, click the Fill Color box.

The Fill Color pop-up window opens.
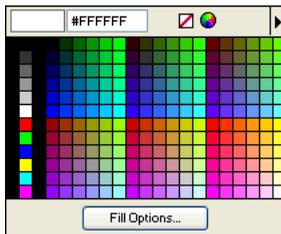
3 Type **333366** in the text box at the top of the window, then press Enter.

The Fill Color box changes to a dark blue color to reflect your color choice.

4 In the document window, position the cross-hair pointer over the canvas, and drag downward and to the right to create a rectangle. You can draw the rectangle anywhere on the canvas. You'll resize and position it later in this procedure.

5 When you release the mouse button, a dark blue rectangle appears, selected, in the area you defined.

You can tell when an object is selected because it displays blue corner points. Most objects also have a blue highlight around their outer edges, but rectangles are an exception.

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6 In the lower left corner of the Property inspector, enter **480** in the width box and **15** in the height box, then press Enter.

The rectangle is resized to fit the specified dimensions.

7 Choose the Pointer tool in the Select section of the Tools panel.

8 Drag the rectangle so that it is positioned at the bottom of the canvas, as shown below. Use the arrow keys for exact placement.

9 Choose the Rectangle tool again, and draw a second rectangle. Draw it anywhere on the canvas, and make it any size you want. You'll change its properties and position in the next section.

Set object properties

Here, you'll edit the second rectangle you created by changing its size, position, and color in the Property inspector.

1 With the rectangle still selected, click the Stroke Color box in the Property inspector and enter **CCCCCC** as the color value. Press Enter to apply the change.

2 Set the Tip Size to 1 by dragging the pop-up slider or typing in the text box.
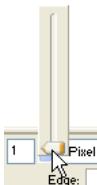
3 Click the Fill Color box in the Property inspector and click the Transparent button.

4 In the Property inspector, enter the following values in the width, height, and coordinate boxes. Then click outside the Property inspector to apply your changes.

- Width: 480
- Height: 215
- X: 0
- Y: 0

The rectangle becomes a gray border around the edge of the canvas.
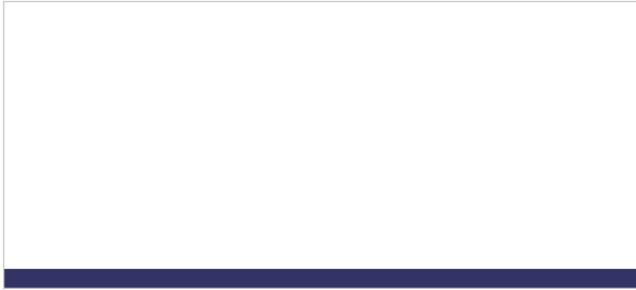
If your system uses gray as the color for the window background, it may be difficult for you to see the rectangle at this point. But don't worry, it's still there.

5 Choose the Pointer tool and click anywhere away from the rectangle to deselect it.

The properties change in the Property inspector. Because no objects are selected, you now see document properties instead of object properties.

Import a bitmap and select pixels

Next you will import a bitmap image and create a floating selection from its pixels.

Import an image

You will modify an image of a classic automobile. First you need to import the image.

1 Choose File > Import and navigate to the Tutorials folder on your desktop. Browse to the Tutorial1/Assets folder.

2 Select car.jpg and click Open.

3 Align the insertion pointer with the upper left corner of the canvas and click, as shown in the following illustration.
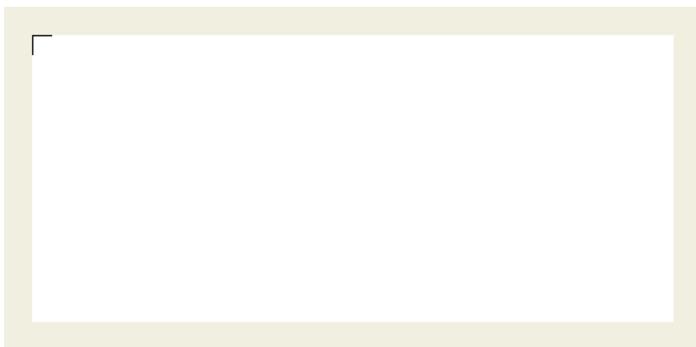
The image appears, selected, on the canvas.

4 Click anywhere outside the selected image to deselect it.

Create a pixel selection

Next you'll select the pixels that make up the car in the image you imported, and copy and paste the pixels as a new object.

1 Choose the Zoom tool in the View section of the Tools panel.
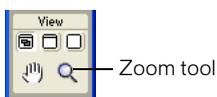
2 Click once on the image.

The view is magnified to 150%. Zooming in allows you to better see what you are selecting and gives you finer control over your selection.

3 Click and hold down the mouse button on the Lasso tool in the Bitmap section of the Tools panel. Choose the Polygon Lasso tool from the pop-up menu that appears.

The Polygon Lasso tool allows you to draw a selection around pixels using a series of straight lines. You'll use the Polygon Lasso tool to select the pixels that make up the car image.

4 In the Property inspector, set the Edge option to Anti-alias.

5 Click with the Polygon Lasso tool pointer on the top edge of the car, then click repeatedly around the edge of the car to continue the selection.

6 Complete the selection by moving the pointer over the spot where you started the selection. A small gray square appears beside the Polygon Lasso pointer to indicate you are about to complete the selection. Click to complete the selection.

A marquee border appears around the pixels you selected.

7 Choose Edit > Copy.

The selection is copied to the Clipboard.

8 Choose Edit > Paste.

The car image is pasted into the document as a new bitmap object.

9 Choose the Pointer tool and double-click anywhere outside the bitmap to deselect it.

10 Click the Set Magnification pop-up menu at the bottom of the document window and return the view to 100%.

Add and edit Live Effects

Next you'll apply Live Effects to the original bitmap image. You'll change the image's hue and saturation and apply a blur.

1 Click anywhere on the desert image. (Be careful not to click on the car, however.)

2 In the Property inspector, click the Add Effects button (the button with the plus (+) sign).

Delete Effects button
Add Effects button
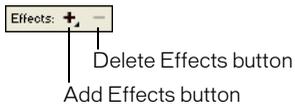
3 Choose Adjust Color > Hue/Saturation from the Effects pop-up menu.

The Hue/Saturation dialog box opens.
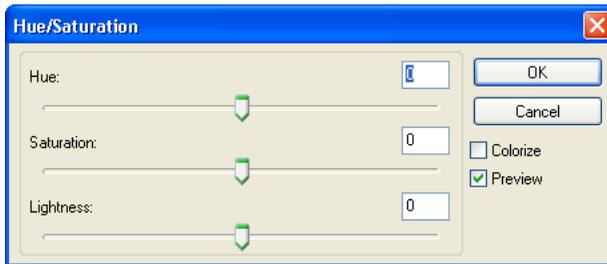
4 Choose the Colorize option and click OK.

The image becomes colorized on the canvas, and the effect is added to the Live Effects list in the Property inspector. Live Effects are editable; you can always add to this list, delete the effect, or edit the effect.
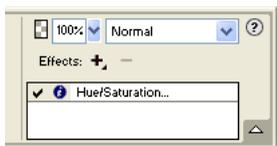
5 Double-click the Hue/Saturation effect to edit it.

Tip: Alternatively, you can click the info button beside the effect.

The Hue/Saturation dialog box opens again.

6 Change the Hue to **25** and the Saturation to **20**, and click OK.

The image's hue and saturation levels change to display a sepia appearance, as in an old photograph.

7 Click the Add Effects button again to add another Live Effect.

8 Choose Blur > Blur More from the Effects pop-up menu.

The pixels of the selected bitmap become blurred, and the new effect is added to the Live Effects list in the Property inspector.
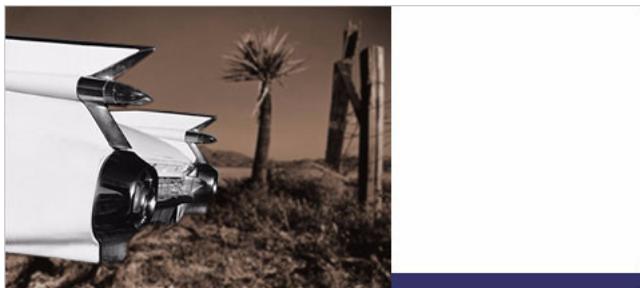
Work with layers and objects

Layers divide a Fireworks document into discrete planes. A document can be made up of many layers, and each layer can contain many objects. In Fireworks, the Layers panel lists layers and the objects contained in each layer.

Using the Layers panel, you can name, hide, show, and change the stacking order of layers and objects, as well as merge bitmaps and apply bitmap masks. You can also add and delete layers using the Layers panel.

In this part of the tutorial, you'll use the Layers panel to merge the two bitmap images. Then you'll name the objects in your document. You'll also use the Layers panel to change the stacking order of objects.

Later in the tutorial you'll use the Layers panel to apply a mask to the merged image.

Merge bitmaps

Now that you've applied Live Effects to the background image, you will merge it with the grayscale car image to create a single bitmap.

1 If the Layers panel is minimized or isn't visible, click its expander arrow or choose Window > Layers.

Expander arrow
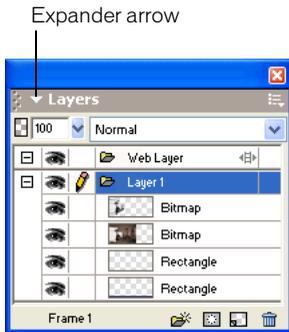
2 Click the thumbnail of the grayscale car image in the Layers panel.

3 With the car image selected, click the Options pop-up menu icon at the upper right of the Layers panel.

Options pop-up menu icon
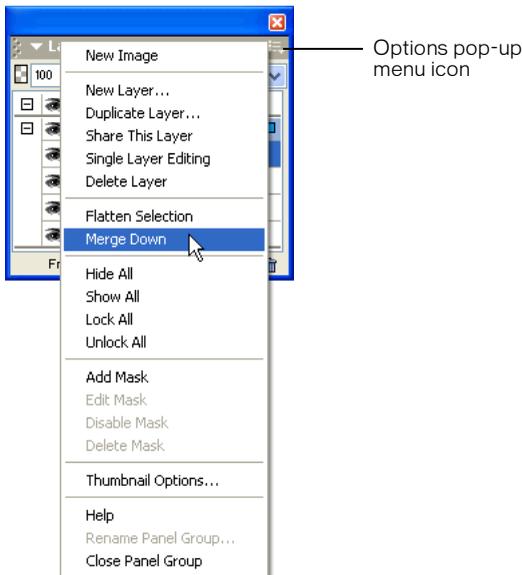
4 Choose Merge Down.

In the Layers panel, the two bitmap objects merge into one bitmap.

In the Property inspector there are no longer any effects in the Live Effects list. This is because merging down combines the pixels of each bitmap and renders them uneditable as separate images. The Live Effects you apply to an object or bitmap are no longer editable after you perform a merge down with another bitmap.

Name objects

It's always a good idea to name your objects so you can easily identify them later. When a document gets large and contains many objects, it can be difficult to manage if your objects don't have unique names.

Here you'll name the objects in your document using both the Layers panel and the Property inspector.

1 Double-click the word Bitmap beside the image thumbnail in the Layers panel.

A text box appears.
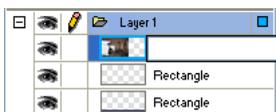
2 Type **Classic Car** in the text box and press Enter.

The new name is applied to the bitmap object.

3 In the document window, select the gray rectangle that borders the document. If it's too hard to see on the canvas, select it in the Layers panel.

This time you'll name an object using the Property inspector.

4 Type **Border** in the Object Name box of the Property inspector, and press Enter.

The name you enter is also displayed beside the object thumbnail in the Layers panel.

5   Enter a name for the remaining rectangle object using either the Layers panel or the Property inspector. Use any name you like, but be sure to choose a name that is meaningful so you can easily identify and manage objects in the document later.

Change the object stacking order

The merged bitmap image overlaps the border object and the blue rectangle. The border and blue rectangle need to rest on top, so you'll use the Layers panel to change the stacking order of objects in the document.

1   Click the thumbnail of the blue rectangle in the Layers panel to select it.

2   Drag it to the top of Layer 1, above the Classic Car thumbnail.

> **Note:** The topmost layer in the Layers panel is always the Web Layer. You'll learn more about the Web Layer in "Web Design Basics Tutorial" on page 39.

As you drag, the pointer changes to reflect that you are dragging an object (Windows only). A dark line in the Layers panel indicates where the object will be dropped if you release the mouse button at that time.

3   Release the mouse button.

The blue rectangle is dropped just above the bitmap object in the Layers panel. The stacking order of objects also changes on the canvas. The blue rectangle now overlaps the bitmap object and the border object.

4   You want the border object to be the topmost object, so select its thumbnail and drag it to the top of the Layers panel, above the blue rectangle.
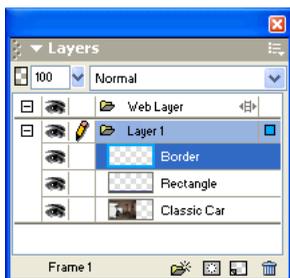
Create and edit a mask

Now that you've made various modifications to the classic car image, you'll perform one last procedure to give it the appearance of becoming gradually transparent.

In Fireworks you can apply two kinds of masks: vector masks and bitmap masks. For this tutorial, you'll apply a simple bitmap mask to the car image. You'll then modify it by giving it a gradient fill. The pixels in the mask will either display or hide the car image, depending on their grayscale value.

Apply a mask

First you will apply an empty, white bitmap mask to the car image. A white mask shows a selected object or image, whereas black pixels in a mask hide a selected object or image.

You'll also paint on the mask to make the car image appear to be fading into the background.

1 With the Pointer tool, select the bitmap image.

2 Click the Add Mask button at the bottom of the Layers panel.

An empty, transparent mask is added to the selected image. You can see the mask has been added by looking at the mask thumbnail in the Layers panel. The yellow highlight around the mask thumbnail indicates it is selected.

Mask thumbnail

Mask object
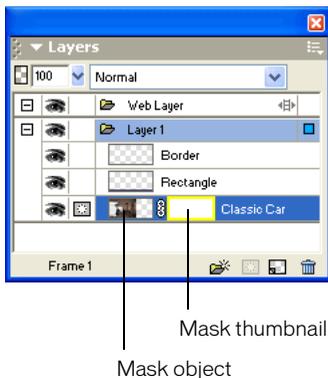
Edit the mask

Now you will give the bitmap image a transparent appearance by adding a gradient fill to the mask.

1 With the mask thumbnail selected in the Layers panel, click and hold down the mouse button on the Paint Bucket tool in the Bitmap section of the Tools panel. Choose the Gradient tool from the pop-up menu that appears.

2 Click the Fill Color box in the Property inspector.

The Edit Gradient pop-up window opens.

3 Choose White, Black from the bottom of the Preset pop-up menu.

The color ramp and swatches change to reflect the new setting. The color swatches located just beneath the color ramp allow you to modify the colors in the gradient.
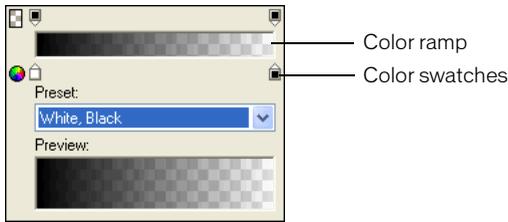
4 Drag the left (white) color swatch about 1/4 of the way to the right to adjust the gradient.

5 Click outside the Edit Gradient pop-up window to close it.

6 On the canvas, drag the Gradient pointer across the bitmap image, as shown in the following illustration. Visual feedback appears onscreen as you drag, allowing you to define the angle and distance in which the gradient will be applied.

7 Release the mouse button.

The mask is modified with the gradient fill you created. The mask affects the car image by giving it a gradiated transparent appearance. The mask thumbnail in the Layers panel displays the gradient fill you applied.
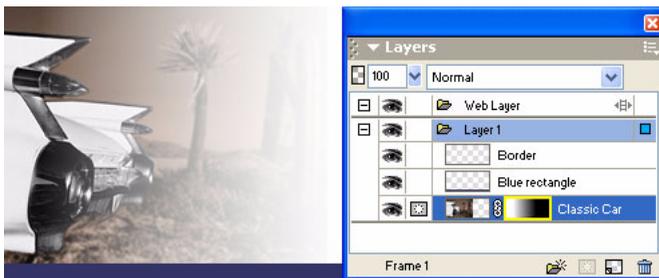
8 Choose the Pointer tool and click the mask thumbnail in the Layers panel.

The Property inspector shows that the mask was applied using its grayscale appearance. The darker pixels in the mask knock out the image of the car, while the lighter pixels in the mask show the car.

Create and edit text

Next you'll add text to the document and apply text properties using the Property inspector. You'll create four text blocks, two for the ad title and two for the body text.

Create the title text

First you'll create the title text for the car rental ad.

1 Choose the Text tool in the Vector section of the Tools panel, and move the pointer over the document window.

The pointer changes to an I-beam, and the Property inspector displays text properties.
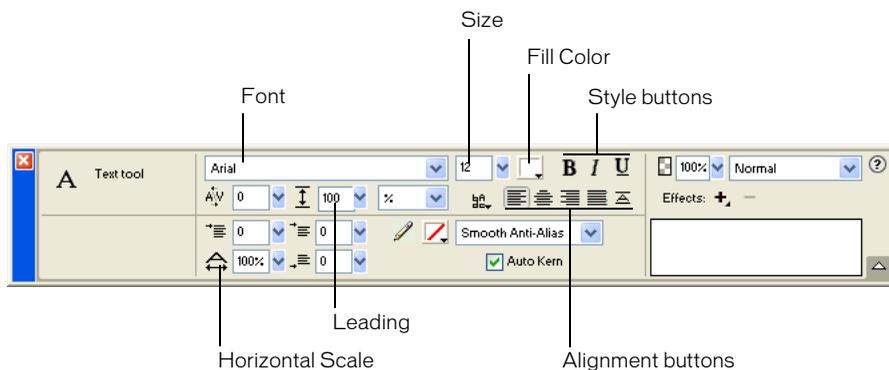
2 In the Property inspector, do the following:

- Choose Times New Roman from the Font pop-up menu.

- Enter **85** as the font size.

- Click the Fill Color box. The pointer changes to the eyedropper pointer. Click the eyedropper pointer on the blue rectangle on the canvas.

The color pop-up window closes, and the Fill Color box changes to reflect the chosen color.

- Ensure that none of the style buttons (Bold, Italic, Underline) are selected.

- Click the Left Alignment button.

3 With the I-beam pointer, click once in the middle of the canvas.

An empty text block is created.

The hollow circle in the upper right corner of the text block indicates that the text block is auto-sizing. An auto-sizing text block in Fireworks adjusts its width based on the longest line of text in the block.

Auto-sizing indicator
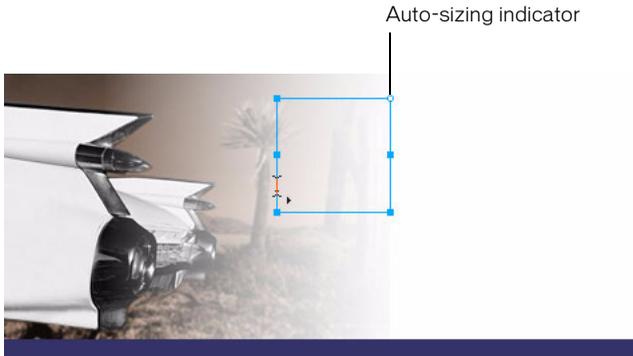
4 Type **Vintage** in the text block.

The width of the text block expands as you type.

5 Click once outside the text block to apply your text entry.

The text block remains selected, and the Text tool is still the selected tool. The hollow circle on the text block is no longer visible. This indicator is visible only when you are entering or editing text.

6 Choose the Pointer tool and drag the text to position it as shown in the following illustration.

7 Click outside the text block to deselect it, and choose the Text tool again.

8 In the Property inspector, choose Arial as the font and 12 as the font size.

9 Click on the canvas again, somewhere beneath the text block you just created, and type **CLASSIC RENTALS** in uppercase letters.

10 Choose the Pointer tool to apply the text entry.

Switching to another tool in the Tools panel applies text entries and edits just like clicking outside a text block does. Pressing the Esc key will achieve the same result.

11 Drag the new text block to position it just beneath the Vintage text block, as shown in the following illustration.

12 Click outside the text block to deselect it.

Create the body text

Next you'll create two text blocks that make up the body text for this ad.

1 Choose the Text tool.

2 This time, instead of just clicking on the canvas, drag to draw a marquee with the I-beam pointer, as shown in the following illustration.

A text block appears. The hollow square in the upper right corner indicates that the text block is a fixed-width text block, defined by the marquee you drew. Fixed-width text blocks retain the width you specify no matter how much text you type. The hollow corner handle is a toggle. Double-clicking it will toggle a text block between auto-sizing and fixed-width.

3 Type the following text without entering any line breaks as you type:

Indulge yourself by traveling in a Vintage classic automobile, with a chauffeur to whisk you to any destination.

The text flows into the text block you created. The text block grows vertically but not horizontally.

4 Choose the Pointer tool and click outside the text block to deselect it. Then choose the Text tool again.

5 In the Property inspector, click the Fill Color box and choose white as the text color.

6 Click in the lower left corner of the canvas.

A new text block appears on top of the blue rectangle.

7 Type the following in uppercase letters without entering any line breaks:

SPORTS - LUXURY - CONVERTIBLE - LIMOUSINE - ANTIQUE - NEO-CLASSIC - EXOTIC - ROADSTER

8 Choose the Pointer tool and reposition the text block as shown below.

Any text you create in Fireworks can be edited as you would edit text in a word processor. To edit text, simply double-click a text block with the Pointer tool, highlight the text you want to change, and type over it. Or click the I-beam pointer anywhere in the text block to add new text.

Set text properties

Now that the text blocks have been created, you'll use the Property inspector to change various text properties.

1 Select the Vintage text block.

Properties for the text block appear in the Property inspector. These properties are similar to those displayed when the Text tool is selected.

2 In the Property inspector, do the following:

- Choose Smooth Anti-Alias from the Anti-Aliasing Level pop-up menu, if it's not already selected. Anti-aliasing smooths text edges to make text characters appear cleaner and more readable.

In general, serif fonts such as Times New Roman look best if set to Smooth Anti-Alias when their size is greater than 45 points. Similarly, sans serif fonts such as Arial look best if set to Smooth Anti-Alias when their size is greater than 32 points.

Tip: The term *serif* refers to the tiny lines (often referred to as "feet") attached to text characters of fonts such as Times New Roman. Arial is considered a *sans serif* font because its text characters do not contain serifs.

- Set the Horizontal Scale option in the Property inspector to 89%, and press Enter.
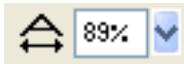
The characters in the Vintage text block become thinner. Horizontal Scale stretches or shrinks the characters in selected text horizontally. The default setting is 100%. Anything greater will stretch text horizontally, and anything less will decrease its width.

3 Drag the Vintage text block so that it is positioned as shown in the following illustration.

4 Select the Classic Rentals text block.

5 In the Property inspector, do the following:

- Click the Fill Color box, enter FF6600 as the color value, and press Enter.

- Click the Bold button.

- Choose Crisp Anti-Alias from the Anti-Aliasing Level pop-up menu.

In general, sans serif fonts such as Arial look best if set to Crisp Anti-Alias when their size is between 12 and 18 points. Similarly, serif fonts look best if set to Crisp Anti-Alias when their size is between 24 and 32 points.

6 Drag the text block to reposition it as shown below.

7 Select the Indulge text block.

8 In the Property inspector, do the following:

- Set the font size to 13.

- Choose black as the text color.

- Click the Right Alignment button.

- Choose Crisp Anti-Alias from the Anti-Aliasing Level pop-up menu.

- Set the Horizontal Scale option to 88%.

- Set the Leading option to 150%, and press Enter. Leading sets the space between lines of text. Normal leading for text is 100%. Anything above 100% increases the space between lines, and anything lower moves lines closer together.

9 Drag one of the text block's corner handles to resize it, so that the text flows as shown below. If necessary, drag the entire text block to reposition it as well.

10 Select the text block at the bottom of the document.

11 In the Property inspector, do the following:

- Set the font size to 13.

- Choose Crisp Anti-Alias from the Anti-Aliasing Level pop-up menu.

- Set the Horizontal Scale option to 75%, and press Enter.

12 Reposition the text block if necessary.

Add a drop shadow

You can apply Live Effects to text. Here you'll add a drop shadow to the Vintage text using the Live Effects controls in the Property inspector.

1 Select the Vintage text block.

2 Click the Add Effects button in the Property inspector. Choose Shadow and Glow > Drop Shadow from the Effects pop-up menu.

Options for the new effect appear in a pop-up window.

3 Enter **5** for Distance and **60%** for Opacity. Click outside the pop-up window to close it.

A drop shadow effect is added to the Vintage text block.

4 Click an empty area of the document window to deselect the text block.

Export the document

You've created a vector object and edited its properties, imported a bitmap image and made modifications to its pixels, and created and formatted text. You are ready to optimize and export the document.

Optimize the graphic

Before you export any document from Fireworks, you should always optimize it. Optimizing ensures that a graphic is exported with the best possible balance of compression and quality.

1 Do one of the following to open the Optimize panel if it isn't already open:

- Choose Window > Optimize.

- If the panel is minimized on the right side of the screen, click the expander arrow to view the entire panel.

2 Choose JPEG – Better Quality from the Settings pop-up menu.

The options in the panel change to reflect the new setting.
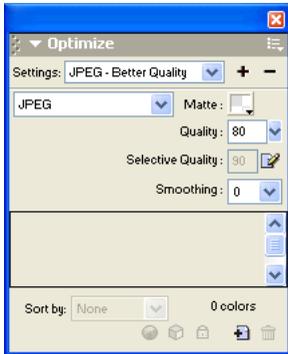
These settings can be changed, but for this tutorial you will use the default settings.

3 Click the Preview tab near the top of the document window.

The Preview tab displays your document as it will appear when exported with the current settings.
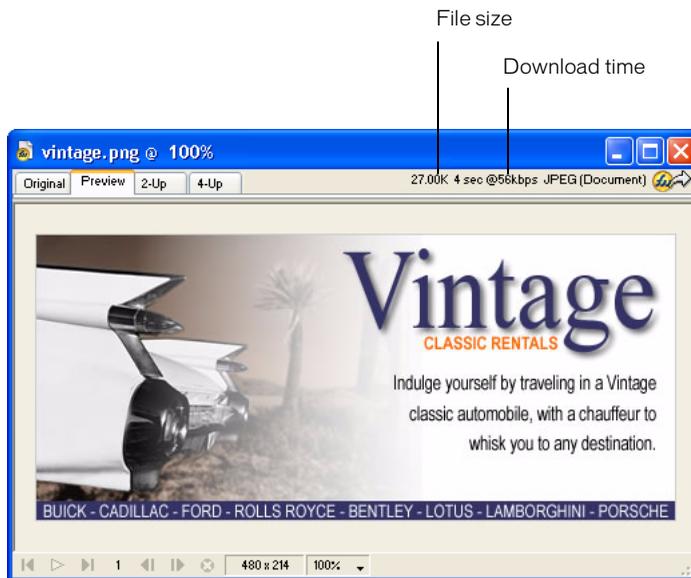
At the upper right of the window, Fireworks displays what the file size will be for the exported file and the estimated time it will take to display the graphic when it is viewed on the web.

Export the graphic

You've optimized your graphic, so now you're ready to export it as a JPEG file.

1 Choose File > Export.

The Export dialog box opens.
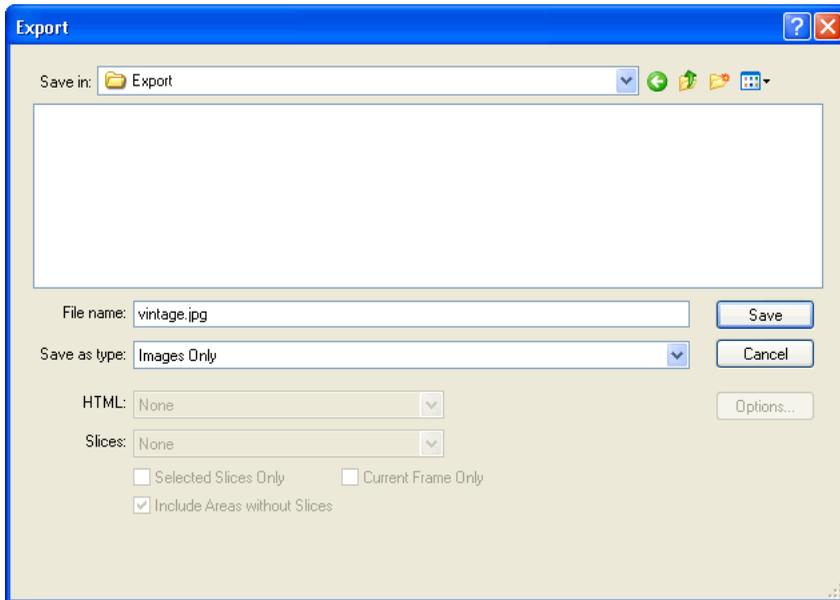
The filename listed has a .jpg extension. Fireworks chose this file format because you selected it in the Optimize panel.

2 Navigate to the Tutorials folder on your desktop, and browse to Tutorial1/Export.

3 Ensure that the Save As Type (Windows) or Save As (Macintosh) pop-up menu reads Images Only, and click Save.

The JPEG file is exported to the location you specified.

Remember that the PNG file is your source file, or working file. Although you've exported your document in JPEG format, you also must save the PNG so any changes that you've made will be reflected in the source file as well.

4 Choose File > Save to save the changes to the PNG file.

5 Choose File > Close.

View the exported document

The new file created during the export process is located in the folder you specified.

1 In Fireworks, choose File > Open and browse to the Export folder.

Fireworks created a file in this location called vintage.jpg.

2 Select vintage.jpg and click Open.

The graphic opens in a new document window in Fireworks. In the Layers panel, all your objects have been flattened. When objects are flattened, they merge into a single object and are uneditable as separate objects.
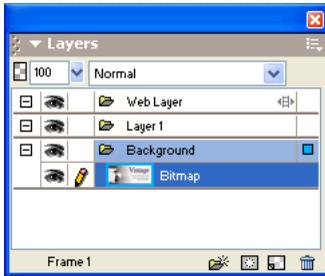
The Property inspector displays properties for a bitmap. All the Live Effects and other attributes you applied using the Property inspector are no longer available for the selected bitmap.

The document looks this way because Fireworks had to flatten the image and all its properties when you chose to export it to JPEG format. However, you still have your source PNG file, so if you need to do more work on the design, you can always open the PNG file and all the objects will still be editable.

3 Choose File > Open and select vintage.png in the Tutorial1 folder. Click Open.

In the Layers panel, all your objects are again available as separate objects. Each object is editable, along with its properties.

4 Click on each object.

The Property inspector displays the various options for each object you select.

5 Select the Vintage text on the canvas.

The Drop Shadow Live Effect for this text object appears in the Property inspector.

You can now see the benefit of using a Fireworks PNG as your source file. You can make changes to a document and it always remains editable, even if you choose to export the document to another format such as JPEG.

Take the next steps

You've accomplished the tasks required to create graphics in Fireworks. You learned how to create and save a new document, and how to add both vector objects and bitmap graphics to your document. You also applied Live Effects, worked with layers, created a mask, and added text. Finally, you learned to export the completed graphic.

For detailed information about any of the features covered in this tutorial, and for information on additional Fireworks features, refer to the index of *Using Fireworks* or search the Fireworks Help topics. For more Fireworks tutorials, visit the Macromedia website at http://www.macromedia.com. Also be sure to visit Macromedia's award-winning Support Center at http://www.macromedia.com/support/fireworks.

To learn how you can use Fireworks to create interactive web pages, see "Web Design Basics Tutorial" on page 39. You'll use the JPEG image you exported in this document and import it to a web page. You'll also learn about creating web interactivity such as buttons, rollovers, and pop-up menus.

CHAPTER 2
Web Design Basics Tutorial

This tutorial will guide you through the basic tasks of designing web graphics and interactivity with Macromedia Fireworks MX. You'll get hands-on experience using the industry's leading web graphics application and learn web design concepts along the way.

What you'll learn

By taking this tutorial, you'll replicate a typical Fireworks production workflow for designing a web page. You will learn to do the following:

- Copy the Tutorials folder
- View the completed web page
- Open the source file
- Import a graphic
- Slice the document
- Create a drag-and-drop rollover
- Create and edit buttons to make a navigation bar
- Create and edit a pop-up menu
- Optimize the document
- Export HTML
- Test the completed file

What you should know

Before taking this tutorial, you should be familiar with designing graphics in Fireworks or other vector and bitmap graphics applications. You should possess the basic skills covered in the Fireworks "Graphic Design Basics Tutorial" on page 11. Specifically, you should know how to accomplish the following tasks in Fireworks:

- Saving a document
- Selecting objects
- Editing object properties
- Displaying and using panels
- Working with layers and objects
- Creating and editing text
- Exporting a graphic

Copy the Tutorials folder

Before you begin, you'll make a copy of the Tutorials folder so that you can save the results of your work while allowing you or another user to complete the tutorial at a later time using the original files.

If you completed the Graphic Design Basics tutorial, you've already made a copy of the Tutorials folder, so you can skip this step.

1 Navigate to the Fireworks application folder on your hard disk.

   Note: If you are unable to view your Fireworks application folder, you may have limited access to files on your system. You can download the files you need for this tutorial from the Fireworks Support Center on the web at http://www.macromedia.com/support/fireworks/.

2 Drag a copy of the Tutorials folder to your desktop.

View the completed web page

Next you'll view the completed tutorial file to see how your finished project will appear after you export it as an HTML file.

1 Launch your web browser.

2 On your hard disk, navigate to the Tutorials folder you copied to your desktop, and browse to the Tutorial2/Complete folder.

   Note: Some versions of Microsoft Windows hide extensions for known file types by default. If you have not changed this setting, the files in the Complete folder won't display extensions. When dealing with web pages and web graphics, it's best to be able to see file extensions. See Windows Help for information about how to turn file extensions back on.

3 Select the final.htm file and drag it to the open browser window.

   For this tutorial, you will complete a partially finished version of this page for Global, a rental car company.

4 Move the pointer over the large Vintage image.

   When the pointer moves over the Vintage image, another image on the page changes. This is called a *disjoint rollover*.

5 Move the pointer across the navigation bar along the top of the web page. The buttons change in response to the pointer passing over them. Click the Rates button to test the link.

   The link takes you to the Fireworks page at http://www.macromedia.com, but you will enter your own URL for this and other items as you complete the tutorial.

6 Use your browser's Back button to return to the final.htm page.

7 Move the pointer over the Worldwide Airports image. A pop-up menu appears. Roll over each item in the menu with the pointer, including the first item, which contains a submenu.

8 Click United States to test the link, then return to the final.htm page.

9 When you finish viewing the web page, you can either close it or leave it open for reference as you take the tutorial.

   Note: The Complete folder also includes the Fireworks document from which the HTML file is generated. To view this document, double-click final.png.

Open the source file

You've viewed the final.htm file in a browser, so you're ready to begin.

1 In Fireworks, choose File > Open.

2 Navigate to the Tutorials folder on your desktop. Browse to Tutorial2/Start and open global.png.

Note: As you perform the tutorial, remember to save your work frequently by choosing File › Save.

Import a graphic

Now that you've opened the unfinished design for the Global web page, you'll import a graphic.

If you completed the Fireworks Graphic Design Basics tutorial, you will use the JPEG you created. If you did not take that tutorial, a completed image is provided for you.

1 Choose File > Import and do one of the following:

• If you completed the Graphic Design Basics tutorial, browse to the Tutorial1/Export folder.

• If you didn't complete the Graphic Design Basics tutorial, browse to the Tutorial2/Assets folder.

2 Select vintage.jpg and click Open.

3 Click anywhere in the empty, white area of the canvas.

The image appears, selected.

4 Drag the image so that it is positioned as shown in the following illustration.

Slice the document

Web designers use a process called *slicing* to cut web documents into smaller pieces, for a variety of reasons. Smaller images download more quickly over the web, so users can watch a page load progressively rather than waiting for one large image to download. In addition, slicing makes it possible to optimize various parts of a document differently. Slicing is also necessary for adding interactivity.

Here you'll create slices for some of the graphic elements in the web page. Later you'll add interactivity to these slices as well as set optimization and compression settings for them.

1 With the Vintage image still selected, choose Edit > Insert > Slice.

A slice is inserted on top of the image. Slices have a green overlay by default.

2 Click anywhere outside the slice to deselect it.

Red slice guides define the slice, spanning the width and height of the document. When you created the slice, Fireworks auto-sliced the rest of the document for you.

Note: If you don't see the red slice guides, choose View › Slice Guides.

3 Shift-click the Worldwide Airports graphic and the Great Weekend Rates graphic on the left side of the document to select both at the same time.

4 Choose Edit > Insert > Slice. In the message box that appears, choose Multiple. This allows you to insert multiple slices at the same time.

Slices are inserted on top of each of the selected graphics. Adding additional slices changes the layout of auto-slices in the rest of the document.
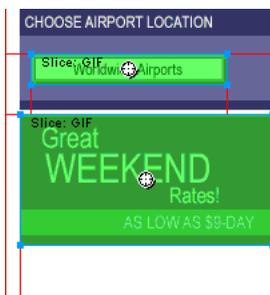
5 Click anywhere outside the slices to deselect them.

There is now a space between the Vintage slice and the Great Weekend Rates slice. This is a thin auto-slice.

6 Place the pointer over the Vintage image's left slice guide.

The pointer changes to the guide movement pointer, indicating you can grab the slice guide and drag it. By dragging a slice guide, you can change the shape of a slice.

7 Drag the slice guide to the left until it snaps with the right slice guide on the Great Weekend Rates graphic, as shown in the illustration below.

8 Release the mouse button.

The Vintage slice now extends all the way to the edge of the Great Weekend Rates slice, and the tiny auto-slice is deleted. Think of slices as table cells in a spreadsheet application or word processor. Dragging slice guides to resize a slice in Fireworks resizes other slices just like dragging cell borders in a table resizes other table cells. If you drag a slice guide over and beyond auto-slices, the slice guides merge and the unnecessary auto-slices are deleted.

9 If the Layers panel is minimized or isn't visible, click its expander arrow or choose Window > Layers.

At the top of the panel is the Web Layer. It contains all of a document's web objects. The three slices you created are listed here. The Web Layer is always the topmost layer in any document. It can't be moved, renamed, or deleted.
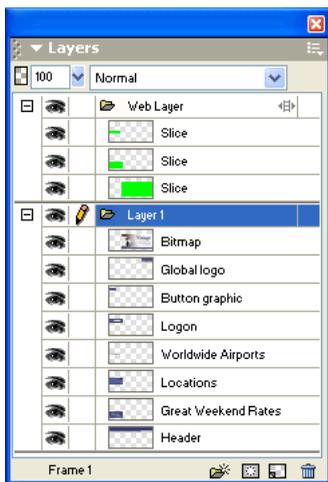
Create a drag-and-drop rollover

Now that you've sliced your document, you're ready to add interactivity. You'll use two of the slices you inserted in the previous step to create a drag-and-drop rollover.

There are two kinds of rollovers: simple rollovers and disjoint rollovers. A simple rollover displays a different image when the pointer moves over it in a web browser. A disjoint rollover causes another image to change in a different part of the screen when the pointer moves over it. You'll create a disjoint rollover here.

1 Select the slice covering the Vintage image.

The round icon in the center of the slice is called a behavior handle. It allows you to add behaviors, or interactivity, to a slice. If you are familiar with behaviors in Macromedia Dreamweaver, you'll recognize many of the same behaviors in Fireworks.

Behavior handle

Behaviors can also be applied using the Behaviors panel. But for simple interactivity like rollovers, a slice's behavior handle is a faster and easier method of applying a behavior.

2 Drag the behavior handle onto the Great Weekend Rates slice, and release the mouse button.
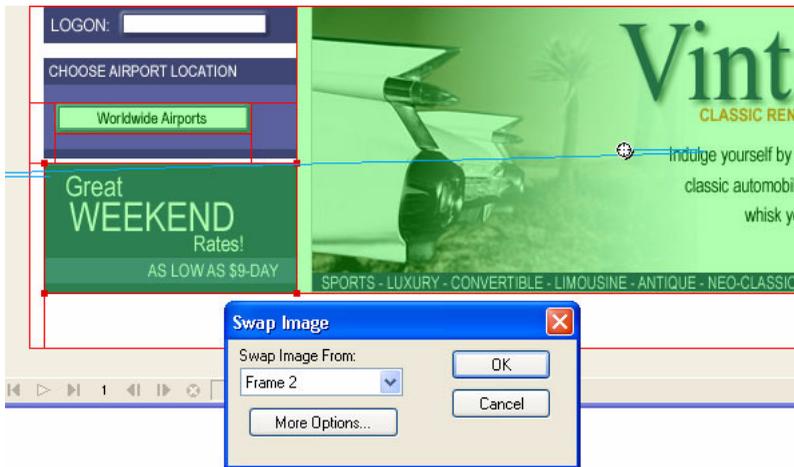
A blue behavior line extends from the behavior handle to the corner of the slice, and the Swap Image dialog box appears.

3 Ensure that Frame 2 is selected in the Swap Image From pop-up menu, and click OK.

When the pointer moves over the Vintage slice in a browser, an image in Frame 2 will replace the Great Weekend Rates graphic. The Vintage image is considered the trigger for the rollover effect, and the image that replaces the Great Weekend Rates graphic is considered the swap image.

4 If the Frames panel is minimized or isn't visible, click the expander arrow for the Frames and History panel group and click the Frames tab, or choose Window > Frames.
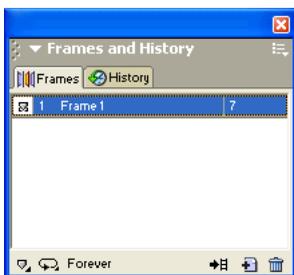
The Frames panel lists the frames available in the current document. Currently there is only one frame in the document. The Frames panel is typically used for animation. In the case of rollovers, it is used to hold swap images.

5 Click the New/Duplicate Frame button at the bottom of the panel.

A new frame is created in the Frames panel, named Frame 2. The workspace is now empty except for the slices you inserted.
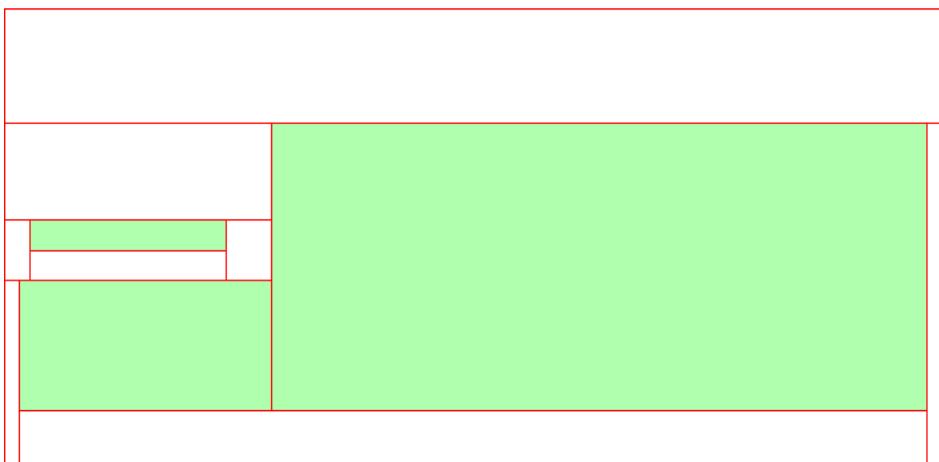
No objects are listed in the Layers panel, except the contents of the Web Layer. That's because layers in Fireworks are not shared across all frames by default, with the exception of the Web Layer, which is always shared. Objects on the Web Layer appear in every frame of the document, so any changes you make to web objects, such as slices, affect all frames.

6 Choose File > Import and browse to the Tutorial2/Assets folder. Select the file named rates.gif and click Open.

7 Place the insertion pointer over the slice where the Great Weekend Rates graphic was located in Frame 1. Align the pointer as best you can with the upper left corner of the slice.
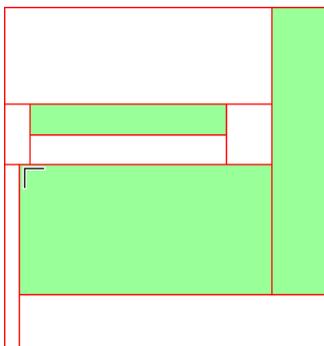
8 Click to insert the graphic.

The Vintage Classic Rates graphic appears.

9 Click the Preview tab at the top of the document window, and hide the slices in the document by clicking the Hide Slices and Hotspots button in the Web section of the Tools panel.

Move the pointer over the Vintage image. The Great Weekend Rates image changes when the pointer rolls over the Vintage image.

Tip: If the image seems to jump a bit or the transition between graphics doesn't look smooth, adjust the position of the swap image in Frame 2 while in Original view. For precise positioning, turn on Onion Skinning in the Frames panel or verify that the X and Y coordinates of the Vintage Classic Rates image are the same as those of the Great Weekend Rates image in the Property inspector. When you are finished, return to Frame 1 and turn off Onion Skinning if necessary. For more about these options, refer to the index of *Using Fireworks* or search Fireworks Help.

10 When you are finished, click the Original tab at the top of the document window to return to normal view, and turn slices back on by clicking the Show Slices and Hotspots button in the Tools panel.

You have successfully created a disjoint rollover. Simple rollovers are created in a similar manner: when dragging a slice's behavior handle as you did in step 2, you simply drag it back onto the same slice.

Generally, web designers add a rollover effect to an image to provide users with a visual cue that the graphic is clickable. If the Global web site was an actual site on the Internet, you'd probably want the Vintage and Rates images to link to other pages that provide more information. For the purposes of this tutorial, you'll leave the disjoint rollover as it is. You'll get plenty of practice attaching links to other web objects in the following section.

Create and edit buttons to make a navigation bar

Buttons are web objects that link to other web pages. Their appearance typically changes depending on the user's mouse movement or other action, such as clicking, as a visual cue indicating interactivity. For example, a button displays a different rollover effect when the pointer moves over it than when it has been clicked.

A navigation bar—also known as a nav bar—is a series of buttons that appears on one or more pages of a web site. Typically, all the buttons within a nav bar look the same, except for their text.

Here you'll create a nav bar for the Global web site.

Create a button symbol

The initial graphic and text for one button has already been created for you. You'll convert this graphic into a button symbol.

1 In Fireworks, select the button graphic (labeled BUTTON TEXT) in the upper left corner of the document.

2 Choose Modify > Symbol > Convert to Symbol.

The Symbol Properties dialog box opens.

3 Type **My Button** in the Name text box, choose Button as the symbol type, and click OK.
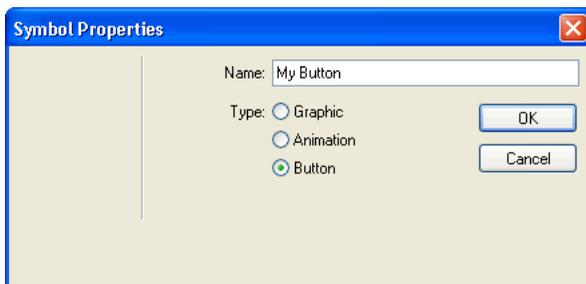
A slice appears on top of the button graphic, and a shortcut icon appears at the left of the slice. This indicates that the selection in the workspace is an instance of the symbol you just created. Symbols are like master copies of your graphics. When you change a symbol, all of the instances of that symbol in your document change automatically. Symbols reside in the library.

4 If the Library panel is minimized or isn't visible, click the Assets panel group's expander arrow and click the Library tab, or choose Window > Library.

Your symbol is listed in the Library panel.

Create button states

Next you'll create various states for the button symbol. Button states are the different ways a button appears when rolled over or clicked in a web browser.

1 Double-click the button instance you created.

Tip: Alternatively, you can double-click the preview of the button in the Library panel or the symbol icon beside it in the Library panel's symbol list.

The Button Editor opens with the button graphic displayed in the work area.

2 Click the tabs at the top of the Button Editor.

The first four tabs represent the button states. The last tab, Active Area, represents the hot area on the button, or where a user must click or roll over to activate the button states. The active area is also the swap area for the button, or the area that changes with each button state. Currently there are no states for the button symbol other than the Up state, the state of the button before it is rolled over or clicked.

3 Click the Over tab at the top of the Button Editor, then click the Copy Up Graphic button.

The button graphic is copied from the Up tab. The Over state of a button is its appearance when the pointer rolls over it. To give users visual feedback, you'll change the color of the rectangle behind the text.

4 Select the rectangle. Be sure to select the rectangle and not the text; if you are unsure which one you are selecting, check the Layers panel to see which one is selected.

5 Click the Fill Color box in the Property inspector and choose black as the color.
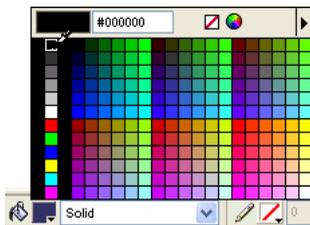
The rectangle is now black.

6 Click the Down tab at the top of the Button Editor, and click the Copy Over Graphic button.

The button graphic is copied from the Over tab. The Down state of a button is its appearance after a user clicks it. This time you won't change the color of the rectangle; you'll leave it as it is.

7 Click Done in the Button Editor to apply your changes to the button symbol.

8 Click the Preview tab in the document window and test the button's states. Turn slices off if necessary. When you are finished, click the Original tab and turn slices back on.

Create multiple button instances

Next you'll create more instances of the button symbol.

1 Select the button in the workspace if it isn't already selected.

2 Choose Edit > Clone.

A new instance of the button appears on top of the original button.

3 Hold down Shift while pressing the Right Arrow key repeatedly to move the new instance to the right.

This moves the instance in 10-pixel increments. If necessary, use the arrow keys alone to move the selection one pixel at a time. Position the instance to the immediate right of the original instance, but not overlapping, as shown in the illustration below.

4 Clone two more instances of the button, and position each to the right of the previous instance.

Tip: As a shortcut, press Alt (Windows) or Option (Macintosh) while dragging the selected instance with the pointer to make a copy of it. After positioning the new instance to the immediate right of the previous instance, choose Edit > Repeat Duplicate to automatically create and place another copy of the instance.

Change button instance text

Now that you've created all the buttons for your nav bar, you need to give each button unique text. You can easily change the text on a button instance using the Property inspector.

1 Select the button instance at the far left.

Properties for the button instance appear in the Property inspector. With the exception of the Export Settings pop-up menu, these properties apply to the selected instance only. Making changes here will not affect the original button symbol in the library.

2 In the Property inspector, replace the text in the Text box with the word **HOME** in uppercase letters. Then press Enter.

The text on the button changes to reflect your entry.

3 For the remaining three buttons, change the button text to **VEHICLES**, **RATES**, and **CONTACT US**, respectively.

Assign URLs to the buttons

Next you'll assign a unique URL, or link, to each button instance. A URL, or Uniform Resource Locator, is the address or location of a page on the web. You can easily assign URLs to buttons using the Property inspector.

1 Select the button instance labeled Home.

2 Enter **index.htm** in the Link text box of the Property inspector.

When clicked in a web browser, the Home button will jump to a page called index.htm. You'll discover later in the tutorial why you linked the Home button to this page.

3 Select the Vehicles button instance and enter your favorite URL in the Link text box of the Property inspector.

For the purposes of this tutorial, any working URL will do. If you were creating a real web site, you would enter the URL that you wanted the Vehicles button to jump to.

Note: Be sure to enter the URL of an actual web site, so that you can test your button links later.

4 Assign a URL to each of the remaining button instances. Once again, any working URL will do.

5 Choose File > Preview in Browser > Preview in [your preferred browser]. To test button links, you must preview the document in a browser.

Note: If your browser is not listed, you must first select a browser by choosing File › Preview in Browser › Set Primary Browser.

When the document opens in your browser, test the buttons you created. Except for the Home button, which links to a file you haven't created yet, each button should jump to the link you specified in Fireworks.

Edit the button symbol

Next you will modify the original button symbol. The changes you make will be automatically applied to all the button instances in your nav bar.

You may be wondering what the original button symbol looks like now that you've changed text on several of its instances.

1 Double-click any of the button instances in the workspace.

The Button Editor opens with the original button symbol and text displayed in the workspace. The original button symbol is still intact and displays the original text.

When you changed the text of each button in the workspace, you only edited each button instance. If you make any changes here to the rectangle or to text appearance, you will be editing the original symbol, so those changes will be reflected in all the instances in the workspace.

2 Click the Over tab.

3 Select the black rectangle.

4 Click the Fill Color box in the Property inspector and enter **FF6633** as the color value. Press Enter to apply the color change.

The rectangle is now orange.

5 Click Done in the Button Editor to apply the change to the button symbol.

6 Click the Preview tab in the document window and test the buttons.

Each button's Over state is now orange. You changed only the button symbol, but the change was applied to all the button instances in your nav bar.

7 Click the Original tab, and double-click any button instance in the workspace. This time you'll change the text in the button symbol.

8 Select the button text in the Button Editor, and in the Property inspector choose Arial as the font. Do this for each button state.
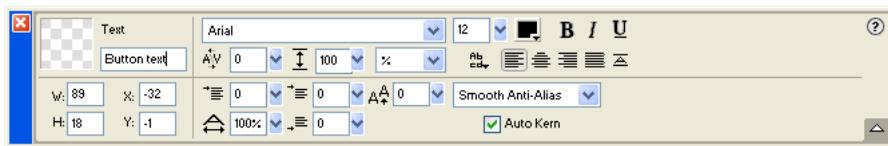
9 Double-click the text block in the Button Editor, and delete the word BUTTON.

10 Click Yes in the message box that asks if you want to change the text in the other button states.

Examine the various button states in the Button Editor. The text changes in one state are reflected across all the button states. Compare this to when you changed the font; you had to change it in each state. That's because you can apply different graphical and text attributes to each state of a button. This is useful if you want the text color to change when a user rolls over a button, for example.

11 Click Done to exit the Button Editor.

The font on each button instance changes to reflect the new font selection, but the text remains the same. Button instances reflect only the changes you make to a button symbol's graphical appearance, including its text attributes, but not changes you make to the text itself.

Button symbols make it possible for you to change the graphical appearance of all button instances in a nav bar quickly, while preserving each instance's unique text.

Create and edit a pop-up menu

A pop-up menu is a menu that appears when you move the pointer over a trigger image in a browser. It contains a list of items that link to other web pages.

Here you'll create and edit a pop-up menu that lists Global's airport locations.

Create pop-up menu list items

First you'll create the pop-up menu list items using the Pop-up Menu Editor.

1 Select the slice covering the Worldwide Airports graphic.

2 Choose Modify > Pop-up Menu > Add Pop-up Menu.

The Pop-up Menu Editor opens.
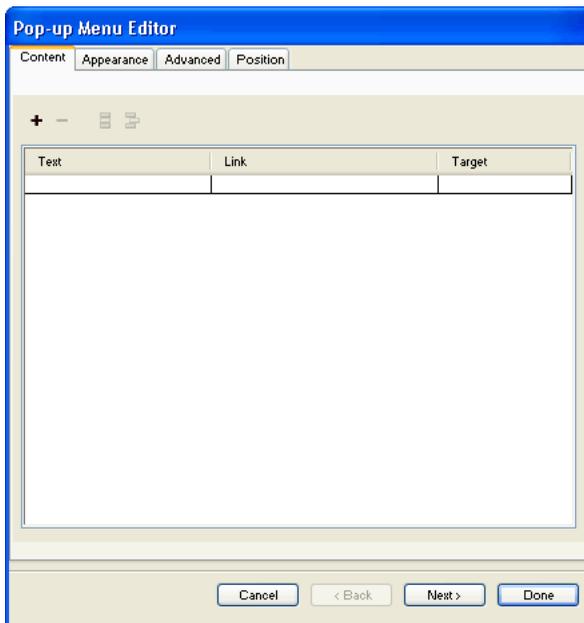
3 Double-click the text box in the upper left corner (Windows only).

4 Type **North America** in the text box and press Enter.

The next text box is highlighted, ready for you to create another entry.
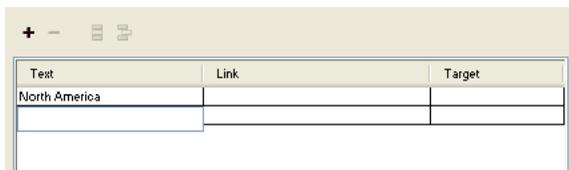
5 Type **Europe** and press Enter.

6 Create three more entries for Africa, Middle East, and Asia/Pacific.
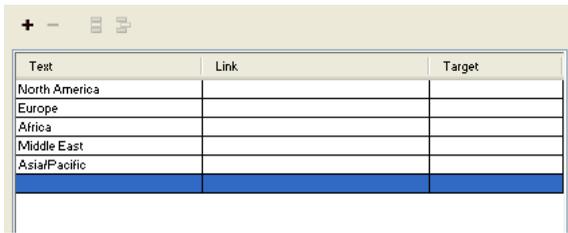
7 Double-click the Link text box for the North America entry.

8 Enter a working URL of your choice and press Enter.

For the purposes of this tutorial, any URL will do. Be sure it's an actual URL so that you'll be able to test your links later.
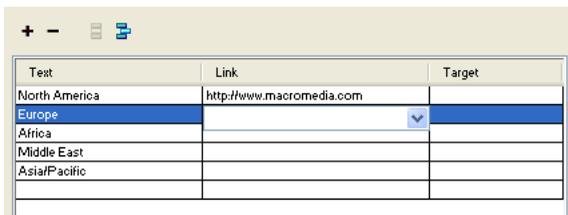
9 Enter URLs for the remaining entries.

Note: There is always one extra line at the bottom of the entry list in the Pop-up Menu Editor. It's there so you can easily add new entries without having to click the Add Menu button.

10 Click Done to close the Pop-up Menu Editor.

In the workspace, an outline of your pop-up menu appears attached to the slice.

11 To test your pop-up menu, choose File > Preview in Browser > Preview in [your preferred browser] to preview the document in a browser.

Note: Pop-up menus must be previewed in a browser; they aren't visible using the Preview tab in Fireworks.

When the document opens in your browser, move the pointer over the Worldwide Airports graphic. The pop-up menu you created appears. Click each entry to test the links.

Customize the pop-up menu

Next you'll return to the Pop-up Menu Editor to modify the appearance of the pop-up menu.

1 In Fireworks, double-click the pop-up menu outline.

The Pop-up Menu Editor opens with your entries displayed.

2 Click the Next button.

The Appearance tab appears. This is where you can change the colors and fonts used in pop-up menus.
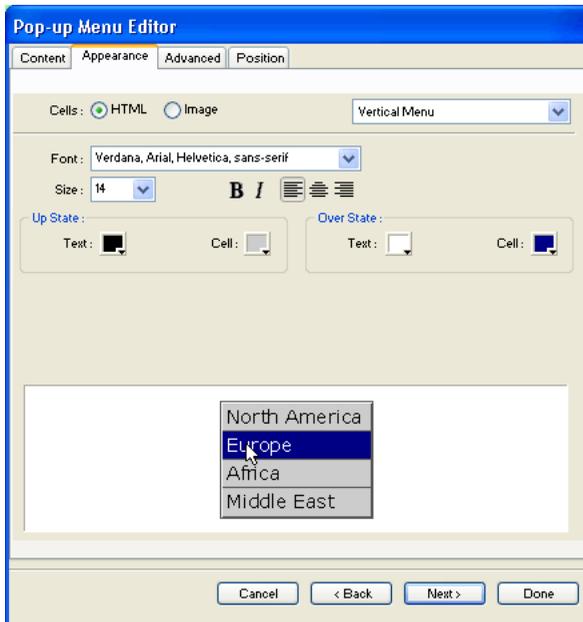
3 Choose HTML as the cell type and Vertical Menu as the alignment.

4 Choose Arial, Helvetica, sans-serif as the font and 12 as the font size.

5 In the Up State section, set the text color to black, if black is not already selected. Then click the Cell Color box. If CCCCCC is not already displayed in the text box at the top of the color pop-up window, enter **CCCCCC** and press Enter.

These color values are the default colors selected in the Pop-up Menu Editor if you've never created a pop-up menu before. Once you change these colors, they will be used every time you create a pop-up menu, until you choose other colors.

6 In the Over State section, set the text color to White if it's not already selected, and click the Cell Color box. Click the eyedropper pointer on the blue rectangle on the canvas that surrounds the Worldwide Airports graphic, as shown below.
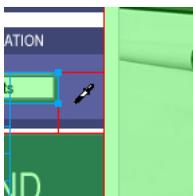
7 Click the Next button.

The Advanced tab appears. The Advanced tab allows you to change various cell and border properties. Here you'll increase the cell width, making the pop-up menu appear wider.
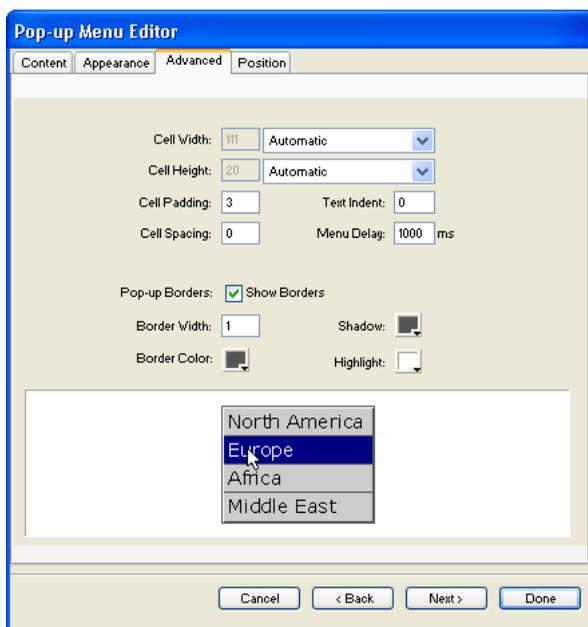
8 Choose Pixels from the Cell Width pop-up menu.

This activates the Cell Width box.

9 Enter **137** as the cell width.

10 Choose Automatic from the Cell Height pop-up menu, and click the Next button.

The Position tab appears. This is where you can specify the position on the screen where the pop-up menu will appear. Coordinates of 0,0 mean that the upper left corner of the pop-up menu will align with the upper left corner of the slice that triggers it. There are also several preset positions you can choose from.
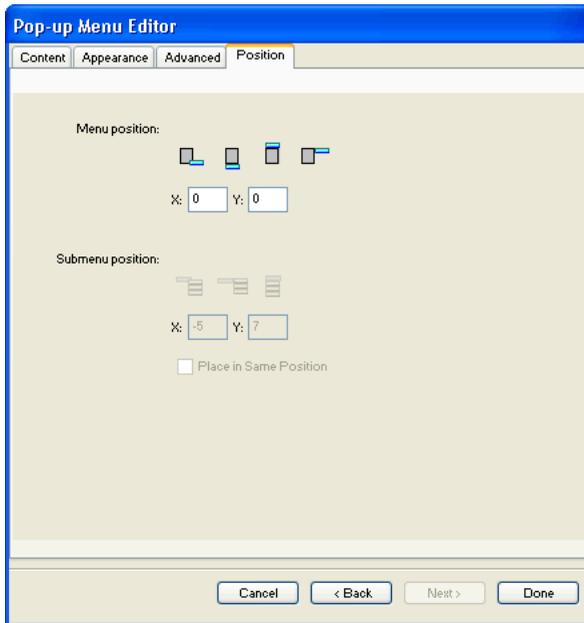
11 Enter **3** in the X and Y Menu Position boxes, then click Done.

> *Note:* You can also reposition a pop-up menu by dragging its outline in the workspace.

12 Preview your pop-up menu changes in a browser.

Move the pointer over the Worldwide Airports graphic. The pop-up menu is positioned differently and appears wider. Roll over each entry in the menu to see your color changes.

Edit the pop-up menu

Next you'll use the Pop-up Menu Editor again to add another entry to the pop-up menu. You'll also change the order of entries and add a submenu.

1 In Fireworks, double-click the pop-up menu outline.

2 Click the Europe entry to select it.

3 Click the Add Menu button above the entry list.

A blank line is inserted.

4 Double-click the Text field of the new entry and enter **Latin/South America**. Click anywhere outside the Text field to apply the entry.

Text	Link	Target
North America	http://www.macromedia.com	
Europe	http://www.macromedia.com	
Latin/South America		
Africa	http://www.macromedia.com	
Middle East	http://www.macromedia.com	
Asia/Pacific	http://www.macromedia.com	

The Americas are not together in the list.

5 Drag the Latin/South America entry up one line and release the mouse button. As you drag, a black line indicates where the entry will be dropped if you release the mouse button at that point.

The entry is dropped where you specified.

Text	Link	Target
North America	http://www.macromedia.com	
Latin/South America		
Europe	http://www.macromedia.com	
Africa	http://www.macromedia.com	
Middle East	http://www.macromedia.com	
Asia/Pacific	http://www.macromedia.com	

6 Select the North America entry and click the Add Menu button.

7 Double-click the Text field of the new entry and enter **United States**. Then click anywhere outside the entry fields. Be careful not to select another entry, however.

8 Select the United States entry if it's not already selected, and click the Indent Menu button.

The entry is indented beneath the North America entry.
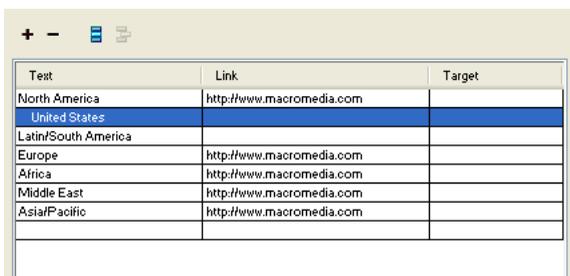
Text	Link	Target
North America	http://www.macromedia.com	
United States		
Latin/South America		
Europe	http://www.macromedia.com	
Africa	http://www.macromedia.com	
Middle East	http://www.macromedia.com	
Asia/Pacific	http://www.macromedia.com	

9 Click the Add Menu button again, and create a new entry for Canada.

You've just created a submenu that will appear when you roll over the North America entry in a browser.

10 Assign URLs to all the new entries. Optionally, you can delete the link for North America, because users will be choosing items from its submenu.

11 Click Done to close the Pop-up Menu Editor, and then preview the pop-up menu changes in a browser.

Optimize the document

Your document is almost ready for the web. The only thing you need to do before exporting it is to optimize it. Before you export any document from Fireworks, you should always optimize it. Optimizing ensures that your graphics will be exported with the best possible balance of compression and quality.

When different kinds of graphics are in the same document, it's a good idea to choose an appropriate file format and compression setting for each. The Global web page is composed of a variety of elements: bitmaps, vector objects, and text.

1 If the Optimize panel is minimized or isn't visible, click its expander arrow or choose Window > Optimize.
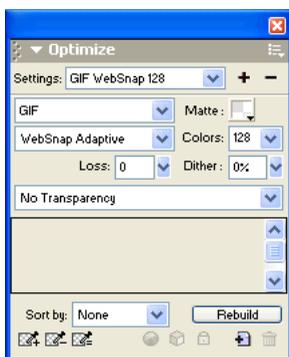
Fireworks chooses GIF as the default export file format and Websnap Adaptive as the default color palette. Most of the graphics on the Global Rental Cars web page will be fine using these settings. The Vintage bitmap image, however, contains a photograph and a gradient. Because of its complex color variations, it will be best exported in another format.

2   Click the 2-Up preview tab in the document window.
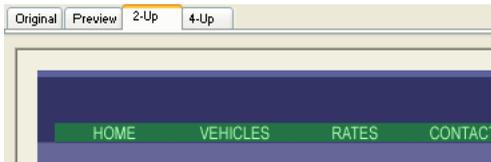
The 2-Up tab allows you to view the results of your optimization settings and compare them with the original. By now you've probably noticed the white slice overlay each time you view one of the Preview tabs. The overlay allows you to focus on just the area you want to optimize.

3   Click the slice for the Vintage image in the preview on the right.

The slice overlay disappears so you can view the image beneath the slice. At the bottom of the preview, the export file format for the selected slice is displayed, as well as the estimated export file size, and the amount of time the graphic will take to download from the web.
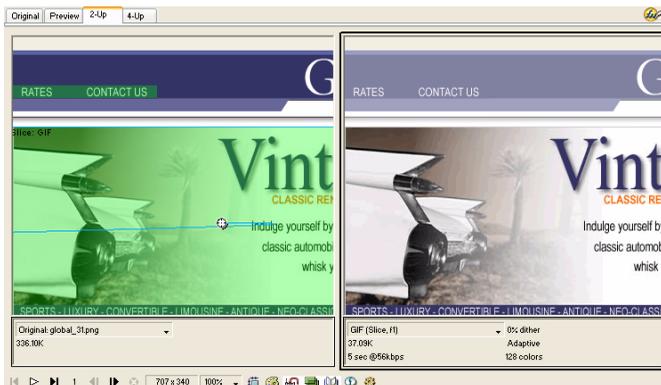
Tip: Use the Hand tool in the View section of the Tools panel to view more of the image if it's not entirely visible.

4   Hide the slices for a moment by clicking the Hide Slices and Hotspots button in the Web section of the Tools panel.

This allows you to compare the preview with the original and see the difference between the two graphics. The preview on the right has bands in the gradient.

5   Turn slices back on again, and click the Vintage image with the Pointer tool.

6 In the Optimize panel, choose JPEG – Smaller File from the Settings pop-up menu.
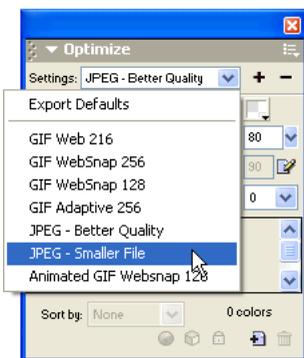
The gradient bands are now gone, and the file size has decreased significantly. That's because photographs and images with complex color variations are better optimized and compressed as JPEGs than as GIFs.

Now that the file size has been decreased, the image has become fuzzy.
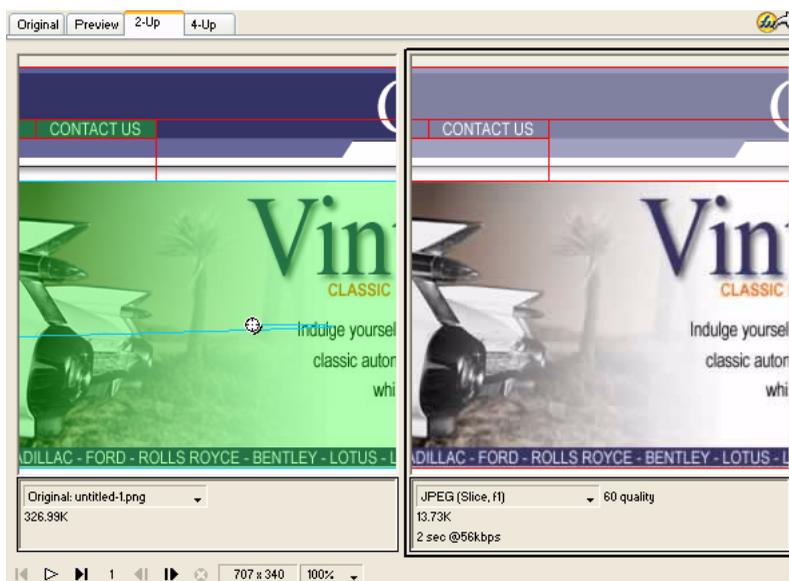
7 To improve the appearance of the bitmap, drag the Quality slider in the Optimize panel to 77 and set the Smoothing option to 0.

The bitmap is much clearer, but the file size has also increased. However, it is still an improvement over the file size when the image was optimized as a GIF.

8 Click the Original tab to return to normal view.

Export HTML

HTML, or HyperText Markup Language, is the primary method used on the Internet to create and display web pages. You don't need to understand HTML to use Fireworks, but it helps to keep in mind that Fireworks slices become cells in an HTML table when exported.

Here you'll export and view your finished document in a web browser. You'll also examine the HTML code that Fireworks exports.

Set HTML preferences

Before you export the document, you need to set HTML export preferences.

1 Choose File > HTML Setup.

The HTML Setup dialog box opens. The options you set in this dialog box will affect all future Fireworks documents you create, except the options on the Document Specific tab.
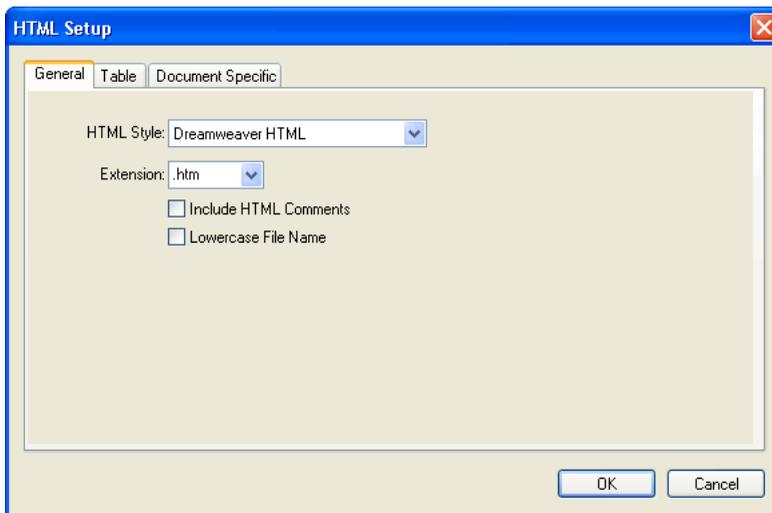
2 On the General tab, choose an HTML style.

If you use an HTML editor such as Macromedia Dreamweaver or Microsoft FrontPage, choose it from this pop-up menu. Doing so allows you to easily open and edit the exported file in that HTML editor. If you don't use an HTML editor or you use one that's not in this list, choose Generic HTML.

3 Choose .htm as the file extension.

4 Click the Table tab.

The Table tab allows you to change HTML table properties.
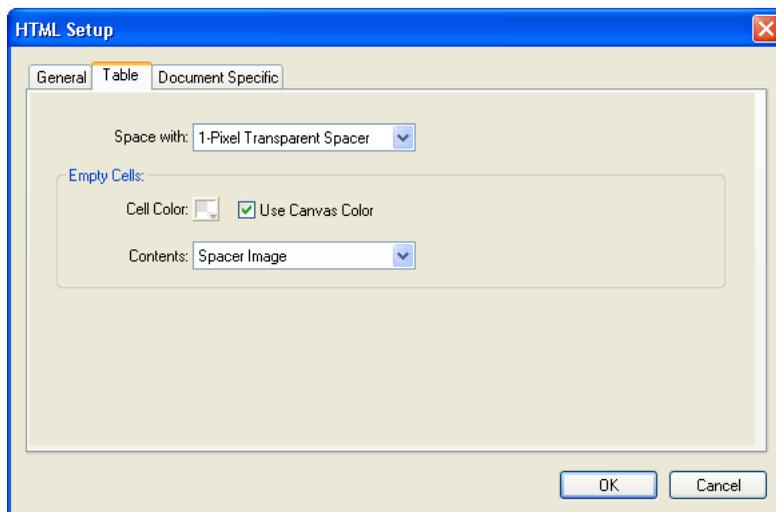
5 In the Space With pop-up menu, choose 1-Pixel Transparent Spacer.

When this option is chosen, Fireworks exports a graphic file called spacer.gif, which is a 1-pixel transparent image. Spacers are used by web designers to aid in page layout. They hold empty HTML table cells open. Without them, empty HTML table cells collapse, altering your intended page layout. You'll see the spacer.gif file later when you view your exported files.

You don't need to understand spacers, but it's useful to know about this option if you want to use them in the future.

6 Click the Document Specific tab.
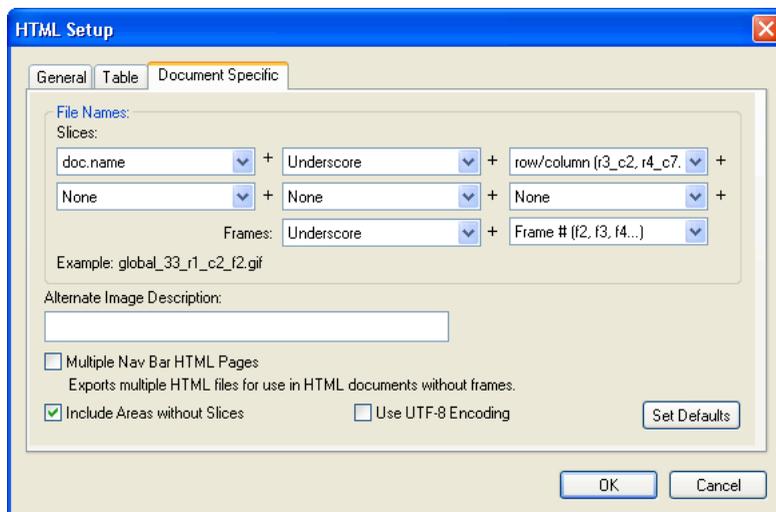
The Document Specific tab allows you to choose a variety of document-specific preferences, including a customized naming convention for your exported files. Remember that the options you set here apply only to the current Fireworks document.

Tip: You can apply the settings on the Document Specific tab to all new documents by clicking the Set Defaults button.

7 Click OK to accept the settings on the Document Specific tab and close the HTML Setup dialog box.

Export the document to HTML format

Your document is now ready for export.

1 Choose File > Export.

The Export dialog box opens.
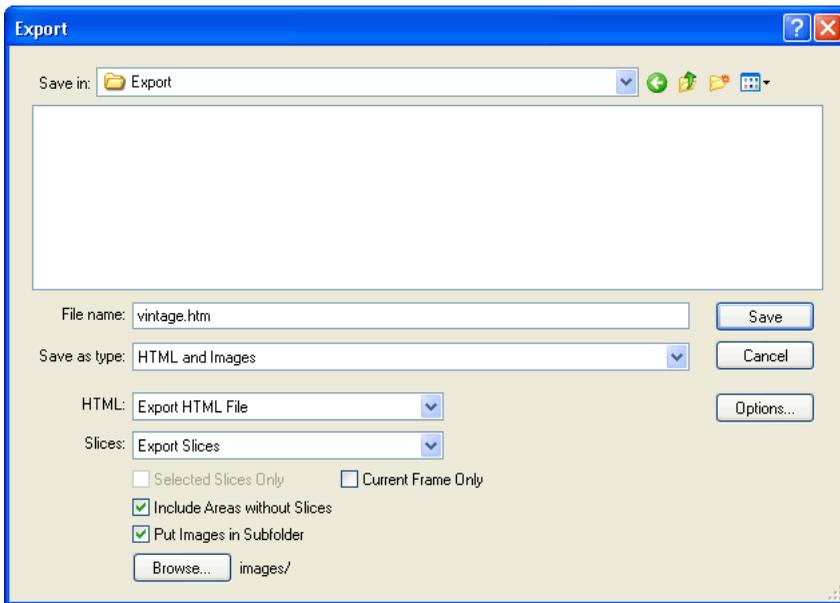
2 In the dialog box, navigate to the Tutorial2/Export folder.

3 Ensure that HTML and Images is selected as the file type, and enter **index.htm** as the filename. Naming the home page index.htm is a common convention used on the web. Many browsers will even automatically display the index.htm page when a URL lists a location but not a page name.

Additionally, earlier in the tutorial you assigned the Home button a URL of index.htm. Currently there is only a single page in the Global web site, so linking this page to itself may not make much sense at this point. But if you create other pages for this site in the future, you can use this navigation bar on all its pages, providing users with a consistent navigation method.

4 Ensure that Export HTML File is chosen in the HTML pop-up menu and Export Slices is chosen in the Slices pop-up menu.

5 Choose the following options, and leave all the others deselected:

- Include Areas Without Slices

- Put Images in Subfolder

  When you choose this option, Fireworks allows you to choose a folder in which to store your exported graphic files. Fireworks creates the folder for you if it doesn't exist. If you don't choose a folder, Fireworks chooses a folder named **images** by default. For this tutorial, accept the default setting.

6 Click Save.

  The files are exported to the location you specified.

7 Choose File > Save to save your PNG file.

Test the completed file

Your files have been exported, so it's time to check out what you created.

View the list of exported files

First, you'll examine the list of files that Fireworks exported. The new files created during the export process appear in your Export folder.

1 On your desktop, browse to the Export folder and open it.

  Fireworks created an HTML file there called index.htm. This is the home page for the Global web site. It also created a file called mm_menu.js, which contains the code necessary to display pop-up menus.

2 Open the images subfolder.

  Fireworks also exported graphics files for all your artwork. Each slice in Fireworks exports as its own separate graphic file. There are several GIF files and one JPEG file. The JPEG is the bitmap image you optimized earlier.The file called spacer.gif is the result of the spacing option you selected in the HTML Setup dialog box and will be used to aid in page layout.

View the Fireworks HTML file in a browser

Now that you've examined the exported files, you're ready to test the web page in a browser.

1 From the Export folder, drag the index.htm file to an open web browser.

2 In the browser, click the buttons you added to test the links, then return to the index.htm file.

3 Test the other features that you added.

4 Most web browsers let you view the source code with a command such as View > Source. Find and execute the command that lets you view the code.

5 Scroll through the source code. If you know HTML and JavaScript, you will recognize the code that Fireworks created for you. If you don't know HTML and JavaScript, you can appreciate that Fireworks gives you no compelling reason to have to learn either.

Take the next steps

You've accomplished the major tasks in the production workflow to create a web page with Fireworks. You learned how to open a document, import graphics into it, and slice the document. You also created a drag-and-drop rollover, created buttons, and created a pop-up menu. Finally, you learned to optimize and export your completed document.

For detailed information about any of the features covered in the tutorial, and for information on additional Fireworks features, refer to the index of *Using Fireworks* or search Fireworks Help. For more tutorials, visit http://www.macromedia.com. Also be sure to visit Macromedia's award-winning Support Center at http://www.macromedia.com/support/fireworks.

CHAPTER 3
Fireworks Basics

Macromedia Fireworks MX is an application for designing graphics for use on the web. Its innovative solutions tackle the major problems facing graphic designers and webmasters. Using the wide range of tools in Fireworks, you can create and edit both vector and bitmap graphics within a single file.

The advent of Fireworks freed web designers from having to jump back and forth among as many as a dozen task-specific applications. Its nondestructive Live Effects eliminate the frustration of having to re-create web graphics from scratch after any simple edit. Fireworks generates JavaScript, making rollovers easy to create. Efficient optimization features shrink the size of web graphic files without sacrificing quality.

If you are new to Fireworks, it would be helpful for you to understand general Fireworks concepts such as opening, importing, and saving files; finding your way around the Fireworks environment; and working within a file. Once you create a new file or open an existing file, the Fireworks work environment is available to you. Fireworks MX introduces several improvements in the workspace, including the Property inspector, a segmented Tools panel, and panel groups.

About vector and bitmap graphics

Computers display graphics in either vector or bitmap format. Understanding the difference between the two formats helps you understand Fireworks, which contains both vector and bitmap tools and is capable of opening or importing both formats.

About vector graphics

Vector graphics describe images using lines and curves, called vectors, that include color and position information. For example, the image of a leaf may be described by a series of points, the result of which is the leaf's outline. The leaf color is determined by the color of the outline, or stroke, and the color of the area enclosed by the outline, or the fill.

When you edit a vector graphic, you modify the properties of the lines and curves that describe its shape. Vector graphics are resolution-independent, which means you can move, resize, reshape, or change the color of a vector graphic, as well as display it on output devices of varying resolutions, without changing the quality of its appearance.

About bitmap graphics

Bitmap graphics are comprised of dots, called pixels, arranged in a grid. Your computer screen is a large grid of pixels. In a bitmap version of the leaf, the image would be determined by the location and color value of each pixel in the grid. Each dot is assigned a color. When viewed at the correct resolution, the dots fit together like tiles in a mosaic to form the image.

When you edit a bitmap graphic, you modify pixels rather than lines and curves. These bitmap graphics are resolution-dependent, which means that the data describing the image is fixed to a grid of a particular size. Enlarging a bitmap graphic can make the image's edges ragged, as pixels are redistributed within the grid. Displaying a bitmap graphic on an output device with a lower resolution than the image itself can also degrade the image's quality.

About working in Fireworks

Fireworks is a versatile application for creating, editing, and optimizing web graphics. You can create and edit both bitmap and vector images, design web effects such as rollovers and pop-up menus, crop and optimize graphics to reduce their file size, and save time by automating repetitive tasks. When a document is complete, you can export it as a JPEG, GIF, or other file format—along with HTML files containing HTML tables and JavaScript code—for use on the web. You also can export a file type specific to another application such as Photoshop or Macromedia Flash, if you want to continue working in the other application.

Vector and bitmap objects

In the Fireworks Tools panel, you will find distinct sections containing vector and bitmap drawing and editing tools. In Fireworks MX, the tool you choose determines whether the object you create is a vector or bitmap object. For example, choose the Pen tool from the Vector section of the Tools panel, and you can begin drawing vector paths by plotting points. Choose the Brush tool, and you can drag to paint a bitmap object. Choose the Text tool, and you can begin typing.

After drawing vector objects, bitmap objects, or text, you can use a wide array of tools, effects, commands, and techniques to enhance and complete your graphics. You can use the Fireworks tools in the Button Editor to create interactive navigation buttons.

You can also use the Fireworks tools to edit imported graphics. You can import and edit JPEG, GIF, PNG, PSD, and many other file formats. Once you have imported a graphic image, you can adjust its color and tone, as well as crop, retouch, and mask it.

Interactive graphics

Slices and hotspots are web objects that specify interactive areas in a web graphic. Slices cut an image into different sections and enable you to apply rollover behaviors, animation, and Uniform Resource Locator (URL) links to parts of the overall image. In addition, slices let you export the sections using different settings. On a web page, each slice appears in a table cell. Hotspots let you assign URL links and behaviors to all or part of a graphic. For more information, see Fireworks Help (Help > Using Fireworks).

Slices and hotspots have drag-and-drop rollover handles that let you quickly assign swap image and rollover behaviors to graphics directly in the workspace. The Button Editor and Pop-up Menu Editor are convenient Fireworks features that help you build special interactive graphics for navigating web sites.

About optimizing and exporting graphics

Fireworks has powerful optimization features to help you find the balance between file size and acceptable quality as you prepare to export graphics. You can optimize web graphics in Fireworks to minimize their file size so they load quickly when viewing web sites, while comparing the quality of the graphics in the Preview, 2-Up, or 4-Up view in the workspace.

You can slice an image into smaller parts and then optimize each part in the format that best suits the content. For added optimization flexibility, you can use selective JPEG compression to focus the most important part of a JPEG while reducing the quality of the background.

After you optimize your graphics, the next step is to export them for use on the web. From your Fireworks source PNG document, you can export a number of file types, including JPEG, GIF, animated GIF, and HTML tables containing sliced images in multiple file types. For more information, see Fireworks Help (Help > Using Fireworks).

Creating a new document

When you choose File > New to create a new document in Fireworks, you create a Portable Network Graphic, or PNG document. PNG is the native file format for Fireworks. After you create graphics in Fireworks, you can export them in other familiar web graphic formats, such as JPEG, GIF, and animated GIF. You can also export graphics to many of the popular formats used off the web, such as TIFF and BMP. Whatever optimization and export settings you choose, the original Fireworks PNG file is preserved to allow easy editing later.

To create a web graphic in Fireworks, you must first set up a new document or open an existing one. You can adjust the setup options later in the Property inspector.

To create a new document:

1   Choose File > New.

The New Document dialog box opens.
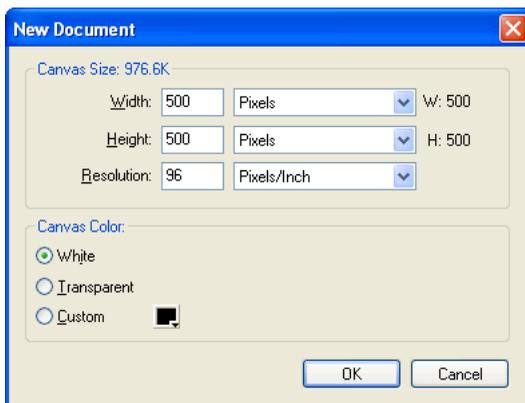
2   Enter the canvas width and height measurements in pixels, inches, or centimeters.

3   Enter a resolution in pixels per inch or pixels per centimeter.

4   Select white, transparent, or a custom color for the canvas.

Note: Use the Custom color box pop-up window to choose a custom canvas color.

5 Click OK to create the new document.

To create a new document the same size as an object on the Clipboard:

1 Copy an object to the Clipboard from any of the following:

• Another Fireworks document

• A web browser

• Any of the applications listed in "Pasting into Fireworks" on page 75

2 Choose File > New.

The New Document dialog box opens with the width and height dimensions of the object on the Clipboard.

3 Set the resolution and canvas color, and click OK.

4 Choose Edit > Paste to paste the object from the Clipboard into the new document.

Opening and importing files

In Fireworks, you can easily open, import, and edit both vector and bitmap images created in other graphics programs. In addition, you can import images from a digital camera or scanner.

For more information on importing graphics from Photoshop, Macromedia FreeHand, CorelDraw, or Illustrator, see "Using Fireworks with Other Applications" on page 99.

To open a Fireworks document:

1 Choose File > Open.

The Open dialog box appears.

2 Select the file and click Open.

Tip: To open a file without overwriting the previous version, choose Open as Untitled, and then save the file using a different name.

Opening recently closed documents

The File menu lists up to 10 recently closed documents in the Open Recent submenu.

To open a recently closed file:

1 Choose File > Open Recent.

2 Choose a file from the submenu.

Opening graphics created in other applications

With Fireworks, you can open files created in other applications or file formats, including Photoshop, Macromedia FreeHand, Illustrator, uncompressed CorelDRAW, WBMP, EPS, JPEG, GIF, and animated GIF files.

When you open a file format other than PNG using File > Open, you create a new Fireworks PNG document based on the file you open. While this new document is a PNG file, the original file remains unchanged.

For more information about working with FreeHand, Photoshop, Illustrator, and CorelDraw, see "Using Fireworks with Other Applications" on page 99.

Animated GIFs

You can bring animated GIF files into Fireworks in two ways:

• You can import an animated GIF as an animation symbol, which lets you edit and move all the elements of the animation as a single unit and use the Library panel to create new instances of the symbol.

   Note: When you import an animated GIF, the frame delay setting defaults to 0.07 seconds. If necessary, use the Frames panel to restore the original timing.

• You can open an animated GIF as you would open a normal GIF file. Each element of the GIF is placed as a separate image in its own Fireworks frame. You can convert the graphic to an animation symbol in Fireworks.

EPS files

Fireworks opens most EPS files, such as Photoshop EPS files, as flattened bitmap images, in which all objects are combined on a single layer. Some EPS files exported from Illustrator, however, retain their vector information.

When you open or import most EPS files, the EPS File Options dialog box opens.
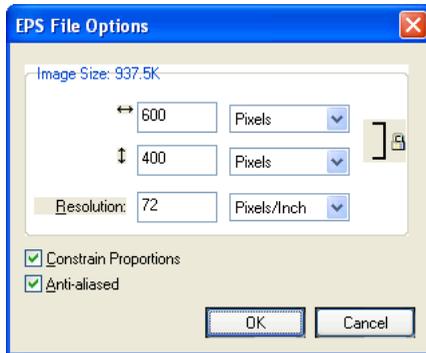
Image Size determines the image's dimensions and the units in which the image's proportions are displayed. You can choose from pixels, percent, inches, and centimeters.

Resolution indicates the pixels per unit for the resolution.

Constrain Proportions opens the file in the same proportions as the original.

Anti-aliased smooths jagged edges in the opened EPS file.

When you open or import Illustrator EPS files that contain vector information, you'll see the Vector File Options dialog box. This is the same dialog box that appears when you open or import FreeHand files. For information about the options in this dialog box, see "Importing FreeHand graphics into Fireworks" on page 118.

WBMP files

Fireworks can open WBMP files, which are 1-bit (monochrome) files optimized for mobile computing devices. This format is for use on Wireless Application Protocol (WAP) pages. You can open a WBMP file directly using File > Open or import a WBMP file using File > Import.

Creating Fireworks PNG files from HTML files

Fireworks can open and import HTML content created in other applications. When you open or import an HTML file, Fireworks reconstructs the layout and behaviors defined by the HTML code, allowing you to re-create web pages that contain sliced graphics, JavaScript buttons, and other types of interactivity. This allows you to salvage inherited websites even if you don't have the source PNG files. With this feature, you can quickly open or import a web page to update graphics, change document layout, or alter navigational links, buttons, and other interactive elements, all without having to rebuild the page from scratch or modify its scripting.

Because Fireworks exports HTML content in the form of an HTML table, it also determines the document layout for imported HTML based on HTML tables. An HTML file must contain at least one table for Fireworks to be able to reconstruct it. For more information, see Fireworks Help (Help > Using Fireworks).

You can get HTML content into Fireworks in several ways:

- You can open all the HTML tables within an HTML file.

- You can open the first HTML table that Fireworks encounters in an HTML file.

- You can import the first HTML table that Fireworks encounters into an existing Fireworks document.

Note: Fireworks can also import documents that use UTF-8 encoding and those that are written in XHTML. XHTML files usually have the extension .xhtm or .xhtml., For more information, see Fireworks Help (Help › Using Fireworks).

To open all tables of an HTML file:

1 Choose File > Reconstitute Table.

2 Select the HTML file that contains the tables you want to open, and click Open.

   Each of the tables opens in its own document window.

To open only the first table of an HTML file:

1 Choose File > Open.

2 Select the HTML file that contains the table you want to open, and click Open.

   The first table in the HTML file opens in a new document window.

To import the first table of an HTML file into an open Fireworks document:

1 Choose File > Import.

2 Select the HTML file you want to import from, and click Open.

3 Click the insertion pointer where you'd like the imported table to appear.

Inserting objects into a Fireworks document

You can import, drag and drop, or copy and paste vector objects, bitmap images, or text created in other applications into a Fireworks document. You can also import images from a digital camera or scanner.

Dragging and dropping

You can drag vector objects, bitmap images, or text into Fireworks from any application that supports dragging and dropping:

- FreeHand 7 or later
- Flash 3 or later
- Photoshop 4 or later
- Illustrator 7 or later
- Microsoft Office 97 or later
- Microsoft Internet Explorer 3 or later
- Netscape Navigator 3 or later
- CorelDRAW 7 or later

To drag and drop into Fireworks:

From the other application, drag the object or text into Fireworks.

Pasting into Fireworks

Pasting an object copied from another application into Fireworks places the object in the center of the active document. You can copy and paste an object or text in any of these formats from the Clipboard:

- FreeHand 7 or later
- Illustrator
- PNG
- PICT (Macintosh)
- DIB (Windows)
- BMP (Windows)
- ASCII text
- EPS
- WBMP
- TXT
- RTF

To paste into Fireworks:

1 In the other application, copy the object or text that you wish to paste.

2 In Fireworks, paste the object or text into your document.

Location of pasted objects

When you paste an object into Fireworks, the placement of the pasted object depends on what is selected:

• If at least one object on a single layer is selected, the pasted object is placed in front of—or stacked directly above—the selected object on the same layer.

• If the layer itself is selected and either no objects or all objects are selected, the pasted object is placed in front of—or stacked directly above—the topmost object on the same layer.

• If two or more objects on more than one layer are selected, the pasted object is placed in front of—or stacked directly above—the topmost object in the topmost layer.

• If the Web Layer or an object on the Web Layer is selected, the pasted object is placed in front of—or stacked above—all other objects on the bottommost layer.

Note: The Web Layer is a special layer that contains all web objects and always remains at the top of the Layers panel. For more information, see Fireworks Help (Help › Using Fireworks).

Resampling pasted objects

When you paste a bitmap with a resolution that differs from that of the destination Fireworks document, Fireworks asks whether you want the bitmap to be resampled.

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

To resample a bitmap object by pasting:

1 Copy the bitmap to the clipboard in Fireworks or another program.

2 Choose Edit > Paste in Fireworks.

   If the bitmap image on the clipboard has a different resolution than the current document, a dialog box appears, asking you to choose whether or not to resample.

3 Choose one of the following:

• **Resample** maintains the pasted bitmap's original width and height, adding or subtracting pixels as necessary.

• **Don't Resample** maintains all the original pixels, which may make the relative size of the pasted image larger or smaller than expected.

Importing PNG files

You can import Fireworks PNG files into the current layer of the active Fireworks document. Any hotspot objects and slice objects are placed on the document's Web Layer. For more information, see Fireworks Help (Help > Using Fireworks).

To import a PNG file into a Fireworks document layer:

1 In the Layers panel, select the layer into which you want to import the file.

2 Choose File > Import to open the Import dialog box.

3 Navigate to the file to be imported and click Open.

4 On the canvas, position the import pointer where you want to place the upper left corner of the image.

5 Import the file:

* Click to import the full-size image.

* Drag the import pointer to resize the image as you import.

  Fireworks retains the proportions of the image.

Importing from a scanner or digital camera

A scanner or digital camera must be TWAIN compliant (Windows) or support Photoshop Acquire plug-ins (Macintosh) in order to be able to import images. Images imported into Fireworks from a scanner or digital camera open as new documents.

Note: Fireworks cannot import from image scanners or digital cameras unless the appropriate software drivers, modules, and plug-ins have been installed. For specific instructions about installation, settings, and options, consult your documentation for the TWAIN module or Photoshop Acquire plug-in.

On the Macintosh, Fireworks automatically looks for the Photoshop Acquire plug-ins in the Plug-ins folder within the Fireworks application folder. If you do not want to put the plug-ins there, you must point Fireworks to an alternative location.

Note: The exact location of the Plug-ins folder varies depending on your operating system. For more information, see Fireworks Help (Help › Using Fireworks).

To direct Fireworks to Photoshop Acquire plug-ins:

1 In Fireworks, choose Edit > Preferences.

  Note: On Mac OS X, choose Fireworks › Preferences.

2 Click the Folders tab.

3 Choose Photoshop Plug-Ins.

4 Click Browse if the Select the Photoshop Plug-ins Folder (Windows) or Choose a Folder (Macintosh) dialog box doesn't automatically open.

5 Navigate to the folder containing the Photoshop plug-ins.

To import an image from a scanner or digital camera:

1 Connect the scanner or camera to your computer.

2 Install the software that accompanies the scanner or camera if you have not already done so.

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

   Note: For most TWAIN modules or Photoshop Acquire plug-ins, additional dialog boxes prompt you to set other options.

4 Follow the instructions to apply the desired settings.

   The imported image is opened as a new Fireworks document.

Saving Fireworks files

When you create or open a document in Fireworks, the document's filename has the extension .png. This occurs even if you open a file with a different extension, such as .jpg, .gif, or .psd. The file displayed in the Fireworks document window becomes your source file, or working file. Any edits you perform are applied to the PNG file.

Using a Fireworks PNG as your source file has the following advantages:

• The source PNG file is always editable. You can go back and make additional changes even after you've exported the file for use on the web.

• If you open an existing file of a different format, such as JPEG, and then make changes to it, your original file is protected. The changes are actually made to a Fireworks PNG file, leaving the original file unchanged.

• Complex graphics can be sliced into pieces in the PNG file, and then exported as multiple files with different file formats and various optimization settings.

Fireworks documents are always saved in PNG format. To save changes you've made to a JPEG, GIF, or other graphic file back to its original format, you must export the file.

Note: In Windows, when you open a non-PNG file in Fireworks, the file is still identified using its original extension in the Fireworks document window. However, any edits you make are actually made to the Fireworks PNG file.

To save a new Fireworks document:

1 Choose File > Save As.

   The Save As dialog box opens.

2 Browse to the desired location and type the filename.

   You do not need to enter an extension; Fireworks will do that for you.

3 Click Save.

To save an existing Fireworks document:

Choose File > Save.

To save (export) a document to another format:

1 Choose a file format in the Optimize panel.

2 Choose File > Export to export the document.

   For more information, see Fireworks Help (Help > Using Fireworks).

The Fireworks work environment

When you open a document in Fireworks MX for the first time, the work environment is activated, including the Tools panel, Property inspector, menus, and other panels. The Tools panel, on the left side of the screen, contains labeled categories, including bitmap, vector, and web tool groups. The Property inspector appears along the bottom of the document by default and initially displays document properties. It then changes to display properties for a newly chosen tool or currently selected object as you work in the document. The panels are initially docked in groups along the right side of the screen. The document window appears in the center of the application.
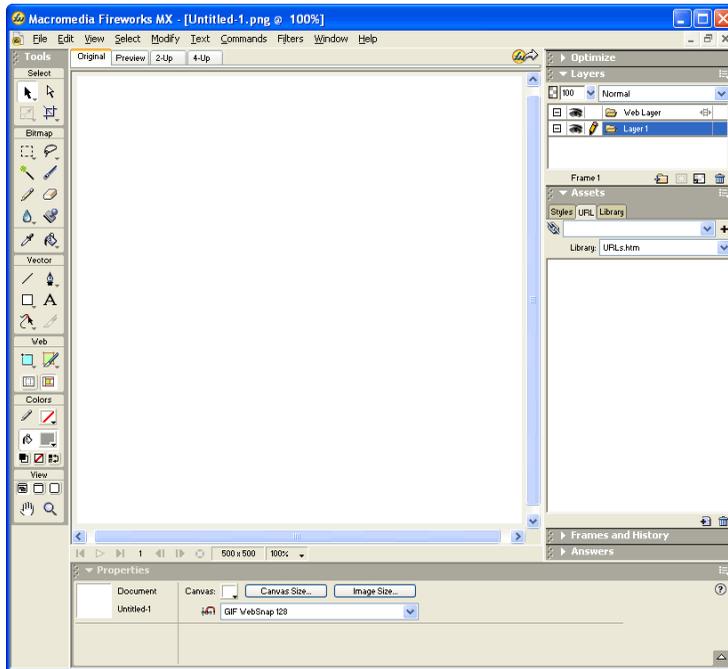
Using the Tools panel

The Tools panel is organized into six categories: Select, Bitmap, Vector, Web, Colors, and View. In previous versions of Fireworks, you had to switch between vector and bitmap modes. Now, you simply choose a tool and begin using it. The application applies the tool appropriately.

Changing tool options

When you choose a tool, the Property inspector displays tool options. Some tool options remain displayed as you work with the tool. For other tools, such as the basic shape, Pen, and Line tools, the Property inspector displays the properties of selected objects. For more information about the Property inspector, see "Using the Property inspector" on page 81.

To display tool options in the Property inspector for a tool that you are already using:

Choose Select > Deselect to deselect all objects.

For information about specific tool options, see the sections that introduce the various tools throughout *Using Fireworks* or Fireworks Help.

Selecting a tool from a tool group

A small triangle in the lower right corner of a tool in the Tools panel indicates that it is part of a tool group. For example, the Rectangle tool is part of the basic shape tool group, which also includes the Rounded Rectangle, Ellipse, and Polygon tools.
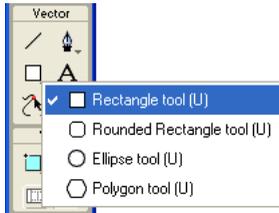
To choose an alternative tool from a tool group:

1 Click the tool icon and hold down the mouse button.

A pop-up menu appears with tool icons, tool names, and shortcut keys. The currently selected tool has a check mark to the left of the tool name.

2 Drag the pointer to highlight the tool you want, and release the mouse button.

The tool appears in the Tools panel, and the tool options appear in the Property inspector.

Using the Property inspector

The Property inspector is a context-sensitive panel that displays current selection properties, current tool options, or document properties. By default, the Property inspector is docked at the bottom of the workspace.

The Property inspector can be open at half height, displaying two rows of properties, or at full height, displaying four rows. You can also fully collapse the Property inspector while leaving it in the workspace.

Note: Most procedures in Using Fireworks assume that the Property inspector is displayed at full height.

To undock the Property inspector:

Drag the gripper at the upper left corner to another part of the workspace.

To dock the Property inspector at the bottom of the workspace (Windows only):

Drag the side bar on the Property inspector to the bottom of the screen.

To expand a half-height Property inspector to full height, revealing additional options:

• Click the expander arrow in the lower right corner of the Property inspector.

• Click the icon in the upper right of the Property inspector and choose Full Height from the Property inspector Options menu.

Note: In Windows, the Options menu is available only when the Property inspector is docked.

To reduce the Property inspector to half height:

• Click the expander arrow in the lower right corner of the Property inspector.

• Choose Half Height from the Property inspector Options menu.

> **Note:** In Windows, the Options menu is available only when the Property inspector is docked.

To collapse the Property inspector when it is docked:

• Click the expander arrow or the title of the Property inspector.

• Choose Collapse Panel Group from the docked Property inspector's Options menu.

For more information about specific Property inspector options, see the appropriate sections throughout *Using Fireworks* or Fireworks Help.

Using panels

Panels are floating controls that help you edit aspects of a selected object or elements of the document. Panels let you work on frames, layers, symbols, color swatches, and more. Each panel is draggable, so you can group panels together in custom arrangements.

The Color Mixer and Swatches panel manage the current document's color palette.

The Layers and Frames panels organize a document's structure and contain options for creating, deleting, and manipulating layers and frames. The Frames panel includes options for creating animations.

The Info panel provides information about the dimensions of selected objects and the exact coordinates of the pointer as you move it across the canvas.

The Behaviors panel manages behaviors, which determine what hotspots and slices do in response to mouse movement.

The History panel lists commands you have recently used so that you can quickly undo and redo them. In addition, you can select multiple actions, and then save and reuse them as commands. For more information, see "Using the History panel to undo and repeat multiple actions" on page 97.

The Library panel contains graphic symbols, button symbols, and animation symbols. You can easily drag instances of these symbols from the Library panel onto your document. You can make global changes to all instances by modifying only the symbol. For more information, see Fireworks Help (Help > Using Fireworks).

The Optimize panel lets you manage the settings that control an object's size and file type and work with the color palette of the file or slice to be exported.

The Styles panel lets you store and reuse combinations of object characteristics or choose a stock style.

The URL panel lets you create libraries containing frequently used URLs.

The Find and Replace panel lets you search for and replace elements such as text, URLs, fonts, and colors in a document or multiple documents.

The Project Log helps track and control changes you make in multiple files when using Find and Replace or when batch processing.

The Answers panel is a new resource that dynamically downloads a broad range of helpful information from the Macromedia web site. The panel has keyword search functions for finding web-based information from a variety of sources.

Organizing panel groups and panels

By default, Fireworks MX panels are docked in groups in the docking area on the right side of the workspace. You can undock panel groups, add panels to a group, undock individual panels, rearrange the order of docked panel groups, and collapse and close panel groups. You can also open and close individual panels.

To undock or move a panel group or panel:

Drag the panel gripper on the upper left corner away from the panel docking area on the right side of the screen.

To dock a panel group or panel:

Drag the panel gripper onto the panel docking area.

As you drag a panel or panel group over the panel docking area, a placement preview line or rectangle shows where it would be placed among the groups.

To collapse or expand a panel group or panel, do one of the following:

• Click the title of the panel group or panel.

   Note: The title bar is still visible when the panel group or panel is collapsed.

• Click the expander arrow in the upper left corner of the panel group or panel.

To separate a panel from a panel group:

Drag the panel's tab away from the panel group.

To add a panel to an open panel group:

Drag the panel gripper to the area below the panel group name.

To rename a panel group:

1 Click the icon in the upper right of the panel group and choose Rename Panel Group from the Options menu.

2 Enter the new name.

To return panels to their default positions for your screen resolution, do one of the following:

• Choose Commands > Panel Layout Sets > 800 x 600.

• Choose Commands > Panel Layout Sets > 1024 x 768.

• Choose Commands > Panel Layout Sets > 1280 x 1024.

To open a panel:.

Choose the panel name from the Window menu.

Tip: A check mark next to a panel name in the Window menu indicates that the panel is open.

To close a panel, do one of the following:

• Choose the panel name from the Window menu.

• Click the close button in the panel title bar when the panel is undocked.

To hide all panels and the Property inspector:

Choose View > Hide Panels. To view hidden panels, choose View > Hide Panels again.

Note: Panels that are hidden when you choose Hide Panels remain hidden when you deselect this command.

Setting panel options

Generally, you can set options on a panel using pop-up menus, color palettes, sliders, or dials. Some options have text boxes in which you can enter text or values.

To change an option using a pop-up menu:

1 Click the option.

2 Change the value:

• Choose an option or color swatch.

• Drag the slider or dial.

• Type the first letter of the option you want to choose, and press the letter repeatedly to cycle through all options beginning with that letter (Windows only).

To enter information in a panel text box:

1 Click inside the text box.

2 Type a value.

3 Press Enter.

Using the panel group or panel Options menu

Each panel group and panel has an Options menu listing a range of choices specific to the active panel or panel group. An Options menu also appears in the Property inspector (except in Windows when the Property inspector is undocked).
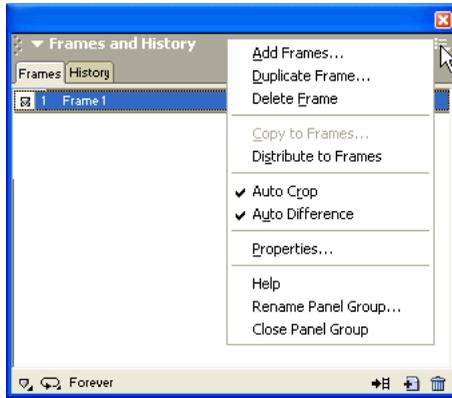
To choose an option from a panel group or panel Options menu:

1 Click the Options menu icon in the upper right corner of the panel group or panel to open the menu.

2 Click to choose a menu item.

Saving panel layouts

You can save the layout of panels using the Commands menu. Then the next time you open Fireworks, the panels are arranged in the same position.

To save a panel layout:

1 Choose Commands > Save Panel Layout.

2 Name the panel layout and click OK.

To open a saved panel layout:

Choose Commands > Panel Layout Sets and choose a panel layout from the submenu.

About the Quick Export button

The Quick Export button lets you export your Fireworks files to a number of Macromedia applications, including Dreamweaver, Flash, Director, and FreeHand. In addition, you can export your files to Photoshop, FrontPage, Adobe® GoLive®, and Illustrator, or you can preview your files in the browser of your choice. For more information, see Fireworks Help (Help > Using Fireworks).

Opening and moving toolbars (Windows only)

Fireworks MX for Windows includes two toolbars containing common Fireworks commands.

To show or hide a toolbar:

Choose Window > Toolbars and choose a toolbar.

To undock a toolbar:

Drag the toolbar away from its docked location.

Note: If a toolbar is undocked, you can click the close button at the upper right of the title bar to close it.

To dock a toolbar:

Drag the toolbar onto a docking area at the top, bottom, left, or right of the application window until the placement preview rectangle appears.

Navigating and viewing a document

You can control your document's magnification, its number of views, and its display mode. In addition, you can easily pan the view of a document, which is helpful if you zoom in and can no longer see the entire canvas.

Zooming and panning

Fireworks lets you zoom in or out at a preset or user-defined magnification percentage.

Zoom tool

Zoom pop-up menu

Hand tool
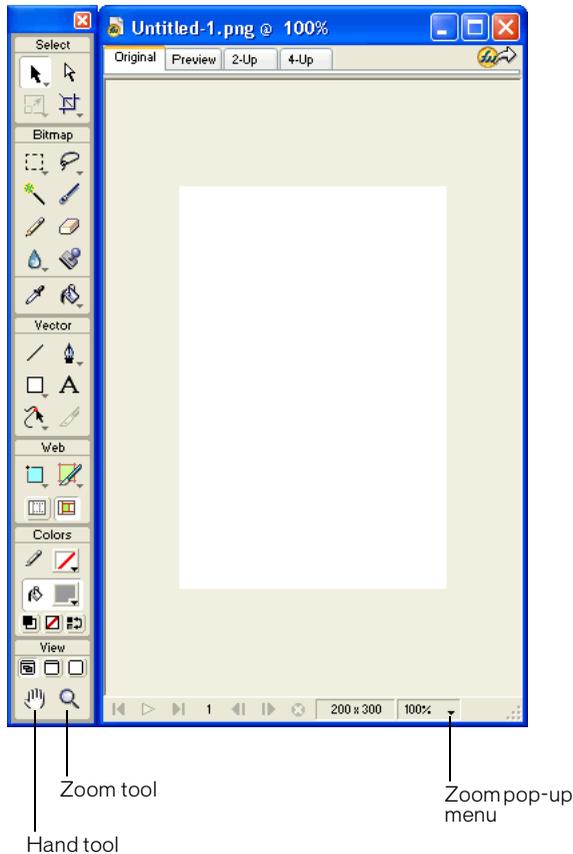
To zoom in using preset increments, do one of the following:

- Choose the Zoom tool and click to specify the new center point inside the document window. Each click magnifies the image to the next preset magnification.

- Choose a zoom setting from the Set Magnification pop-up menu at the bottom of the document window.

- Choose Zoom In or a preset magnification from the View menu.

To zoom out using preset increments, do one of the following:

- Choose the Zoom tool and Alt-click (Windows) or Option-click (Macintosh) inside the document window. Each click reduces the view to the next preset percentage.

- Choose a zoom setting from the Set Magnification pop-up menu at the bottom of the document window.

- Choose Zoom Out or a preset magnification from the View menu.

To zoom in on a specific area without being constrained by preset zoom increments:

1 Choose the Zoom tool.

2 Drag over the part of the image that you want to magnify.

The size of the zoom selection box determines the precise magnification percentage, which is displayed in the Set Magnification text box.

Note: You cannot enter a magnification percentage in the Set Magnification text box.

To zoom out based on a specific area:

Alt-drag (Windows) or Option-drag (Macintosh) a selection area with the Zoom tool.

To return to 100% magnification:

Double-click the Zoom tool in the Tools panel.

To pan around the document:

1 Choose the Hand tool.

2 Drag the hand pointer.

As you pan beyond the canvas, the view continues to pan so that you can work with pixels along the canvas edge.

To fit the document in the current view:

Double-click the Hand tool.

Using view modes to manage the workspace

The view mode buttons in the View area of the Tools panel allow you to choose from any of three view modes to control the layout of your workspace:

Standard Screen mode is the default document window view.

Full Screen with Menus mode is a maximized document window view set against a gray background with menus, toolbars, scroll bars, and panels visible.

Full Screen mode is a maximized document window view set against a black background with no menus, toolbars, or title bars visible.

To change view modes, do one of the following:

- To change to Full Screen with Menus mode, click the Full Screen with Menus Mode button in the Tools panel.

- To change to Full Screen Mode, click the Full Screen Mode button in the Tools panel.

- To return to Standard Screen mode, Right-click (Windows) or Control-click (Macintosh) in the document window and select Exit Full Screen Mode, or click the Standard Screen Mode button in the Tools panel.

Displaying multiple document views

You can use multiple views to see one document at different magnifications simultaneously. Changes you make in one view are automatically reflected in all other views of the same document.

To open an additional document view at a different zoom setting:

1 Choose Window > New Window.

2 Choose a zoom setting for the new window.

To tile document views:

Choose Window > Tile Horizontal or Window > Tile Vertical.

To close a document view window:

Click the window's Close button.

Controlling document redraw

Display modes affect a document's onscreen representation, but not its object data or output quality.

To control document redraw:

Choose View > Full Display.

When Full Display is selected, Fireworks displays the document in all available colors with full detail. When Full Display is deselected, Fireworks displays paths as 1 pixel wide with no fill and displays images with an X through them.
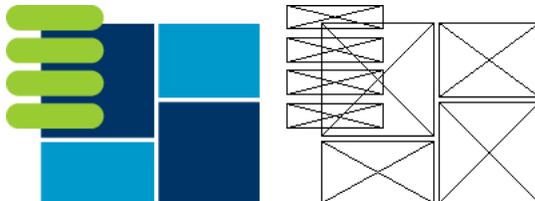
Display and draft modes

To display a document as it would appear on a different platform:

- In Windows, choose View > Macintosh Gamma.
- On the Macintosh, choose View > Windows Gamma.

  Fireworks previews how the document would appear on the other computer platform. For example, if you are working on the Windows platform, you can use this command to preview how a document would appear on the Macintosh platform.

Using the Mini-Launcher

The Mini-Launcher contains icons for opening and closing your most frequently used panels, including the Color Mixer and Info, Optimize, Layers, Library, Styles, and Behaviors panels. If you have it turned on, the Mini-Launcher is located at the bottom of the document window. The Mini-Launcher is not visible by default.

To display the Mini-Launcher:

1 Choose Edit > Preferences.

2 On the General Tab, choose Show Tab Icons from the Workspace section, and click OK.

To open or close a panel from the Mini-Launcher:

Click the panel's corresponding icon.

Note: The background of the panel icon is highlighted while the panel is open.

Using the status bar (Windows only)

When turned on, the status bar is displayed at the bottom of the Fireworks application window. It provides useful hints and information about selected objects and tools. The status bar is turned off by default.

To turn the status bar on or off:

Choose View > Status Bar.

To use the status bar:

Select an object or tool, or move the pointer over a tool in the Tools panel.

Information about the selected object or operation is displayed in the status bar.

Changing the canvas

When you first create a new Fireworks document, you must specify document characteristics. You can modify the size and color of the canvas and change the image's resolution anytime using the Modify menu or the Property inspector. As you work with the document, you can also rotate the canvas and trim unwanted parts.

Changing canvas size, color, and resolution

Fireworks makes it easy to change to the canvas size, canvas color, and image resolution.

To change the canvas size:

1 Do one of the following:

- Choose Modify > Canvas > Canvas Size.

- Choose Select > Deselect, click the Pointer tool to display the document properties in the Property inspector, then click the Canvas Size button.

2 Enter the new dimensions in the Width and Height text boxes.

3 Click an Anchor button to specify which sides of the canvas Fireworks will add to or delete from, and click OK.

> *Note:* By default, the center anchor is selected, indicating that changes to the size of the canvas are made on all sides.

To change the canvas color from the Modify menu:

1 Choose Modify > Canvas > Canvas Color.

2 Choose White, Transparent, or Custom. If you choose Custom, click a color in the swatches pop-up window.

To select the canvas color from the Property inspector:

1 Choose Select > Deselect, click the Pointer tool to display the document properties in the Property inspector, then click the Canvas color box.

2 Pick a color from the swatches pop-up window or click the eyedropper on a color anywhere onscreen. To choose a transparent canvas, click the None button in the swatches pop-up window.

To resize a document and all of its contents:

1 Do one of the following:

- Choose Select > Deselect, click the Pointer tool to display the document properties in the Property inspector, then click the Image Size button in the Property inspector.

- Choose Modify > Canvas > Image Size.

  The Image Size dialog box opens.
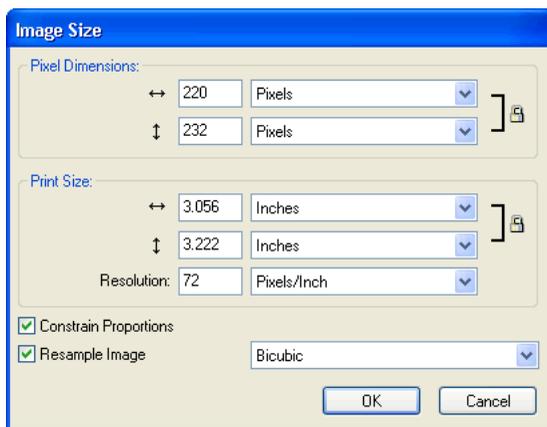
2 In the Pixel Dimensions text boxes, enter new horizontal and vertical dimensions.

You can change the units of measure. If Resample Image is deselected, you can change the resolution or print size but not pixel dimensions.

3 In the Print Size text boxes, enter horizontal and vertical dimensions for the printed image.

4 In the Resolution text box, enter a new resolution for the image.

You can choose between pixels/inch and pixels/cm as the units, or choose Resample Image. Changing the resolution also changes the pixel dimensions.

5 Do one of the following:

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

• Deselect Constrain Proportions to resize width and height independently.

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

7 Click OK.

About resampling

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

• When a bitmap object is resampled, pixels are added to or removed from the image to make it larger or smaller.

• When a vector object is resampled, little quality loss occurs because the path is redrawn mathematically at a larger or smaller size.

Since the attributes of vector objects in Fireworks are visible as pixels, some strokes or fills may appear slightly different after resampling because the pixels that compose the stroke or fill must be redrawn.

Note: Guides, hotspot objects, and slice objects are resized when the document's image size is changed.

Resizing bitmap objects 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?

You can alter the size of a bitmap image by adjusting the resolution or by resampling the image. When adjusting the resolution, you change the size of the pixels in the image so that more or fewer pixels fit in a given space. Adjusting the resolution without resampling does not result in data loss.

Resampling up, or adding pixels to make the image larger, may result in quality loss because the pixels being added do not always correspond to the original image.

Downsampling, or removing pixels to make the image smaller, always causes quality loss because pixels are discarded to resize the image. Data loss in the image is another side effect of downsampling.

Rotating the canvas

Rotating the canvas is helpful when an image is imported upside down or sideways. You can rotate the canvas 180 degrees, 90 degrees clockwise, or 90 degrees counterclockwise.

When you rotate the canvas, all objects in the document rotate.

To rotate the canvas, do one of the following:

- Choose Modify > Canvas > Rotate 180°.

- Choose Modify > Canvas > Rotate 90° CW.

- Choose Modify > Canvas > Rotate 90° CCW.

Trimming the canvas

If your document contains extra space around the contents of the canvas, you can trim the canvas. You can also remove empty canvas space by cropping the document. For more information about cropping, see "Cropping a document" on page 94.

Original; Trimmed canvas

To trim the canvas:

Choose Modify > Canvas > Trim Canvas.

Portions of the canvas that extend beyond the outermost pixels of the document are removed automatically. Each edge of the canvas is cropped to the edges of the object or objects in the document. If the document has more than one frame, Trim Canvas crops it to include all objects in all frames, not just the current frame.

Fitting the canvas

You can modify the canvas by expanding it to fit objects that extend beyond its boundary.

To fit the canvas:

Choose Modify > Canvas > Fit Canvas.

Cropping a document

By cropping, you can delete unwanted portions of a document. The canvas resizes to fit an area that you define.

By default, cropping deletes objects that extend beyond the canvas boundaries. You can retain objects outside the canvas by changing a preference before cropping.

To crop a document:

1 Choose the Crop tool from the Tools panel or choose Edit > Crop Document.

2 Drag a bounding box on the canvas. Adjust the crop handles until the bounding box surrounds the area of the document that you want to keep.

3 Double-click inside the bounding box or press Enter to crop the document.

The canvas resizes to the area you defined, and objects beyond the edges of the canvas are deleted.

Tip: You can retain objects outside the canvas by deselecting Delete Objects when Cropping on the Editing tab of the Preferences dialog box before cropping. For more information, see Fireworks Help (Help > Using Fireworks).

Using context menus

Context menus let you quickly access commands that are relevant to the current selection.

To display a context menu:

Right-click (Windows) or Control-click (Macintosh) a selected item in the document window.

Using rulers, guides, and the grid

You can use rulers and guides to lay out objects as precisely as possible and to help you draw. You can place guides in the document and snap objects to those guides or turn on the Fireworks grid and snap objects to the grid.
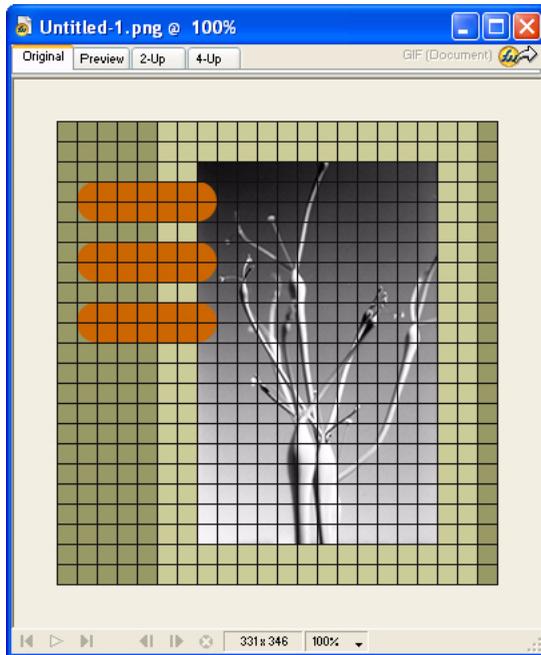
Using rulers

Rulers help you to measure, organize, and plan the layout of your work. Because Fireworks images are intended for the web, where graphics are measured in pixels, the rulers in Fireworks always measure in pixels, regardless of the unit of measurement you used when creating the document.

To show and hide rulers:

Choose View > Rulers.

Vertical and horizontal rulers appear along the margins of the document window.
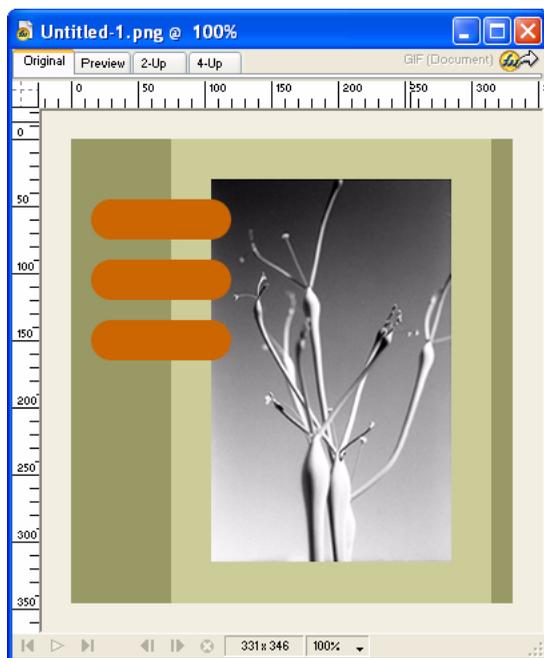

Using guides

Guides are lines that you drag onto the document canvas from the rulers. They serve as drawing aids to help you place and align objects. You can use guides to mark important parts of your document, such as the margins, the document center point, and areas where you want to work precisely.

To help you align objects, Fireworks lets you snap objects to guides. You can prevent guides from being accidentally moved by locking them.

Note: Guides do not reside on a layer or export with a document. They are merely design tools.

Fireworks also has slice guides that allow you to slice a document for use on the web. Regular image guides are different from slice guides, however. For information on slice guides, see Fireworks Help (Help > Using Fireworks).

To create a horizontal or vertical guide:

1 Click and then drag from the corresponding ruler.

2 Position the guide on the canvas and release the mouse button.

> **Note:** You can reposition the guide by dragging it again.

To move a guide to a specific position:

1 Double-click the guide.

2 Enter the new position in the Move Guide dialog box, and click OK.

To show or hide guides:

Choose View > Guides > Show Guides.

To snap objects to guides:

Choose View > Guides > Snap to Guides.

To change guide colors:

1 Choose View > Guides > Edit Guides.

2 Select the new guide color from the color box pop-up window, and click OK.

To lock or unlock all guides:

Choose View > Guides > Lock Guides.

To remove a guide:

Drag the guide off the canvas.

Using the grid

The Fireworks grid displays a system of horizontal and vertical lines on the canvas. The grid is useful for precisely placing objects. In addition, you can view, edit, resize, and change the color of the grid.

Note: The grid does not reside on a layer or export with a document. It is merely a design tool.

To show and hide the grid:

Choose View > Grid > Show Grid.

To snap objects to the grid:

Choose View > Grid > Snap to Grid.

To change the grid color:

1 Choose View > Grid > Edit Grid.

2 Select the new grid color from the color box pop-up window, and click OK.

To change the size of the grid's cells:

1 Choose View > Grid > Edit Grid.

2 Enter the appropriate values in the horizontal and vertical spacing text boxes, and click OK.

Using the History panel to undo and repeat multiple actions

With the History panel, you can view, modify, and repeat the actions taken to create the document. The History panel lists the most recent actions you have performed in Fireworks, up to the number specified in the Undo Steps field in the Fireworks Preferences dialog box.

With the History panel, you can do any of the following:

• Quickly undo and redo recent actions.

• Choose recently performed actions from the History panel and repeat them.

- Copy selected commands to the Clipboard as the JavaScript text equivalent.

- Save a group of recently performed actions as a custom command, and then choose it from the Command menu to reuse as a single command. For more information, see Fireworks Help (Help > Using Fireworks).
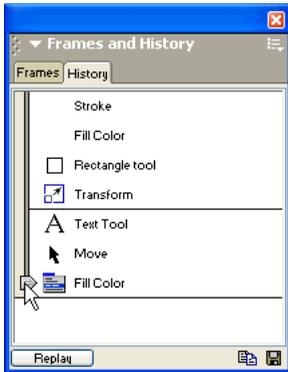
To undo and redo actions:

1 Choose Window > History to open the History panel.

2 Drag the Undo marker up or down.

To repeat actions:

1 Perform the actions.

2 Do one of the following to highlight the actions to be repeated in the History panel:

- Click an action to highlight it.

- Control-click (Windows) or Command-click (Macintosh) to highlight multiple individual actions.

- Shift-click to highlight a continuous range of actions.

3 Click the Replay button at the bottom of the History panel.

To save actions for reuse:

1 Highlight the actions to be saved in the History panel.

2 Click the Save button at the bottom of the panel.

3 Enter a command name and click OK.

To use the saved custom command:

Choose the command name from the Commands menu.

CHAPTER 4
Using Fireworks with Other Applications

Whether you're creating content for the web or multimedia, Macromedia Fireworks MX is an essential component of any designer's toolbox. Fireworks works well with other applications, offering a variety of integration features that streamline the design process.

You can export Fireworks graphics to many applications, including other Macromedia products. When used in conjunction with other Macromedia applications, Fireworks offers powerful integration features:

- Fireworks can be launched to edit selected graphics from inside many Macromedia applications, such as Dreamweaver, Flash, HomeSite, FreeHand, and Director.

- Fireworks behaviors are preserved upon export to many Macromedia applications, allowing you to export interactive elements such as buttons and rollovers.

- Dreamweaver and Fireworks share a tight integration known as Roundtrip HTML. Roundtrip HTML allows you to make changes in one application and have those changes seamlessly reflected in the other.

- Flash and Fireworks also share a tight integration. You can import Fireworks PNG source files directly into Flash without having to export to any other graphics format. Flash offers a variety of options that allow you to control how Fireworks objects and layers are imported.

Fireworks also simplifies the task of working with non-Macromedia applications. You can easily launch and edit Fireworks graphics and tables from Microsoft FrontPage, for example, or import and export Photoshop graphics as fully editable files.

Working with Macromedia Dreamweaver MX

Unique integration features make it easy to work on files interchangeably in Macromedia Dreamweaver and Macromedia Fireworks. Dreamweaver and Fireworks recognize and share many of the same file edits, including changes to links, image maps, table slices, and more. Together, the two applications provide a streamlined workflow for editing, optimizing, and placing web graphics files in HTML pages.

If you want to modify Fireworks images and tables placed in a Dreamweaver document, you can launch Fireworks to make edits and then return to the updated document in Dreamweaver. If you want to make quick optimization edits to placed Fireworks images and animations, you can launch the Fireworks Export Preview dialog box and enter updated settings. In either case, updates are made to the placed files in Dreamweaver, as well as to the source Fireworks files, if those source files were launched.

To further streamline the web design workflow, you can create image placeholders in Dreamweaver for future Fireworks images. You can later select those placeholders and launch Fireworks to create desired graphics in the dimensions specified by the Dreamweaver placeholder images. Once in Fireworks, you can change the image dimensions if desired.

Placing Fireworks images in Dreamweaver files

Fireworks graphics can be placed into a Dreamweaver document in a couple of ways. You can place a finished Fireworks graphic using the Insert menu in Dreamweaver, or you can create a new Fireworks document from a Dreamweaver image placeholder.

Inserting Fireworks images into Dreamweaver

You can insert Fireworks-generated GIF or JPEG images directly in a Dreamweaver document. You must export the images from Fireworks first. For more information on exporting GIF and JPEG images, see Fireworks Help (Help > Using Fireworks).

To insert a Fireworks image into a Dreamweaver document:

1 Place the insertion point where you want the image to appear in the Dreamweaver Document window.

2 Do one of the following:

• Choose Insert > Image.

• Click the Insert Image button in the Common category of the Objects panel.

3 Navigate to the image you exported from Fireworks, and click Open.

If the image file is not in the current Dreamweaver site, a message appears asking whether you want to copy the file to the site folder.

Creating new Fireworks files from Dreamweaver placeholders

Image placeholders combine the power of Fireworks and Dreamweaver by allowing you to experiment with various web page layouts before creating the final artwork for your page. Image placeholders allow you to specify the size and position of future Fireworks images to be placed in Dreamweaver.

When you create a Fireworks image from a Dreamweaver image placeholder, a new Fireworks document is created with a canvas of the same dimensions as the selected placeholder. Inside Fireworks, you can use any Fireworks tools to create your graphic. You can even slice your document and add interactivity using buttons, rollovers, and other behaviors.

Note: All behaviors applied within Fireworks are preserved upon export back to Dreamweaver. Likewise, most Dreamweaver behaviors applied to image placeholders are also preserved during launch and edit with Fireworks. There is one exception, however: disjoint rollovers applied to image placeholders in Dreamweaver are not preserved when launched and edited in Fireworks.

Once the Fireworks session has ended and you've returned to Dreamweaver, the new Fireworks graphic you created takes the place of the image placeholder originally selected.
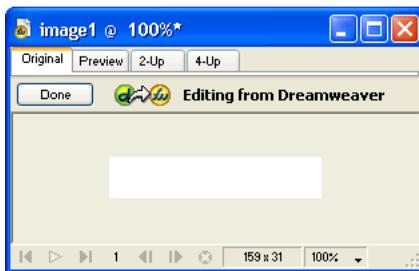
To create a Fireworks image from an image placeholder in Dreamweaver:

1 In Dreamweaver, save the desired HTML document to a location inside your Dreamweaver site folder.

2 Position the insertion point in the desired position in your document and choose Insert > Image Placeholder.

An image placeholder is inserted into the Dreamweaver document.
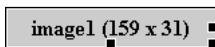
3 Do one of the following:

• Select the image placeholder and click Create in the Property inspector.

• Control-double-click (Windows) or Command-double-click (Macintosh) the image placeholder.

• Right-click (Windows) or Control-click (Macintosh) and choose Create Image in Fireworks.

Dreamweaver launches Fireworks, if it is not already open. The document window indicates that you are editing an image from Dreamweaver.

4 Create an image in Fireworks, and click Done when you are finished.

5 Specify a name and location for the source PNG file in the Save As dialog box, and click Save.

Note: If you entered a name for the image placeholder from the Property inspector in Dreamweaver, that name will be used as the default filename in Fireworks.

For more information on saving Fireworks PNG files, see "Saving Fireworks files" on page 78.

6 Specify a name for the exported image file or files in the Export dialog box. These are the JPEGs or GIFs that will be displayed in Dreamweaver.

7 Specify a location for the exported image file or files. The location you choose should be within your Dreamweaver site folder.

For more information on exporting, see Fireworks Help (Help > Using Fireworks).

8 Click Save.

When you return to Dreamweaver, the image placeholder you originally selected is replaced with the new Fireworks image or table you created.

Placing Fireworks HTML into Dreamweaver

There are a few ways to place Fireworks HTML into Dreamweaver. You can export HTML or you can copy Fireworks HTML to the Clipboard. You can also open an exported Fireworks HTML file in Dreamweaver and copy and paste selected sections of code. You can easily update code you've exported to Dreamweaver using the Update HTML command in Fireworks. You can even export HTML as a Dreamweaver library item.

For more information, see Fireworks Help (Help > Using Fireworks).

Note: Before exporting, copying, or updating Fireworks HTML for use in Dreamweaver, be sure to choose Dreamweaver as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help.

Exporting Fireworks HTML to Dreamweaver

Exporting Fireworks files to Dreamweaver is a two-step process. From Fireworks, you export files directly to a Dreamweaver site folder. This will generate an HTML file and the associated image files in the location you specify. You then place the HTML code into Dreamweaver using the Insert feature.

Note: Before exporting, be sure to choose Dreamweaver as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help (Help › Using Fireworks).

To export Fireworks HTML:

Export your document to HTML format. For more information, see Fireworks Help.

To insert Fireworks HTML into a Dreamweaver document:

1 In Dreamweaver, save your document in a defined site.

2 Place the insertion point in the document where you want the inserted HTML code to begin.

3 Do one of the following:

* Choose Insert > Interactive Images > Fireworks HTML.

* Click the Insert Fireworks HTML button in the Common category of the Objects panel.

4 In the dialog box that appears, click Browse to choose the desired Fireworks HTML file.

5 Choose Delete File After Insertion to move the HTML file to the Recycle Bin (Windows) or Trash (Macintosh) when the operation is complete.

Use this option if you no longer need the Fireworks HTML file after inserting it. This option does not affect the source PNG file associated with the HTML file.

Note: If the HTML file is on a network drive, it is permanently deleted, not moved to the Recycle Bin or Trash.

6 Click OK to insert the HTML code, along with its associated images, slices, and JavaScript, into the Dreamweaver document.

Copying Fireworks HTML to the Clipboard for use in Dreamweaver

A fast way to place Fireworks-generated HTML in Dreamweaver is to copy it to the Clipboard from Fireworks, and then paste it directly into a Dreamweaver document. All HTML and JavaScript code associated with the Fireworks document are copied into the Dreamweaver document, images are exported to a location you specify, and Dreamweaver updates the HTML with site-relative links to those images.

Note: Before copying to the Clipboard, be sure to choose Dreamweaver as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help (Help › Using Fireworks).

To copy Fireworks HTML to the Clipboard for use in Dreamweaver:

Copy HTML to the Clipboard in Fireworks, and then paste it into a Dreamweaver document. For more information, see Fireworks Help.

Copying code from an exported Fireworks file and pasting it into Dreamweaver

You can open an exported Fireworks HTML file in Dreamweaver and then manually copy and paste only the desired sections into another Dreamweaver document.

Note: Before exporting from Fireworks, be sure to choose Dreamweaver as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help (Help › Using Fireworks).

To copy code from an exported Fireworks file and paste it into Dreamweaver:

Export a Fireworks HTML file, and then copy and paste the code into an existing Dreamweaver document. For more information, see Fireworks Help.

Updating Fireworks HTML exported to Dreamweaver

The Update HTML command in Fireworks allows you to make changes to an HTML document you've previously exported to Dreamweaver.

Note: While Update HTML is a useful feature for updating HTML you've previously exported to Dreamweaver, Roundtrip HTML provides even more benefits. For more information, see "Editing Fireworks files from Dreamweaver" on page 105.

With Update HTML, you can edit a source PNG image in Fireworks and then automatically update any exported HTML code and image files placed in a Dreamweaver document. This command lets you update Dreamweaver files even when Dreamweaver is not running.

Note: Before updating HTML, be sure to choose Dreamweaver as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help (Help > Using Fireworks).

To update Fireworks HTML placed in Dreamweaver:

1 Make changes to the desired PNG document in Fireworks.

2 Choose File > Update HTML, or click the Quick Export button and choose Update HTML from the Dreamweaver pop-up menu.

3 Navigate to the Dreamweaver file containing the HTML you wish to update, and click Open.

4 Navigate to the folder destination where you want to place the updated image files, and click Open.

Fireworks updates the HTML and JavaScript code in the Dreamweaver document. Fireworks also exports updated images associated with the HTML and places the images in the specified destination folder.

If Fireworks cannot find matching HTML code to update, it gives you the option of inserting new HTML code into the Dreamweaver document. Fireworks places the JavaScript section of the new code at the beginning of the document and places the HTML table or link to the image at the end.

Exporting Fireworks files to Dreamweaver libraries

Dreamweaver library items simplify the process of editing and updating frequently used website components, such as company logos or other graphics that appear on every page of a site. A library item is a portion of an HTML file located in a folder named Library at your root site. Library items appear in the Dreamweaver Library palette. You can drag a copy from the Library palette to any page in your website.

You cannot edit a library item directly in the Dreamweaver document; you can edit only the master library item. Then, you can have Dreamweaver update every copy of that item as it is placed throughout your website. Dreamweaver library items are much like Fireworks symbols; changes to the master library (LBI) document are reflected in all library instances across your site.

To export a Fireworks document as a Dreamweaver library item:

1 Choose File > Export.

2 Choose Dreamweaver Library from the Save as Type pop-up menu.
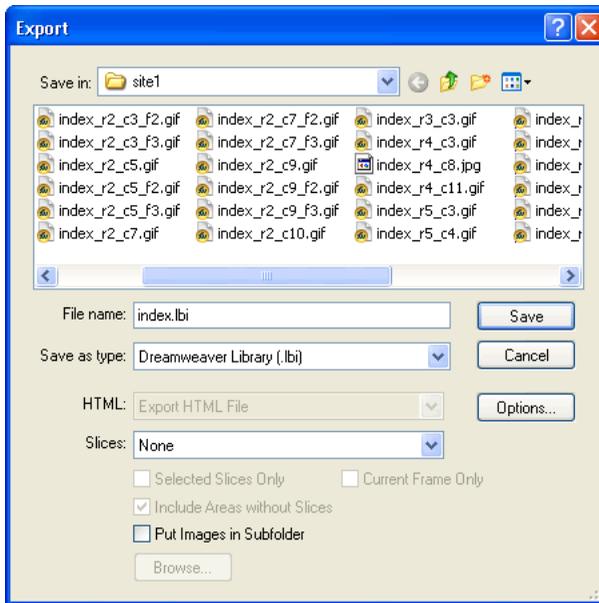
Choose the Library folder in your Dreamweaver site as the location in which to place the files. If this folder does not exist, use the Select Folder dialog box to create or locate the folder. The folder must be named Library; the case is important, because Dreamweaver is case-sensitive.

Note: Dreamweaver will not recognize the exported file as a library item unless it is saved into the Library folder.

3 In the Export dialog box, type a filename.

4 If your image contains slices, choose slicing options. For more information, see Fireworks Help (Help > Using Fireworks).

5 Select Put Images in Subfolder to choose a separate folder for saving images.

6 Click Save.

Editing Fireworks files from Dreamweaver

Roundtrip HTML is a powerful feature that tightly integrates Fireworks and Dreamweaver. It allows you to make changes in one application and have those changes seamlessly reflected in the other. With Roundtrip HTML, you use launch-and-edit integration to edit Fireworks-generated images and tables placed in a Dreamweaver document. Dreamweaver automatically launches the Fireworks source PNG file for the placed image or table, letting you make desired edits in Fireworks. The updates you make in Fireworks are applied to the placed image or table when you return to Dreamweaver.

Note: Before working with Roundtrip HTML, you should perform some preliminary tasks. For more information, see "Setting launch-and-edit options" on page 110.

About Roundtrip HTML

Fireworks recognizes and preserves most types of edits made to a document in Dreamweaver, including changed links, edited image maps, edited text and HTML in HTML slices, and behaviors shared between Fireworks and Dreamweaver. The Property inspector in Dreamweaver helps you identify Fireworks-generated images, table slices, and tables in a document.

Although Fireworks supports most types of Dreamweaver edits, radical changes made to a table's structure in Dreamweaver can create irreconcilable differences between the two applications. If you make radical changes to a table layout in Dreamweaver and then attempt to launch and edit the table in Fireworks, a message appears warning you that changes you make in Fireworks will overwrite any edits previously made to the table in Dreamweaver. If you want to make considerable changes to a table layout, use the Dreamweaver launch and edit feature to edit the table in Fireworks.

Editing Fireworks images

You can launch Fireworks to edit individual images placed in a Dreamweaver document.

Note: Before editing Fireworks graphics from Dreamweaver, you should perform some preliminary tasks. For more information, see "Setting launch-and-edit options" on page 110.

To launch and edit a Fireworks image placed in Dreamweaver:

1 In Dreamweaver, choose Window > Properties to open the Property inspector, if needed.

2 Do one of the following:

• Select the desired image. (The Property inspector identifies the selection as a Fireworks image and displays the name of the known PNG source file for the image.) Then click Edit in the Property inspector.

• Control-double-click (Windows) or Command-double-click (Macintosh) the image you want to edit.

• Right-click (Windows) or Control-click (Macintosh) the desired image, and choose Edit with Fireworks from the context menu.

Dreamweaver launches Fireworks, if it is not already open.

3 If prompted, specify whether to locate a source Fireworks file for the placed image. For more information on Fireworks source PNG files, see "Saving Fireworks files" on page 78.

4 In Fireworks, edit the image. The document window indicates that you are editing an image from Dreamweaver.

Dreamweaver recognizes and preserves all edits applied to the image in Fireworks.

5 When you are finished making edits, click Done in the document window.

The image is exported using the current optimization settings, the GIF or JPEG file used by Dreamweaver is updated, and the PNG source file is saved if a source file was selected.

Note: When you open an image from the Dreamweaver Site window, the Fireworks integration features described above are not in effect; Fireworks does not open the original PNG file. To use the Fireworks integration features, open images from within the Dreamweaver Document window.

Editing Fireworks tables

When you launch and edit an image slice that is part of a placed Fireworks table, Dreamweaver automatically launches the source PNG file for the entire table.

Note: Before editing Fireworks tables from Dreamweaver, you should perform some preliminary tasks. For more information, see "Setting launch-and-edit options" on page 110.

To launch and edit a Fireworks table placed in Dreamweaver:

1 In Dreamweaver, choose Window > Properties to open the Property inspector if needed.

2 Do one of the following:

• Click inside the table, and click the TABLE tag in the status bar to select the entire table. (The Property inspector identifies the selection as a Fireworks table and displays the name of the known PNG source file for the table.) Then click Edit in the Property inspector.

• Click the upper left corner of the table to select it, and then click Edit in the Property inspector.

• Select an image in the table, then click Edit in the Property inspector.

• Control-double-click (Windows) or Command-double-click (Macintosh) the image you want to edit.

• Right-click (Windows) or Control-click (Macintosh) the image, then choose Edit with Fireworks from the context menu.

Dreamweaver launches Fireworks, if it is not already open. The source PNG file for the entire table appears in the document window.

Note: For more information on Fireworks source PNG files, see "Saving Fireworks files" on page 78.

3 In Fireworks, make the desired edits.

Dreamweaver recognizes and preserves all edits applied to the image in Fireworks.

4 When you are finished making edits, click Done in the document window.

The HTML and image slice files for the table are exported using the current optimization settings, the table placed in Dreamweaver is updated, and the PNG source file is saved.

About Dreamweaver behaviors

If a single, unsliced Fireworks graphic is inserted into a Dreamweaver document and a Dreamweaver behavior is applied, that graphic will have a slice on top of it when it is launched and edited in Fireworks. The slice initially won't be visible because slices are automatically turned off when you launch and edit single, unsliced graphics to which Dreamweaver behaviors are applied. You can view the slice by turning on its visibility from the Web Layer of the Layers panel.

When you view properties for a slice in Fireworks that has a Dreamweaver behavior attached, the Link text box in the Property inspector may display javascript:;. Deleting this text is harmless. You can type over it to enter a URL if desired, and the behavior will still be intact when you return to Dreamweaver.

Dreamweaver supports all behaviors applied in Fireworks, including those required for rollovers and buttons. The following Dreamweaver behaviors are supported by Fireworks during a launch-and-edit session:

- Simple Rollover
- Swap Image
- Swap Image Restore
- Set Text of Status Bar
- Set Nav Bar Image
- Pop-up Menu

Optimizing Fireworks images and animations placed in Dreamweaver

You can launch Fireworks from Dreamweaver to make quick export changes, such as resampling or changing the file type, to placed Fireworks images and animations. Fireworks lets you make changes to optimization settings, animation settings, and the size and area of the exported image.

To change optimization settings for a Fireworks image placed in Dreamweaver:

1 In Dreamweaver, select the desired image and choose Commands > Optimize Image in Fireworks.

2 If prompted, specify whether to launch a source Fireworks file for the placed image.

A dialog box opens. Although the title bar doesn't display this name, this is actually the Fireworks Export Preview dialog box.
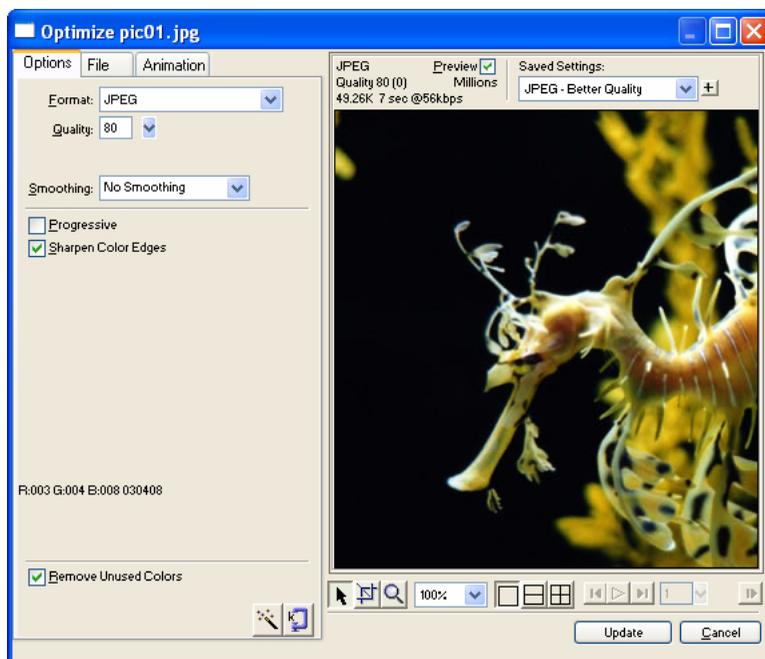
3 Make the desired edits in the Export Preview dialog box:

• To edit optimization settings, click the Options tab. For more information, see Fireworks Help (Help > Using Fireworks).

• To edit the size and area of the exported image, click the File tab and change the desired settings. If you change image dimensions in Fireworks, you'll also need to reset the size of the image in the Property inspector when you return to Dreamweaver.

• To edit animation settings for the image, click the Animation tab and change the desired settings.

4 When you are finished editing the image, click Update.

The image is exported using the new optimization settings, the GIF or JPEG placed in Dreamweaver is updated, and the PNG source file is saved if a source file was selected.

If you changed the format of the image, Dreamweaver's link checker prompts you to update references to the image. For example, if you changed the format of an image called my_image from GIF to JPEG, clicking OK at this prompt changes all references to my_image.gif in your site to my_image.jpg.

Resizing placed Fireworks images

When launching and optimizing a Fireworks image from Dreamweaver, you can resize the image and select a specific image area to be exported.

Note: If you change image dimensions in Fireworks, you'll also need to reset the size of the image in the Property inspector when you return to Dreamweaver.

To specify exported image dimensions:

1 In Fireworks, in the Export Preview dialog box, click the File tab.

2 To scale the image as it is exported, specify a scale percentage or enter the desired width and height in pixels. Select Constrain to scale the width and height proportionally.
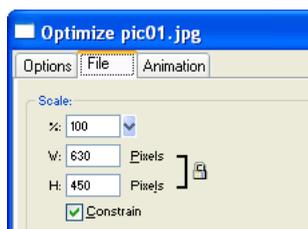
3 To export a selected area of the image, select the Export Area option and do one of the following to specify the export area:

• Drag the dotted border that appears around the preview until it encloses the desired export area. (Drag inside the preview to move hidden areas into view.)

• Enter pixel coordinates for the boundaries of the export area.
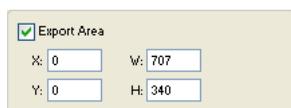
Changing animation settings

If you are launching and optimizing a placed Fireworks animation, you can also edit the animation settings. The animation options in the Export Preview dialog box are similar to those available in the Fireworks Frames panel.

Note: You cannot edit individual graphic elements within a Fireworks animation during an optimizing session launched from Dreamweaver. To edit the graphic elements in an animation, you must launch and edit the Fireworks animation. For more information, see "Editing Fireworks files from Dreamweaver" on page 105.

To edit an animated image:

1 In Fireworks, in the Export Preview dialog box, click the Animation tab.

2 Use the following techniques to preview animation frames at any time:

- To display a single frame, select the desired frame in the list on the left side of the dialog box, or use the frame controls in the lower right area of the dialog box.

- To play the animation, click the Play/Stop control in the lower right area of the dialog box.

3 Make edits to the animation:

- To specify the frame disposal method, select the desired frame in the list and choose an option from the pop-up menu (indicated by the trash can icon).

- To set the frame delay, select the desired frame in the list and enter the delay time in hundredths of a second.
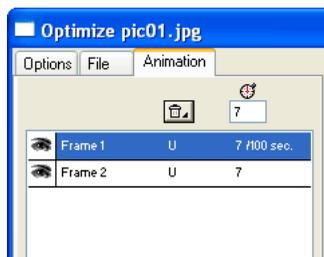
- To set the animation to play repeatedly, click the Looping button and choose the desired number of repetitions from the pop-up menu.

- Choose the Auto-Crop option to crop each frame as a rectangular area, so that only the image area that differs between frames is output. Selecting this option reduces file size.

- Choose the Auto-Difference option to output only pixels that change between frames. Selecting this option reduces file size.

Setting launch-and-edit options

To effectively use Roundtrip HTML, you should perform some preliminary tasks, such as setting Fireworks as your primary image editor in Dreamweaver and specifying launch-and-edit preferences in Fireworks.

Note: You should also define a local site in Dreamweaver prior to working with Roundtrip HTML. For more information, see *Using Dreamweaver MX*.
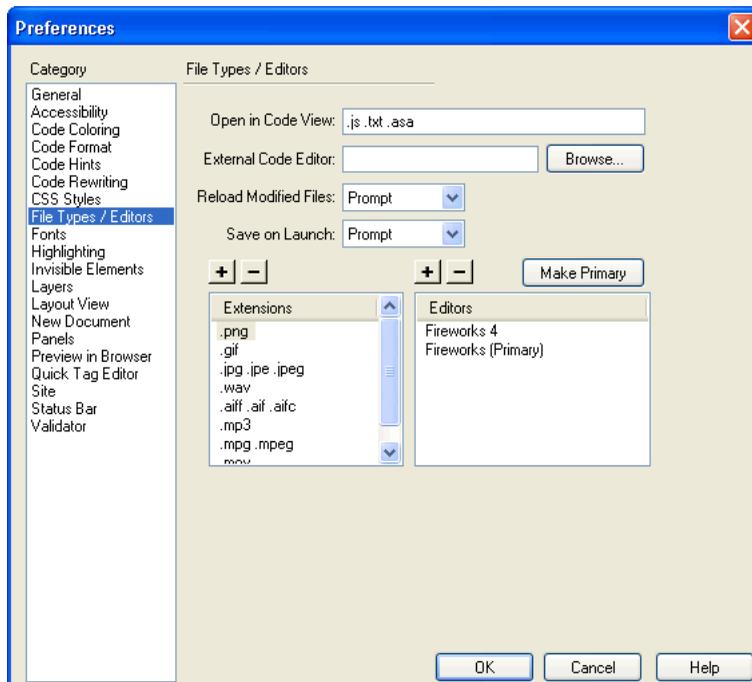
Designating Fireworks as the primary external image editor for Dreamweaver

Dreamweaver provides preferences for automatically launching specific applications to edit specific file types. To use the Fireworks launch-and-edit features, make sure that Fireworks is set as the primary editor for GIF, JPEG, and PNG files in Dreamweaver.

Although you can use earlier versions of Fireworks as external image editors, these versions offer limited launch-and-edit capabilities. When working with Roundtrip HTML, Fireworks 4 does not fully support edits made to cell properties in Dreameweaver tables, nor does it support behaviors applied in Dreamweaver. Fireworks 3 does not fully support the launch and edit of placed tables and slices within tables, while Fireworks 2 does not support the launch and edit of source PNG files for placed images.

To set Fireworks as the primary external image editor for Dreamweaver:

1 In Dreamweaver, choose Edit > Preferences and then choose File Types/Editors.

2 In the Extensions list, select a web image file extension (.gif, .jpg, or .png).

3 In the Editors list, if Fireworks appears in the list, select it. If Fireworks is not in the list, click the Plus (+) button, locate the Fireworks application on your hard disk, and click Open.

4 Click Make Primary.

5 Repeat steps 2 through 4 to set Fireworks as the primary editor for other web image file extensions.

About Design Notes and source files

Whenever you export a Fireworks file from a saved PNG source to a Dreamweaver site, Fireworks writes a Design Note that contains information about the file. For example, when you export a Fireworks table, Fireworks writes a Design Note for each exported image. These Design Notes contain references to the source PNG file that spawned the exported files.

When you launch and edit a Fireworks image from within Dreamweaver, Dreamweaver uses the Design Note to locate a source PNG for that file. For best results, always save your Fireworks source PNG file and exported files in a Dreamweaver site. This ensures that any user sharing the site will be able to locate the source PNG when launching Fireworks from within Dreamweaver.

Specifying launch-and-edit preferences for Fireworks source files

The Fireworks launch-and-edit preferences let you specify how to handle source PNG files when launching Fireworks files from another application.

Dreamweaver recognizes the Fireworks launch-and-edit preferences only in certain cases in which you launch and optimize a Fireworks image. Specifically, you must be launching and optimizing an image that is not part of a Fireworks table and that does not contain a correct Design Note path to a source PNG file. In all other cases, including all launch-and-edit cases of Fireworks images, Dreamweaver automatically launches the source PNG file, prompting you to locate the source file if it cannot be found.

To specify launch-and-edit preferences for Fireworks:

1 In Fireworks, choose Edit > Preferences.

   Note: On Mac OS X, choose Fireworks › Preferences.

2 Click the Launch and Edit tab (Windows) or choose Launch and Edit from the pop-up menu (Macintosh).

3 Specify the preference options to use when editing or optimizing Fireworks images placed in an external application:

   Always Use Source PNG automatically launches the Fireworks PNG file that is defined in the Design Note as the source for the placed image. Updates are made to both the source PNG and its corresponding placed image.

   Never Use Source PNG automatically launches the placed Fireworks image, whether or not a source PNG file exists. Updates are made to the placed image only.

   Ask When Launching lets you specify each time whether or not to launch the source PNG file. When you edit or optimize a placed image, Fireworks displays a message prompting you to make a launch-and-edit decision. You can also specify global launch-and-edit preferences from this prompt.

Working with Macromedia Flash MX

Fireworks integrates well with Macromedia Flash. You can easily export Fireworks vectors, bitmaps, animations, and multistate button graphics for use in Flash. Launch-and-edit functionality also makes it easy to edit Fireworks graphics from within Flash.

Note: Fireworks button behaviors and other types of interactivity are not imported into Flash.

Placing Fireworks files into Flash

You can place Fireworks graphics into Flash in a number of ways. The best way is to import a Fireworks PNG file. This method gives you the most control over how graphics and animations are imported into Flash.

While offering you less control than importing Fireworks PNGs, you can also import JPEGs, GIFs, PNGs, and SWFs that have been exported from Fireworks. You can also manually copy graphics from Fireworks and paste them directly into Flash.

Importing Fireworks PNG files into Flash

You can import Fireworks PNG source files directly into Flash, without having to export to any other graphics format. All Fireworks vectors, bitmaps, animations, and multistate button graphics can be imported into Flash.

Note: Fireworks button behaviors and other types of interactivity are not imported into Flash.

When you import a Fireworks PNG file into Flash, you can choose from a variety of import options. You can import all layers and objects as a library symbol, or you can import all content onto a single, new layer. With vector and text objects, you can maintain their editability completely, or choose to maintain appearance only when objects have effects applied or other properties that aren't available in Flash. Or you can forgo all editability and choose to import the Fireworks PNG file as a single, flattened bitmap image.

To import a Fireworks PNG into Flash:

1 Save the desired document in Fireworks.

   For information on saving files, see "Saving Fireworks files" on page 78.

2 Switch to an open document in Flash.

3 (Optional) Click the keyframe and layer onto which you want to import the Fireworks content. This is necessary only if you plan to import the PNG as a library symbol (movie clip).

4 Choose File > Import.

5 Navigate to and select the desired PNG file from the Import dialog box, and click OK.

The Fireworks PNG Import Settings dialog box appears.
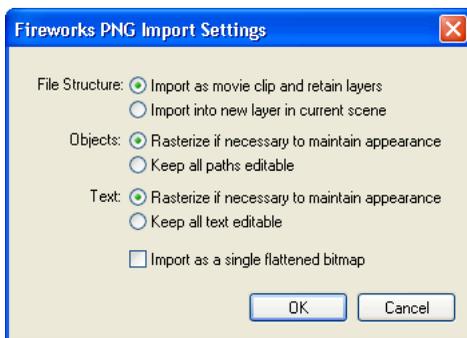
6 Choose a File Structure option:

The Import as Movie Clip and Retain Layers option imports the Fireworks file as a movie clip that contains all the layers and frames from the original Fireworks file. The movie clip is inserted into the current layer and keyframe. If a keyframe wasn't selected before import, the movie clip is placed in the previous keyframe.

The Import into New Layer in Current Scene option imports the Fireworks file onto a single, new layer, with all its frames intact.

7 Choose the way you'd like vector objects and text imported:

The Rasterize if Necessary to Maintain Appearance option preserves the editability of vector objects, unless they have special fills, strokes, or effects that Flash does not support. To preserve the appearance of such objects, Flash converts them to non-editable bitmap images.

The Keep All Paths Editable option preserves the editability of all vector objects. If objects have special fills, strokes, or effects that Flash does not support, those properties are lost.

8 Choose the way you'd like text imported:

The Rasterize if Necessary to Maintain Appearance option preserves the editability of text, unless it has special fills, strokes, or effects that Flash does not support. To preserve the appearance of such text, Flash converts it to a non-editable bitmap image.

The Keep all Text Editable option preserves the editability of all text. If text objects contain special fills, strokes, or effects that Flash does not support, those properties are lost.

9 Choose the Import as a Single, Flattened Bitmap option if you want to import the file as a single bitmap image and lose all editability.

Note: If this option is selected, none of the other options in the dialog box are available.

10 Click OK.

The Fireworks PNG file is imported into Flash using the import options you chose.

Copying and pasting Fireworks graphics into Flash

A quick way to place Fireworks graphics into Flash is to copy and paste them.

Note: To copy graphics into previous versions of Flash, you must choose Edit › Copy Path Outlines.

When Fireworks graphics are copied and pasted into Flash, some attributes are lost, such as Live Effects and textures. In addition, Flash supports only solid fills, gradient fills, and basic strokes.

To copy and paste graphics in Flash:

1 Select the object or objects to copy.

2 Choose Edit > Copy or click the Quick Export button and choose Copy from the Macromedia Flash pop-up menu.

3 In Flash, create a new document and choose Edit > Paste.

Note: You may have to ungroup the objects using Modify › Ungroup so that they will be editable as separate vector objects in Flash.

About exporting Fireworks graphics to other formats for use in Flash

You can export Fireworks graphics as JPEGs, GIFs, and PNGs, and then import them into Flash.

For information on exporting JPEGs and GIFs, see Fireworks Help (Help > Using Fireworks). For information on exporting to PNG format, see "Exporting PNGs with transparency" on page 117. For information on importing any of these formats into Flash, see "Importing exported Fireworks graphics and animations into Flash" on page 117.

Note: Although PNG is the native file format for Fireworks, PNG graphic files exported from Fireworks are different from source PNG files you save in Fireworks. Exported PNG files are no different than GIFs or JPEGs; they only contain image data and don't contain any additional information like slicing, layers, interactivity, Live Effects, or other editable content. For more information on PNG source files, see "Saving Fireworks files" on page 78.

Exporting Fireworks graphics and animations as SWF files

Fireworks graphics and animations can be exported as Flash SWF files. You can make several choices about how objects are exported.

Some formatting is lost unless you choose Maintain Appearance in the Flash SWF Export Options dialog box. Stroke size and stroke color are maintained. Formatting lost during export to SWF format includes the following:

- Live Effects

- Fill and stroke categories, textures, and feathered edges

- Anti-aliasing on objects (the Flash Player applies anti-aliasing at the document level, so anti-aliasing is applied to the document when you export)

- Opacity and blending modes (objects with opacity become symbols with an alpha channel)

- Layers

- Masks

- Slice objects, image maps, and behaviors

- Some text formatting options, such as kerning and bitmap strokes

To export a Fireworks graphic or animation as a SWF file:

1 Choose File > Export or click the Quick Export button and choose Export SWF from the Macromedia Flash pop-up menu.

2 In the Export dialog box, type a filename and choose a destination folder.

3 Choose Macromedia Flash SWF from the Save As pop-up menu.

4 Click the Options button.

The Flash SWF Export Options dialog box appears.
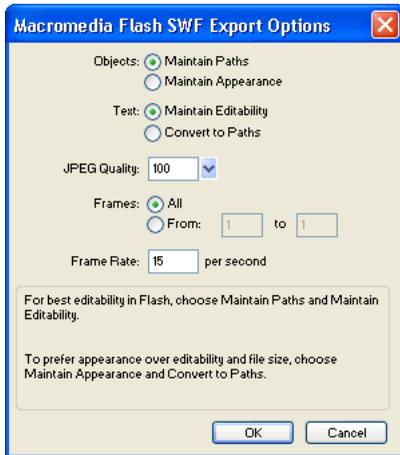
5 In the Objects section, choose one of the following:

Maintain Paths allows you to maintain path editability. Effects and formatting are lost.

Maintain Appearance converts vector objects to bitmap objects and preserves the appearance of applied strokes and fills. Editability is lost.

6 In the Text section, choose one of the following:

Maintain Editability allows you to maintain text editability. Effects and formatting are lost.

Convert to Paths converts text to paths, preserving any custom kerning or spacing you entered in Fireworks. Editability as text is lost.

7 Set the quality of JPEG images using the JPEG Quality pop-up slider.

8 Select the frames to be exported and the frame rate in seconds.

9 Click OK.

10 Click Save in the Export dialog box.

For information on importing an exported SWF file into Flash, see "Importing exported Fireworks graphics and animations into Flash" on page 117.

Exporting PNGs with transparency

The PNG format allows for transparency with 32-bit color images. The Fireworks PNG, the source file format for Fireworks, also supports transparency with 32-bit color images. You can import Fireworks PNG source files directly into Flash.

You can also create transparency with an 8-bit PNG. You can export Fireworks 8-bit PNG graphics with transparency for insertion into Flash.

To export an 8-bit PNG with transparency:

1 In Fireworks, choose Window > Optimize to open the Optimize panel if it isn't already open.

2 Choose PNG 8 as the Export file format and Alpha Transparency from the Transparency pop-up menu.

3 Choose File > Export.

4 Select Images Only from the Save as Type pop-up menu. Name the file, then click Save.

For information on importing exported PNG files into Flash, see "Importing exported Fireworks graphics and animations into Flash" on page 117.

Importing exported Fireworks graphics and animations into Flash

You use the Import command in Flash to import graphics and animations that were exported from Fireworks.

To import Fireworks graphics and animations into Flash:

1 Create a new document in Flash.

2 Choose File > Import and locate the graphic or animation file.

3 Click Open to import the file.

Using Fireworks to edit graphics imported into Flash

With launch-and-edit integration, you can use Fireworks to make changes to a graphic that you previously imported into Flash. You can edit any imported graphic this way, even if the graphic wasn't exported from Fireworks.

Note: Fireworks native PNG files imported into Flash are an exception, unless you imported the PNG as a flattened bitmap image.

If the graphic was exported from Fireworks, and you saved the original PNG file along with the exported graphic file, you can launch the original PNG file in Fireworks from inside Flash to make your changes. When you return to Flash, both the PNG file and the graphic in Flash are updated.

1 In Flash, right-click (Windows) or Control-click (Macintosh) the graphic file in the Library panel.

2 Choose Edit with Fireworks from the pop-up menu.

Note: If Edit with Fireworks does not appear in the pop-up menu, choose Edit With and locate your Fireworks application.

3 Click Yes in the Find Source box if you want to locate the original PNG file for your Fireworks graphic, and click Open.

Note: If you have changed Fireworks launch-and-edit preferences, this dialog box might not appear.

The file opens in Fireworks and the document window indicates that you are editing a file from Flash.

4 Make changes to the image and click Done when finished.

Fireworks exports a new graphic file to Flash, and if you edited the original PNG file, it is also saved.

About extending Fireworks with custom commands created in Flash

With Flash, you can create SWF movies that contain JavaScript code. These movies can be used as Fireworks commands, accessible from the Commands menu in Fireworks, or as panels, accessible from the Window menu.

For more information, see *Extending Fireworks MX,* available as a PDF on the Macromedia Fireworks installation CD.

Working with Macromedia FreeHand

Because both applications support vectors, vector graphics can be easily shared between Fireworks and Macromedia FreeHand. The appearance of objects may differ between applications, however, because Fireworks and FreeHand do not share all the same features. For more information, see "Working with other vector graphics applications" on page 121.

The procedures provided in this section apply not only to using Fireworks with FreeHand but also to using Fireworks with other vector graphics applications, such as Adobe Illustrator and CorelDraw. For more information, see "Working with other vector graphics applications" on page 121.

Placing FreeHand graphics into Fireworks

You can place FreeHand graphics into Fireworks in a number of ways. You can import them, copy and paste them, or drag and drop them. Fireworks MX supports FreeHand 7 graphics or later.

Importing FreeHand graphics into Fireworks

Fireworks can import vector graphics that were created in FreeHand. You can set the following options when importing a FreeHand graphic:

Scale specifies the scale percentage for the imported file.

Width and Height specify the width and height of the imported file in pixels, inches, or centimeters.

Resolution specifies the resolution of the imported file.

Anti-Alias smooths imported objects to avoid jagged edges. You can choose this option separately for paths or text.

Note: To change selected objects to Anti-Alias or Hard Edge, use Modify › Alter › Hard Fill, Anti-Alias Fill, or Feather Fill after importing.

File Conversion specifies how multipage documents are handled when imported:

- The Open a Page option imports only the specified page.

- The Open Pages as Frames option imports all the pages from the document and places each in a separate frame.

- The Ignore Layers option imports all objects on a single layer.

- The Remember Layers option maintains the layer structure of the imported file.

- The Convert Layers to Frames option places each layer of the imported document into a separate frame.

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

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

Render as Images rasterizes complex groups, blends, or tiled fills and places each as a single bitmap object in a Fireworks document. Enter a number in the text box to determine how many objects a group, blend, or tiled fill can contain before it is rasterized during import.

To import vector graphics from a FreeHand file:

1 In Fireworks, choose File > Open to navigate to the desired FreeHand file, and click Open.

The Vector File Options dialog box appears.
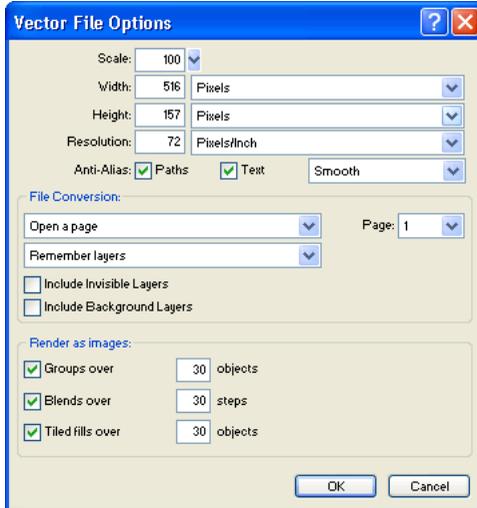
2 Choose the desired options.

3 Click OK.

Copying and pasting or dragging and dropping FreeHand graphics into Fireworks

You can quickly place FreeHand graphics into Fireworks by copying and pasting or dragging and dropping them.

To copy and paste a selected FreeHand graphic into Fireworks:

1 In FreeHand, choose Edit > Copy.

2 Create a new document in Fireworks or open an existing one.

3 Choose Edit > Paste.

To drag and drop a FreeHand graphic into Fireworks:

Drag the graphic from FreeHand into an open document in Fireworks.

Placing Fireworks graphics into FreeHand

You can export vector paths from Fireworks to FreeHand. You can also copy and paste Fireworks vector graphics into FreeHand.

To export a vector graphic to FreeHand:

1 In Fireworks, choose File > Export or click the Quick Export button and choose Export to FreeHand from the FreeHand pop-up menu.

2 In the Export dialog box, type a filename and choose a destination folder.

3 Choose Illustrator 7 from the Save As pop-up menu.

Note: Illustrator 7 is the graphics file format you use when exporting from Fireworks to any other vector graphics application, including Macromedia FreeHand. Most vector applications can read the Illustrator 7 file format.

4 Click the Options button.

5 In the Illustrator Export Options dialog box, choose one of the following:

• Export Current Frame Only preserves layer names and exports only the current frame.

• Convert Frames to Layers exports each Fireworks frame as a layer.

6 Choose FreeHand Compatible to export the file for use in FreeHand.

Choosing FreeHand Compatible omits bitmaps and converts gradient fills to solid fills.

7 Click OK.

8 Click Save in the Export dialog box.

Note: Upon export, Fireworks sets object edges to Hard.

9 Switch to an open document in FreeHand.

10 Choose File > Open or File > Import to navigate to the file you exported from Fireworks, and click Open.

Copying and pasting vectors into FreeHand

You can use the Copy Path Outlines command to copy selected Fireworks paths to FreeHand. Copy Path Outlines copies only Fireworks paths.

Note: The copy-and-paste method of placing Fireworks vectors into other applications works not only with FreeHand but also with Illustrator, CorelDraw, and Adobe Photoshop.

To copy selected Fireworks paths:

1 Choose Edit > Copy Path Outlines or click the Quick Export button and choose Copy Path Outlines from the FreeHand pop-up menu.

2 Switch to an open document in FreeHand.

3 Choose Edit > Paste to paste the paths.

Working with other vector graphics applications

Fireworks can share vector graphics with other vector graphics applications, including Adobe Illustrator and CorelDraw. In Fireworks, you export and import vector graphics from these applications in the same way that you export and import graphics from Macromedia FreeHand. For more information, see "Working with Macromedia FreeHand" on page 118.

Unsupported features

Because Fireworks and other vector graphic editors do not always share the same features, the appearance of objects will differ between applications.

Most other vector graphic editors, including Macromedia FreeHand, do not support the following Fireworks features:

- Live Effects

- Blending modes

- Texture, pattern, web dither fills, and gradient fills

- Slice objects and image maps

- Many text formatting options

- Guides, grids, and canvas color

- Bitmap images

- Some strokes

Note: Because these features are not supported by most other vector graphics applications, Fireworks does not include them upon export to those applications.

Likewise, Fireworks does not support every feature found in other vector graphics editors. For example, when Fireworks imports CorelDraw (CDR) files, it makes the following adjustments to account for unsupported features:

- Master page contents are repeated in each Fireworks frame.

- Only the two end objects of a CorelDraw blend are imported. The objects are grouped after import.

- Dimensions convert to vector objects.

- Basic text is imported. Most character and paragraph parameters are unsupported.

- Colors are converted to RGB.

Note: Fireworks cannot open compressed CorelDraw files.

Working with Macromedia Director

You can combine the power of Fireworks and Director. Fireworks lets you export graphics and interactive content into Director. The export process preserves the behaviors and slices of the graphic. You can safely export sliced images with rollovers and even layered images. This lets Director users take advantage of the optimization and graphic design tools of Fireworks without compromising quality.

Note: If you are using Director 8.0 or earlier, you need to download and install the free Fireworks Import Xtra for Director at http://www.macromedia.com.

Placing Fireworks files into Director

Director can import flattened images from Fireworks, such as JPEGs and GIFs. It can also import 32-bit PNG images with transparency. For sliced, interactive, and animated content, Director can import Fireworks HTML.

For information on exporting flattened Fireworks images such as JPEGs and GIFs, see Fireworks Help (Help > Using Fireworks).

Exporting graphics with transparency

In Director, transparency can be achieved by importing 32-bit PNG images. You can export 32-bit PNG graphics with transparency from Fireworks.

To export a 32-bit PNG with transparency:

1 In Fireworks, choose Window > Optimize, change the export file format to PNG 32, and set Matte to transparent.

2 Choose File > Export.

3 Select Images Only from the Save as Type pop-up menu. Name the file, then click Save.

Exporting layered and sliced content to Director

By exporting Fireworks slices to Director, you can export sliced and interactive content such as buttons and rollover images. By exporting layers to Director, you can export layered Fireworks content such as animations.

To export Fireworks files to Director:

1 In Fireworks, choose File > Export.

Note: Alternatively, you can click the Quick Export button and choose Source as Layers or Source as Slices from the Director pop-up menu. Choose Source as Layers if you are exporting an animation, and Source as Slices if you are exporting interactive content such as buttons.

2 In the Export dialog box, type a filename and choose a destination folder.

3 Choose Director from the Save As pop-up menu.

4 Choose an option from the Source pop-up menu:

Fireworks Layers exports each layer in the document. Choose this option if you are exporting layered content or an animation.

Fireworks Slices exports the slices in the document. Choose this option if you are exporting sliced or interactive content such as rollover images and buttons.

5 Select Trim Images to automatically crop the exported images to fit the objects on each frame.

6 Select Put Images in Subfolder to choose a folder for images.

7 Click Save.

Importing Fireworks files into Director

In Director, you can import flattened images that you have exported from Fireworks, such as JPEGs, GIFs, and 32-bit PNGs. Or you can import Fireworks layers, slices, and interactive elements by inserting Fireworks HTML.

To import a flattened Fireworks image:

1 In Director, choose File > Import.

2 Navigate to the desired file and click Import.

3 Change options if desired in the Image Options dialog box. For information about each option, see *Using Director*.

4 Click OK.

The imported graphic appears in the cast as a bitmap.

To import layered, sliced, or interactive Fireworks content:

1 In Director, choose Insert > Fireworks > Images from Fireworks HTML.

Note: The location and name of this menu command may be different depending on your version of Director.

2 Locate the Fireworks HTML file you exported for use in Director.

The Open Fireworks HTML dialog box appears.
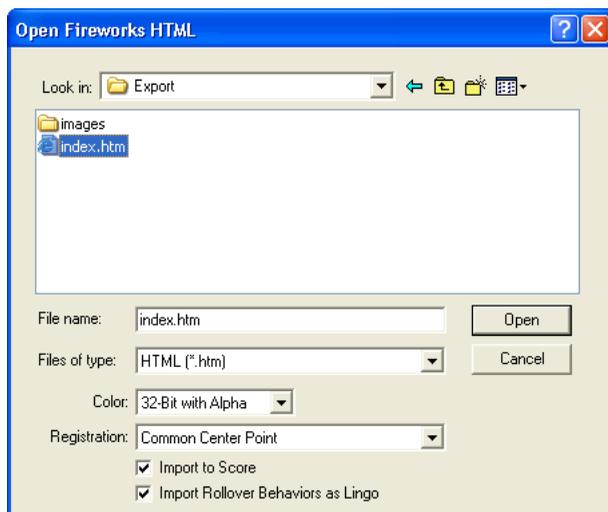
3 Change options if desired:

Color allows you to specify a color depth for the imported graphics. If they contain transparency, choose 32-bit color.

Registration allows you to set the registration point for the imported graphics.

Import Rollover Behaviors as Lingo converts Fireworks behaviors to Lingo code.

Import to Score places cast members into the Score upon import.

4 Click Open.

The graphics and code from the Fireworks HTML file are imported.

Note: If you are importing a Fireworks animation, drag keyframes in Director to offset the timing of each imported layer as necessary.

Editing Director cast members in Fireworks

Using launch-and-edit integration, you can make changes to Director cast members by launching Fireworks to edit them from inside Director. You can also launch Fireworks from inside Director to optimize cast members.

To launch Fireworks to edit a Director cast member:

1 In Director, right-click (Windows) or Control-click (Macintosh) the graphic in the Cast window.

2 Choose Launch External Editor from the pop-up menu.

Note: If Fireworks does not launch as your external image editor, in Director choose File > Preferences > Editors and set Fireworks as the external editor for bitmap graphic file types.

The file opens in Fireworks, and the document window indicates that you are editing a file from Director.

3 Make changes to the image and click Done when finished.

Fireworks exports the new graphic to Director.

Optimizing cast members in Director

You can launch Fireworks from Director to make quick optimization changes to selected cast members.

To launch Fireworks to change optimization settings for a Director cast member:

1 In Director, select the cast member in the Cast window and click Optimize in Fireworks on the Bitmap tab of the Property inspector.

2 In Fireworks, change the optimization settings as desired.

3 Click Update when finished. Click Done if the MIX Editing dialog box appears.

The image is exported back to Director using the new settings.

Working with Macromedia HomeSite

You can use Fireworks and HomeSite together to create and edit web pages. Exporting and opening Fireworks HTML in HomeSite is simple, and inserting Fireworks graphics into HomeSite documents is just as easy. But even more important, Fireworks and HomeSite share a powerful integration that allows you to launch Fireworks from HomeSite to edit web graphics.

Placing Fireworks images into HomeSite

You can insert Fireworks-generated GIF or JPEG images into a HomeSite document. You must export the images from Fireworks first. For information on exporting GIF and JPEG images, see Fireworks Help (Help > Using Fireworks).

To insert a Fireworks image into a HomeSite document:

1 In HomeSite, save your document.

Note: HomeSite creates relative paths to images, but it cannot do so unless your document is saved.

2 In the Resources window, navigate to the Fireworks image you exported.

3 Create a link to the Fireworks image in your document:

• Drag the file from the Resources window to the desired location within the HTML code on the Edit tab of the Document window.

• On the Edit tab of the Document window, place the insertion point where you want to insert the Fireworks image, then right-click the file in the Resources window and choose Insert as Link.

A link to the Fireworks image is created in the HTML code. Click the Browse tab to preview your image within the document.

Placing Fireworks HTML into HomeSite

There are a few ways to place Fireworks HTML into HomeSite. You can export Fireworks HTML, or you can copy HTML to the Clipboard. You can also open an exported Fireworks HTML file in HomeSite and copy and paste selected sections of code. In addition, you can easily update code you've exported to HomeSite using the Update HTML command in Fireworks.

Note: Before exporting, copying, or updating Fireworks HTML for use in HomeSite, be sure to set the HTML type to Generic in the HTML Setup dialog box. For more information, see Fireworks Help (Help › Using Fireworks).

Exporting Fireworks HTML to HomeSite

Exporting HTML from Fireworks generates an HTML file and the associated image files in the location you specify. You can then open the HTML file in HomeSite for further editing.

Note: Before exporting, be sure to set the HTML type to Generic in the HTML Setup dialog box. For more information, see Fireworks Help.

To export Fireworks HTML to HomeSite:

Export your document to HTML in Fireworks, and then open the exported file in HomeSite by choosing File > Open. For more information, see Fireworks Help.

Copying Fireworks HTML to the Clipboard for use in HomeSite

A fast way to place Fireworks-generated HTML in HomeSite is to copy it to the Clipboard from Fireworks, and then paste it directly into a HomeSite document. When you copy Fireworks HTML to the Clipboard, the required images are exported to a location you specify.

Note: Before copying to the Clipboard, be sure to set the HTML type to Generic in the HTML Setup dialog box. For more information, see Fireworks Help.

To copy Fireworks HTML for use in HomeSite:

Copy HTML to the Clipboard in Fireworks, and then paste it into an new HomeSite document. For more information, see Fireworks Help.

Copying code from an exported Fireworks file and pasting it into HomeSite

You can open an exported Fireworks HTML file in HomeSite and then manually copy and paste only the desired sections into another HomeSite document.

Note: Before exporting, be sure to set the HTML type to Generic in the HTML Setup dialog box. For more information, see Fireworks Help.

To copy code from an exported Fireworks file and paste it into HomeSite:

Export a Fireworks HTML file, and then copy and paste the desired code into an existing HomeSite document. For more information, see Fireworks Help.

Updating Fireworks HTML exported to HomeSite

The Update HTML command allows you to make changes to a Fireworks HTML document you've previously exported to HomeSite.

Note: Before updating HTML, be sure to set the HTML type to Generic in the HTML Setup dialog box. For more information, see Fireworks Help.

To update Fireworks HTML exported to HomeSite:

Use the Update HTML command in Fireworks. For more information, see Fireworks Help.

Editing Fireworks images in HomeSite

You can use launch-and-edit integration to edit images in a HomeSite document. HomeSite automatically launches Fireworks, letting you make the desired edits to the image. When you exit Fireworks, the updates you made are automatically applied to the placed image in HomeSite. Together, the two applications provide a streamlined workflow for editing web graphics in HTML pages.

To launch and edit Fireworks images placed in HomeSite:

1 In HomeSite, save your document.

2 Do one of the following:

• Right-click the image file on one of the Files tabs in the Resources window.

• Right-click the image on the Thumbnails tab of the Results window.

• Right-click the associated `<img>` tag in the HTML code on the Edit tab of the Document window.

3 Choose Edit in Macromedia Fireworks from the pop-up menu.

   HomeSite launches Fireworks, if it is not already open.

4 If prompted, specify whether to locate a Fireworks source file for the placed image. For more information on Fireworks source PNG files, see "Saving Fireworks files" on page 78.

5 In Fireworks, edit the image.

   The document window indicates that you are editing a Fireworks image from another application.

6 When you are finished making edits, click Done in the document window.

   The updated image is exported back to HomeSite, and the PNG source file is saved if a source file was selected.

Working with Microsoft FrontPage

Fireworks has powerful integration capabilities when used in combination with many applications, even non-Macromedia products. Fireworks makes it easy to create and edit web page designs with Microsoft FrontPage. Using Roundtrip HTML, you can easily launch Fireworks from FrontPage to create or edit graphics and HTML tables. Roundtrip HTML, a powerful integration feature that Fireworks shares with both FrontPage and Macromedia Dreamweaver, allows you to make changes in one application and have those changes seamlessly reflected in the other.

Placing Fireworks images into FrontPage

Fireworks graphics can be placed into a FrontPage document in a couple of ways. You can place a finished Fireworks graphic using the Insert menu in FrontPage, or you can create a new Fireworks graphic by clicking the Edit in Fireworks button on the FrontPage main toolbar.

Inserting Fireworks images into FrontPage

You can insert Fireworks-generated GIF or JPEG images directly in a FrontPage document. You must export the images from Fireworks first. For information on exporting GIF and JPEG images, see Fireworks Help (Help > Using Fireworks).

To insert a Fireworks image into a FrontPage document:

1 In Edit or Code view, place the insertion point where you want the image to appear.

2 Choose Insert > Picture > From File.

3 Navigate to the desired Fireworks file, and click OK.

Creating new Fireworks images in FrontPage

You can launch Fireworks from within FrontPage to create an unsliced image.

Note: If you want to create a sliced image, you must first create and export a single, unsliced image. Then you can launch and edit the graphic again in Fireworks to add slices and interactivity. For more information on launching and editing existing graphics from FrontPage, see "Editing Fireworks files in FrontPage" on page 130.

To create an unsliced Fireworks image from FrontPage:

1 Click the Launch and Edit Selected Graphic in Fireworks button in the FrontPage main toolbar.

2 When a message appears asking if you'd like to create a new image, click Yes. Fireworks launches, if it is not already open.

3 Open a new document in Fireworks and create an image.

4 Choose File > Save when you are finished. Specify a name and location for the source PNG file from the Save As dialog box, and click Save.

For more information on saving Fireworks PNG files, see "Saving Fireworks files" on page 78.

5 Choose File > Export. Specify a name and location for the exported image file from the Export dialog box.

6 Click Save in the Export dialog box to export your file.

7 Return to FrontPage.

8 In Edit or Code view, place the insertion point where you want the image to appear.

9 Choose Insert > Picture > From File.

10 Navigate to the image file you just exported, and click Insert.

Placing Fireworks HTML into FrontPage

There are a few ways to place Fireworks HTML into FrontPage. You can export HTML or you can copy Fireworks HTML to the Clipboard. You can also open an exported Fireworks HTML file in FrontPage and copy and paste selected sections of code. In addition, you can easily update code you've exported to FrontPage using the Update HTML command in Fireworks.

Note: Before exporting, copying, or updating Fireworks HTML for use in FrontPage, be sure to choose FrontPage as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help (Help > Using Fireworks).

Exporting Fireworks HTML to FrontPage

Exporting HTML from Fireworks generates an HTML file and the associated image files in the location you specify. You can then open the HTML file in FrontPage for further editing.

Note: Before exporting Fireworks HTML for use in FrontPage, be sure to choose FrontPage as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help.

To export Fireworks HTML to FrontPage:

Export your Fireworks document to HTML, and then open the exported HTML file in FrontPage by choosing File > Open. For more information, see Fireworks Help.

Copying Fireworks HTML to the Clipboard for use in FrontPage

A fast way to place Fireworks-generated HTML in FrontPage is to copy it to the Clipboard from Fireworks, and then paste it directly into a FrontPage document. All HTML and JavaScript code associated with the Fireworks document will be copied into the FrontPage document, and all images are exported to a location you specify.

Note: Before copying Fireworks HTML for use in FrontPage, be sure to choose FrontPage as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help.

To copy Fireworks HTML to the Clipboard for use in FrontPage:

Copy HTML to the Clipboard in Fireworks and then paste it into an new FrontPage document. For more information, see Fireworks Help.

Note: This method is not recommended if your Fireworks document contains buttons or other interactive elements that require JavaScript code, because the HTML and JavaScript will need to be modified once pasted into FrontPage. For more information, see Fireworks Help.

Copying code from an exported Fireworks file and pasting it into FrontPage

You can open an exported Fireworks HTML file in FrontPage and then manually copy and paste only the desired sections into another FrontPage document.

Note: Be sure to choose FrontPage as the HTML type in the HTML Setup dialog box before you export from Fireworks. For more information, see Fireworks Help.

To copy code from an exported Fireworks file and paste it into FrontPage:

Export a Fireworks HTML file, and then copy and paste the desired code into an existing FrontPage document. For more information, see Fireworks Help.

Updating Fireworks HTML exported to FrontPage

The Update HTML command allows you to make changes to a Fireworks HTML document you've previously exported to FrontPage.

Note: Before updating Fireworks HTML, be sure to choose FrontPage as the HTML type in the HTML Setup dialog box. For more information, see Fireworks Help.

To update Fireworks HTML exported to FrontPage:

Use the Update HTML command in Fireworks. For more information, see Fireworks Help.

Editing Fireworks files in FrontPage

Using Fireworks and FrontPage together is easy with Roundtrip HTML, a feature that allows you to make changes in one application and have those changes seamlessly reflected in the other.

With Roundtrip HTML, you use launch-and-edit integration to edit Fireworks-generated images and tables placed in a FrontPage document. FrontPage automatically launches Fireworks, letting you make the desired Fireworks edits to the image. The updates you make in Fireworks are automatically applied to the placed image in FrontPage. Together, the two applications provide a streamlined workflow for editing and placing web graphics files in HTML pages.

To launch and edit Fireworks images and tables placed in FrontPage:

1 In FrontPage, save your document.

2 Select the image or table slice you wish to edit and click the Launch and Edit Selected Graphic in Fireworks button.

   FrontPage launches Fireworks, if it is not already open.

3 If prompted, specify whether to launch a source Fireworks file for the placed image or table slice. For more information on Fireworks source PNG files, see "Saving Fireworks files" on page 78.

   Note: When you launch and edit an image or slice that is part of a Fireworks table, Fireworks launches the source PNG file for the entire table.

4 In Fireworks, edit the image. The document window indicates that you are editing a Fireworks image from FrontPage.

5 When you are finished making edits, click Done in the document window.

   The image or HTML is exported using the current optimization settings, the graphics used by FrontPage are updated, and the PNG source file is saved if a source file was selected.

Working with Adobe Photoshop

Fireworks provides excellent support for importing native Photoshop (PSD) files, with options for retaining many aspects of the imported files, including layers, masks, and editable text. As a result, you can bring Photoshop images into Fireworks for further editing and web optimization without losing the ability to export the images back into Photoshop.

Placing Photoshop graphics into Fireworks

You can drag and drop individual Photoshop graphics into Fireworks, or you can import an entire Photoshop file.

Dragging and dropping individual Photoshop graphics into Fireworks

You can place Photoshop graphics into Fireworks by dragging and dropping them.

To drag and drop a Photoshop graphic into Fireworks:

Drag the graphic from Photoshop into an open document in Fireworks.

Each graphic you drag becomes a new bitmap object. Text is also imported as a bitmap object and becomes uneditable as text. For more information, see "About importing text from Photoshop" on page 131.

Importing Photoshop files into Fireworks

When you import or open a Photoshop file in Fireworks, the Photoshop file is imported into a PNG file using the import preferences that you have specified. In addition to preserving layers and text as specified by the import options, Fireworks preserves and converts the following Photoshop features:

- Layer masks convert to Fireworks object masks.

- Layer effects convert to Fireworks Live Effects, if a corresponding Live Effect exists. For example, the Drop Shadow layer effect converts to a Drop Shadow Live Effect in Fireworks.

  Note: Layer effects and Live Effects may vary in appearance slightly.

- Blending modes for layers convert to Fireworks blending modes for corresponding objects, if those blending modes are supported by Fireworks.

- The first alpha channel in the Channels palette converts to transparent areas in the Fireworks image. Fireworks does not support additional Photoshop alpha channels.

Photoshop adjustment layers, clipping groups, and paths are not supported by Fireworks. Fireworks ignores these features when importing Photoshop files.

Note: In Windows, Photoshop filenames must include a PSD extension for Fireworks to recognize the Photoshop file type.

To import a Photoshop file into Fireworks:

1 Choose File > Import or File > Open and navigate to a Photoshop (PSD) file.

2 Click Open.

  The Photoshop file is imported into a PNG file. If you make changes and want to save the file as a PSD, you must export it to PSD format. For more information, see "Placing Fireworks graphics into Photoshop" on page 133.

About importing text from Photoshop

You can open or import a Photoshop file containing text.

When opening Photoshop files that contain text, Fireworks will check to see if you have the necessary fonts on your system. If you don't, Fireworks will ask if you want to replace the fonts or maintain their appearance. For more information, see Fireworks Help (Help > Using Fireworks).

If the text in your Photoshop file has effects applied to it that Fireworks supports, the effects will still be applied when brought into Fireworks. However, because Fireworks and Photoshop apply effects differently, the effects may appear different in each application.

When Photoshop 6 or 7 files that contain text are opened or imported in Fireworks, a cached image of the text is displayed so its appearance remains the same as it was in Photoshop. Once you edit the text, the cached image will be replaced with actual text that may differ in appearance from the original text.

Note: Fireworks cannot export text in Photoshop 6 or 7 format. If you edit a document containing Photoshop 6 or 7 text and then export the document back to Photoshop, the file will be exported in Photoshop 5.5 format. However, if you don't make any change to the text, the file will be exported in Photoshop 6 format. For more about exporting Photoshop files, see "Placing Fireworks graphics into Photoshop" on page 133.

Specifying Photoshop file import options

The import preference options in Fireworks let you specify how to handle layers and text in imported Photoshop files. Depending on the options that you choose, you can control the degree of appearance and editability retained in imported files.

To specify import options for Photoshop files:

1   Choose Edit > Preferences.

   Note: On Mac OS X, choose Fireworks › Preferences.

2   Click the Import tab (Windows) or choose Import from the pop-up menu (Macintosh).

3   Specify import options:

   Layers: Convert to Fireworks Objects imports each layer in the Photoshop file as a separate object on a single layer in Fireworks.

   Layers: Share Layer Between Frames makes the imported layers visible across all frames in the Fireworks file.

   Layers: Convert to Frames imports each layer in the Photoshop file as an object on a separate frame in Fireworks. This option is useful for importing files that you want to use as animations.

   Text: Editable converts text in the Photoshop file to editable Fireworks text. This option lets you edit imported text using the Fireworks Text tool and the Property inspector. The converted text may vary slightly in appearance from the original.

   Text: Maintain Appearance converts text in the Photoshop file to a bitmap object in Fireworks. This option maintains the original appearance of the text but does not allow you to edit it using the Fireworks Text tool.

   Use Flat Composite Image imports the Photoshop file as a flattened image without layers.

4   Click OK.

Importing Photoshop filters and plug-ins

Fireworks lets you import Photoshop and other third-party filters and plug-ins. You can import filters into either the Live Effects window or the Filters menu. Importing filters into either location makes them available from both.

Note: Photoshop 6 and 7 plug-ins and filters are not compatible with Fireworks MX. On the Macintosh, third-party filters designed to run on Mac OS 9 are supported by Fireworks MX when running on Mac OS 9, and third-party filters designed to run on Mac OS X are supported by Fireworks MX when running on Mac OS X.

 For more information on the Live Effects window and the Filters menu, see Fireworks Help (Help > Using Fireworks).

To import Photoshop and other third-party filters and plug-ins using the Preferences dialog box:

1   Choose Edit > Preferences.

   Note: On Mac OS X, choose Fireworks › Preferences.

2   Click the Folders tab (Windows) or choose Folders from the pop-up menu (Macintosh).

3 Choose the Photoshop Plug-ins option.

The Select a Folder (Windows) or Choose a Folder (Macintosh) dialog box opens.

Note: If the dialog box doesn't automatically open, click Browse.

4 Navigate to the folder where the Photoshop or other filters and plug-ins are installed, and click Select (Windows) or Choose (Macintosh).

5 Click OK to close the Preferences dialog box.

6 Restart Fireworks to load the filters and plug-ins.

To import Photoshop and other third-party filters and plug-ins using the Live Effects window:

1 Select any vector object, bitmap object, or text block on the canvas and click the Add Effects button in the Property inspector.

Note: The Add Effects button is available only when an object is selected on the canvas.

2 Choose Options > Locate Plug-ins from the pop-up menu that appears.

3 Navigate to the folder where the Photoshop or other filters and plug-ins are installed, and click Select (Windows) or Choose (Macintosh). If a message appears asking if you want to restart Fireworks, click OK.

4 Restart Fireworks to load the filters and plug-ins.

Placing Fireworks graphics into Photoshop

Fireworks provides extensive support for exporting files in Photoshop (PSD) format. Export settings let you control which elements in the file remain editable when you reopen it in Photoshop.

A Fireworks image exported into Photoshop maintains the same editability when reopened in Fireworks as other Photoshop graphics. Export options for editability, appearance, and file size let you determine the best possible export procedure for your particular graphic. Photoshop users can work with their graphic in Fireworks and then continue editing in Photoshop.

To export a file in Photoshop format:

1 Choose File > Export or click the Quick Export button and choose Other > Export to Photoshop.

2 In the Export dialog box, name your file and choose Photoshop PSD from the Save As menu.

3 To specify grouped export settings, choose an option from the Settings menu. These settings provide preset combinations of individual export options for objects, effects, and text in the Fireworks file. Individual export options are described in detail in "Customizing files for export to Photoshop" on page 134.

• Maintain Editability over Appearance converts objects to layers, keeps effects editable, and converts the text to editable Photoshop text layers. Choose this option if you plan to edit the image extensively in Photoshop and do not need to preserve the exact appearance of the Fireworks image.

• Maintain Fireworks Appearance converts each object into an individual Photoshop layer, and effects and text become noneditable. Choose this option if you want to maintain control over the Fireworks objects in Photoshop but also want to maintain the original appearance of the Fireworks image.

- Smaller Photoshop File flattens each layer into a fully rendered image. Choose this option if you are exporting a file containing a large number of Fireworks objects.

- Custom allows you to choose specific settings for objects, effects, and text.

4 Click Save to export the Photoshop file.

Note: Photoshop 5.5 and earlier cannot open files with more than 100 layers. You must delete or merge objects if the Fireworks document you are exporting contains more than 100 objects.

Customizing files for export to Photoshop

When you export a file to Photoshop, you can choose customized settings for exporting objects, effects, and text.

To customize settings for export to Photoshop:

1 In the Export dialog box while Photoshop PSD is selected as the export file type, choose Custom from the Settings pop-up menu.

2 In the Objects pop-up menu, choose one of the following:

Convert to Photoshop Layers converts individual Fireworks objects to Photoshop layers and Fireworks masks to Photoshop layer masks.

Flatten Each Fireworks Layer flattens all Fireworks objects into a single Photoshop layer. When you choose this option, you lose the ability to edit the Fireworks objects in Photoshop. You also lose features, such as blending modes, that are associated with the Fireworks objects.

3 In the Effects pop-up menu, choose one of the following:

Maintain Editability converts Fireworks Live Effects to their equivalent in Photoshop. If the effects do not exist in Photoshop, they are discarded.

Render Effects flattens effects into their objects. When you choose this option, you preserve the appearance of the effects, at expense of the ability to edit them in Photoshop.

4 In the Text pop-up menu, choose one of the following:

Maintain Editability converts text to an editable Photoshop layer. Text formatting that is not supported by Photoshop will be lost.

Render Text turns text into an image object. When you choose this option, you preserve the appearance of the text, at expense of the ability to edit it.

About working with Adobe GoLive

You can use Fireworks and Adobe® GoLive® together to create and edit web pages. You can export and copy Fireworks HTML to Adobe GoLive the same way you can with most other HTML editors. The only exception is that you must choose GoLive HTML as your HTML style before you export or copy HTML from Fireworks.

For more information about choosing an HTML style and exporting Fireworks HTML, see Fireworks Help (Help > Using Fireworks).

Note: The Adobe GoLive HTML style does not support pop-up menu code. If your Fireworks document contains pop-up menus, you should choose Generic HTML as the HTML style before exporting.

About working with HTML editors

Fireworks generates pure HTML that can be read by all HTML editors. For general information on placing Fireworks HTML into HTML editors, see Fireworks Help (Help > Using Fireworks).

Fireworks offers special integration features for Macromedia Dreamweaver, Macromedia HomeSite, and Microsoft FrontPage. For details on working with these applications, see Chapter 4, "Using Fireworks with Other Applications," on page 99.

Fireworks can also import HTML content. This is a powerful feature, allowing you to open and edit most any HTML document within Fireworks. For more information, see "Creating Fireworks PNG files from HTML files" on page 74.

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