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FIREWORKSMX
2004

Getting Started with Fireworks

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CHAPTER 1

Macromedia Fireworks MX 2004 is the definitive 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 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 truly 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, 2000, or XP
- 64 MB of available RAM (128 MB recommended) plus 80 MB of available disk space
- 800 x 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 X version 10.1.5 or later, or 10.2.6 or later
- 64 MB of available RAM (128 MB recommended) plus 80 MB of available disk space
- 800 x 600 pixel resolution, 256-color display or better
- 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.
 - In Macintosh, double-click the Fireworks Installer icon.
- 3 Follow the onscreen instructions.

The installation program prompts you to enter the required information.
- 4 If prompted to do so, restart your computer.

Product activation

If you are a single-license user, you must activate your license within thirty days of installing. You can activate via an Internet connection or by phone in a simple, seamless process that takes only a few moments. Product activation does not require you to submit any personal information, just your product serial number. For more information, please visit www.macromedia.com/go/activation.

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 why these files reside where they do. For more information, see Fireworks Help (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 this manual, Fireworks Help, PDF versions of the Fireworks documentation components, and several web-based information sources.

Fireworks Help is available whenever the Fireworks application is active. Fireworks Help contains the complete Fireworks documentation. Choose Help > Fireworks Help to open Fireworks Help.

Fireworks tutorials provide an interactive introduction to the key features of Fireworks. You can complete each tutorial in about an hour. These tutorials cover common Fireworks tasks, such as using the drawing and editing tools, optimizing images, and creating rollovers, navigation bars, and other interactive elements. The tutorials are available on the Fireworks support website at www.macromedia.com/support/fireworks.

The Start page is a central location that gives you access to tutorials, TechNotes, and up-to-date information about Fireworks. The Start page 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 contains many dialog boxes and tooltips that help you use the program. Tooltips appear when you move the pointer over a user interface element.

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

Using Fireworks the Fireworks user manual, is available for purchase in print form on the Macromedia website.

The PDF of Using Fireworks is a searchable, printable document. The PDF is available on the installation CD and on the Macromedia website at www.macromedia.com/support/fireworks/documentation.html.

The Macromedia website is updated regularly with the latest information on Fireworks. It also contains advice from expert users, advanced topics, examples, tips, and updates. Check Macromedia's website for news on Fireworks and tips on getting the most out of the program at www.macromedia.com.

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 includes information about writing JavaScript to automate Fireworks tasks. You can control every Fireworks command or setting using special JavaScript commands that Fireworks can interpret. A PDF version of *Extending Fireworks* is available on the Macromedia website.

Registering Fireworks

It's a good idea to register your copy of Macromedia Fireworks, electronically or by mail. You can register electronically during the product activation process when you first launch Fireworks.

By registering, you get 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 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 make Fireworks MX 2004 an increasingly approachable application for incorporating graphics and interactive elements into websites. Fireworks MX 2004 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.

Start page The Start page appears when you start Fireworks. It gives you options for learning how to start using the product and points you to places where you can learn more or get help.

Save in original format A major improvement in the Fireworks workflow, this new feature lets you save imported documents in their original format after making changes in Fireworks.

Server-side support Fireworks MX 2004 now includes roundtrip support for server-side file formats, such as CFM, PHP, and ASP.

Auto Shapes Auto Shapes are new primitive objects that know how to move their points and respond intelligently as you transform them.

Send as e-mail You can now send documents as e-mail attachments from within Fireworks.

Hide/Show Panels This new button gives you a quick way to hide and then show all Fireworks panels, freeing up room in the workspace.

Document tabs (PC) You can now switch among multiple documents by selecting the document tabs at the bottom of the workspace.

Fit canvas You can quickly fit the image to the size of the canvas by selecting the Fit Canvas button in the Property inspector.

Scale from center By pressing the Alt (Windows) or Option (Macintosh) key, you can make the Scale tool scale from the center.

Red Eye Removal tool The Red Eye Removal tool makes it easy to eliminate the annoying red-eye effect from your digital photos.

Replace Color tool This new tool makes it a snap to replace a color that occurs in a bitmap image in your document.

Enhanced Live Effects New Live Effects options let you create motion blur and other cool effects.

Pop-up preview The Property inspector pop-up menus for stroke, fill, and font now show you how a new stroke, fill, or font value will change the selected object.

Dotted line stroke The new dotted line stroke gives you more options for creating useful and interesting stroke effects.

Contour gradient Create multicolor gradients that follow the contour of an outlining path. This new feature makes it much easier to depict organic, flowing illustrations in Fireworks.

File Management button Use this new toolbar button to check files into and out of a Macromedia Studio MX 2004 website.

Unicode support Take advantage of your operating system's language features. Even users of the English version of Fireworks MX 2004 can create double-byte graphical and alt text, and use double-byte characters such as Kanji and Hiragana in any text field.

Improved anti-aliasing Make text more readable with new anti-aliasing options that take advantage of system anti-aliasing on Windows and Quartz for the Macintosh. Or use the innovative Fireworks custom anti-aliasing option.

These are only some of the improvements in Fireworks MX 2004. For more information on all the changes to Fireworks, see the Fireworks Help system. Choose Help > Fireworks Help.

CHAPTER 2

Fireworks Basics

Macromedia Fireworks MX 2004 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. After you create a new file or open an existing file, the Fireworks work environment is available to you.

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 or save it as a JPEG file, GIF file, or file of another format—along with HTML files containing HTML tables and JavaScript code—for use on the web. You also can export a type of file 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 tools for drawing and editing vectors and bitmaps. In Fireworks, the tool you choose determines whether the object you create is a vector or a bitmap. 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 files in JPEG, GIF, PNG, PSD, and many other file formats. After you import 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 to which you can apply rollover behaviors, animation, and Uniform Resource Locator (URL) links. In addition, you can 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](#).

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 websites.

About optimizing and exporting graphics

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

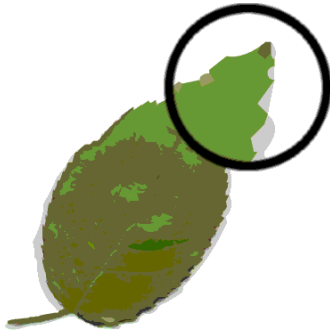
After you optimize your graphics, the next step is to export them for use on the web. From your Fireworks source PNG document, you can export files of a number of types, including JPEG, GIF, animated GIF, and HTML tables containing sliced images in multiple file types. For more information, see [Fireworks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

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

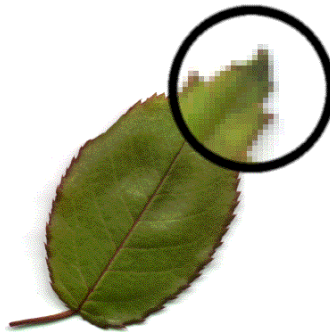
Vector graphics render images using lines and curves, called vectors, that include color and position information. For example, the image of a leaf may be defined by a series of points that describe the outline of the leaf. The color of the leaf is determined by the color of its outline (the stroke) and the color of the area enclosed by the outline (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 composed 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 is 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 redistributes the pixels in the grid, often making the edges of the image appear ragged. Displaying a bitmap graphic on an output device with a lower resolution than the image itself can also degrade the image's quality.

Creating a new document

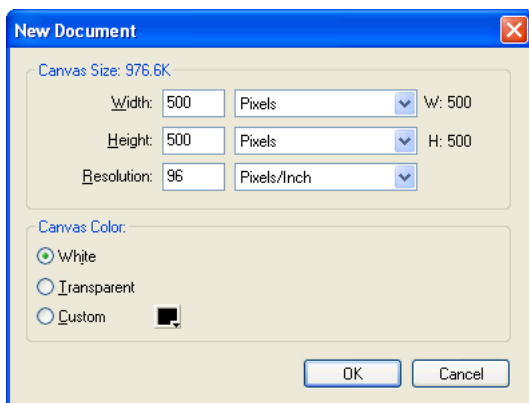
When you choose File > New to create a new document in Fireworks, you create a Portable Network Graphic, or PNG document. PNG is the native file format for Fireworks. After you create graphics in Fireworks, you can export them in other familiar web graphic formats, such as JPEG, GIF, and animated GIF. 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 18](#)

- 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.

Note: Fireworks preserves many, but not all JavaScript behaviors when you import a file from Macromedia Dreamweaver. If Fireworks supports a particular behavior, it recognizes that behavior and maintains it when you move a file back to Dreamweaver.

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. The Start Page also lists recently closed documents.

To open a recently closed file:

- 1 Choose File > Open Recent.
- 2 Choose a file from the submenu.

To open a recently closed file when no files are open:

- 1 Click the file name on the Start page.

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. You can use all of the features of Fireworks to edit the image. You can then either choose Save As to save your work as a new Fireworks PNG file, or with some image types, you can choose Save to save the document in its original format. Saving in the document's original format flattens the image to a single layer and eliminates your ability to edit the Fireworks-specific features you added to the image.

You can choose Save with any file type, but the Save As dialog box opens for image formats that Fireworks cannot directly save. You can save directly to Fireworks PNG, PNG created by other applications, GIF, animated GIF, JPG, BMP, WBMP, and TIF.

Note: Fireworks saves 16-bit TIF images at 24-bit color depth.

Animated GIFs

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

- You can import an animated GIF as an animation symbol. You can 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 dimensions and the units in which the image is rendered. 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, the Vector File Options dialog box opens. This is the same dialog box that appears when you open or import FreeHand files.

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.

You can get HTML content into Fireworks in several ways:

- You can open all the HTML tables in 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.

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 to place the insertion point where you'd like the imported table to appear.

Inserting objects into a Fireworks document

You can import, drag, 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 images into Fireworks

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

- 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 an image or text 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. It always remains at the top of the Layers panel. For more information, see Fireworks Help.

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 does, you see a dialog box asking whether or not to resample.
- 3 Choose one of the following:
 - **Resample** maintains the original width and height of the pasted bitmap, 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.

To import a PNG file into a Fireworks document layer:

- 1 In the Layers panel, choose 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

You can import images from a scanner or digital camera only if it is TWAIN compliant (Windows) or supports Photoshop Acquire plug-ins (Macintosh). 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 scanner or camera 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.

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 a new document or open an existing Fireworks PNG file, the document's filename has the extension .png. Files of other types, such as PSD and HTML, also open as PNG files, allowing you to use the Fireworks PNG document as your source file, or working file.

However, many files retain their original filename extensions and optimization settings when opened in Fireworks. For more information, see [“Saving documents in other formats” on page 21](#).

The location to which Fireworks defaults when you save a document is determined by the following, in this order:

- The current file location
- The current export/save location, which is defined anytime you browse from the default location in a Save, Save As, Save a Copy, or Export dialog box
- The default location where new documents or images are saved on your operating system

Saving Fireworks PNG files

When you create a new document or open an existing Fireworks PNG file, the document's filename has the extension .png. The file displayed in the Fireworks document window is your source file, or working file.

Using a Fireworks PNG file 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 export the file for use on the web.
- You can slice complex graphics into pieces in the PNG file and export them as multiple files with different file formats and various optimization settings.

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 does that for you.

- 3 Click Save.

To save an existing document:

- Choose File > Save.

Saving documents in other formats

When you use File > Open to open a file of a format other than PNG, you can use all of the features of Fireworks to edit the image. You can then choose Save As to save your work as a new Fireworks PNG file, or, with some image types, you can choose Save to save the document in its original format. Saving in the document's original format flattens the image to a single layer, and you cannot edit the Fireworks-specific features you added to the image.

You can choose Save with any file type, but the Save As dialog box appears for image formats that Fireworks cannot save directly. You can save directly to Fireworks PNG, PNG created by other applications, GIF, animated GIF, JPG, BMP, WBMP, and TIF (Fireworks saves 16-bit TIF images at 24-bit color depth).

Note: This behavior differs from the behavior in previous versions of Fireworks.

Files of other types, such as PSD and HTML, open as PNG files, allowing you to use the Fireworks PNG document as your source file. Any edits you perform are applied to the PNG file and not the original. To save your changes in the original file format, you must export the file to that format. When you choose Save, Fireworks automatically displays the Export dialog box.

To save an existing GIF, JPEG, TIFF, BMP, WBMP, or non-Fireworks PNG:

- 1 Choose File > Save.
- 2 If you made modifications to the document that aren't editable in the file's original format, Fireworks asks if you want to save a PNG version of the file.

Noneditable modifications include adding new objects, masks, and Live Effects, as well as adjusting opacity, applying blend modes, and saving pixel selections.

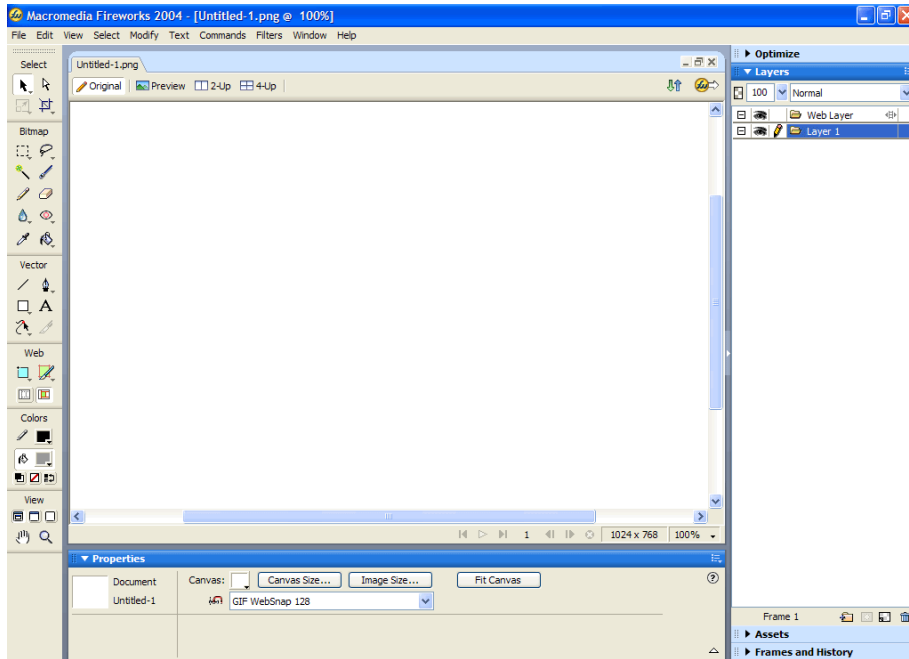
To export a document to another format:

- 1 Choose a file format in the Optimize panel.
- 2 Choose File > Export to export the document.

For more information, see Fireworks Help.

The Fireworks work environment

When you open a document in Fireworks for the first time, Fireworks activates the work environment, including the Tools panel, Property inspector, menus, and other panels. The Tools panel, on the left 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 Start page

When you start Fireworks without opening a document, the Fireworks Start page appears in the work environment. The Start page gives you quick access to Fireworks tutorials, recent files, and Fireworks Exchange, where you can add new capabilities to some Fireworks features. Use the Start page much like a web page. Click any of the features you see to use them.

To disable the Start page:

- 1 Run Fireworks without opening a document.
The Start page is displayed.
- 2 Click Don't Show Again.

Using the Tools panel

The Tools panel is organized into six categories: Select, Bitmap, Vector, Web, Colors, and View.



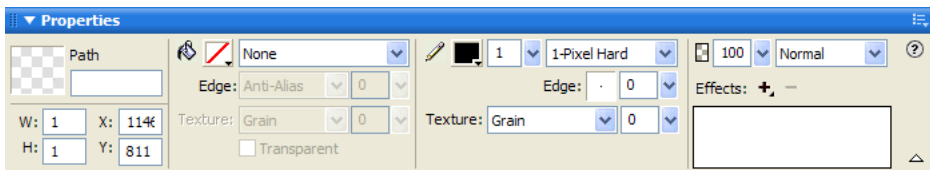
Changing tool options

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 24](#).

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

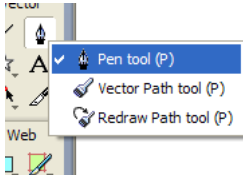
- Choose **Select > Deselect** to deselect all objects.

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 basic tools, as well as all of the Auto Shape tools, which appear below the divider line.



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, do one of the following:

- 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, do one of the following:

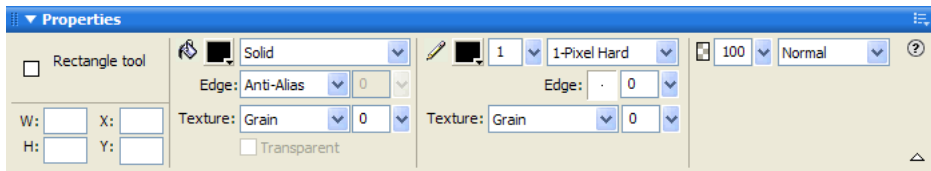
- Click the expander arrow in the lower right corner of the Property inspector.
- Choose Half Height from the Property inspector Options menu.

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

To collapse the Property inspector when it is docked, do one of the following:

- 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 following panels are grouped together by default:

- The Styles, URL, and Library panels reside in a panel group called Assets.
- The Mixer and Swatches panels reside in a panel group called Colors.
- The Frames and History panels reside in a panel group called Frames and History.

The Optimize, Layers, Shapes, Info, Behaviors, Find, and Align panels are not grouped with other panels by default, but you can group them if you want. When you group panels together, all panel group names appear in the panel group title bar. You can, however, assign any name you like to panel groups.

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

The Layers panel organizes a document's structure and contain options for creating, deleting, and manipulating layers.

The Frames panel includes options for creating animations.

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 39.

The Shapes panel contains Auto Shapes that are not displayed in the Tools panel.

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

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

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

The Color Mixer panel lets you create new colors to add to the current document's color palette or to apply to selected objects.

The Swatches panel manages the current document's color palette.

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

The Align panel contains controls for aligning and distributing objects on the canvas.

Organizing panel groups and panels

By default, Fireworks 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.

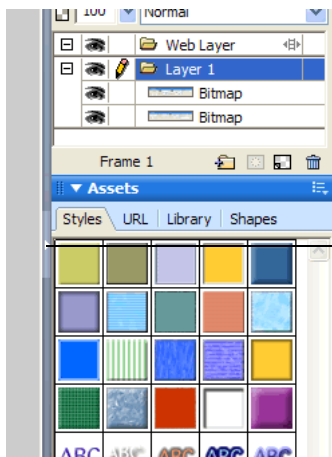
To hide all panels and the Property inspector:

- 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.

To show or hide panels docked to the application window (Windows only), do one of the following:

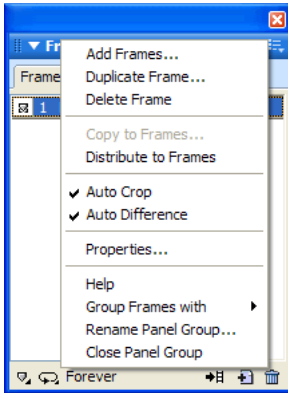
- Drag the vertical bar to the left of the docked panel area to resize the panel area.
- Click the small arrow that separates the docked panel area from the rest of the application window.



Click to show or hide docked panel area

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:

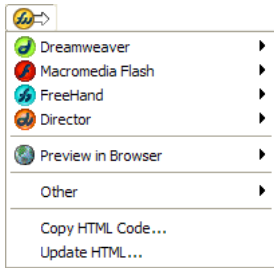
- 1 Choose Commands > Save Panel Layout.
- 2 Name the panel layout and click OK.

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.



Opening and moving toolbars (Windows only)

Fireworks 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:

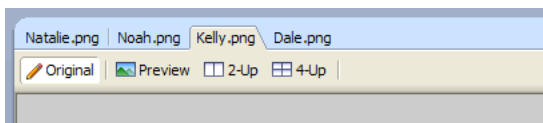
- Drag the toolbar onto a docking area at the top, bottom, left, or right of the application window until the placement preview rectangle appears.

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.

Using document tabs

When your document is maximized, you can easily choose among multiple open documents using the document tabs that appear at the top of the document window. Each open document displays its filename on a tab that appears above the view buttons.

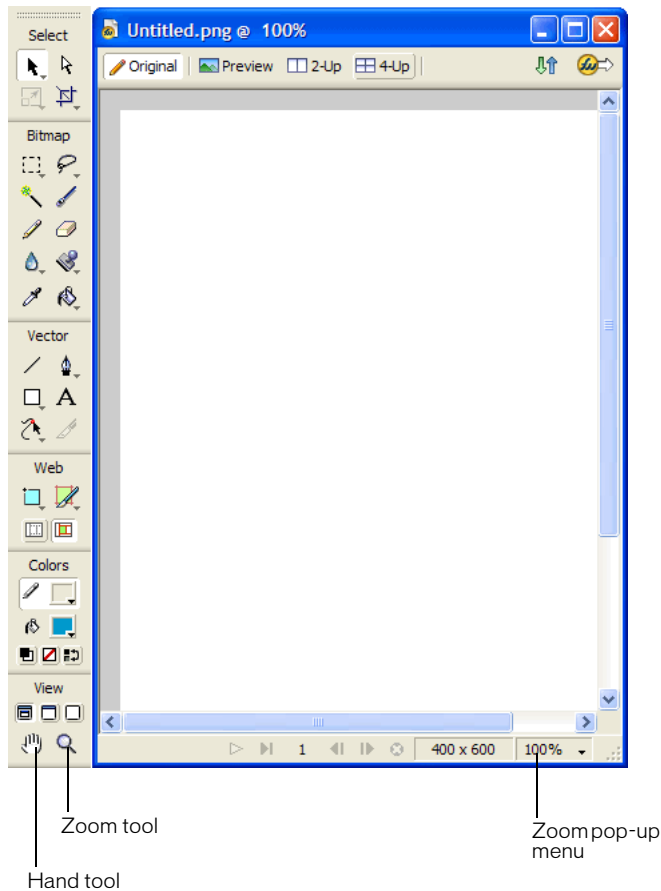


To choose a different document when the current document is maximized:

- Click the document tab for the document you want to view.

Zooming and panning

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



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 edge, 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

You use the view mode buttons in the View section of the Tools panel to control the layout of your workspace. You can choose one of three view modes:



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. Generally, you'll want to be sure that your document is not maximized in the workspace before creating multiple views. This lets you see multiple views of the document at one time.

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

- 1 Choose Window > Duplicate 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.

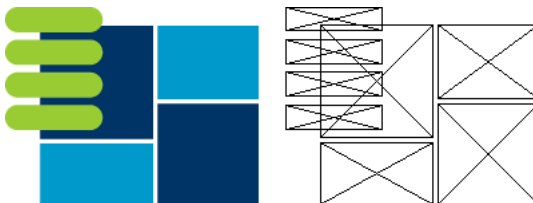
Controlling document redraw

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.

You can now preview 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.

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:

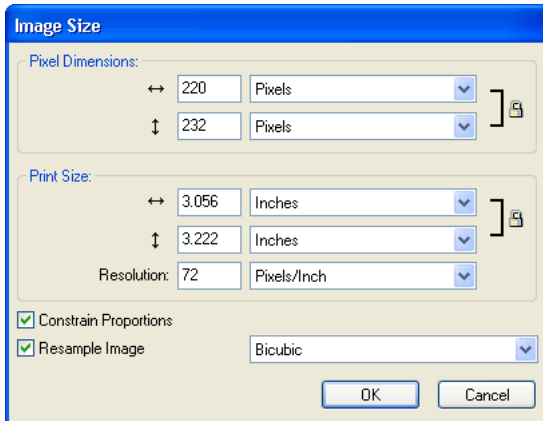
- 1 Choose Select > Deselect, click the Pointer tool to display the document properties in the Property inspector, then click the Canvas color box.
- 2 Pick a color from the Swatches pop-up window or click the eyedropper on a color anywhere onscreen. To choose a transparent canvas, click the None button 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

Fireworks resamples images differently than most image-editing applications do. 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.

Because 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°, 90° clockwise, or 90° 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 or fitting the canvas

If your document contains extra space around the contents of the canvas, you can trim the canvas. You can also modify the canvas by expanding it to fit objects that extend beyond its boundary.



Original; trimmed canvas

To trim or fit the canvas to the document contents:

- Choose Select > Deselect to view the document properties in the Property inspector.
- Click Fit Canvas in the Property inspector.

The canvas expands or contracts to the size of the contents of the canvas.

Cropping a document

By cropping, you can delete unwanted portions of a document. The canvas is resized 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.

Fireworks resizes the canvas to the area you define and deletes objects beyond the edges of the canvas.

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.

Using context menus

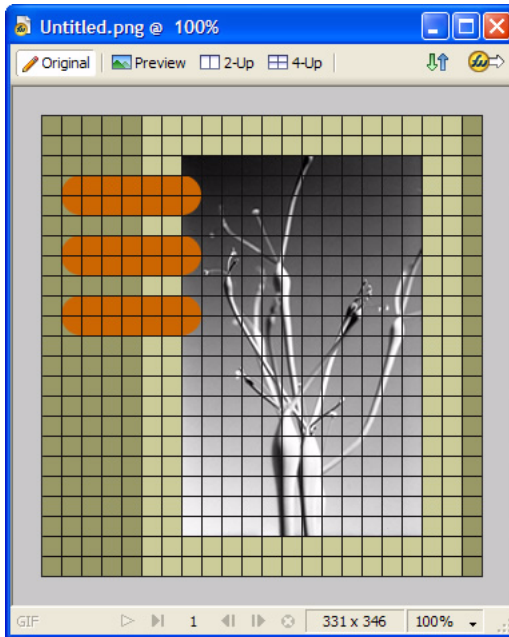
Context menus let you quickly access commands that are relevant to the current selection.

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 lock guides to prevent them from being accidentally moved.

Note: Guides do not reside on a layer, nor are they exported 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 more information, see Fireworks Help.

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 placing objects precisely. In addition, you can view, edit, resize, and change the color of the grid.

Note: The grid does not reside on a layer, nor is it exported 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.

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.

Learning more about Fireworks

Fireworks includes a variety of media to help you learn the program quickly and become proficient in creating your own images.

Fireworks Help

The online help system available in the Fireworks Help menu provides detailed information on all Fireworks features.

To view Fireworks Help:

- Select Help > Fireworks Help.

Fireworks lessons

If you are new to Fireworks, or if you have used only some of its features, start with the lessons. The lessons are quick introductions to the newest features of Fireworks, letting you practice on isolated examples.

To view the lessons:

- 1 With a working Internet connection, do one of the following:
 - Select Help > Learning Fireworks.
 - On the Fireworks Start page, click Take a Fireworks Tutorial.
A browser window displays the “Learning Fireworks MX 2004” web page.
- 2 Select one of the lessons in the list.

Fireworks tutorial

The Fireworks tutorial presents a hands-on introduction to the Fireworks workflow by leading you through a complete Fireworks project. The tutorial does not assume that you are already familiar with the topics covered in the Fireworks lessons.

To view the tutorial:

- 1 With a working Internet connection, do one of the following:
 - Select Help > Learning Fireworks.
 - On the Fireworks Start page, click Take a Fireworks Tutorial.
A browser window displays the “Learning Fireworks MX 2004” web page.
- 2 Select one of the links to the two-part tutorial.

Online Fireworks support

The Fireworks Support Center (www.macromedia.com/support/fireworks) offers support and problem-solving information.

The Designer & Developer Center (www.macromedia.com/desdev) presents information to help you improve your skills and learn new ones.

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