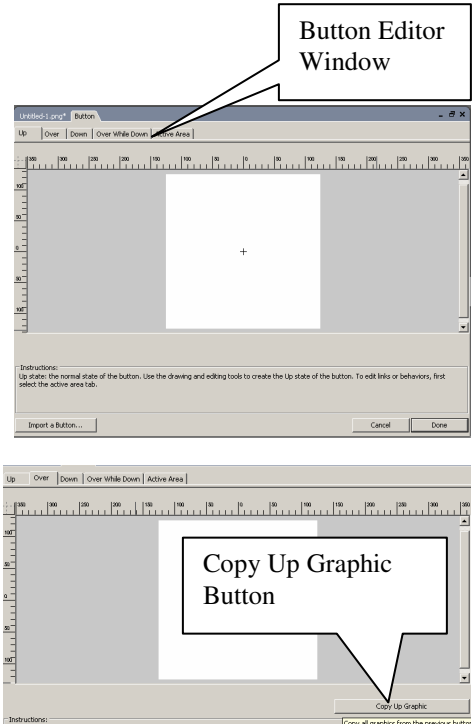


Fireworks MX 2004 - Notes Two

Creating a Button

Edit > Insert > New Button (The Button Editor Window should open)

- **Up**
 - Draw shape or insert image
 - Add text
- **Over**
 - Click on Over tab
 - Click on “Copy Up Graphic”
 - Make any necessary changes to the button
- **Down**
 - Click on Down tab
 - Click on “Copy Over Graphic”
 - Make any necessary changes to the button
- **Over While Down** – not used in simple rollover buttons
- **Active Area** – displays the hotspot area on the button that will the button action
 - Click the Done button when finished. The button editor should close.
 - Trim the canvas before exporting the button



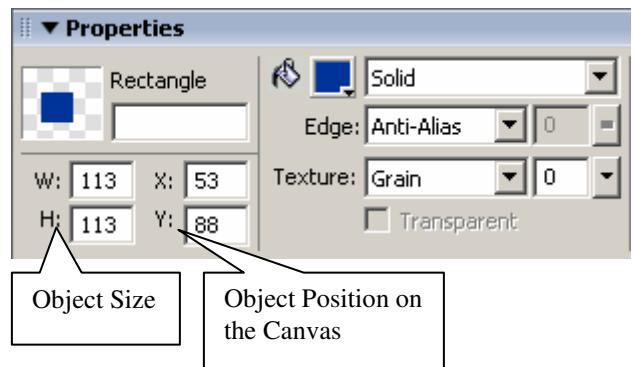
Note: If you want to Link your button to a specific page, use the Property Inspector. You can also wait to link the button once it has been imported into Dreamweaver.

Creating Specific Shape Size

- Draw/select an object
- From the Property Inspector, change the w(width) and h(height) of the object

Align Objects

- Using shift key, select objects to be aligned
- Modify > Align – Choose desired alignment

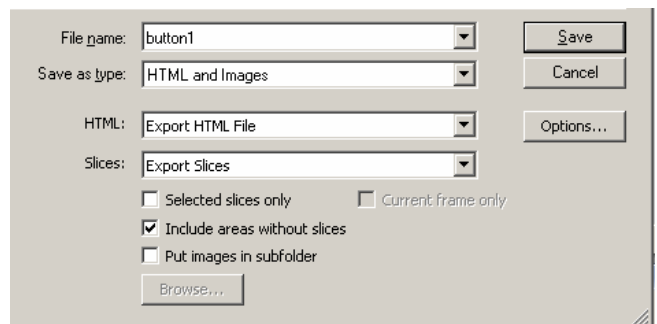


Edit an Existing Button

- Using the arrow tool, click two times on the button to open the button editor
- Make any changes and click Done

Saving and Exporting a Button

- Trim the canvas to remove unused canvas
- Save the button as a Fireworks .png file BEFORE exporting (once a button has been exported, the layers are merged)
- File > Export
 - Type the filename
 - Save as type = HTML and images
 - HTML = Export HTML file
 - Slices = Export slices

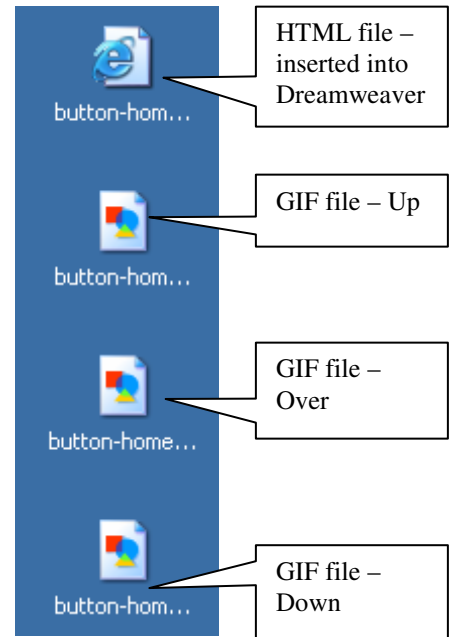


The files you should have for any button are:

1. Original fireworks file (PNG)
2. 3 GIF files (one for each state of the button you defined –up, and down)
3. 1 HTML file that will be inserted into Dreamweaver

Inserting Buttons into Dreamweaver

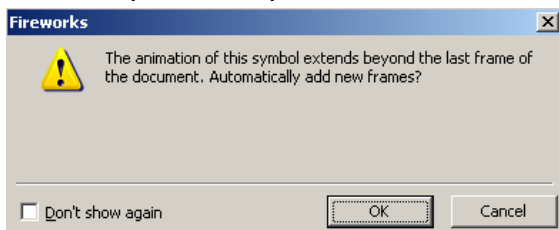
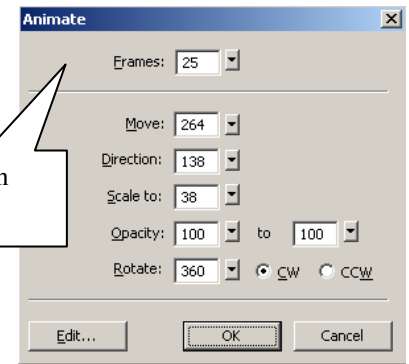
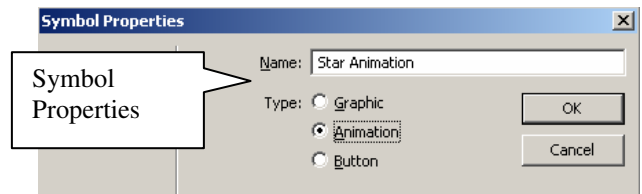
- Insert > Image Objects > Fireworks HTML
- Click on the Browse button and navigate to the appropriate button .htm file
- Click Open and then OK



Creating Animated Gifs

Symbol Type = Animation

- Draw shape, add text, or import an image
- Select object and press F8 to convert the object to a symbol **OR** Modify > Symbol > Convert to Symbol
- Enter the SYMBOL PROPERTIES
 - o Type a name for the symbol
 - o Choose ANIMATION as the Type
- From the Animate dialogue box, choose the
 - o Frames = number of frames you want the animation to last
 - o Move = distance the object will move in pixels
 - o Direction = the angle the object will move
 - o Scale to = the size you want the object to change to
 - o Opacity = the transparency
 - o Rotate = spin direction and degree of rotation
 - o Click OK
- If the computer asks you to extend the number of frames, click OK

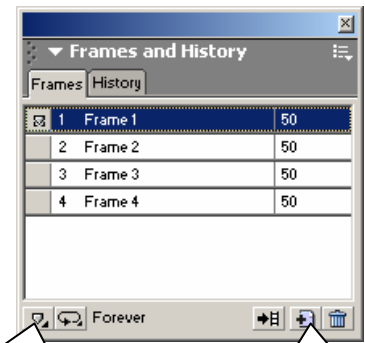


To make later changes to the settings

- Click one time on the animation and select your modifications from the Property Inspector
- Make any changes and click OK

▪ **Frame by Frame Animation**

- Draw shape, add text, or an import image
- If necessary group objects that won't be animated (Select objects to be group with SHIFT key and choose MODIFY > GROUP)
- From the Frames Panel, choose to either insert a NEW FRAME or DUPLICATE FRAME (to duplicate a frame, drag current frame to the New/Duplicate Frame Button)
- Make changes and repeat steps



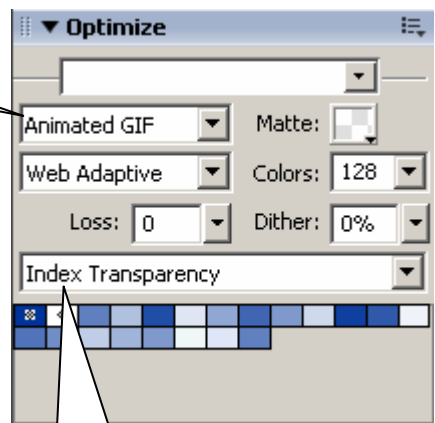
Onion Skinning allows you to see frames before and/or after current frame. Select the Onion Skinning button to turn it off or on.

New/Duplicate Frame Button

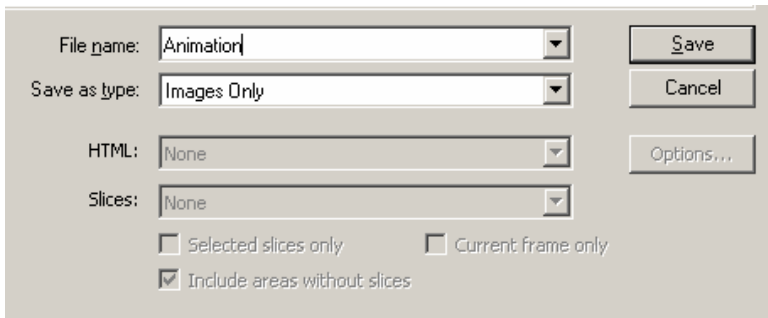
Saving/Exporting Animated Gifs

- Trim the canvas to remove unused canvas
- From the Optimize Panel, select
 - Animated Gif
 - Index Transparency if using a transparent canvas (maintains transparent background when exported)
- Save the file as a Fireworks PNG before exporting
- File > Export
 - Type a filename
 - Save type as = Images Only

Change to Animation GIF



Change to Index Transparency if necessary



The files you should have for any animated gif are:

- Original fireworks file (PNG)
- One GIF file that can be inserted into Dreamweaver, Flash, Director, or Authorware

Inserting Animated Gifs into Dreamweaver

- Insert > Image
- Navigate to the appropriate GIF file
- Click Select

Note: The Animated Gif will not play until previewed in the browser window.