Covers working with Macromedia Dreamweaver 4

VISUAL QUICKSTART GUIDE

SANDEE COHEN

MACROMEDIA FIREWORKS FOR WINDOWS & MACINTOSH

4

Teach yourself Fireworks the quick and easy way! This Visual QuickStart Guide uses pictures rather than lengthy explanations. You'll be up and running in no time!

VISUAL QUICKSTART GUIDE

MACROMEDIA FIREWORKS 4

FOR WINDOWS AND MACINTOSH

Sandee Cohen

Peachpit Press

Visual QuickStart Guide

Fireworks 4 for Windows and Macintosh

Copyright © 2001 by Sandee Cohen

Peachpit Press

1249 Eighth Street
Berkeley, CA 94710
800 283-9444 • 510 524-2178
fax 510 524-2221
Find us on the Web at http://www.peachpit.com

Published by Peachpit Press in association with Macromedia, Inc.
Peachpit Press is a division of Addison Wesley Longman.

Cover Design: The Visual Group
Production and additional design elements: Sandee Cohen
Illustrations: Sandee Cohen

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without prior written permission of the publisher. For information on getting permission to reprints and excerpts, contact Gary-Paul Prince at Peachpit Press.

Notice of Liability

The information in this book is distributed on an "as is" basis, without warranty. Although every precaution has been taken in the preparation of this book, neither the author nor Peachpit Press shall have any liability to any person or entity with respect to any loss or damage caused or alleged to be caused directly or indirectly by the instructions contained in this book or by the computer software and hardware products described herein.

Trademarks

Fireworks is a registered trademark of Macromedia, Inc.
Visual QuickStart Guide is a trademark of Peachpit Press, a divison of Addison Wesley Longman.

All other product names and services identified throughout this book are used in editorial fashion only and for the benefit of such companies. No such use, or the use of any trade name, is intended to convey endorsement or other affiliation with the book.

ISBN 0-201-73133-9

0 9 8 7 6 5 4 3 2 1

Printed and bound in the United States of America

DEDICATED TO

Jeffry
With all my love and best wishes

THANKS TO

Nancy Ruenzel publisher of Peachpit Press.

Marjorie Baer executive editor at Peachpit Press.

Karen Dominey who has become an integral part of the team.

Pattie Belle Hastings who did the screen shots of the new interface. Her illustrations and icons are terrific. I look forward to reading her new book.

Myrna Vladic the production coordinator from Peachpit Press.

The staff of Peachpit Press all of whom make me proud to be a Peachpit author.

Steve Rath who does the best index in the business.

Diana Smedley of Macromedia. Congratulations on a great new interface.

David Morris of Macromedia who gave me a wonderful preview of all the new features.

Doug Benson of Macromedia who answered my continuing questions after the beta program ended.

Mark Haynes, Karen Duban, and Julie Hallstrom, the technical reviewers from Macromedia.

Joe Lowery author of *The Fireworks 4 Bible.* Joe has been a great resource, and I'm honored to call him a friend.

Linda Rathgeber author of *Playing with Fire.* Thanks for putting my technique in your new book.

Fireworks beta list participants, too numerous to name, who all gave me great insight into features and techniques.

Michael Randasso and the staff of the New School for Social Research Computer Instruction Center.

David Lerner of Tekserve who helped me do something I swore I would never do—change computers in the middle of an important project. Without his great shop, I would have never been able to get the book finished.

Susan Gladding of Xsense. She helped get my XRouter Pro back up in service to keep my cable modem connection to the Web.

Pixel my cat who thinks chapter 13 is all about her. And won't let me change the title to "Working with Bitmaps."

Colophon

This book was created using Macromedia Fireworks 4, Adobe Illustrator, Macromedia FreeHand, and Adobe Photoshop 6 for illustrations; QuarkXPress 4 for layout; and Ambrosia SW Snapz Pro for screen shots.
The computers used were a 450 MHz Power Macintosh G4, a PowerBook G3.

Fireworks 4 for Windows ran on Virtual PC 3 from Connectix. (No Intel inside.)
The fonts used were Minion and Futura from Adobe and two specialty fonts created using Macromedia Fontographer.
A single cable modem Web connection was shared between computers using the miraculous Xsense XRouter Pro.

此为试读，需要完整PDF请访问：www.ertongbook.com

TABLE OF CONTENTS

Introduction 1
Using This Book 2
Cross-Platform Issues 3
Fireworks Workflow: How to Use This Book 4
Continuing Your Fireworks Education 7
Easter Egg 8

Chapter 1: **Fireworks Basics** 9
System Requirements 10
Installing and Launching Fireworks 12
Onscreen Panels 13
Working with Panels 19
Window Elements 22
Using the Text Editor 23
Using the Windows Tool bars 23
Using the Interface Elements 24
Using the Precision Cursors 25
Tools panel and Keyboard Shortcuts 26
Customizing Keyboard Shortcuts 27

Chapter 2: **Document Setup** 31
Opening Documents 32
Altering Documents 34
Working with Rulers 37
Using Ruler Guides 38
Using the Document Grid 40
Magnification 41
Using the Display Options 43
Using the Hand Tool 44
Controlling Actions 45
Saving Your Work 46

Chapter 3: **Colors** 47
Setting the Color Modes 48
Using the Swatches Panel 52
Using the Default Colors 56
Sampling Colors 57
Using the Info Panel 58

Chapter 4: **Path Tools** 59
Creating Basic Shapes 60
Working with the Pen Tool 64
Setting the Pen and Points Display 68
Using the Brush Tool 69
Using the Pencil Tool 70
Modifying Paths 73
Modifying Paths and Points 73

Chapter 5: Selecting Paths 75
Selecting Entire Objects 76
Selecting Points 78
Selecting Objects Behind Objects 79
Controlling Selections 80
Working with Groups 82

Chapter 6: Working with Objects 85
Moving Objects 86
Duplicating Objects 86
Transforming Objects 88
Controlling Transformations 94
Reshaping Objects 95
Combining Vector Objects 99
Using the Alter Path Commands 100
Aligning Objects 102
Arranging Objects 103
Working with Layers 104

Chapter 7: Fills 107
Creating Basic Fills 108
Creating a Web Dither Fill 109
Creating Gradient Fills 110
Working with Patterns 114
Using Textures 116
Modifying Fill Edges 117

Chapter 8: Strokes 119
Setting Stroke Attributes 120
Saving Stroke Settings 122
Using the Pencil 122
Creating Pressure Effects 123
Editing Strokes 125
Modifying Stroke Positions 129

Chapter 9: Effects 131
Applying Effects 132
Applying Bevel Effects 133
Applying Shadow Effects 135
Applying Emboss Effects 136
Applying Glow Effects 137
Applying Blur Effects 138
Applying Sharpening Effects 139
Applying the Find Edges Effect 141
Using the Convert to Alpha Effect 141
Applying the Adjust Color Effects 142
Using the Eye Candy Filters 146
Working with the Effect Panel 150

Chapter 10: Text 153
Typing Text 154
Setting the Text Attributes 155
Working with Text Blocks 160
Working with Text on a Path 162
Font Management 164

Chapter 11: Masks and Interactions 165
Applying Transparency 166
Creating Masks 167
Bitmap or Grayscale Masks 170
Masking Chart 173
Editing and Manipulating Masks 174
Applying and Discarding Masks 177
Using the Blending modes 178

Chapter 12: Automation Features 181
Paste Attributes 182
Using Styles 183
Working with Find and Replace 187
Regular Expressions 189
Using the Project Log 193
Scripting Commands 194
Batch Processing Changes 197

Chapter 13: Working with Pixels. 201
Switching to the Bitmap Mode 202
Importing Bitmap Images 203
Manipulating Bitmap Images 204
Selecting Pixels 205
Working with Selections 211
Saving and Restoring Selections 213
Using the Pixel Tools 215
Setting Bitmap Preferences 219
Applying Xtras 220

Chapter 14: Importing 221
Working with Scanned Artwork 222
Working with Photoshop Files 223
Importing Vector Objects 225
Importing EPS Files 228
Importing GIF Animations 229
Importing Text 230

Chapter 15: Optimizing 231
Following the Optimizing Steps 232
Onscreen Preview 233
Optimizing GIF Files 235
Adjusting the Color Table 237
Revealing Images 239
Optimizing JPEG Files 240
Creating Selective JPEG 242
Choosing GIF or JPEG 244
Setting Transparency 245
Creating WBMP Images 247
Other Formats 247
Working with Optimization Settings 248
Optimizing in the Export Preview 249
Optimizing in Dreamweaver 250
Integrating with Flash 252

Chapter 16: Animations 255
Working with Frames 256
Creating Frame-by-Frame Animations 258
Importing onto Frames 260
Creating Graphic Symbols 261
Tweening Instances 263
Creating Animation Symbols 265
Working with Symbols 268
Modifying Animations 270
Previewing Animations 273
Frame Controls 274
Optimizing Animations 278

Chapter 17: Hotspots and Links 279
Creating Hotspots 280
Modifying Hotspots 282
Assigning Hotspot Attributes 283
Managing Links 285

Chapter 18: Slices 289
Using Ruler Guides to Slice 290
Creating Slice Objects 291
Viewing Slice Objects and Guides 293
Setting the Slice Options 294
Optimizing Slices 296

Chapter 19: Behaviors 299
Understanding the Rollover states 300
Creating a Button Symbol 301
Using the Link Wizard 303
Working with Button Symbols 305
Creating a Nav Bar 308
Sharing Symbols 310
Creating a Disjointed Rollover 313
Working with the Behaviors Panel 317
Creating Pop-up Menus 319
Setting Other Behaviors 323

Chapter 20: Exporting 325
Understanding Exporting 326
Setting the Slices Controls 327
Setting the HTML Properties 328
Setting HTML General Properties 329
Setting the HTML Table Properties 330
Setting HTML Document Properties 331
Using the Export Wizard 333
Cropping or Scaling Exported Images 334
Exporting a Dreamweaver Library 336
Exporting CSS Layers 337
Exporting to Director 338
Breaking Up Files 339
Exporting as Vector Artwork 341
Exporting as Flash SWF 342
Exporting as Photoshop Files 344
Updating HTML 346

Chapter 21: Compared to Photoshop 347
Working with Tools 348
Working with Palettes 354
Working with Layers 360
Miscellaneous Features 362

Appendix A: Keyboard Shortcuts 363
Windows Keyboard Shortcuts 364
Macintosh Keyboard Shortcuts 366

Index 369

INTRODUCTION

Welcome to learning Macromedia Fireworks 4. In a very short period of time Fireworks has become an important tool for creating all sorts of Web graphics.

What makes Fireworks so useful? Perhaps the most important reason is that it allows designers to work visually to create not just the images for Web sites but also the special code needed to assemble graphics and create interactive elements.

Another reason is that, instead of using three or more separate programs, Fireworks combines features found in image editing, Web optimizing, and vector drawing programs. So instead of requiring you to jump from one program to another, Fireworks lets you use one program from start to finish.

It has been very exciting to revise this book—my fourth time! Some features that used to be covered in a page or two have now been expanded into their own complete chapters. And yet, other features have been so simplified they can be covered in just a few pages.

此为试读，需要完整PDF请访问：www.ertongbook.com

Using This Book

If you have used any of the Visual QuickStart Guides, you will find this book very similar. Each chapter consists of numbered steps that explain how to perform a specific technique or work with a feature of the program. As you work through the steps, you gain an understanding of the technique or feature, helped along by insightful tips. The illustrations let you judge if you are following the steps correctly.

Instructions

Using a book such as this will be easier once you understand the terms I use. This is especially important because some other computer books use terms differently. So, here are the terms I use throughout the book and explanations of what they mean.

Click refers to pressing down and releasing the mouse button in the Macintosh, or the left mouse button in Windows. You must release the mouse button or else it's not a click.

Press means to hold down the mouse button or a keyboard key.

Press and drag means to hold the mouse button down and then move the mouse. In later chapters, I use the shorthand term *drag;* just remember that you have to press and hold as you drag the mouse.

Move the mouse or cursor means to move the mouse without pressing the mouse button.

Menu Commands

Like any application, Fireworks has menu commands that you choose to open dialog boxes, change artwork, and initiate certain actions. These menu commands are shown in bold type. The direction to choose a menu command is written like this: **Modify > Arrange > Bring to Front.** This means that you should first choose the Modify menu, then choose the Arrange submenu, and then the Bring to Front command.

Keyboard Shortcuts

Most of the menu commands for Fireworks have keyboard shortcuts that help you work faster. For instance, instead of choosing New from the File menu, it is faster and easier to use the keyboard shortcut.

Different software companies and authors differ as to the order in which they list the modifier keys used in keyboard shortcuts. I always list the Macintosh Command and the Windows Ctrl keys first, then the Option or Alt key, and then the Shift key. In actual practice, the order that you press those modifier keys is not important. However, it *is* very important that you always add the last key (the letter or number key) after you are holding the other keys.

Rather than cluttering up the exercises with long keyboard commands, I've listed the shortcuts in Appendix A, separated by platform.

Learning Keyboard Shortcuts

While keyboard shortcuts help you work faster, you don't have to start using them right away. In fact, most likely you'll learn more about the program by using menus. As you look for one command you may see a related feature you would like to explore.

Once you feel comfortable working with Fireworks, you can start adding keyboard shortcuts to your repertoire. My suggestion is that you look at the menu commands you use a lot. Then choose one of those shortcuts each day. For instance, if you import a lot of art from other programs, you might decide to learn the shortcut for the Import command. For the rest of that day, every time you import art use the Import shortcut. (It happens to be Cmd/Ctrl-R.) Even if you have to look at the menu to refresh your memory, use the keyboard shortcut to actually open the Import dialog box anyway. By the end of the day you will have memorized the Import shortcut. The next day you can learn a new one.

Cross-Platform Issues

One of the great strengths of Fireworks is that it is almost identical in look and function on both the Macintosh and Windows platforms. In fact, at first glance it is hard to tell which platform you are working on. However, because there are some differences between the operating systems themselves, there are some things you should keep in mind.

Modifier Keys

I always list the modifier keys with the Macintosh key first and then the Windows key second. So a direction to hold the Command/Ctrl key as you drag means that Macintosh users should hold the Command key while Windows users should hold the Ctrl key on the Windows platform. When the key is the same on both computers, such as the Shift key, only one is listed.

In most cases, the Mac's Command key (sometimes called the Apple key) corresponds to the Ctrl key on Windows. The Option key on the Macintosh usually corresponds to the Alt key on Windows. The Control key on the Macintosh has no Windows equivalent. Notice that the Control key for the Macintosh is always spelled out while the Ctrl key for Windows is not.

Platform-Specific Features

A few times in the book I have written separate exercises for the Macintosh and Windows platforms. These exercises are indicated by (Mac) and (Win).

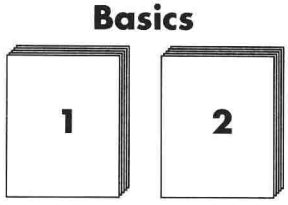
Most of the time this is because the procedures are so different that they need to be written separately. Some features exist only on one platform. Those features are labeled to reflect this.

Fireworks Workflow: How to Use this Book

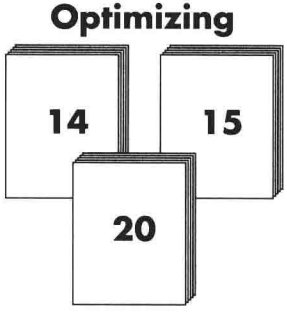
I structured this book so that you could start with an empty document and build your skills and understanding step by step. The first two chapters deal with the basics of Fireworks's onscreen elements and the document window. The next eight chapters cover the illustration and drawing tools in Fireworks. The rest go through all of the features in an orderly fashion. So, if you tend to be a little obsessive/compulsive, you should start right with Chapter 1 and march straight through the book, one chapter after another.

However, if your client is demanding that you finish the Web site tonight you may need to skip some features and jump right into specific techniques such as optimizing and exporting existing scans.

How you use this book depends on what you need to learn, how quickly you need to learn it, and what your learning style is. This workflow guides you as to how to move around and choose the chapters that most interest you—like a buffet dinner.



❶ *Chapters 1 and 2 cover the Fireworks basics—the interface and document setup.*



❷ *Chapters 14, 15, and 20 cover the steps needed to optimize graphics and put them on the Web.*

Basics ❶

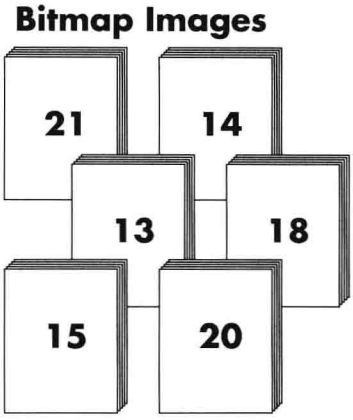
Everyone needs some basics to cover the workings of the program. So whatever your ultimate goal, you should begin with:

- Chapter 1: Fireworks Basics
- Chapter 2: Document Setup

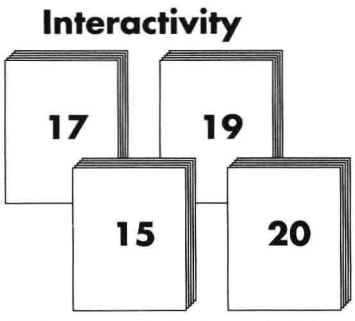
Optimizing ❷

If you're in a hurry to get scanned images up on the Web you can then skip directly to these chapters—this means you don't want to edit or add artwork to your images.

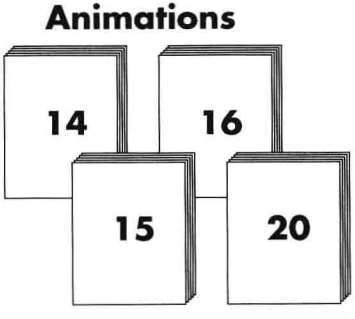
- Chapter 14: Importing
- Chapter 15: Optimizing
- Chapter 20: Exporting



❸ *Photoshop users can explore these chapters to make the transition to Fireworks.*



❹ *Chapters 17, 19, 15, and 20 show you how to add interactive elements to your graphics.*



❺ *Chapters 14, 15, 16, and 20 explain how to make Web animations.*

Bitmap Images ❸

It's very possible that you are familiar with Adobe Photoshop and Adobe ImageReady, which many people use to produce Web graphics. If you're interested in learning how you can use Fireworks as you would use these programs, you should cover:

- Chapter 21: Compared to Photoshop
- Chapter 14: Importing
- Chapter 13: Working with Pixels
- Chapter 18: Slices
- Chapter 15: Optimizing
- Chapter 20: Exporting

Interactivity ❹

People expect to click buttons to move around Web pages. Here's a quick course for you if you want to know how to augment your pages with interactive elements such as buttons and links.

- Chapter 17: Hotspots and Links
- Chapter 19: Behaviors
- Chapter 15: Optimizing
- Chapter 20: Exporting

Animations ❺

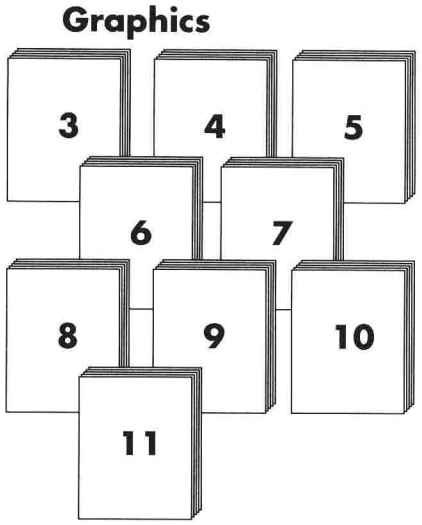
Once you've succeeded with buttons, you'll be ready to try your hand at animations:

- Chapter 14: Importing
- Chapter 16: Animations
- Chapter 15: Optimizing
- Chapter 20: Exporting

Graphics Creation ❻

Fireworks is more than just optimizing and exporting graphics for the Web. Its graphics creation tools are among the best in the business. These are the chapters that show you how to create graphics:

- Chapter 3: Colors
- Chapter 4: Path Tools
- Chapter 5: Selecting Paths
- Chapter 6: Working with Objects
- Chapter 7: Fills
- Chapter 8: Strokes
- Chapter 9: Effects
- Chapter 10: Text
- Chapter 11: Masks and Interactions

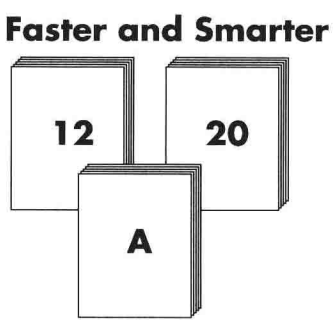


❻ *These chapters show you how to use Fireworks's extensive arsenal of drawing tools.*

Working Faster and Smarter ❼

It's not enough to know how to use Fireworks—you also want to finish your projects quickly. Here are the timesavers that let you automate your process, work more efficiently, and use Fireworks in conjunction with other Macromedia products:

- Chapter 12: Automation Features
- Chapter 20: Exporting
- Appendix A: Keyboard Shortcuts



❼ *Once you understand the program, you can learn to work faster, which is covered in chapters 12, 20, and appendix A.*

Continuing Your Fireworks Education

One of the benefits of the Visual QuickStart series is that the books are straightforward and don't weigh you down with a lot of details you don't need. However, they were never designed to be a complete reference work. So, if you need the most complete reference book on Fireworks, I recommend that you look at *The Fireworks 4 Bible* by Joseph W. Lowery. Joe's book goes far beyond the scope of this QuickStart Guide, particularly in areas such as JavaScript actions and integration with Macromedia Dreamweaver. (Since many Fireworks features are designed to work with Dreamweaver, you may also want to get Joe's other book, *The Dreamweaver 4 Bible.*)

If you'd like to explore the creative aspects of Fireworks, you may also want to look at Linda Rathgeber's *Playing with Fire.* Outside of the fact that Linda's book features a technique I developed, she has a wealth of techniques for working with the program. Also, check out her Web site Playingwithfire.com.

But however you use Fireworks, don't forget to have fun!

Sandee Cohen

(Sandee@vectorbabe.com)
January, 2001

此为试读,需要完整PDF请访问: www.ertongbook.com