

# DREAMWEAVER AND FIREWORKS: MAKING THE CONNECTION

---



**Dreamweaver MX**, a powerful and intuitive web editor, and **Fireworks MX**, a creative and versatile web graphics program, can assist a designer in developing effective and visually appealing web pages or sites. Fireworks offers several methods for placing images, HTML code and JavaScript into a web page created in Dreamweaver. Simple images created in Fireworks can be exported in .gif or .jpg format and then inserted into a Dreamweaver page. The designer can later access the Fireworks editor from within Dreamweaver to edit graphics that have already been inserted into a Dreamweaver web page. More complex images can also be inserted such as those requiring accompanying javascript (a special type of html code) such as the pop up menus seen on the AASU homepage. Integrating Dreamweaver and Fireworks is, in general, a two step process:

- ✓ First, create and optimize your files in Fireworks.
- ✓ Then, export them from Fireworks into an existing Dreamweaver web page.

## A Warm Up: Starting with the Basics

---

Let's create an image in Fireworks, export it, and insert it into a Dreamweaver web page:

1. Launch Fireworks and select **File >> New**.
2. Using the **Shape** tools in the **Vector** section of the **Tools** panel, draw a shape by dragging your mouse across the canvas area.



3. As you wish, change the fill color and effects for that shape including adding text to the shape to create a button or banner.
4. Save your creation as a .png in case you wish to return to it later to make adjustments to the shape, text, etc. Choose the file location so that you know exactly where it is saved on your computer's hard drive, floppy disk, or shared network drive and can get to it later if you need.
5. Open the Optimize panel (**Window >> Optimize**) and choose the correct format for your image (.gif for images with flat areas of color, .jpg for photos).
6. Next, export your image (in the web-friendly format you designated in the optimize panel) by selecting **File >> Export**.

7. Open a Dreamweaver document (web page) or create a new one.
8. Click within the web page document to place your cursor where you want the image to appear. The insertion point could be anywhere on the document itself or in a table cell
9. Choose **Insert >> Image**. This will open the source dialog box. Navigate to locate the graphic you created in Fireworks and click **OK**.

### **Saving Versus Exporting:**

---

In Fireworks, exporting and saving results in different outcomes. When you save (**File >> Save**), you are saving an unflattened, working version of your image in the default file format for Fireworks, **.png** (Portable Network Group). The .png file is the version of the file you can go back to when you want to make changes to your image (e.g. change font color or add an effect). The .png is not the best format to use on a web page and it is advised not to insert it into a Dreamweaver document. The optimal file formats to use in web pages (and to insert into Dreamweaver) is the .gif or .jpg format which is a “flattened” image. You will use the export commands in Fireworks (**File >> Export**) to export your file to a web-friendly format.

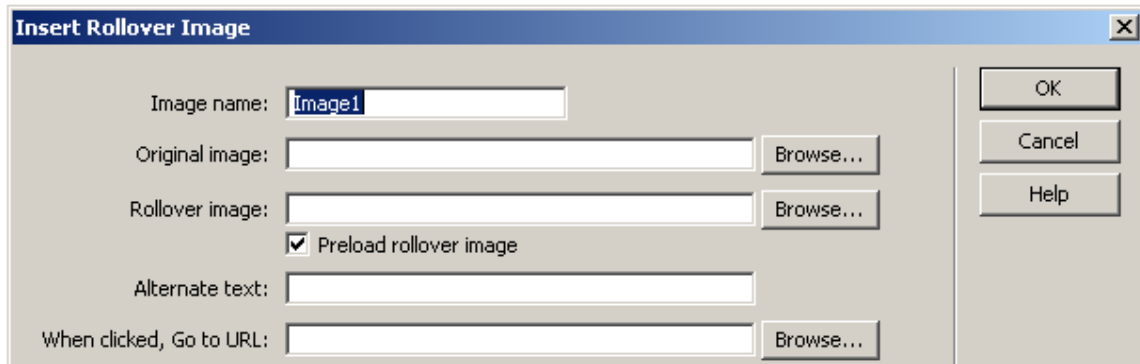
### **Creating the Images and Inserting Them as a Simple Rollover:**

---

1. In Fireworks, create a “button” image using the shape tool and the text tool. You may also apply any effects you wish on either the text or background. Save your button as **button.png** in your images or graphics folder by choosing **File >> Save**.
2. Use the optimize panel to set the image type as a .gif
3. Use the **Modify >> Canvas >> Trim Canvas** option to remove any unwanted white space.
4. Go to **File >> Export** and export your button into your images folder and name it button1.gif.
5. Return to your button.png within Fireworks and change your button by altering the text color or button background color.
6. Go to **File >> Export** and export this changed button as button2.gif into your images folder.
7. Now start Dreamweaver and open a new or existing web page. On your web page, place your cursor at the point at which you wish to insert your rollover image.
8. Insert the rollover by using one of these methods:

- ✓ From the Objects Panel -Common  click the Image icon and from the drop down menu choose Rollover Image.
- ✓ Choose **Insert >> Image Objects >> Rollover Image**.

9. The Insert Rollover Image dialog box appears.

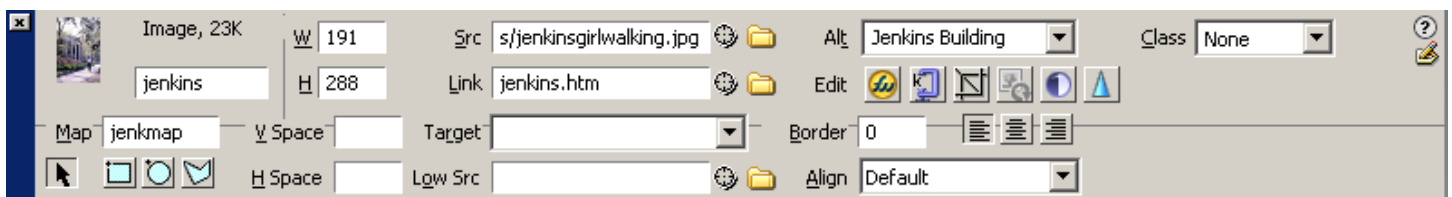


10. In the **Image name** field, type a name for the rollover image (e.g. home button).
11. In the **Original image** field, click **Browse** and select the image you wish displayed when your page loads.
12. In the **Rollover image** field, click **Browse** and select the image you wish displayed when the user's mouse passes over the original image.
13. It is recommended that you choose the option **Preload rollover image** so that the images will preload in the browser's cache, and they will load faster when the rollover is used.
14. In the **When Clicked Go to URL** field, click **Browse** and select a web page, or type a web address (e.g. <http://www.website.com>).
15. Click **OK** and **Save**. Test your rollover by choosing **File >> Preview in Browser**

### To Create a Navigation Bar as an Image Map:

---

1. In Fireworks, begin a new image with a width of 700 pixels and a height of 150 pixels. You will use this canvas to create a horizontal navigation bar image using the rectangle tool and 4 or 5 menu items using the text tool. You may also apply any effects you wish on either the text or background.
2. Save your button as navbar.png within Fireworks.
3. Go to **File >> Export** and export it as a .gif into your images folder; remember to use the optimize panel to set the image type before exporting.
4. Open a page or create a new one in Dreamweaver and insert your navbar.gif image.
5. Click on the image to select it. Click the expander arrow in the lower right corner of the **Property Inspector** to see all properties if they are not already visible.



6. In the **Map** name field, type a unique name for the image map. If you are using multiple image maps in the same document, make sure each map has a unique name.

7. Use the rectangle tool to define the menu items or the image map areas on the navigational bar.
8. Once each hotspot is created, the hotspot **Property Inspector** appears.
9. In the hotspot property inspector's **Link** field, click the folder icon to browse to the file (web page, PDF file, etc.) you wish opened when the hotspot is clicked or type the file name.
10. In the **Alt** field, type the text you want to appear as alternative text in text-only browsers. Most browsers display this as a tool tip when the user passes the mouse over the hotspot.
11. Repeat the steps above to define additional hotspots in the image map.
12. Test your image map by previewing it in your preferred browser.

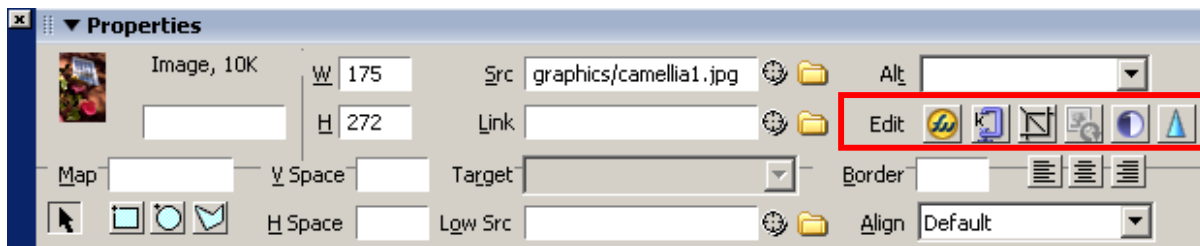
### Roundtrip Editing from Dreamweaver to Fireworks:

---

Roundtrip editing makes use of the efficient integration of Fireworks and Dreamweaver and allows you to make changes to images in Dreamweaver using Fireworks as your default image editor. The most important thing to note about using these editing options is that they will permanently alter your image file. If you make an edit and wish to undo it, you can do this by using the **Edit >> Undo** option in Dreamweaver. If you do not undo your changes, they become permanently part of the image.

✓ <b>NOTE</b>	It is always a good idea to keep a backup copy of your images archived on your hard drive in case you need to start from scratch or in case you need to use that image for another purpose.
---------------	---

1. Insert an image into Dreamweaver from your graphics folder.
2. In the **Properties Inspector**, note the editing options:



3. The first option allows you to go directly into Fireworks to edit your image as does the second option which assists you in optimizing your image in the Fireworks program. The remaining tools are image editing options available in Dreamweaver (crop, resampling, brightness/contrast, sharpen).
4. When using the Fireworks editing option, you are sent into the Fireworks program and given the option to make changes in that program as you wish. When your editing is complete, you will click **Done** to return to Dreamweaver and your web page.

### To a Create a Sliced Image and Import from Fireworks to Dreamweaver:

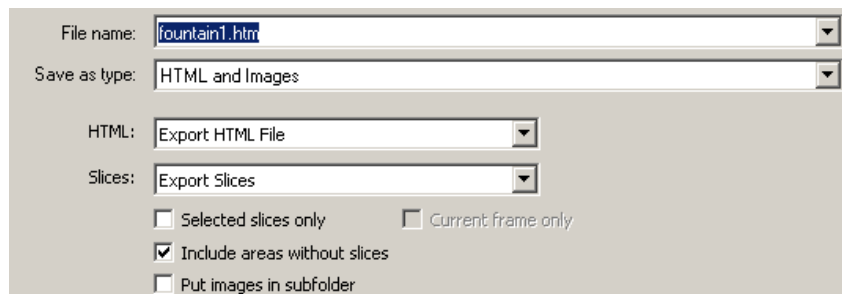
---

Using the slice option with your Fireworks image will result in the image being "sliced" into pieces upon export. The pieces are reassembled in a table once the HTML is inserted into a Dreamweaver document.

1. Open an image which you wish to slice in Fireworks.
2. Choose the **Slice** tool in the **Web** section of the toolbar.



3. Using your mouse, slice the image by drawing boxes that segment the image into pieces or slices.
4. You can resize any of your slices by choosing the arrow tool and dragging a slice by its corner. You will need to make sure that all areas of your image are “accounted for” or contained in a slice.
5. Choose **File >> Export**. Navigate to the desired folder on your hard drive, choose **HTML and Images** from the **Save as Type** field.
6. Type a filename in the **File name** (Windows) or **Save As** (Macintosh) field. Your dialog box should look similar to this:



7. Click **Save**.

You will next insert your slices into a Dreamweaver web page.

1. Open a Dreamweaver web page or create a new page. Position your cursor where you wish your sliced image to appear.
2. From the **Image** icon on the toolbar, select Fireworks HTML. Or choose **Insert >> Image Objects >> Fireworks HTML**



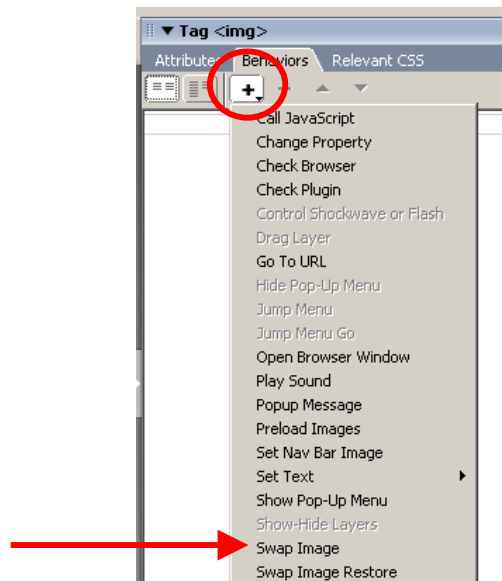
3. **Browse to locate and select the image.htm or html file, click OK.**
4. A table containing your image slices has now been inserted. Preview in browser to insure that it works properly.

### **Creating a Disjoint Rollover in Dreamweaver:**

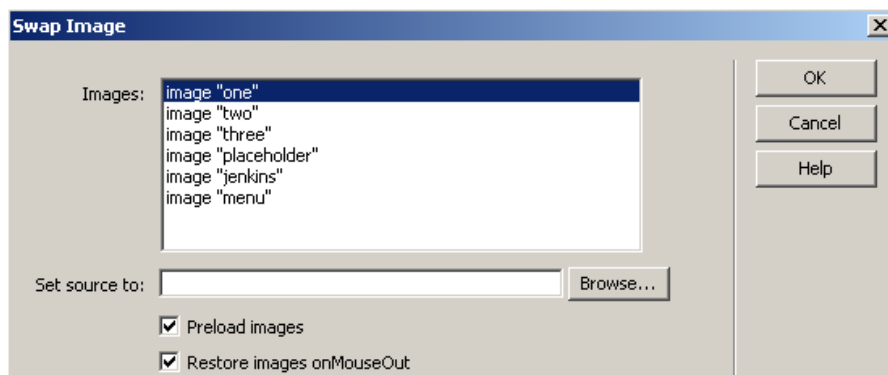
---

Often you may wish to enhance a page by creating more sophisticated user interactivity than a simple rollover. One option is to create a disjoint rollover which allows the user to mouse over a certain image (such as a button) and cause an image in another area of the page to change.

1. First, you will need to create the disjoint rollover images in Fireworks making them the same size. You will also need to create the images (e.g. buttons) you wish to cause the disjoint rollover when a user mouses over.
2. Once your images are created, open a web page or create a new one in Dreamweaver.
3. Insert the button images in the locations on your web page you desire. Give all of your button images a unique label in the **Properties Inspector** for each image (e.g button1).
4. Next, insert a placeholder image in the location on the page you wish the disjoint rollover images to appear. Name the placeholder image in the **Properties Inspector** a recognizable name (e.g. placeholder1).
5. You will use the **Behaviors** panel to attach a swap image behavior to each of your buttons and will need to select it from **Window >> Behaviors**.
6. Click on the first button to select it and then in the **Behaviors** panel click on the plus sign button. From the pop up menu choose **Swap Image**.



7. A dialog box will appear that asks you to set the target image (e.g. placeholder1) and the source image that you wish to appear when you mouse over or rollover the button.



8. From the **Images** listing, choose the placeholder image, setting it as the original image for your disjoint rollover.
9. In the **Set source to** field, browse to the image you wish to swap or rollover when you mouse over the button. Make sure that the **Preload images** and **Restore images** defaults above are checked.
10. Click **OK**.
11. Repeat these steps for all other buttons you wish to attach a swap image behavior so that your disjoint rollover will appear. Test by previewing in your preferred browser (**File >> Preview in browser**).

## **To Create a Pop Up Menu:**

---

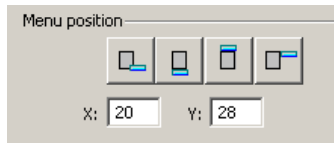
A pop-up menu is a menu that appears when you move your mouse over a hotspot on a web image. These menus require that the user 's browser preferences be set to JavaScript enabled in order for the menu to work properly. The majority of users will have this feature enabled. A pop up menu offers the user greater choice of links or pages to browse and fewer clicks to locate the information they desire, making the site more efficient and potentially easier to navigate.

1. Launch Fireworks, open your navbar.png image and create a hot spot on each menu item using the hotspot tool in the **Web** section of the toolbar.



2. In the center of each hotspot, you will see a circular shape that resembles a compass. Click on this “compass” and choose **Add Pop-up Menu**. The Pop-up Menu Editor opens.
3. Make sure that you are on the **Content** tab and double-click the text field in the first row. Type in the text you wish to appear in the menu item and press **Enter**. The text field below it is ready for you to type in another entry. Proceed until you have typed in all your menu items for that drop down section.
4. Next, you are going to enter the URL for each menu item. Double-click the **Link** field next to your first menu entry. Enter a working URL of your choice and press **Enter**.
5. Enter URLs for the remaining menu items.
6. Next, you'll modify the appearance of the pop-up menu by selecting your choice of color, font, etc.
7. Click on the **Appearance** tab and choose **HTML** as the cell type and **Vertical Menu** as the alignment.
8. Choose from the list of font family choices or type in the exact name of a custom font. Use fancy fonts carefully as not all users have these fonts installed on their computer which may result in undesired outcomes.
9. Next, choose the colors you wish to use for the menu items (text and background colors for “at rest” and when the user mouses over the menu item).

10. You may also explore the **Advanced** tab which allows you to change various cell and border properties. Here you can increase the cell width, making the pop-up menu appear wider.
11. Lastly, choose the **Position** tab and select the option for where your pop up menu will appear in relation to your overall menu on the web page.



12. When you have selected all your desired options, choose **Done**.
13. Preview your pop up menu changes in your browser by going to **File >> Preview in browser**.
14. You can edit your pop up menu at any time by clicking on the compass shape in the middle of the hotspot and choosing **Edit Pop Up Menu** or by clicking on the menu outline.
15. Repeat this process for all other hotspots in your overall menu.
16. Save your menu as a .png file and call it menu.png in case you wish to go back and edit the menu or menu items.
17. Next, you will need to export your menu as **HTML and Images** and save into your images or graphics folder. Select **File >> Export**. Your dialog box should look similar to this:



The final steps of this process are to insert your menu into a Dreamweaver web page.

1. Open a Dreamweaver web page or create a new page. Position your cursor where you wish your popup menu to appear.
2. From the **Image** icon on the toolbar, select **Fireworks HTML**. Or choose **Insert >> Image Objects >> Fireworks HTML**



3. Browse to locate and select the menu.htm or html file, click **OK**.
4. Your menu has now been inserted and you can preview in your browser to insure that it works properly.