

Creating Buttons

Fireworks has some powerful tools for creating pieces of your web page, in particular the ability to create an entire menu of buttons is especially useful. With these tools a button can be designed, a roll over effect added, duplicated as needed, text changed, aligned, and finally exported into Dreamweaver. Once in Dreamweaver all that is left to do is adding the links. In this tutorial we will learn the basics of making a navigation menu like the one below:



This menu is made up of seven buttons all having a rollover effect. Fireworks created the buttons, the html to line them up, and the JavaScript to give them a rollover effect. This whole package can then be inserted right into a page in Dreamweaver.

1. **File >> New** to get a blank canvas to work with. Make the dimensions a little larger than the final navigation bar. In this case the buttons are going on a site that is 770 pixels wide and the buttons are going to be 20 pixels in height. So make the canvas at least 800 by 200. Set the canvas color to background color of the web page, in this case white.
2. For this navigation bar the "button wizard" will be used. A button will be designed as a library symbol and then dragged out onto the canvas. So go to **Edit >> Insert >> New Button**. A mini canvas will open with a cross-hair in the middle. This canvas is special, it is really in the library and has special properties.
3. If library items are going to be used it is a good idea to open up the library item panel so we can see what is going on in there. Go to **Windows >> Library** the Library Panel should show up on the right/bottom.
4. Time to design the button. On the left is the "Tool" toolbar. This button is going to be a simple rectangle with text on top. So select the rectangle tool in the "vector" section. Notice the little black triangle at the bottom corner of the tool. If you click and hold other options will pop out.

Click and drag out a rectangle on the button canvas. Don't worry yet about the size or color.

5. Once the rectangle is drawn all of its properties can be edited using the "Properties Toolbar" that runs along the bottom. Select the rectangle by clicking on it, blue handles indicate it is selected. First pick a fill color. Next to the paint bucket icon is the color pallet button. click it and the color pallet will show. A color can be selected from this pallet or you can type in a hexadecimal color code. In this case type in 9999cc, which is a shade of blue.
6. The button needs to be sized. Select the button and in the properties bar there is a width and a height control on the left. Desired dimensions can be entered here. For this menu seven buttons are needed within 770 pixels so each button needs to be 110 pixels wide and 20 pixels high. Enter the values and hit enter. The button should resize.
7. Add the text by **selection the text tool**. The letter "A" in the "TOOL" tool bar. Click where you want the text. Don't worry if it is not in the exact position, it will be aligned later. Also don't drag out a text box. Just click and start typing the label. The text box will expand to fit.
8. The longest label is "Disclosure" type that one first, then use the property bar to set the properties of the text to make sure it fits and the appearance is appropriate. This text is Ariel, size 16, and white.
9. Let Fireworks line these up with each other. First get both objects selected by using the black pointer to drag around both. With both selected go to **Modify >> Align >> Center Vertical**. Also do **Center Horizontal**. This ensures the text is lined up right on top of the button. If it doesn't look right select the text alone and use the arrow keys on the keyboard to adjust it a little at a time.
10. If a roll over effect is wanted click the over tab at the upper right of the window. A blank canvas will come up. This is what the button will look like when the mouse rolls over it. Most likely it will look almost identical to the up state with a minor change, maybe the color of the text. Instead of recreating the entire button just hit the **Copy Up Graphic** button.
11. Now the Over state has the original design. Select the text and change the color to black.
12. Select the text object and use the properties bar to change the color to black. Click back and forth between the up and over tabs to see how it will look. Click the **Done** button.
13. The Button canvas will go away and the main canvas now looks completely different. Red lines are now dividing up the space and the button appears to have a green film over it. This button on the canvas

- is really a instance or copy of the original in the library. Any editing of this button now needs to be done through the library.
14. This button can be moved into place by clicking and dragging it.
 15. For the next button just drag another instance of the button from the library to the canvas.
 16. Once on the canvas, select it and use the Properties Bar to change the text.
 17. Now repeat this process for each of the buttons that are needed for this site
7 total are needed:
Disclosure
Calendar
Contacts
Homework
Students
Parents
Home
 18. Once all the buttons are on the canvas arrange them the way you would like them to appear on the web page.
 19. The goal is to have as few red lines as possible. If extra red lines are showing or if some are thicker than other it means the buttons are not lined up accurately. Use the keyboard arrow keys to nudge them around.
 20. Be sure to preview the Nav Bar in the Browser. **File >> Preview in Browser**. This is the best way to make sure it is working.
 21. The canvas was originally created with extra room, so if everything looks good trim off the extra. **Modify >> Canvas >> Trim Canvas**. This will cut the canvas to fit the menu exactly.
 22. Make sure that an original is saved. **File >> Save**. Fireworks will save it as a png. This is the master file. This is the one to come back to if more buttons are need or something about the design needs to be changed. Next it needs to be exported into a format that can be used on an HTML document and inserted easily onto a page in Dreamweaver.
 23. Use **File >> Export Preview** to start the process. The export preview window is used to determine what type of file Fireworks creates. To use on an HTML document the images must be either gifs or jpgs. Most buttons will look the best and be the fastest download if made

- into gifs. Make sure gif is selected and click "Export"
24. Here is what Fireworks is going to do. It will take the image and slice it up along the borders of the buttons or along the red lines. Then it will create an image file for each button, then it creates an html document that contains a table that puts all the buttons back into place as well as containing the JavaScript that creates the rollover effect. All these files need to be named something like "navbar" and then saved into the root folder for the site. A sub folder of the image folder would be a good place to export these files to.
 25. Now this Nav Bar needs to be inserted into a document in Dreamweaver, most likely the Template or an HTML document that will become the template. In this sample site this nav bar will replace the horizontal text menu under the top banner. Delete the menu out of the cell. This new menu will be inserted into the existing cell.
 26. Click inside the cell that is going to hold this nav bar. Then select the firework html button on the common toolbar across the top, or use **Insert >> Interactive Image >> Fireworks HTML**, Navigate to the folder that all the files were exported to.
 27. Once within this folder all the files should be visible. Select the HTML file. It will be the one with the different Icon and the .html extension. By inserting this file it will bring all the images with it.
 28. **Click OK.** Dreamweaver may take a minute to complete the insertion, be patient.
 29. Once it is finished preview it in the browser to ensure that it appears as intended. All that is left to do is link the buttons up to their respective pages and the nav bar will be finished.