

Fireworks

MX

INSTRUCTIONAL TECHNOLOGY

Pensacola Junior College

Fireworks

MX

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Fireworks MX

What is Fireworks MX?

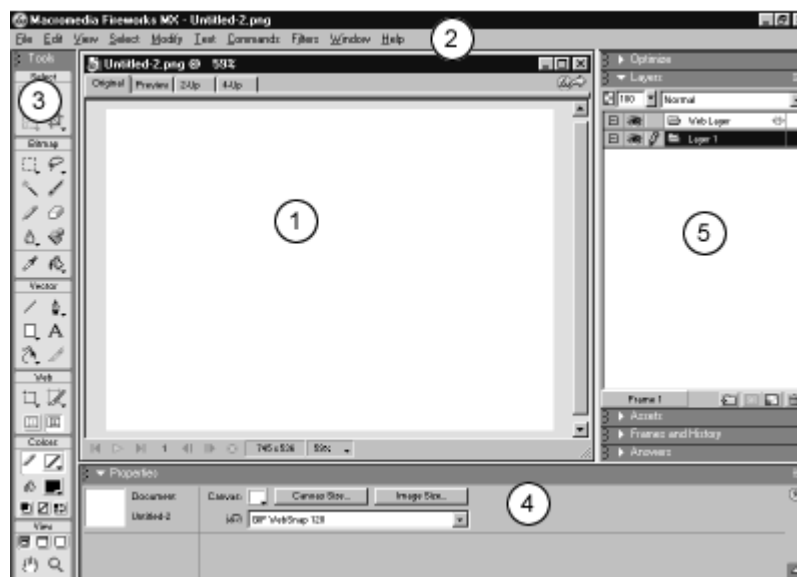
Macromedia's Fireworks is a graphics application geared specifically toward creating graphics for the Web.

Why Use Fireworks MX?

Fireworks is dedicated specifically for creating and manipulating graphics to be placed on the Web. This application offers the most streamlined environment for getting sophisticated, professional results. It allows you to create vector graphics, edit bitmap graphics, optimize images, and assign complex interactivity to graphics. An added advantage of Fireworks is that it also allows you to create entire web pages by generating HTML code.

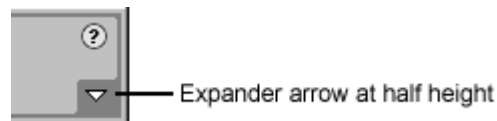
Fireworks Work Environment

When you open a document in Fireworks MX for the first time, the work environment is activated, including the Tools panel, Property inspector, menus, and other panels. The Tools panel, on the left side 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.



1. In the center of the screen is the document window. In the center of the document window is the canvas. This is where the Fireworks document and any graphics you create are displayed.
2. At the top of the screen is a menu bar. Most Fireworks commands are accessible from the menu bar.
3. On the left side of the screen is the Tools panel. If it isn't visible, choose Window/Tools. The Tools panel houses all your drawing tools, which affect the function of the mouse. Depending on the tool you select, you can draw, reshape, reposition, resize, rotate, crop, or enter text. The triangle in the bottom right-hand corner of some tool icons allows you to access additional tools not visible in the toolbar.
4. At the bottom of the screen is the Property inspector. If the Property inspector isn't visible, choose Window/Properties. The Property inspector displays properties for a selected object or tool. You can change these properties. If no objects or tools are selected, the Property inspector displays document properties.

The Property inspector displays either two or four rows of properties. If the Property inspector is at half height, that is, displaying only two rows, you can click the expander arrow in the lower right corner to see all properties.



5. On the right side of the screen are a variety of panels, such as the Layers panel and Optimize panel. You can open these and other panels from the Window menu.

Move your pointer over the various interface elements. If you hold the pointer over an item on the interface long enough, a tooltip appears. Tooltips identify tools, menus, buttons, and other interface features throughout Fireworks. Tooltips disappear when you move the pointer away from the interface elements they identify.

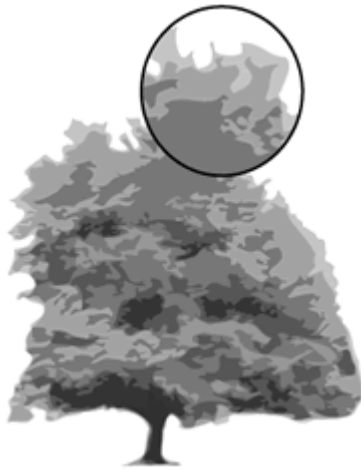
Graphic Types

With Fireworks, you can create and edit two kinds of graphics: vector objects and bitmap images. In the Fireworks Tools panel, you will find distinct sections containing vector and bitmap drawing and editing tools. The tool you choose determines whether the object you create is a vector or bitmap object.

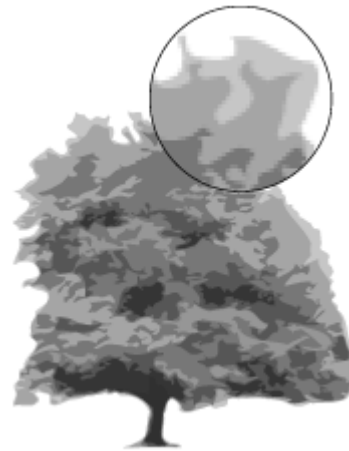
Vector Objects

A vector object is a mathematical description of a geometric form. Vector paths are defined by points. Because vector objects are defined mathematically, they can be resized and transformed without causing them to lose any of their original sharpness. Vector paths do not show a degradation

in quality when you zoom in on them or scale them larger or smaller. The tree in the illustration below left is a collection of vector objects. Notice how smooth the tree's edges appear even when you zoom in.



Vector Image



Bitmap Image

Bitmap Images

In contrast, a bitmap image is made up of a grid of colored pixels. Pixels are small colored squares that, when combined together in a specific pattern, make up the images you see in photographs or illustrations. If you zoom in closer on a bitmap image you will begin to see the individual pixels that comprise it. Because bitmap graphics are defined by a group of pixels, you can edit the individual pixels within them. The tree in the illustration above right is a bitmap image. Notice how the tree's edges appear fuzzy when you zoom in. Images with complex color variations, such as photographs, are most often bitmap images.

Fireworks can work with both vector and bitmap information within the same file.

Working with Vector Objects

Vector objects are shapes that are defined mathematically by points that are plotted along a path. A vector object has two main parts, a stroke and a fill. The stroke is the line that outlines the object's shape, or its path. The fill is the space inside the path. Fireworks has many tools for drawing and editing vector objects using a variety of techniques. With the basic shape tools, you can quickly draw

straight lines, circles and ellipses, squares and rectangles, stars, and any equilateral polygon with 3 to 360 sides. You can also draw freeform vector paths with the Vector Path and Pen tools.

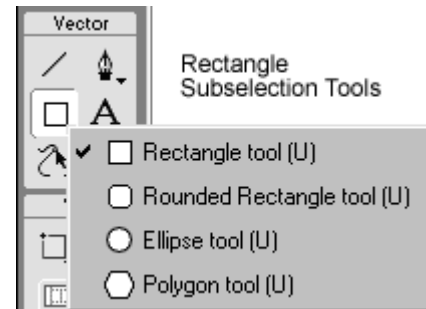
After you have drawn vector objects, Fireworks offers several methods for editing them. You can change an object's shape by moving, adding, or deleting points. You can use point handles to change the shape of adjacent path segments. Freeform tools let you alter the shape of objects by editing paths directly.

Drawing Rectangles, Lines, and Ellipses

You can use the Line, Rectangle, or Ellipse tool to quickly draw basic shapes.

Drawing a line, rectangle, or ellipse

1. Choose the Line, Rectangle, or Ellipse tool.
2. Set the stroke and fill attributes in the Property inspector.
3. Drag on the canvas to draw the shape.



For the Rectangle or Ellipse tool, Shift-drag to constrain shapes to squares or circles.

Drawing from a specific center point

To draw a line, rectangle, or ellipse from a specific center point, position the pointer at the intended center point and hold down the Alt key while dragging the drawing tool.

Constraining shapes and drawing from the center point:

Position the pointer at the intended center point and hold down both the Shift and Alt keys while dragging the drawing tool.

Resizing

To resize a selected line, rectangle, or ellipse, do one of the following:

- Enter new width (W) or height (H) values in the Property inspector or the Info panel.
- Choose the Scale tool in the Select section of the Tools panel and drag a corner transform handle. This resizes the object proportionally.
- Go to Modify/Transform /Scale and drag a corner transform handle.

Commands on the Modify menu give you more options for editing objects, including combining objects to create a single object, creating an object from the intersection of several objects, and

expanding the stroke of an object. You can also import graphics and manipulate them using these commands.

Working with Bitmaps

Bitmaps are graphics composed of small colored squares called pixels, which combine like the tiles of a mosaic to create an image. Examples of bitmap graphics include photographs, scanned images, and graphics created from paint programs. They are sometimes referred to as raster images.

Fireworks MX combines the functionality of photo-editing, vector-drawing, and painting applications. You can create bitmap images by drawing and painting with bitmap tools, by converting vector objects to bitmap images, or by opening or importing images.

The Bitmap section of the Tools panel contains bitmap selection and editing tools. To edit the pixels of a bitmap in your document, you can choose a tool from the Bitmap section.



Creating Bitmap Objects

You can create bitmap graphics by using the bitmap drawing and painting tools or by converting a vector image into a bitmap object. Another way to create a bitmap object is to import a bitmap image into your current document and edit it.

When you create a new bitmap object, it is added to the current layer.

Create a new bitmap object

1. Choose the Brush or Pencil tool from the Bitmap section of the Tools panel.
2. Use the Properties inspector to modify the color, width, styles, and texture of the pencil or paintbrush tools.
3. Paint or draw with the Brush or Pencil tool to create bitmap objects on the canvas.

Convert vector objects to a bitmap image

To convert selected vector objects to a bitmap image, do one of the following:

- Choose Modify/Flatten Selection.
- Choose Flatten Selection from the Layers panel Options menu.

A vector-to-bitmap conversion is irreversible, except when Edit/Undo or undoing actions in the History panel is still an option. Bitmap images cannot be converted to vector objects.

Importing bitmap images

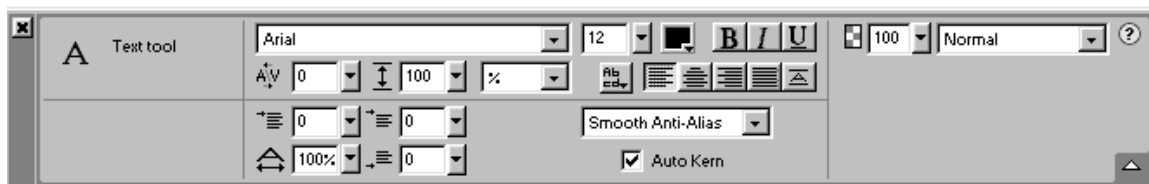
1. Create a new file
2. Go to File/Import, find the image file you wish to bring into your document, and click Open
3. The cursor will change to a sideways L when moved over the document. Position the cursor in the top left hand corner of the document and click to add the imported image.
4. Click on the Pointer tool and position the image in the document.

Using Text

Fireworks MX has many text features typically reserved for sophisticated desktop publishing applications. You can create text in a variety of fonts and sizes and adjust kerning, spacing, color, leading, baseline shift, and more. Combining Fireworks text-editing features with the wide range of strokes, fills, effects, and styles makes text a lively element of your graphic designs. You can also use the Fireworks spell-checker to correct misspellings.

You can enter, format, and edit text in your graphics using the Text tool and the options in the Property inspector.

Text Properties Inspector



Creating Text Blocks

All text in a Fireworks document appears inside a blue rectangle with handles called a text block.

Entering text

1. Choose the Text tool.
2. Choose color, font, size, spacing, and other text characteristics.
3. Do one of the following:

- Click in your document where you want the text block to begin. This creates an auto-sizing text block.
 - Drag to draw a text block. This creates a fixed-width text block.
4. Type your text. To enter a paragraph break, press Enter.
 5. If desired, highlight text within the text block after you type it and reformat it.
 6. When you are finished entering text, do one of the following:
 - Click outside the text block.
 - Choose another tool in the Tools panel.
 - Press Esc.

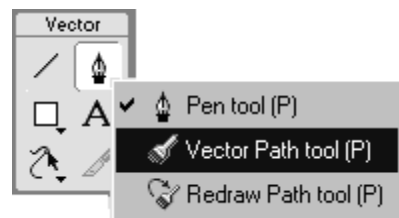
Attaching Text to a Path

To free text from the restrictions of rectangular text blocks, you can draw a path and attach text to it. The text flows along the shape of the path and remains editable.

A path to which you attach text temporarily loses its stroke, fill, and effect attributes. Any stroke, fill, and effect attributes you apply subsequently are applied to the text, not the path. If you then detach the text from the path, the path regains its stroke, fill, and effect attributes.

Drawing a path

1. Choose the Vector Path tool, located in the Pen tool pop-up menu.
2. Drag to draw. To constrain the path to a horizontal or vertical line, hold down Shift while dragging. Release the mouse button to end the path.



Placing text on a path

1. Shift-select a text block and a path.
2. Choose Text/Attach to Path.

Text Attached to a Path

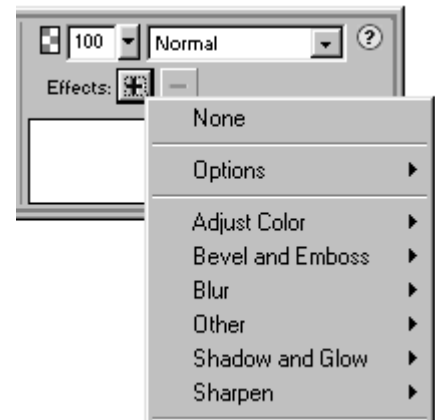
Detaching text from a selected path:

Choose Text/Detach from Path.

Using Live Effects

Fireworks MX Live Effects are enhancements that you can apply to vector objects, bitmap images, and text. Live Effects include bevels and embossing, drop shadows and glows, color correction, and blurring and sharpening. You can apply Live Effects to selected objects directly from the Property inspector.

Live Effects automatically update when you edit objects that have them applied. After you apply a Live Effect, you can change its options anytime, or rearrange the order of effects to experiment with a combined effect. You can turn Live Effects on and off or delete them in the Property inspector. When you remove an effect, the object or image returns to its previous appearance.



You can customize each Live Effect to get the look you want. When you choose Bevel, Blur, Emboss, Glow, Shadow, or Sharpen, a pop-up window opens in which you can adjust the effect settings. When you choose color correction effects, dialog boxes open containing controls to adjust color characteristics such as auto levels, brightness and contrast, hue and saturation, color inversion, curves, and color fill. When you choose a blur or sharpen effect, it is applied directly to the object.

Applying Live Effects

1. Click the Add Effects button in the Property inspector, then choose an effect from the Effects pop-up menu.
2. If a pop-up window or dialog box opens, enter the settings for the effect and then do one of the following:
 - If the Live Effect has a dialog box, click OK.
 - If the Live Effect has a pop-up window, press Enter or click anywhere in the workspace.
3. Repeat steps 1 and 2 to apply more Live Effects.

Note: The order in which Live Effects are applied affects the overall effect. You can drag Live Effects to rearrange their stacking order.

Enabling or disabling individual effects

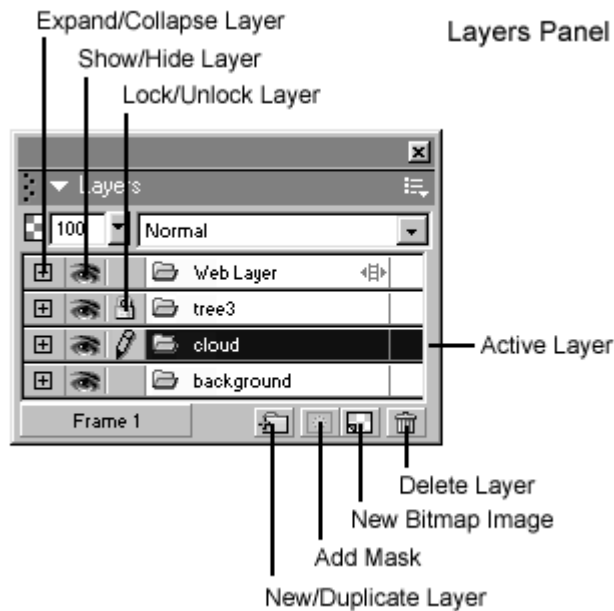
Click the check box next to the individual effect in the Effects list in the Property inspector.

Enabling or disabling all effects applied to an object

Click the Add Effects button in the Property inspector, then choose Options/All On or Options/All Off from the pop-up menu.

Layers

Layers divide a Fireworks document into discrete planes, as though the components of the illustration were drawn on separate tracing paper overlays. A document can be made up of many layers, and each layer can contain many objects. In Fireworks, the Layers panel lists layers and the objects contained in each layer. Fireworks layers are similar to layer sets in Photoshop 6. Photoshop layers are similar to individual Fireworks objects. You can expand a layer to view a list of all the objects on it. The objects are displayed in thumbnails.



The Layers panel displays the current state of all layers in the current frame of a document. To view other frames, you can use the Frames panel or choose an option from the Frame pop-up menu at the bottom of the Layers panel.

When you click a layer or an object on a layer, that layer becomes the active layer and is highlighted in the Layers panel. Any objects you draw, paste, or import will reside on the active layer.

Adding and Removing Layers

Using the Layers panel, you can add new layers, delete unwanted layers, and duplicate existing layers and objects.

When you create a new layer, a blank layer is inserted above the currently selected layer. The new layer becomes the active layer and is highlighted in the Layers panel. When you delete a layer, the layer above it becomes the active layer.

Creating a duplicate layer adds a new layer that contains the same objects as the currently selected one. Duplicated objects retain the opacity and blending mode of the objects from which they were copied. Changes can be made to the duplicated objects without affecting the originals.

Adding a layer

To add a layer, do one of the following:

- Click the New/Duplicate Layer button with no layer selected.
- Choose Edit/Insert/Layer.
- Choose New Layer from the Layers panel Options menu, and click OK.

Deleting a layer

To delete a layer, do one of the following:

- Drag the layer to the trash can icon in the Layers panel.
- Select the layer and click the trash can icon in the Layers panel.

Duplicating layers

To duplicate a layer, do one of the following:

- Drag a layer to the New/Duplicate Layer button.
- Select a layer and choose Duplicate Layer from the Layers panel Options menu. Then choose the number of duplicate layers to insert and where to place them in the stacking order:

At the Top places the new layer or layers at the top of the Layers panel. The Web Layer is always the top layer, so choosing At the Top places the duplicate layer below the Web Layer.

Before Current Layer places the new layer or layers above the selected layer.

After Current Layer places the new layer or layers below the selected layer.

At the Bottom places the new layer or layers at the bottom of the Layers panel.

Viewing Layers

The Layers panel displays objects and layers in a hierarchical structure. If a document contains many objects and layers, the Layers panel can become cluttered and difficult to navigate. Collapsing the display of layers helps eliminate clutter. When you need to view or select specific objects within a layer, you can expand that layer. To expand or collapse a layer, click the Plus (+) or Minus (-) button to the left of the layer name in the Layers panel.



Organizing Layers

You can organize layers and objects in a document by naming them and rearranging them in the Layers panel. Objects can be moved within a layer or between layers.

Moving layers and objects in the Layers panel changes the order in which objects appear on the canvas. Objects at the top of a layer appear above other objects in that layer on the canvas. Objects on the topmost layer appear in front of objects on lower layers.

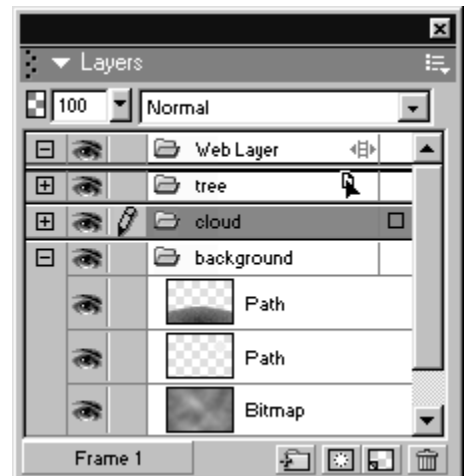
Naming layers

To name a layer or an object:

1. Double-click a layer or object in the Layers panel.
2. Type a new name for the layer or object and press Enter.

Moving layers

To move a layer or an object, drag the layer or object to the desired location in the Layers panel.



Locking a Layer

Click the square in the column immediately to the left of the layer name. A padlock icon indicates that the layer is locked. To unlock, click the padlock icon.

Showing or hiding a layer



To show or hide a layer or objects on a layer, click the square in the middle column to the left of a layer or object name. The eye icon indicates that a layer is visible.

Merging Objects

If you work with bitmap objects, you may find that the Layers panel easily becomes cluttered. You can merge objects together in the Layers panel, if the bottommost selected object is immediately above a bitmap object. Objects and bitmaps to be merged do not have to be adjacent in the Layers panel or reside on the same layer.

Merging down causes all selected vector objects and bitmap objects to be flattened into the bitmap object that lies just beneath the bottommost selected object. The result is a single bitmap object. Vector objects and bitmap objects cannot be edited separately once merged, and editability for vector objects is lost.

To merge objects:

1. Select the object or objects on the Layers panel that you want to merge with a bitmap object. Shift-click to select more than one object.
2. Do one of the following:
 - Choose Merge Down from the Layers panel Options menu.
 - Choose Modify/Merge Down.
 - Choose Merge Down from the context menu that appears when you right-click the selected objects on the canvas.

The selected object or objects merge with the bitmap object. The result is a single bitmap object.

The Web Layer

The Web Layer is a special layer that appears as the top layer in each document. The Web Layer contains web objects, such as slices and hotspots, used for assigning interactivity to exported Fireworks documents.

Optimizing and Exporting Graphics for the Web

The ultimate goal in web graphic design is to create great-looking images that download as fast as possible. To do that, you must select a file format with the best compression for your image while maintaining as much quality as possible. This balancing act is *optimization*—finding the right mix of color, compression, and quality.

There are three major graphic formats for web files. Two of these formats, GIF and JPEG are in common use today. The third format, PNG is not currently supported by many browsers, and so is not recommended.

Exporting graphics from Fireworks is a two-step process:

- First, you prepare a document or individual sliced graphics for export by choosing optimization settings and comparing previews to determine an acceptable balance between quality and file size.
- Then, you export the document or individual sliced graphics using export settings suitable for their destination on the web or elsewhere.

If you are new to optimizing and exporting web graphics, you can use the Export Wizard. The wizard guides you through the export process and suggests settings. It also displays the Export Preview, where you can optimize a document as part of the export process.

Using the Export Wizard

The Export Wizard takes you step by step through the optimization and export process. Answer questions about the file destination and intended use, and the Export Wizard suggests file type and optimization settings.

To export a document using the Export Wizard:

1. Choose File/Export Wizard.
2. Answer any questions that appear and click Continue in each panel. Fireworks makes recommendations about file formats.
3. Click Exit.

Using Export Preview

The Export Preview displays recommended optimization and export options for the current document. The preview area of the Export Preview displays the document or graphic exactly as it will be exported and estimates file size and download time with the current export settings.

You can use split views to compare various settings to find the smallest file size that maintains an acceptable level of quality. You can also constrain the file size using the Optimize to Size wizard.

To export using Export preview:

1. Choose File/Export Preview to open the Export Preview.
2. Use the Zoom button at the bottom of the dialog box to zoom in or out in the preview. Click this button to magnify the preview.
3. Do one of the following to pan the preview area:
 - Click the Pointer button at the bottom of the dialog box and drag in the preview.
 - Hold down the Spacebar when the Zoom pointer is active and drag in the preview.
4. Click a split-view button to divide the preview area into two or four previews to compare optimization settings.

Each preview window can display a preview of the graphic with different export settings.

5. Click the Optimize to Size Wizard button to optimize a graphic based on a target file size. Enter a file size in kilobytes and click OK.

The Optimize to Size Wizard attempts to match the requested file size using these methods:

- Adjusting JPEG quality
 - Modifying JPEG smoothing
 - Altering the number of colors in 8-bit images
 - Changing dither settings in 8-bit images
 - Enabling or disabling optimization settings
6. Click Export when you have finished changing optimization settings.
 7. In the Export dialog box, type a name for the file, choose a destination, set any other options if desired, and click Save.

Workshop Activities

Drawing in Fireworks

1. Create a new document 500x500
2. Add a rectangle
 - a. Fill
 - i. Change the fill
 - ii. Modify the fill
 - b. Stroke
 - i. Change the stroke
 - ii. Modify the stroke
3. Add Live Effects
4. Text practice
 - a. Type name
 - b. Click on pointer tool
 - c. Add drop shadow
 - d. Add a glow
 - e. Change spelling
 - f. Delete an effect
 - g. Attach text to a path
 - i. Shift-select a text block and a path.
 - ii. Choose Text/Attach to Path.
 - iii. To Detach: Choose Text/Detach from Path.
5. Combining Paths
 - a. Create an ellipse, like a flower petal shape...narrow
 - b. Choose a light yellow
 - c. Copy 4 times...should have 5 petals all together
 - i. Modify/Transform/ numeric transformation/rotate
 1. 72, 144, 216, 288
 - d. Multiple-Select each petal
 - e. Modify/Combine paths/Union
 - f. Change fill from solid to radial with orange as the second color
 - g. Adjust radial slider
 - h. Add a third color
 - i. Add center circle
 - j. Add stem..ellipse tool
 - i. Modify with reshape area tool
6. Adding Live effects
 - a. Group
 - b. Drop shadow
 - c. Skew and distort to see how effect changes with graphic
 - d. Move individual vector points using sub-select tool

Creating a Rollover

1. New Document 200x100
2. Type Name
 - a. add a Glow
3. Expand Frames panel
 - a. Duplicate frame 1
 - b. Insert after current frame
4. Select Frame 2
 - a. Change glow's offset and color
5. Click Frame 1
 - a. Select text
6. Edit/Insert/Slice
 - a. Adjust slice to fill entire document
7. Use Drag-and-drop to connect frames
 - a. Place cursor on drag-and-drop handle and move towards the left until blue curvy line appears
 - b. A Swap Image box will appear. Choose to swap image from Frame 2.
 - c. Click OK
8. Preview
9. Save File As
10. File/Export
 - a. Create a folder to put it in.
 - b. Name it
 - c. HTML and Images
 - d. Export HTML File
 - e. Export Slices
 - f. Include areas without slices
 - g. OK
 - h. Look at folder contents

Creating a Graphic with Animation

1. New Document
 - a. 300x200
2. Create sun
 - a. Ellipse tool
 - b. Hold Shift key down for perfect circle
 - b. Change color to yellow
 - c. Add a Glow effect and choose light yellow
3. Create land
 - a. Ellipse tool (to make a slight hill)

- b. Change to green
 - c. Change Fill category from solid to linear (gradient)
 - i. Use a black to green gradient
 - ii. Pointer Tool..click on land and move gradient handles so black is toward bottom
 - d. Select land and change texture to Chiffon. Move corresponding slider to 50%
4. Add Sky Background
 - a. File/Import background.jpg
 - b. Change layer order to bottom
 - c. Set transparency to 50%
 5. Create clouds
 - a. Create new layer
 - b. Ellipse tool
 - c. Change from ellipse linear fill to solid fill
 - d. Change color to gray
 - e. Change texture slider to 0%
 - f. Create several overlapping shapes
 - g. Change to pointer tool and select all by holding the shift key and clicking on each
 - h. Modify/Combine Paths/Union to create one cloud from several shapes
 - i. For Fill – change from solid to satin
 - j. Click on Fill color chip Choose a light gray to dark gray gradient
 - k. Choose a Texture (I chose swirls) and then move handle around to get best texture effect.
 - l. Add a Drop Shadow Effect
 7. Add tree
 - a. Create new layer, call it tree, and move it above the clouds layer
 - b. File/Import tree3.ai
 - c. Vector File Options box change scale to 45, then click OK
 - d. Position tree to cover cloud
 - e. With tree selected go to Modify/Ungroup
 - f. Select tree leaves (The top 6 sublayers mostly named Composite)
 - g. Effects/Bevel and Emboss/Inner Bevel
 - h. Choose Smooth and move slider to 14
 - i. Select tree trunk
 - j. Effects/Bevel and Emboss/Inner Bevel/Flat/10
 8. Animation Effects
 - a. Hide the main tree layer (click on eye icon to the left)
 - b. Select the cloud
 - c. Modify/Symbol/Convert to Symbol
 - d. Name it Cloud/Type: Graphic/Click OK
 - e. Make tree layer visible again
 - f. Expand the Frames Panel (Go to Windows/Frames if not visible)

- g. From the pull down menu select Duplicate Frame
 - h. Number: 1/After Current Frame/OK
 - i. Click on Frame 2 and delete the cloud
 - j. Pull down menu/Duplicate Frame/Number:4/After Current Frame
 - k. Select frame 1 and select cloud (Since it's behind the tree, click on the Cloud layer to select it)
 - l. Edit/Clone (to duplicate it)
 - m. Drag the duplicated symbol over sun
 - n. Select both clouds sublayers
 - o. Modify/Symbols/Tween Instances
 - p. Steps: 4/check Distribute to Frames/OK
 - q. Compare all six frames by clicking on them one at a time. The cloud should move closer toward the sun with each frame
 - r. Click Preview tab
 - s. Click Go arrow to preview animation
9. Optimizing Animations for the Web
- a. File/Export Preview
 - b. Select Animated GIFs as the format
 - c. Choose WebSnap Adaptive for Palette, 0 for Loss, and 256 for colors
 - d. Click on Animation tab
 - e. Hold Shift key down and click on each frame to select them all
 - f. Enter 50 under the stopwatch icon so that each frame appears for half (50/100) a second
 - g. Click on the Play Once (→) button
 - h. Click Export, name the file, and click Save

Resources

Fireworks MX 30-day Trial Version

<http://www.macromedia.com/software/>

Fireworks Tutorials

<http://www.macromedia.com/software/fireworks/productinfo/tutorials/>