

## Creating a Button

Using button symbols, you can create a reusable button template. Buttons created from the symbol will have a similar look and feel.


1. Select **Edit > Insert > New Button**.
2. In the *Button Editor* window, draw an object using a shape tool.
3. Add text to the button and choose **Done**.

To add a button state:

1. In the *Button Editor* window, select the state tab you want to add.
2. Choose the **Copy Up Graphic** button.
3. Customize the appearance and choose **Done**.


## Creating an Image Map

You can divide an image into several links by using an image map to place individual hotspots on the image.

1. Select a **hotspot** tool  from the *Web* section of the **Tools** panel.
2. Draw a hotspot around the image area you want to include
3. Using the **Property Inspector**, *Link* text box, assign a URL and alternate text.

## Creating Slices

Use slices to separate a large graphic into segments. When viewed in a browser, the slices are reassembled.



1. Select the **slice** tool  from the *Web* section of the **Tools** panel.
2. Draw a selection rectangle over the area where you want the slice.
3. Using the **Property Inspector**, set the name, link and alternate text for each slice.



*Note: Slices should not overlap each other.*



## Creating a Simple Rollover

You can add a rollover behavior, using an existing graphic.

1. Select and copy the graphic
2. Create a **new frame**  in the **Frames** panel and paste the copied graphic.
3. Change the appearance of the copied graphic.
4. In the original frame, create a slice from the graphic. (**Edit > Insert > Slice**)
5. Click the **Behavior** handle  and choose **Add Simple Rollover Behavior** from the pop-up menu.


## Creating Disjointed Rollovers

A disjointed rollover places additional or visual information elsewhere on a web page when a *target* area is touched with a user's mouse.

1. Select a slice for the *rollover* behavior.
2. Create a **new frame**  in the **Frames** panel and place the *target* graphic.
3. In the original frame, create a slice for the *target* graphic. (**Edit > Insert > Slice**)
4. Link the trigger slice, to the target slice by dragging the Behavior handle. 

## Creating a Pop-up Menu

The Pop-up Menu Editor is where you choose the basic structure and content of the pop-up menu. It contains four tabs to guide you through the process.

1. Identify an area on the navigation bar where the pop-up menu will appear.
2. Use one of the **hotspot** tools  to draw a target area.
3. Select **Modify > Pop-up Menu > Add Pop-up Menu**.

## Optimizing a Graphics

Optimizing maximizes image quality while reducing file size. Graphics can be optimized as GIF or JPEG.

1. Open the **Optimize** panel. (**Window > Optimize**)
2. View the graphic as 2-Up or 4-Up.
3. On the **Optimize** panel, select the file format and settings.
4. Choose **Save**.

## Exporting with HTML

Fireworks generates the JavaScript necessary to view pop-up menus and other interactive elements in web browsers.

1. Navigate to the desired site folder on your hard drive.
2. Select *HTML and Images* from the Save as Type pop-up menu.
3. Choose **OK** to return to the Export dialog box.
4. Select *Export HTML* file from the HTML pop-up menu.
5. If your document contains slices, choose *Export Slices* from the Slices pop-up menu.
6. Choose **Save**.



*Note: After export, you'll see the files Fireworks exported on your hard drive. Images and an HTML file are generated in the location you specified in the Export dialog box.*

## Placing Fireworks HTML into Dreamweaver

1. In your Dreamweaver document, *click* where you would like the web element to be placed.
2. Select **Insert > Image Objects > Fireworks HTML**.
3. Choose **Browse** to find the HTML file.
4. Choose **OK**.

