Fireworks panels

Floating and docked panels

Panels provide easy access to controls that help you edit selected objects or elements of a document in Adobe Fireworks CS5. You can use panels to work on frames, layers, symbols, color swatches, and more. Each panel can be dragged, so you can group panels together in custom arrangements. By default, the panels are docked to the right side of the workspace. You can undock panel groups, add panels to a group, undock individual panels, rearrange the order of docked panel groups, and collapse and close panel groups. To undock a panel, drag the panel gripper in the upper left corner of the panel's title bar. Many of the panels are tabbed, with two or more panels combined.

Tools panel

The Tools panel (**Figure 1**) is organized into clearly labeled sections for easy tool selection. If the Tools panel is not visible, you can display it by selecting Window > Tools. To select a tool, just click it or use the shortcut key shown in parentheses. If a tool has a small black triangle in the bottom right corner, it is part of a group of tools; move the pointer to the tool, and then click and hold down the mouse button to access the pop-up tool group.

Selection, movement, and transformation tools:

Pointer tool (black arrow): Click an object to select it. Drag a selected object to move it.

Scale tool: Enlarge or reduce an object, rotate, flip, distort, or skew objects or groups.

Subselection tool (white arrow): Select and move points of an object or edit paths between adjacent points.

Crop tool: Remove the part of an image outside a selected rectangular region.

Drawing and writing tools:

Line tool: Draw straight lines.

Rectangle tool: Draw rectangles. Click and hold the small arrow at the bottom right to select a different shape to draw.

Freeform tool: Draw freeform shapes.

Pen tool: Click to place points; the Pen tool connects successive points with straight lines. Drag a point to form a curve.

Text tool: Type text.

Knife tool: Cut a path in two or more paths.

Interactive objects tools:

Rectangle Hotspot tool: Draw a special area on top of an image that can be clicked to link to a new web page.

Hide Slices And Hotspots: Hide all slices and hotspots drawn on an image.

Slice tool: Draw slice areas on an image to enable user interaction with the image on a web page.

Show Slices And Hotspots: Show all slices and hotspots drawn on an image.

View tools:

Three top icons: *Standard Screen mode*, *Full Screen With Menus mode*, or *Full Screen mode*.

Hand tool: Move the visible portion of an image without using the document scroll bars.

Zoom tool (magnifying glass): Zoom in or out for a closer or farther view of an image.

Image modification tools:

Marquee tool: Select a rectangular region of pixels. Press and hold the small arrow at the bottom right to select a different shape for your selection tool.

Magic Wand tool: Select pixels of a similar color.

Pencil tool: Draw a bitmap line with a 1-pixel stroke.

Blur tool: Blur the focus of parts of an image.

Lasso tool: Similar to Marquee tool, but lets you freeform-select an area of pixels.

Brush tool: Select from a variety of brush strokes, such as spray paint, calligraphy, crayon, and air brush.

Eraser tool: Erase parts of an image.

Rubber Stamp tool: Duplicate an area of an image.

Color tools:

Eyedropper tool: Sample a color from existing pixels. You can sample a 1-pixel, 3-by-3, or 5-by-5 pixel area. The sampled color appears in all Stroke Color or Fill Color boxes throughout Fireworks.

Paint Bucket tool: Change the color of selected pixels.

Stroke Color box: Set the color of the outline of an object.

Fill Color box: Set the color of the region inside an object.

Three bottom icons:

Set Default Stroke/Fill Colors: Automatically set colors for stroke and fill; defaults are black for stroke and white for fill.
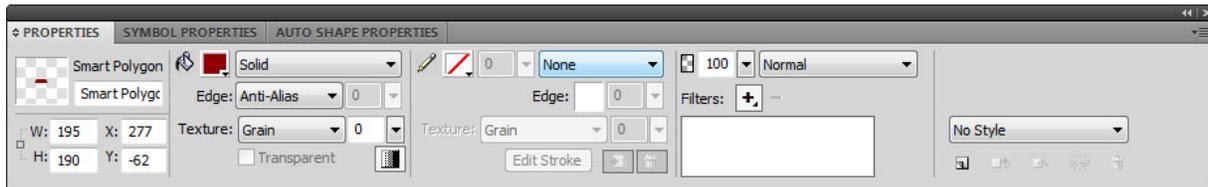
No Stroke Or Fill: A white box with a red line means there is no color (completely transparent). You cannot modify a stroke or fill with no color.

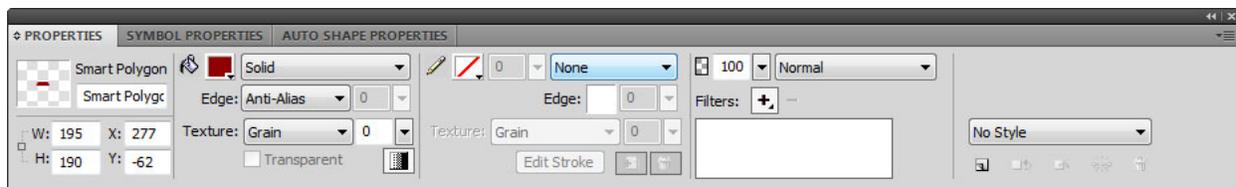*Switch Stroke/Fill Colors:* Swap the stroke and fill colors.

Figure 1 Tools panel

Property inspector

The Property inspector displays options that change according to the current object or tool selection. Open a document, and the Property inspector displays document properties. Select a tool, and it displays tool options. Select a vector object, and it displays options such as stroke and fill. You can change these and other options right from the Property inspector. By default, the Property inspector is visible, but you can hide or show it by selecting Window > Properties. The following examples show the properties for a text object (**Figure 2**) and a rectangle shape (**Figure 3**). The options vary depending on the type of object or tool you have selected.

Figure 2 Text Property inspector

Figure 3 Rectangle shape Property inspector

The first area on the left side of the Property inspector provides information about the selected object. You can also use this area to size or position the object on the canvas.

Fill area: Change the fill color of a shape by clicking the color box in the second area of the Property inspector. You can select the fill type for a shape, such as solid, patterned, or dithered, from the menu beside the color box. This menu also provides various gradient effects. Other options include changing the type and amount of texture.

Stroke area: Change the stroke category or color of a shape in the third area of the Property inspector. Change the tip size (thickness of the stroke) by typing a number in the text box beside the color box or by clicking the down arrow and then setting the slider. Select the stroke category, such as pencil, felt tip, or crayon, from the last menu on the right of the stroke area. Other options include changing the edge softness, the type and amount of texture, and the degree of corner roundness.

Filters area: Add effects to objects by clicking the Add Live Filters button (the plus sign) in the last area on the right of the Property inspector. You can add filters to either the inside or the border of objects. Filters include glows, shadows, bevels, and color adjustments. Delete existing filters by selecting the filter and clicking the Delete Current Selected Live Filter button (the minus sign). After you select a filter from the menu, you can vary the opacity and blend mode.