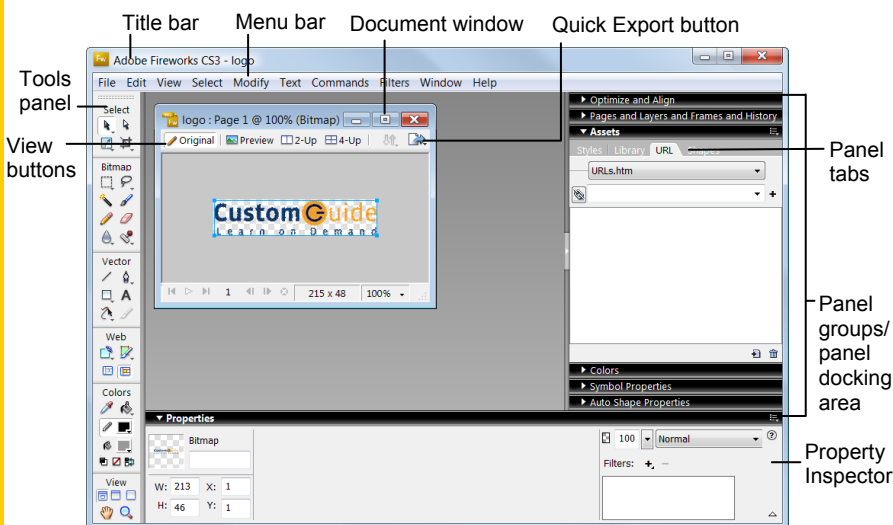


Fireworks CS3 Workspace



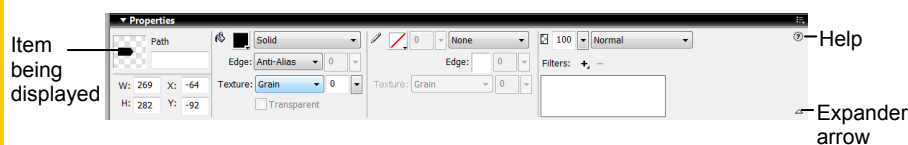
Tools Panel

- Pointer:** Select an entire object or pixel area
 - Select Behind:** Selects objects behind other objects
 - Scale:** Transform the object using these tools
 - Skew** **Distort**
 - Marquee:** Select a rectangular pixel area
 - Oval Marquee:** Select an ovalar pixel area
 - Magic Wand:** Select a pixel area of similar coloring
 - Pencil:** Draw a freeform shape
 - Blur:** Smooth edges
 - Sharpen:** Focus edges
 - Dodge:** Lighten pixels
 - Burn:** Darken pixels
 - Smudge:** Smear pixels
 - Eyedropper:** Click the eyedropper cursor on the color you want to use
 - Line:** Draw a line
 - Rectangle:** Draw a rectangle or any of the shapes in this tool group
 - Rounded Rectangle**
 - Ellipse** **Polygon**
 - Freeform:** Bend or reshape vector paths
 - Reshape Area:** Distort or pull a vector path with the reshape area pointer
 - Path Scrubber-additive or subtractive:** Increase or decrease stroke size
 - Rectangle Hotspot:** Draw hotspot shapes with this tool group
 - Circle** **Polygon**
 - Hand:** Click and drag to move around in the document
 - Subselection:** Select points or objects within a group
 - Crop:** Remove parts of an image
 - Export Area:** Select an area of the image, and then export the selected area as its own file
 - Lasso:** Select a freeform or polygon pixel area
 - Polygon Lasso**
 - Brush:** Paint a freeform shape
 - Eraser:** Remove or color over pixels
 - Rubber Stamper:** Duplicate areas of a bitmap image
 - Paint Bucket:** Change the color of selected pixels or selected object
 - Gradient:** Fill pixel area, vector, or text with gradient of colors
 - Pen:** Place and connect points on the canvas to create an object
 - Vector Path:** Draw freeform vector shapes
 - Redraw Path:** Extend a path using the same characteristics
 - Text:** Insert text in the document
 - Knife:** Slice a path into two or more paths
 - Slice:** Draw a rectangular or polygonal slice area
 - Polygon Slice**
 - Zoom:** View the document close-up or far away
- Tip:** The Tools are arranged by category: Select, Bitmap, Vector, Web, Colors, and View. Fireworks knows the mode in which you want to work by the tool chosen.

Keyboard shortcuts

Import	<Ctrl> + <R>	Show All	<Ctrl> + <Shift> + <L>
Export	<Ctrl> + <Shift> + <R>	Rulers	<Ctrl> + <Alt> + <R>
Export Preview	<Ctrl> + <Shift> + <X>	Show Grid	<Ctrl> + <Alt> + <G>
Duplicate	<Ctrl> + <Alt> + <D>	Snap to Grid	<Ctrl> + <Alt> + <Shift> + <G>
Clone	<Ctrl> + <Shift> + <D>	Hotspot	<Ctrl> + <Shift> + <U>
Paste Inside	<Ctrl> + <Shift> + <V>	Slice	<Alt> + <Shift> + <U>
Paste Attributes	<Ctrl> + <Alt> + <Shift> + <V>	Group	<Ctrl> + <G>
Zoom In	<Ctrl> + <=>	Ungroup	<Ctrl> + <Shift> + <G>
Zoom Out	<Ctrl> + <->	Hide/Show Panels	<F4>
Fit Selection	<Ctrl> + <Alt> + <O>	Preview in Primary Browser	<F12>
Fit All	<Ctrl> + <O>	Preview in Secondary Browser	<Ctrl> + <F12>
Full Display	<Ctrl> + <K>		
Hide Selection	<Ctrl> + <L>		

Property Inspector



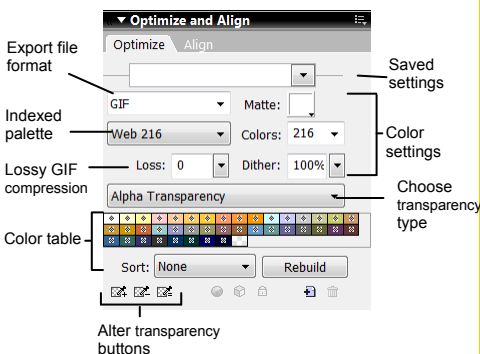
The **Property Inspector** displays detailed information about items in the Fireworks workspace.

- Select a vector object to view detailed information: ex. stroke or fill color, size, effects, texture,
- Open a document to view its properties: ex: file name and type, canvas size and color
- Select a tool to view the options available when using the tool: ex. color, style, size
- To expand or contract the bottom half of the inspector:** Click the **Expander** arrow in the Property Inspector.

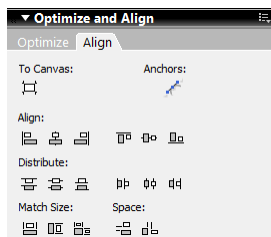
Panels and Panel Groups

- **To View a Panel:** Select **Window** from the menu bar and select the panel you want to view. Or, click the title of the panel group, or click the expander arrow in panel group title bar.
- **To View More Options:** Click the panel's **Options** menu.
- **To Move, Dock, or Undock a Panel or Panel Group:** Click the left side of the panel title bar and drag to a new location or docking area.

Optimize and Align

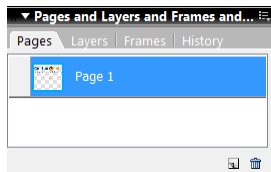


Optimize: Optimize the image for the best-looking quality and fastest download time.

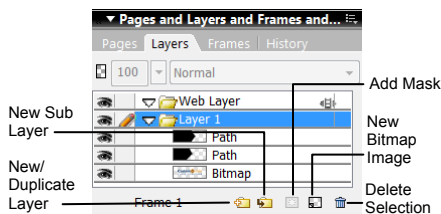


Align: Align images horizontally or vertically.

Pages and Layers...

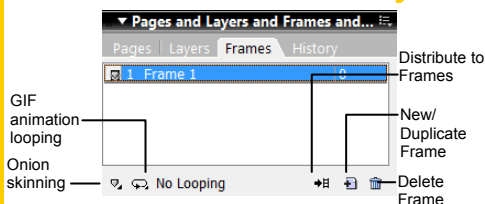


Pages: View and add pages to your file. Create all pages before you start, or add them as needed.

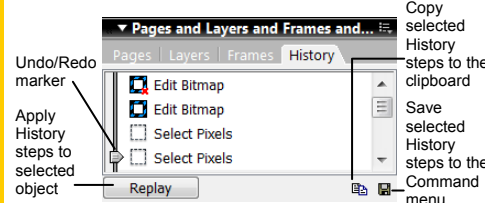


Layers: Add, delete, or edit layers, or insert objects in layers. Use layers to stack and organize objects.

...and Frames and History

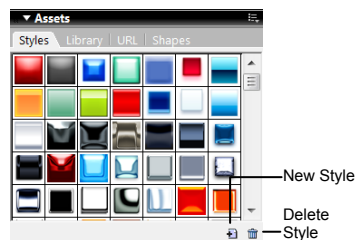


Frames: Create frames for use in animations or behaviors, such as a button rollover. Use with the Behaviors panel.

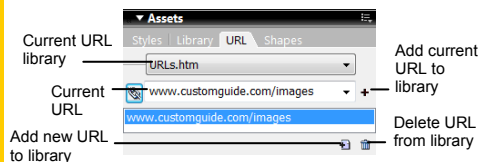


History: Move the slider to undo or redo previous actions, or copy or save selected steps for future use.

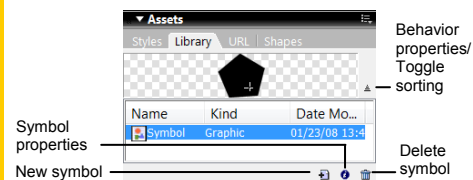
Assets



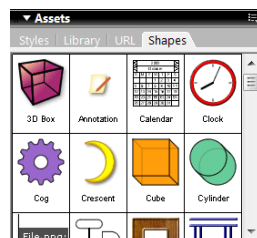
Styles: Apply a predefined style to a selected object or text.



URL: Add URLs and save them in designated libraries so that you can reuse the URL easily.

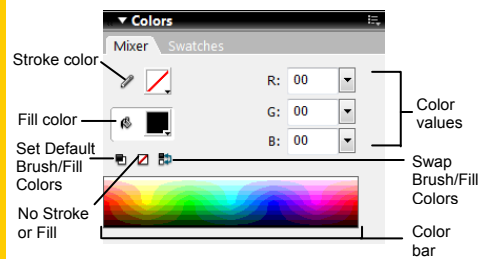


Library: Create symbols that you will use repeatedly in the document and add them to the library.

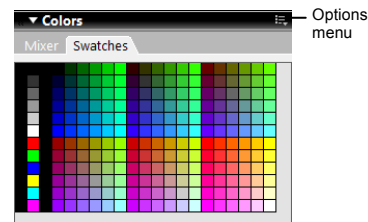


Shapes: Drag Auto Shapes to the canvas.

Colors

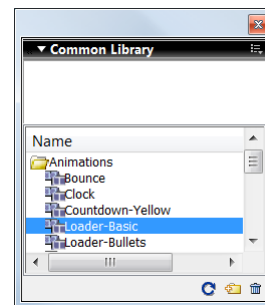


Mixer: Manage the colors used in the document; create a new color or choose to use a different color model in your document.



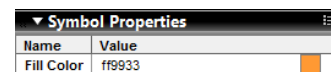
Swatches: Create a new swatch to create your own color scheme, or modify an existing swatch.

Symbol Properties

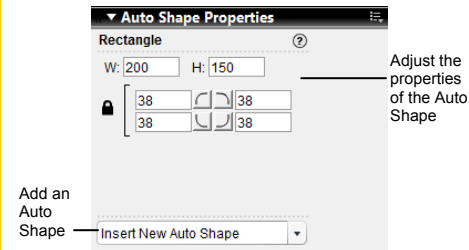


Select **Window > Common Library** from the menu to display the Common Library of graphic symbols. Click and drag symbols from the Common Library to the canvas.

Then use the Symbol Properties panel to edit symbol attributes.



Auto Shape Properties



Insert new Auto Shapes, then select them and edit Auto Shape properties. The properties change depending on the type of Auto Shape you've selected.