

Creating button symbols

Created by Ali Abdallah

- You can create a button from scratch, convert an existing object into a button, or import already-created buttons.
- A button is a special type of symbol. You can drag instances of it from the symbol library into your document. This allows you to change the graphical appearance of a single button and automatically update the appearance of all button instances in a nav bar.
- You can edit the text, URL, and target for one button instance without affecting other instances of the same button, and without breaking the symbol-instance relationship.
- A button instance is encapsulated. Dragging the button instance in the document moves all the components and states associated with it.

A button can have up to four different states. Each state represents the button's appearance in response to a mouse event:

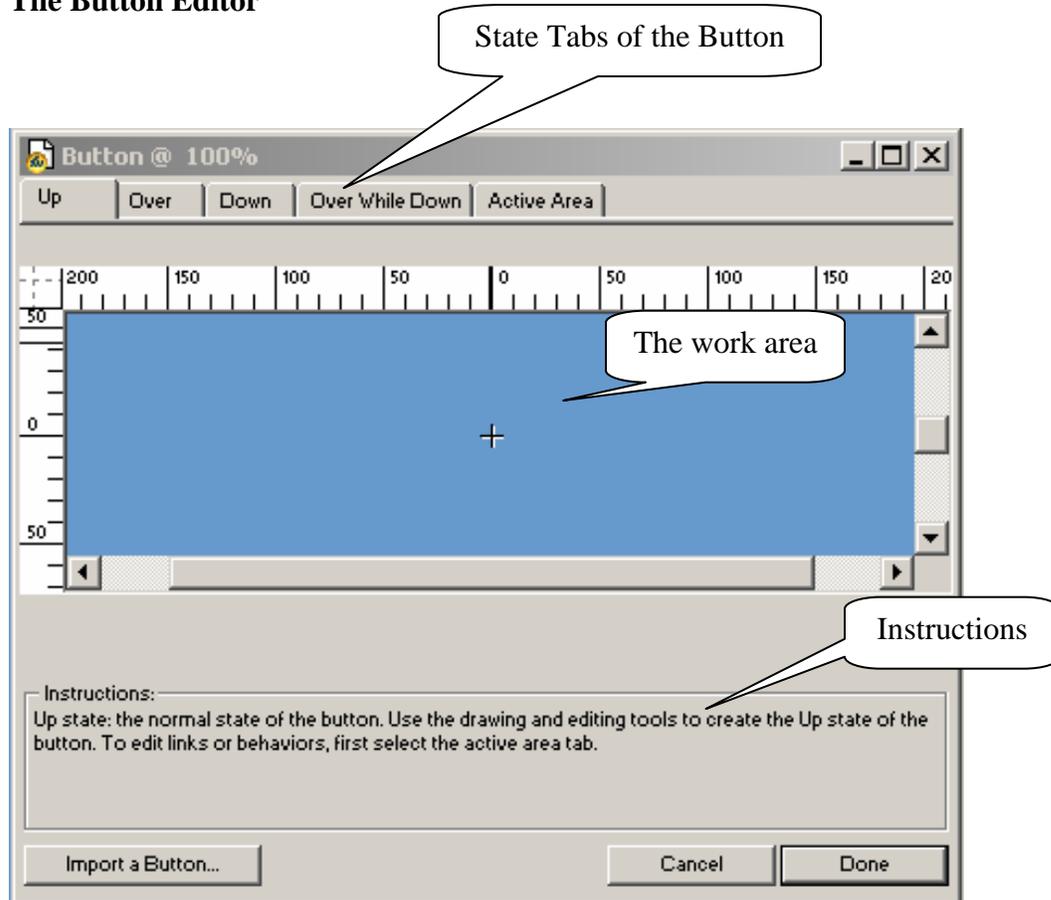
The Up state is the default or at-rest appearance of the button.

The Over state is the way the button appears when the pointer is moved over it. This state alerts the user that clicking the mouse is likely to result in an action.

The Down state is often a depressed image of the button, representing the button after it is clicked. This button state typically represents the current web page on multibutton navigation bars.

The Over While Down state is the appearance when the user moves the pointer over a button in the Down state. This button state typically shows that the pointer is over the button for the current web page on multibutton navigation bars.

The Button Editor



To create an Up state:

1. Choose Edit > Insert > New Button to open the Button Editor.

The **Button Editor** opens to the Up state tab.

Note: In Fireworks 4 choose Insert in the menu bar.

2. Import or create the Up state graphic:
 - Drag and drop or import the graphic that will appear as the button's Up state into the work area of the Button Editor.
 - Use the drawing tools to create a graphic or use the Text tool to create a button from text.
 - Click Import a Button and select a ready-made editable button from the Button Import library. If you choose this option, you won't have to worry about creating the remaining states for your button. Each of the button's states will be automatically filled with the appropriate graphics and text.
3. If desired, choose the Text tool and create text for the button.

To create an Over state:

1. With the Button Editor open, click the Over tab.
2. Do one of the following to create the button's Over state:
 - Click Copy Up Graphic to paste a copy of the Up state button into the Over window, and then edit it to change its appearance.
 - Drag and drop, import, or draw a graphic.

To create a Down state:

1. With a two-state button open in the Button Editor, click the Down tab.
2. Do one of the following to create the button's Down state:
 - Click Copy Over Graphic to paste a copy of the Over state button into the Down window, and then edit it to change its appearance.
 - Drag and drop, import, or draw a graphic.

Note: When you insert or create a graphic for the Down state, the Include Nav Bar Down State option is automatically chosen. This button state is for buttons that are part of navigation bars.

To create an Over While Down state:

1. With a three-state button open in the Button Editor, click the Over While Down tab.
2. Do one of the following to create the button's Over While Down state:
 - Click Copy Down Graphic to paste a copy of the Down state graphic into the Over While Down window, and then edit it to change its appearance.
 - Drag and drop, import, or draw a graphic.

Inserting buttons into a document

To place instances of a button symbol in a document:

1. Open the Library panel.
2. Drag the button symbol into the document.

To place additional instances of a button symbol in a document, do one of the following:

- Select an instance, and then choose Edit > Clone to place another instance directly in front of the selected instance. The new instance becomes the selected object.

Tip: Cloning button instances is convenient when creating an aligned nav bar, because you can move the clones one direction with the arrow keys while maintaining alignment with the other position coordinate.

- Drag another button instance from the Library panel to the document.

- Alt-drag (Windows) or Option-drag (Macintosh) an instance on the canvas to create another button instance.
- Copy an instance and then paste additional instances.

Button symbols are a special kind of symbol. They have two kinds of properties: some properties that change in all instances when you edit an instance or the symbol, and other properties that affect only the current instance.

Editing symbol-level properties

Button symbols are edited in the Button Editor. The properties that change in an instance when you edit its button symbol are those that would typically be common among a series of buttons used in a nav bar or throughout a web site:

- Modifications to graphical appearance such as stroke color and type, fill color and type, path shape, and images
- Live Effects, opacity, or blend mode applied to individual objects within the button symbol
- Size and position of the active area
- Core button behavior
- Optimization and export settings
- URL link (also available as an instance-level property)
- Target frame (also available as an instance-level property)

To edit button properties at the symbol level:

1. Do one of the following to open the button in the Button Editor:
 - Double-click a button instance in the workspace.
 - In the Library panel, double-click the button preview or the symbol icon beside the button symbol.
2. Make changes to the button's graphical characteristics, and click Done.

Changes are applied to all instances of the button symbol.

Modifying the active area of a button symbol

The active area of a button symbol triggers interactivity when a user moves the pointer over it or clicks it in a web browser. The active area of a button is a symbol-level property and is unique to button symbols.

When a button symbol is created, Fireworks automatically creates a special slice large enough to enclose all the states of a button. You can draw hotspot objects in the Active Area tab, but you can edit those hotspots only in the Button Editor.

Note: Web objects that define a button symbol's active area appear in the document when slices and hotspots are not hidden, but a button's web objects are not listed in the Layers panel and cannot be edited in the workspace.

To edit a slice or hotspot in a button symbol's active area:

1. Do one of the following to open the button symbol in the Button Editor:
 - Double-click a button instance in the workspace.
 - In the Library panel, double-click the button preview or the symbol icon beside the button symbol.
2. Click the Active Area tab.
3. Do one of the following:
 - Use the Pointer tool to move or reshape the slice or move a slice guide.
 - Use any of the slice or hotspot tools to draw a new active area.

To set the URL for a button symbol in the Button Editor:

1. Do one of the following to open the button in the Button Editor:
 - Double-click a button instance in the workspace.
 - In the Library panel, double-click the button preview or the symbol icon beside the button symbol.
2. Click the Active Area tab in the Button Editor.
3. Select the Active Area slice or hotspot.
4. Do one of the following:
 - Enter the URL in the Link text box in the Property inspector.
 - Choose a URL from the URL panel.

Note: Changing the URL for a button symbol won't change the URL for existing button instances of that symbol that already have unique URLs assigned to them. This also applies to changes made to a button symbol's target and alt text.

To set the URL for a selected button instance in the workspace, do one of the following:

- Enter the URL in the Link text box in the Property inspector.
- Choose a URL from the URL panel.

To set the target for a button instance in the workspace:

1. Select the button instance in the workspace.
2. Do one of the following in the Property inspector:
 - Choose a preset target from the Target pop-up menu:

None or **_self** loads the web page into the same frame or window as the link.

_blank loads the web page into a new, unnamed browser window.

_parent loads the web page into the parent frameset or window of the frame that contains the link.

_top loads the web page into the full browser window, removing all frames.

- Enter a target in the Target text box.

Creating navigation bars

In Fireworks, you make a nav bar by creating a button symbol in the Button Editor and then placing instances of that symbol in the workspace.

To create a basic nav bar:

1. Create a button symbol.
2. Drag an instance (copy) of the symbol from the Library panel to the workspace.
3. Do one of the following to make a copy of the button instance:
 - Select the button instance and choose Edit > Clone.
 - Alt-drag the button instance to the desired position on the Navigation Bar.
4. Hold down Shift as you press an arrow key repeatedly to position the cloned button. For more precise control, use the arrow keys without holding down Shift.
5. Repeat steps 3 and 4 to create additional button instances.
6. Select each instance and assign it unique text, a URL, and other properties using the Property inspector.