

## Exercise – Buttons, rollovers and navigation bar in Fireworks

Source: Adobe Support Center <http://www.adobe.com/support/fireworks/rollovers/navbar/>

### To create a button with rollover effects

- Open New Fireworks file, size 728 x 40 pixels
- Go to Edit → Insert → New Button (note, The Button Editor opens to the Up state tab)
- Use Rectangle tool to draw your button
- Set the 9-slice scaling guides enabled to keep the button shape from being distorted when it is resized
- Use Property inspector to
  - change the size of the button (suggested 140 x 36 px)
  - change the color of your button
- Use Text tool to add some text to your button, e.g. “Home”

*To create an Over state:*

- With the Button Editor open, click the Over tab.
- 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 or text.
- Change the color of your text

Do the same to create a *Down state*, make sure to change the color of the text

- Click “Done” and preview your button
- To edit your button, double-click the instance on the canvas, and you can change it in the Button Editor or the Property inspector.
- Like other symbols, buttons have a registration point. The registration point is a center point that helps you align text and the different button states while in the Button Editor.

### To create a basic navigation bar

- Select the button instance and select Edit → Clone.
- Alt-drag (Windows) or Option-drag (Macintosh) the button instance.
- Shift-drag a button to align it horizontally or vertically. For more precise control, use the arrow keys to move the instance.
- Repeat steps 3 and 4 to create additional button instances.
- Select each instance and assign it unique text, a URL, and other properties using the Property inspector.
- Save your file
- Export to HTML to preview your menu in a browser, make sure to check the “Put images in subfolder” option in the Export dialog box