



Using Fireworks & Photoshop with Dreamweaver

Obviously we can't build everything for a website in Dreamweaver (well, unless you just want a site full of text, and maybe some colored boxes and lines); besides you've been working on your design comps in Photoshop. Now we're going to look at how to use Photoshop and Adobe Fireworks with Dreamweaver. Both Fireworks and Photoshop have very similar capabilities; in fact designers often choose which one they want to use based on personal preference. I tend to use Photoshop more because it is the tool I'm more familiar with, but there are specific things that Fireworks is better at and I consistently use it for.

To get started create a New Site in Dreamweaver using the supplied BarnSite job, then open *index.htm*

Editor Preferences



Sometimes when working on a design in Dreamweaver you will need to go edit a placed graphic again. In Dreamweaver's Properties Inspector there is a button that will quickly launch an editor for you (Photoshop or Fireworks).

- In this file, click on the header image and then look for **Edit** in the Properties Inspector, directly under the **Alt** field, and you'll find a button for Photoshop  or Fireworks 
- Clicking on that button will open your selected image in the appropriate program

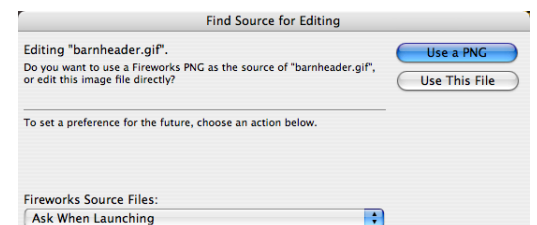
You can change the default editor to match your preferences if you would like

- Go to the **Dreamweaver menu**, select **Preferences...**, then **File Types/Editors** category
- You can now select different file types (.png, .gif & .jpg in this case) and change the default editor for each
- Let's set our Preferences to make Fireworks our default image editor for PNG, GIF and JPG files


Image Editor & Dreamweaver—Working Together

When you need to make a bigger change in Photoshop or Fireworks you can just click on the image, then click on the **Image Editor** button ( or ), and it will open in the selected program. Once you have made your change, just click the **Done** button at the top and Dreamweaver will update your placed image. Nice and easy. The two programs keep track of your file location and the updating in Dreamweaver.

- When you use Photoshop to edit a JPEG and then resave it you've applied compression to that image an additional time. You might remember (from very early in the class) that that is not ideal. We prefer to have original/source documents (like your design comps) that are saved as Photoshop files and have not had JPEG compression applied to them yet. When you compress something multiple times the quality gets worse and worse and they start to look pixelated.
- An advantage to using Fireworks to edit our images is that it gives you the option to edit a source (PNG) file. Obviously this only works if you have the original, source image. *Note that PNG files can be both flattened art (without layers) and layered Fireworks files.*
- So let's set our Preferences to make Fireworks our default image editor, click on an image and have Dreamweaver open Fireworks to edit that image
 - When you click on the Fireworks button (in the Properties Inspector of Dreamweaver) it brings up a dialog box asking if you want to edit the JPEG file directly or use a Fireworks PNG as the source. Click on **Use a PNG**.
 - It will then give you an **Open** dialog box for you to go locate the file
 - Now you have the original PNG file open in Fireworks where you can edit all parts of your image, including the original text. Let's fix the typo in "Toolz".
 - When you are done click the Done button at the top of the window. Fireworks saves the PNG file, updates your JPEG file, and updates the image in Dreamweaver.



Built-In Editor

Dreamweaver does have a built-in image editor, though I rarely use it. I thought I'd point it out to you for those quick, simple fixes. In the Properties Inspector you'll find Edit and the icon for Photoshop or Fireworks, followed by icons for **Optimize**, **Crop**, **Resample**, **Brightness and Contrast**, and **Sharpen** 

- These tools do make permanent changes to your original image, though you can immediately **Undo** if you don't like them

Copy & Paste Images

There's a handy shortcut for exporting and placing images that was added in CS3. In Fireworks (or Photoshop) you can copy (**⌘-C**) your image, then switch to Dreamweaver and click on the location where you would like your image placed. Now paste (**⌘-V**) and Dreamweaver will open up the Export dialog box. You can now set your optimization setting and then save it in an appropriate location (*images* or *assets* folder is good). Dreamweaver then immediately places that image in your new location. This simplifies (or automates) the steps to export from Fireworks and place into Dreamweaver. *(This tip only works when you have a PNG file that exports as a single image. Sliced PNG files won't copy/paste as sliced.)*