

# Creating Web Page Layouts

FireWorks provides tools to design and create the structure of web pages which can then be exported into web authoring programs such as Adobe DreamWeaver.

## Loading the Sample Layout

A basic web page structure has been prepared for you and it needs to be opened from the FWcs5 SUPPORT FILES.

- 1 Load FireWorks or close the current file then click on the OPEN icon the WELCOME screen.
- 2 Access the FWcs5 SUPPORT FILES, open the CHAPTER 14 folder and open the file:  
Harrys\_Tours
- 3 Press CTRL+0 or COMMAND+0 to set the view to FIT ALL.
- 4 Use SAVE AS from the FILE menu to save the document in your STORAGE folder as a FIREWORKS document under the FILE NAME:

Harrys\_tours

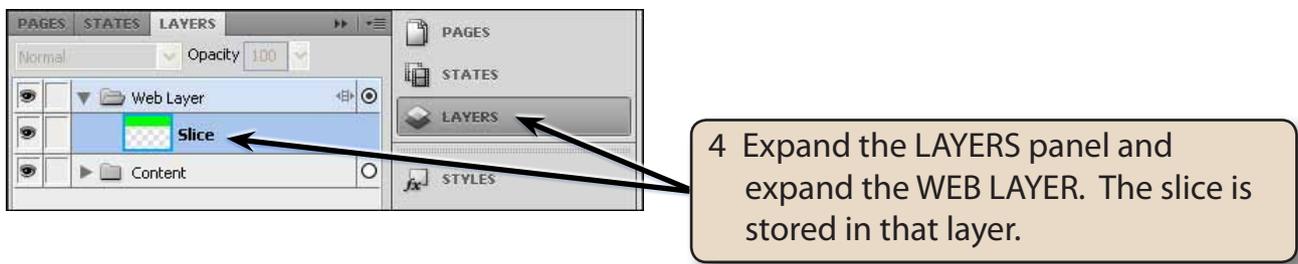
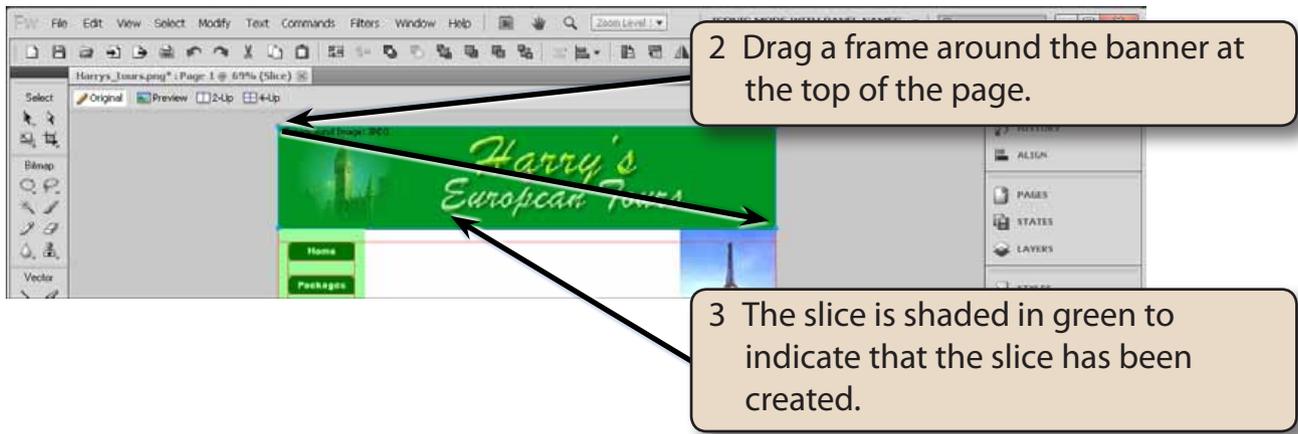
**NOTE:** The structure of the page is a banner across the top, navigation down the left side of the page, sample photos at the right and the white area at the centre of the page for content.

## Splitting the Page into Slices

The SLICE TOOL can be used to split the page into slices. Each slice is saved and read separately when the web page is viewed in a browser. This speeds up the viewing of the page. The BANNER section will be saved as the first slice.



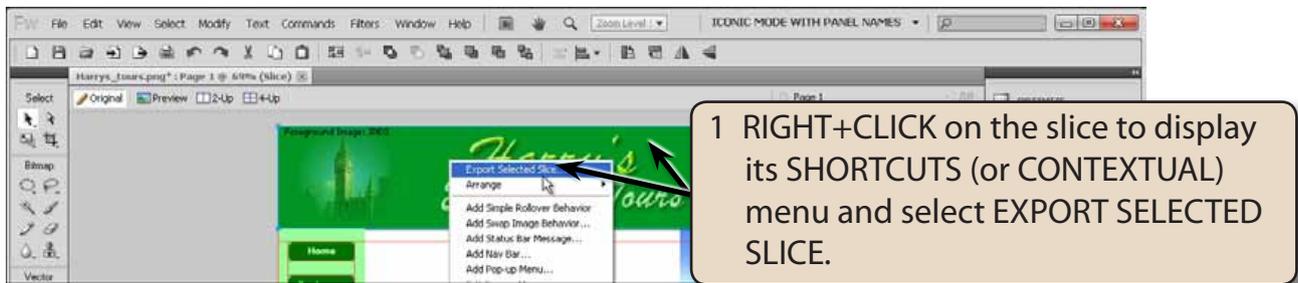
1 Select the SLICE TOOL in the WEB section of the TOOLS panel.

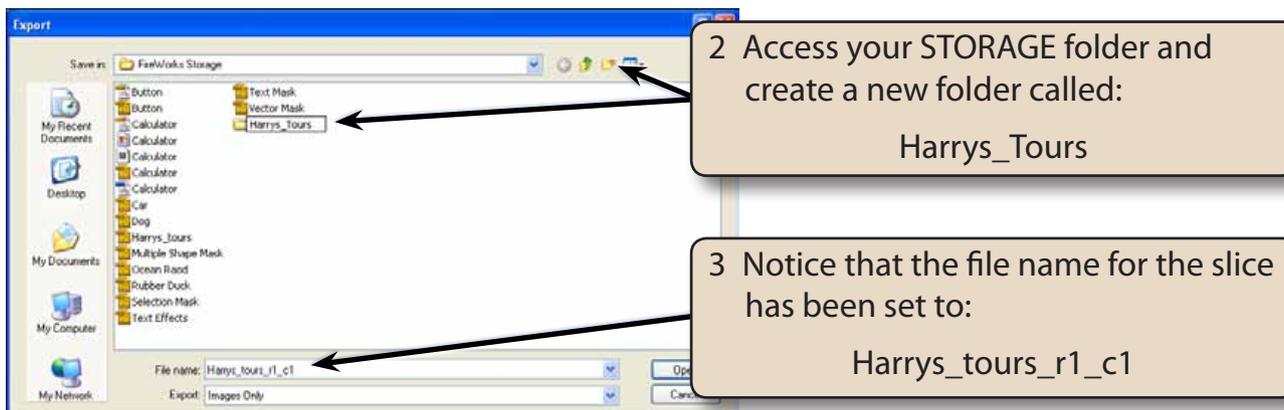


5 Collapse the LAYERS panel.

## Exporting the Slice

Slices can be saved as compressed JPEG or GIF images to reduce the size of the web page.





- NOTE:**
- i The program adds r1 (for row 1) and c1 (for column 1) to the file name of the page to indicate where on the page the slice is located. The file name can be changed if necessary.
  - ii When naming files for use in web pages, it is best to avoid spaces in the file names. The \_ key can be used to link multiple words together into one word.

- 4 On the Windows system, open the new folder.
- 5 Click on SAVE to save the slice.

## Creating Other Slices

Slices will be created for each of the photos down the right side of the page so that each loads separately.

