

## DATA SHEET

### Create and optimize images with precise control

Fireworks® 8 lets you balance maximum image quality with minimum compression size as you create, edit and optimize images for the web with precise control. Create animated rollovers and pop-up menus with Fireworks 8's intuitive visual tools, and utilize round-trip editing capabilities with Dreamweaver® 8 and Flash® Professional 8 for greater efficiency. Fireworks 8 new features include effects like blends and shadows, more file formats supported for importing, pop-up menus in CSS format, and new image editing, autoshape properties and special characters panels for a better user experience.

#### Create Without Complexity

##### Vector and Bitmap Graphics editing

Take creative control with seamless vector and bitmap editing in an integrated environment.

##### Design tools with intelligence

Auto Shapes are intelligent vector object groups that adhere to specialized rules to simplify the creation and editing of common visual elements.

##### Photo retouching and animation tools

Repair digital photos. Create the illusion of motion in GIF animations with new motion blur Live Effects, including Linear, Radial, and Zoom Blur. Effects are completely editable.

##### Import/Export JPG, GIF and other file formats

Convert large graphics files into web-friendly formats, like JPG and GIF.

##### 25 new blend modes

25 new choices to alter the look of your colors and objects.

##### Perspective shadow

Add a perspective shadow to open paths and text objects.

#### Integrated Workflow

##### Roundtrip image editing with Flash Professional 8 and Dreamweaver 8

Greatly simplify the web design workflow with Roundtrip, a powerful integration feature that allows you to make changes in one application and have those changes seamlessly reflected in the other.

##### JavaScript™ API

Extend functionality and automate tasks by creating commands that combine a powerful JavaScript extensibility API with interfaces developed in Macromedia Flash.

##### Server-side code support

Enjoy a smoother workflow with signature Roundtrip support, which now handles server-side code—both Dreamweaver-generated and hand-coded—as well as nested tables.

##### Version control and built-in FTP for optimal workflow

Avoid overwriting shared files by using the same Check-In/Check-Out feature as in Dreamweaver and Flash. Fireworks recognizes sites defined in both programs. FTP files to and from remote servers with a single click.

#### Optimization

##### Produce the best possible images for any delivery platform

Make graphics look their best under any delivery scenario from web to mobile with optimization features like Export Preview, crossplatform gamma preview, and selective JPG compression.

##### Save optimization settings for reuse

Optimization defaults to the last settings used.

##### Batch process images at consistent size, format and quality

Conveniently batch process your images to apply changes you've made to one image to an entire group.

##### Preview images at different settings before you optimize

Image Preview visually displays recommended optimization and export options for your images. Use split views to compare various settings to find the smallest file size that maintains an acceptable level of quality.

## Create Without Complexity

### Solid shadow

A new live filter that stamps the object it is applied to several times.

### Mobile interface components

Mock up mobile interfaces quickly with bitmap interface components.

### Sample buttons, animations, themes, and bullets

Get started quickly with cool new assets like buttons, animations, themes, and bullets.

### AutoShape properties panel

This new panel is used to modify AutoShape properties such as the star, arrow, or smart polygon AutoShape.

### Live marquee and convert selections

Turn active selections into editable vector paths and the reverse. Get instant feedback on filters and settings applied to selections.

### Autoname text

Layers are automatically named by the text you type into them.

### Special characters panel

Use this new panel to insert special characters directly into text blocks.

### Reshape text on a path

Edit path points when text is attached.

## Integrated Workflow

### CSS pop-up menus

Get clean and easily customizable code that integrates well into sites built in Dreamweaver. Fireworks 8 uses CSS (Cascading Style Sheet) format to create interactive pop-up menus.

### Vector compatibility

Preserve vector attributes (fills, strokes, filters and blend modes) when moving objects between Flash and Fireworks.

### More slicing options

Automatically insert polygon slices when a selected object is a polygon path.

### Recognize ActionScript color values

Ensure color consistency. Fireworks recognizes ActionScript color values when copied from Flash and pasted into Fireworks color value fields.

### Use the "Save as" command to save bitmaps into different file types

Choose single-file output formats such as gif, jpg, tiff, in the "Save As" dialog.

### Evolved open, save, and export logic

The logic used to determine the default folders in the open, save, save as, save a copy, and export dialogs is enhanced by reducing the amount of navigation required.

### Less intrusive grids

Like Flash, grids now use a dotted line and a lighter default grid color.

## Optimization

### Image editing panel

Access commonly used image editing tools, filters, and menu commands in a central location.

### More import file formats

Fireworks 8 now supports import of QuickTime® Image, MacPaint®, SGI, and JPEG 2000 file formats (QuickTime plug-in required for QuickTime support).

### Batch processing workflow optimized

Streamlined file renaming, the ability to check file dimensions when scaling during a batch process, and the addition of a status bar and log file, are just a few of the workflow optimizations.

## System Requirements

### Windows®

At least 800 MHz Intel® Pentium® III processor (or equivalent), Windows® 2000, Windows XP; 256 MB RAM (1 GB recommended to run more than one Studio 8 product simultaneously), 1024 x 768, 16-bit display (32-bit recommended), 880 MB available disk space

### Macintosh®

At least 600 MHz PowerPC® G3, Mac OS® X 10.3, 10.4, 256 MB RAM (1 GB recommended to run more than one Studio 8 product simultaneously), 1024 x 768, thousands of colors display (millions of colors recommended), 320 MB available disk space

Complete product system requirements and recommendations available at [www.macromedia.com/go/sysreqs](http://www.macromedia.com/go/sysreqs)

