# MACROMEDIA FLASH

THE WORKING ENVIRONMENT Flash 8 counts with the most handy and intuitive environment or working interface It makes easier to assuming Flash, and faster its management and control

| Tools Untitled-1* | 1                       |                                  |                   | - # × / | ▼ Color             |     |
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THE WORKING ENVIRONMENT In the image you can see the interface, we can see it just opening the Flash program. Flash will remember your preferences and will open the program just as you left it last

View Insert Modify Text Commands Control Window File Edit Help Aimed to make easier the access to different program features. It is similar to any other web or graphic designer program, although it has some particularities. Let's see the main Submenus you can access to:

1. FILE •It allows creating, opening and saving archives •also enables to configure the printing pages,

File Edit View Insert Modify Text Commands Co New... Ctrl+N Ctrl+O Open... Open from Site... 10 Open Recent Close Ctrl+W Close All Ctrl+Alt+W 6 🐿 🖸 Ctrl+S Save Save and Compact Save As... Ctrl+Shift+S Save as Template... Save All Revert Import Export Publish Settings... Ctrl+Shift+F12 Publish Preview Publish Shift+F12 Device Settings... Page Setup... Print... Ctrl+P Send... Edit Sites... Exit Ctrl+Q

#### 2. EDIT

| dit | View Insert      | Modify  | Text         | Commands | C |  |  |  |  |
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|     | Undo Select Nor  | ne      | Ctrl+Z       |          |   |  |  |  |  |
|     | Repeat Select No | one     | Ctrl+Y       |          |   |  |  |  |  |
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|     | Paste in Place   | 0       | Ctrl+Shift+V | I        |   |  |  |  |  |
|     | Paste Special    |         |              |          | ľ |  |  |  |  |
|     | Clear            |         | Backspace    | t        |   |  |  |  |  |
|     | Duplicate        |         | Ctrl+D       |          |   |  |  |  |  |
|     | Select All       | Ctrl+A  |              |          |   |  |  |  |  |
|     | Deselect All     |         | Ctrl+Shift+A |          |   |  |  |  |  |
|     | Find and Replac  | e       | Ctrl+F       |          |   |  |  |  |  |
|     | Find Next        |         | F3           |          |   |  |  |  |  |
|     | Timeline         |         | I            |          |   |  |  |  |  |
|     | Edit Symbols     |         |              | Ctrl+E   | 1 |  |  |  |  |
|     | Edit Selected    |         |              |          | I |  |  |  |  |
|     | Edit in Place    |         |              |          | I |  |  |  |  |
|     | Edit All         |         |              | I        |   |  |  |  |  |
|     | Preferences      |         | Ctrl+U       |          |   |  |  |  |  |
|     | Customize Tool   | s Panel |              |          | I |  |  |  |  |
|     | Font Mapping     |         |              |          | I |  |  |  |  |
|     | Keyboard Shorte  | uts     |              |          |   |  |  |  |  |

•It is a classic menu that allows you to Cut, Copy, Paste objects or as well images or frames; •It also allows you to customize some of

#### 3. VIEW

Apart from, typical Zooms, it allows you to move the frames and scenes. It also includes the possibility to create a grid and

| Insert    | Modify   | Text   | Commands   | Con   |  |  |  |
|-----------|--|--|--|---|--|--|--|
| Go to     |  |  |  | ۲   |  |  |  |
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| Magnific  | ation  |  |  | •   |  |  |  |
| Preview N | Mode   |  |  | •   |  |  |  |
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| Grid      |  |  |  | ►   |  |  |  |
| Guides    |  |  |  | ۲   |  |  |  |
| Snapping  | )  |  |  | ۲   |  |  |  |
| Hide Edg  | es   |  | Ctrl+I   | н   |  |  |  |
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| Inser | t Modify      | Text        | Commands     | Cont | rol                  | Window                                | Help  |    |
|-------|---------------|-------------|--------------|------|----------------------|---------------------------------------|-------|----|
|       | New Symbol    |             | mbol Ctrl+F8 |      |                      |                                       |       |    |
|       | Timeline      |             | ×            |      | Laye                 | er                                    |       |    |
|       | Timeline Effe | ects        | •            |      | Laye                 | er Folder                             |       |    |
| Scene |               |             |              |      | Motion Guide         |                                       |       |    |
| ÷     | Ű             | )<br>  <br> | <u>666</u>   |      | Fran<br>Keyf<br>Blan | ne<br><sup>i</sup> rame<br>k Keyframe | e     | F5 |
|       |               |             |              |      | Crea                 | te Motion                             | Tween |    |

**INSERT** It permits you to insert objects into the movie, as well as new frames, layers, actions, scenes...

5. MODIFY The option Transform permi ts one to modify the graphics existing in the movie, and the option **Draw** Bitmap allows to

| lodify |      | Text     | Commands | Control | Window |  |  |  |
|--------|------|----------|----------|---------|--------|--|--|--|
|        | Do   | cument   | t        | Ctrl+J  |        |  |  |  |
|        | Со   | nvert to | Symbol   | F8      |        |  |  |  |
|        | Bre  | ak Apa   | rt       | C       | trl+B  |  |  |  |
|        | Bitr | map      |          |         | ×      |  |  |  |
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|        | Tin  | neline E | ffects   |         | •      |  |  |  |
|        | Tra  | nsform   | l        |         | ×      |  |  |  |
|        | Arr  | ange     |          |         | •      |  |  |  |
|        | Alig | gn       |          |         | •      |  |  |  |
|        | Gro  | oup      |          | С       | trl+G  |  |  |  |
|        | Ung  | group    |          | Ctrl+Sh | ift+G  |  |  |  |

6.TEXT Its contents affect the edition of text. It will be further handled in more details

| Text | Commands        | Control | ١ |
|------|-----------------|---------|---|
|      | Font            | ×       |   |
|      | Size            | +       |   |
|      | Style           | +       |   |
|      | Align           | ×       |   |
|      | Letter Spacing  | •       |   |
|      | Scrollable      |         |   |
|      | Check Spelling. |         |   |
|      | Spelling Setup  |         |   |
|      |                 |         |   |

/ & ð. CUMMANDS AND CONTROL •Commands: Allows administrating the Commands that we had saved in our animation, to obtain other news from the Macromedia page or execute what we already have. •Control: From here you modify the properties of the movie reproduction Play, Rewind, Test Movie

#### Commands Control Window Help

Manage Saved Commands...

Get More Commands...

Run Command...

#### No Commands Found

| Cont | trol Window Help              |                  |
|------|-------------------------------|------------------|
|      | Play                          | Enter            |
|      | Rewind                        | Ctrl+Alt+R       |
|      | Go To End                     |                  |
|      | Step Forward One Frame        |                  |
|      | Step Backward One Frame       | ,                |
|      | Test Movie                    | Ctrl+Enter       |
|      | Debug Movie                   | Ctrl+Shift+Enter |
|      | Test Scene                    | Ctrl+Alt+Enter   |
|      | Test Project                  | Ctrl+Alt+P       |
|      | Delete ASO Files              |                  |
|      | Delete ASO Files and Test Mov | vie              |
|      | Loop Playback                 |                  |
|      | Play All Scenes               |                  |
|      | Enable Simple Frame Actions   | Ctrl+Alt+F       |
|      | Enable Simple Buttons         | Ctrl+Alt+B       |
| ~    | Enable Live Preview           |                  |
|      | Mute Sounds                   | Ctrl+Alt+M       |

9. WINDOW In addition to the classical options of distributing the windows, this menu includes shortcuts

| Win | dow   | Help             |            |  |  |  |  |
|-----|-------|------------------|------------|--|--|--|--|
|     | Dup   | licate Window    | Ctrl+Alt+K |  |  |  |  |
|     | Tool  | bars             | +          |  |  |  |  |
| ~   | Time  | eline            | Ctrl+Alt+T |  |  |  |  |
| ~   | Tool  | s                | Ctrl+F2    |  |  |  |  |
|     | Prop  | erties           | +          |  |  |  |  |
| ~   | Libra | ary              | Ctrl+L     |  |  |  |  |
|     | Com   | nmon Libraries   | ►          |  |  |  |  |
|     | Actio | ons              | F9         |  |  |  |  |
|     | Beha  | aviors           | Shift+F3   |  |  |  |  |
|     | Debu  | ugger            | Shift+F4   |  |  |  |  |
|     | Mov   | ie Explorer      | Alt+F3     |  |  |  |  |
|     | Outp  | put              | F2         |  |  |  |  |
|     | Proje | ect              | Shift+F8   |  |  |  |  |
|     | Alig  | n                | Ctrl+K     |  |  |  |  |
| ~   | Colo  | or Mixer         | Shift+F9   |  |  |  |  |
|     | Colo  | or Swatches      | Ctrl+F9    |  |  |  |  |
|     | Info  |                  | Ctrl+I     |  |  |  |  |
|     | Tran  | sform            | Ctrl+T     |  |  |  |  |
|     | Com   | ponents          | Ctrl+F7    |  |  |  |  |
|     | Com   | ponent Inspector | Alt+F7     |  |  |  |  |
|     | Othe  | er Panels        | Þ          |  |  |  |  |
|     | Wor   | kspace Layout    | •          |  |  |  |  |
|     | Hide  | Panels           | F4         |  |  |  |  |
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|     | Tile  |                  |            |  |  |  |  |
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From here we can access to all the help that Macromedia offers to us, from the current manual up to the Action Script, going through

| Help |   |    |  |  |  |  |  |  |
|------|---|----|--|--|--|--|--|--|
|      | Flash Help  | F1 |  |  |  |  |  |  |
|      | Getting Started with Flash  |    |  |  |  |  |  |  |
|      | Flash LiveDocs  |    |  |  |  |  |  |  |
|      | What's New in Flash 8   |    |  |  |  |  |  |  |
|      | Flash Exchange  |    |  |  |  |  |  |  |
|      | Manage Extensions<br>Flash Support Center<br>Flash Developer Center                   |    |  |  |  |  |  |  |
|      | Manage Extensions<br>Flash Support Center<br>Flash Developer Center                   |    |  |  |  |  |  |  |
|      | Flash Support Center<br>Flash Developer Center<br>Flash Documentation Resource Center |    |  |  |  |  |  |  |
|      | Flash Support Center<br>Flash Developer Center<br>Flash Documentation Resource Center |    |  |  |  |  |  |  |
|      | Macromedia Online Forums  |    |  |  |  |  |  |  |
|      | Macromedia Training   |    |  |  |  |  |  |  |
|      | Online Registration   |    |  |  |  |  |  |  |
|      | Print Registration  |    |  |  |  |  |  |  |
|      | About Flash Professional  |    |  |  |  |  |  |  |

### WHAT IS IT AGAIN?



### **II. TIMELINE**

# represents a simple mode of visualization. It consists of two



#### **TIMELINE**

•FRAMES-that are limited by vertical lines (forming rectangles) •NUMBERS-that allow us to know the assigned number of each frame, its duration and when it will appear in the mberefore, timeline represents the succession of frames in the Time.

#### **III. LAYER**

•A Layer could be defined as on independent movie of only one level. That is to say, one layer contains its own Ð42 🔁 Timeline (with endless frames) •The objects that are at one Layer share a frame and due to this fact they can "get

a 🔒 🗌

🗗 Layer 1



#### V. WORKING AREA & STAGE



#### WORKING AREA

| Title:            | My first Animation Leacher       |
|-------------------|----------------------------------|
| Description:      | teaherClick. First Animation.    |
| Dimensions:       | 550 px (width) x 400 px (height) |
| Match:            | OPrinter OContents ODefault      |
| Background color: |                                  |
| Frame rate:       | 12 fps                           |
| Dudor uniter      | Pixels V                         |

The most important part is the Stage, we will draw and fix different elements of our movie. The Stage has very important properties

V. VIEWS OR ZOOMS •Zooms Panel: It is a set of direct accesses to the View's submenus. They are very useful and help to accelerate the work when they are used correctly. •The Zoom Tool is used to approach or move away the object view, allowing to include more or

100% Fit in Window Show Frame Show All 25% 50% 100% 200% 400% 800%

Q

VI. PANELS •The Panels are command sets grouped according their function (for example, all that makes references to the actions, will be in the "Actions" Panel). It's mission is to simplify and facilitate the



VII. TOOL BAR •The Tools Bar contains all necesary Tools for the drawing. There are two types of Tools: Basic and Advance Tools •Let's see which of them are the most important and how they are used:



## BASIC TOOLS



J. SELECTION (ARROW) Selection (arrow) Tool: It is the most used tool among all. Its main use is to select objects, it allows selecting t borders of the objects, the fillings (with only one click),

# 2. LINE TOOL It allows creating straight lines in a quick way. The lines are created as in any program of drawing. Click and drag to show up a

# Box Sector Secto

It creates a text in the place where we click. Its properties will be shown in the next theme.

# •4. OVAL TOO Enables drawing circles or ellipses in a fast and simple SARECTANGLE TOC Its handling is identical to the Oval Tool, they only differ in the objects they

6. PENCIL TOO It allows drawing lines, after being drawn you will be able to edit its shape as you like. The color applied by this Tool can be modified from or Mixor Dan

# 7. BRUSH TOO

Its functionality is equivalent to the pencil, but its stroke is much more thicker. It is usually used for fills. We can modify its thickness and stroke shape.

8. PAINT BUCKET TO It lets you apply fillings to the created objects. 9. ERASER TOOL It works like the Brush Tool. Nevertheless its function is to erase everything what "it

| FILE   | HOME           | NSERT DESIGN   | PAGE LAYOUT                              | REFERENC | CES MA | ILINGS    | REVERSE      | Foxit P  |                              | <b>`</b>   |             |       |          |               |               | M11 - 32   |
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| L      | Clipboard      | <b>1</b> 2     | Font                                     | Ω        | 1 -    | Paragraph | 2            | - 3 1 -  | 4                            | 5 .        | St)         | ies 🙏 | 7        |               |               | <u>(9)</u> |
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| 3      |                |                |  |          |        |           |              |          |                              |            |             |       |          |               |               |            |
| 2      |                |                |  |          |        |           |              |          |                              |            |             |       |          |               |               |            |
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| 4      |                |                |  |          |        |           |              |          |                              |            |             |       |          |               |               |            |
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|        |                |                |  |          |        |           |              |          |                              |            |             |       |          |               |               | _          |
| PAGE 1 | OF 1 0 WORDS   | 02             |  |          |        |           |              |          |                              |            |             |       |          |               |               | -          |

### ADVANCED TOOLS



1. LASSO TOO

Its function is complementary to the Arrow Tool, since it can select any object in a free way 2. PEN TOOL creates polygons (and moreover straight lines, rectangles...) in a simple v

## 3. SUBSELECTION TO(

This Tool complements the **Pen Tool**, as far as it lets us move or adjust the vertices that make up the objects created by the above mentioned tool.

# 4.INK BOTTLE TOC

It is used to change quickly the color of a stroke. It is applied to objects with borders, changes the color of the boundary with one click in the **Colors Mixer Panel**.

# 5. EYEDROPPERS TOO

# Its mission is to "Capture" colors to use them afterwards.