

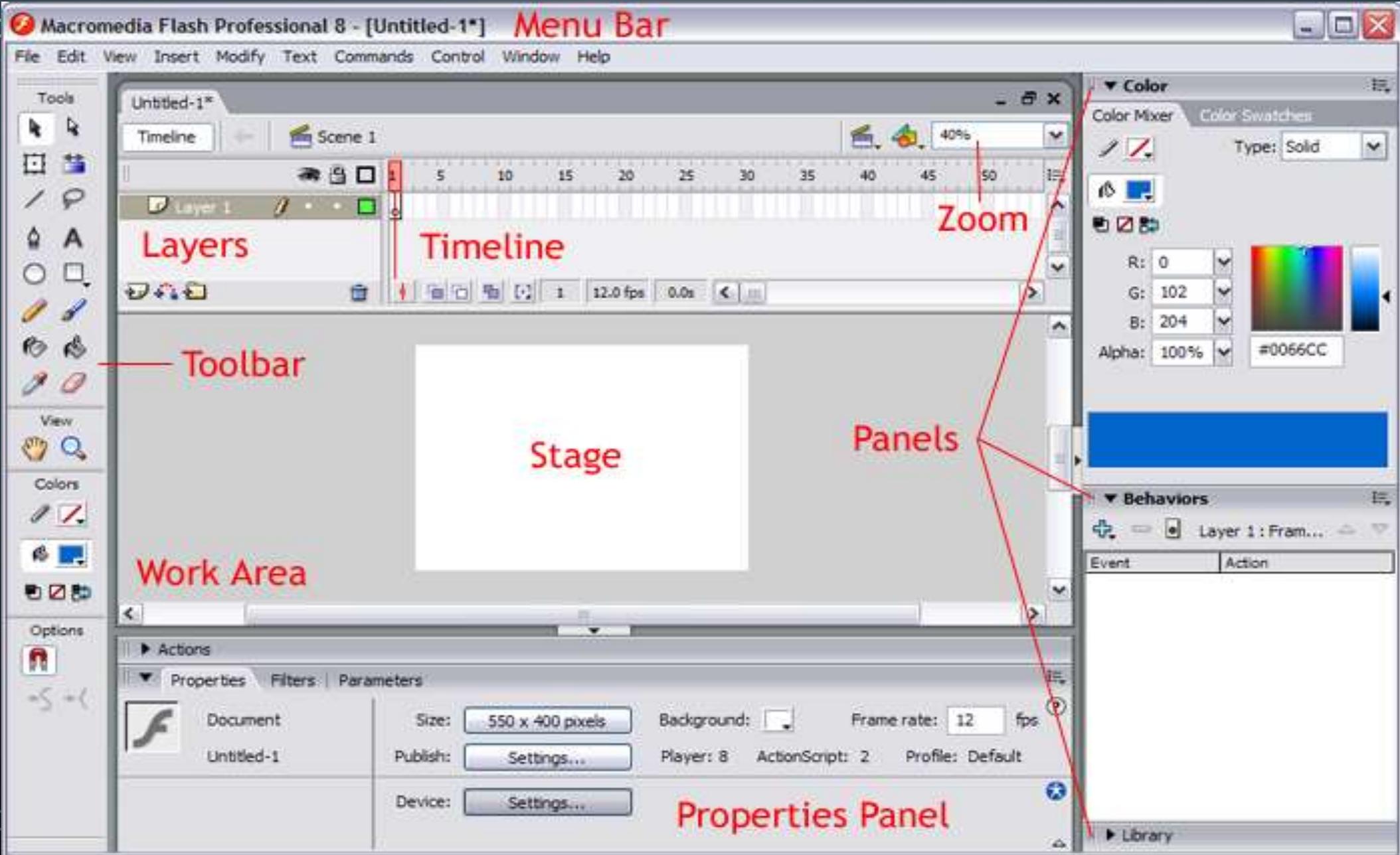
A decorative graphic on the left side of the image, consisting of a network of thin white lines and small circles, resembling a circuit board or a data network. The lines are vertical and horizontal, with some diagonal connections, and the circles are placed at various points along these lines.

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



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

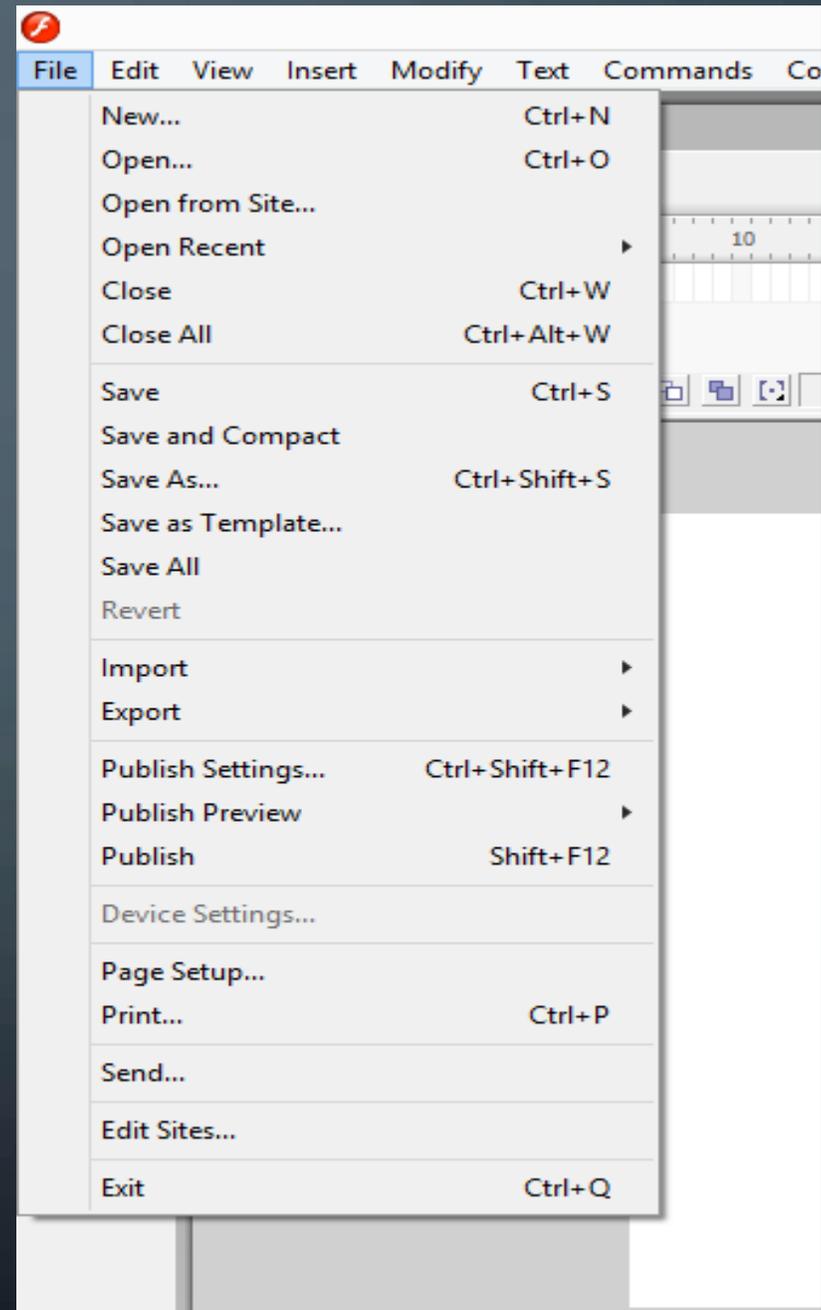
I. MENU BAR

File Edit View Insert Modify Text Commands Control Window Help

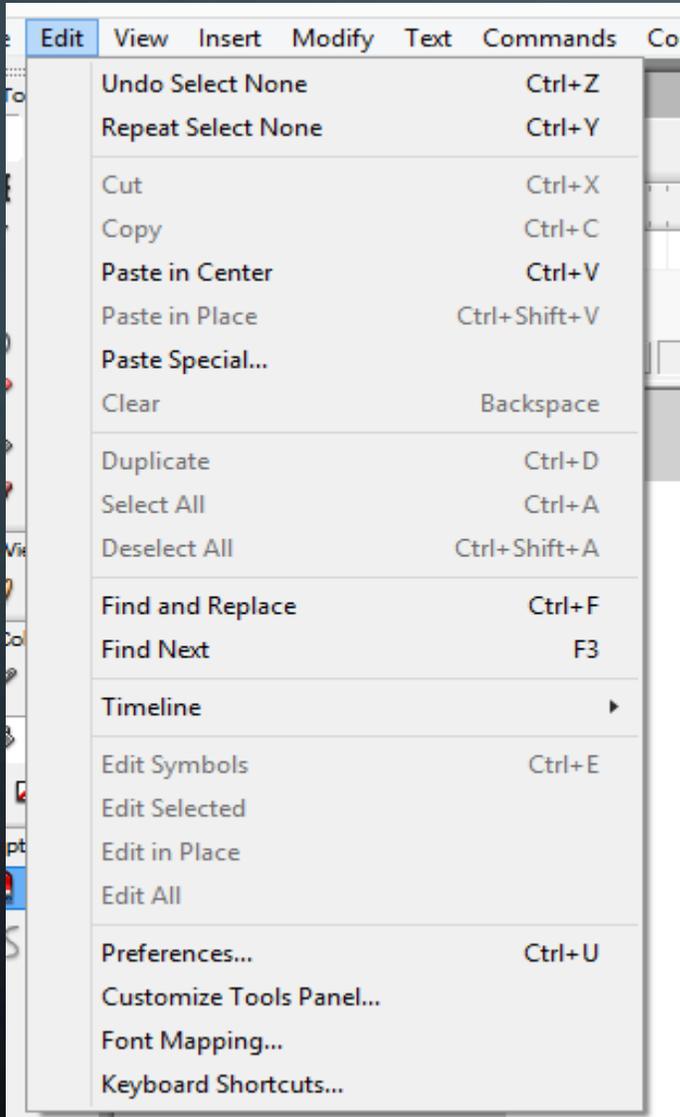
Aimed to make easier the access to different program features. It is similar to any other web or graphic designer program, although it has some particularities. Let's see the **main Submenus** you can access to:

1. FILE

- It allows creating, opening and saving archives
- also enables to configure the printing pages, print, the m, etc



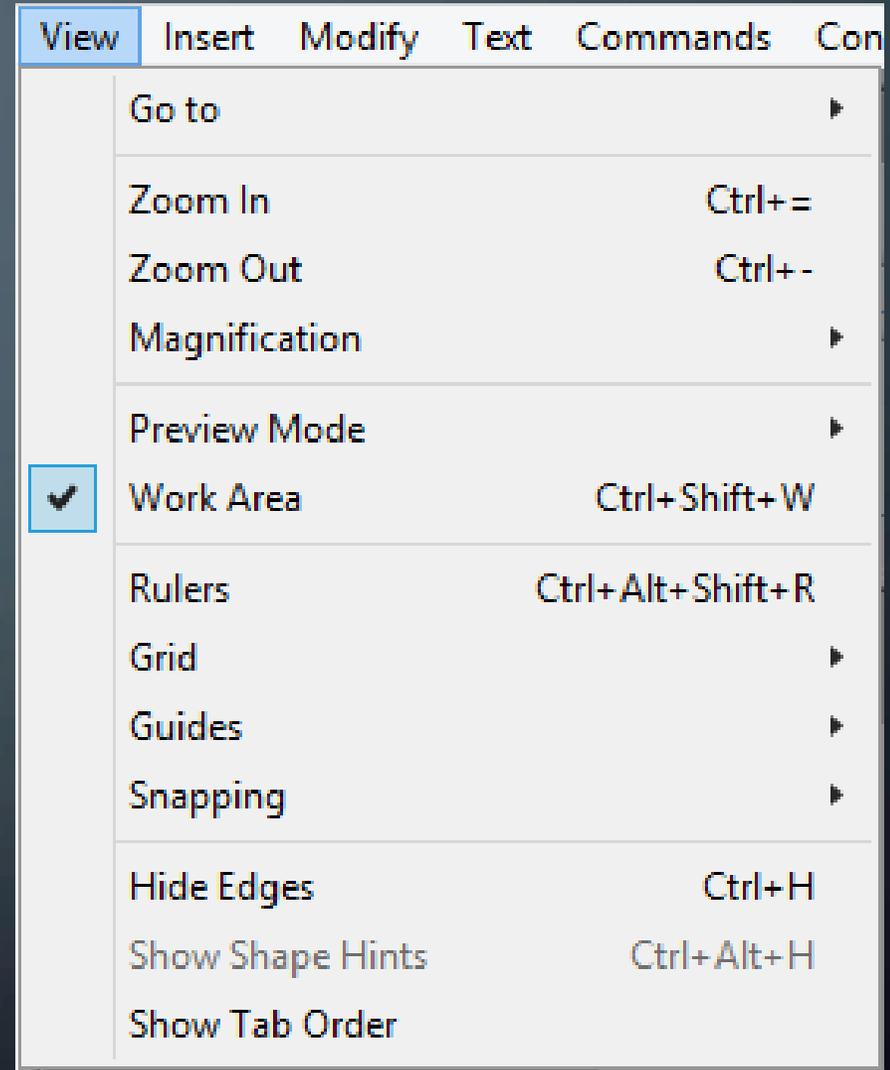
2. EDIT



- 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

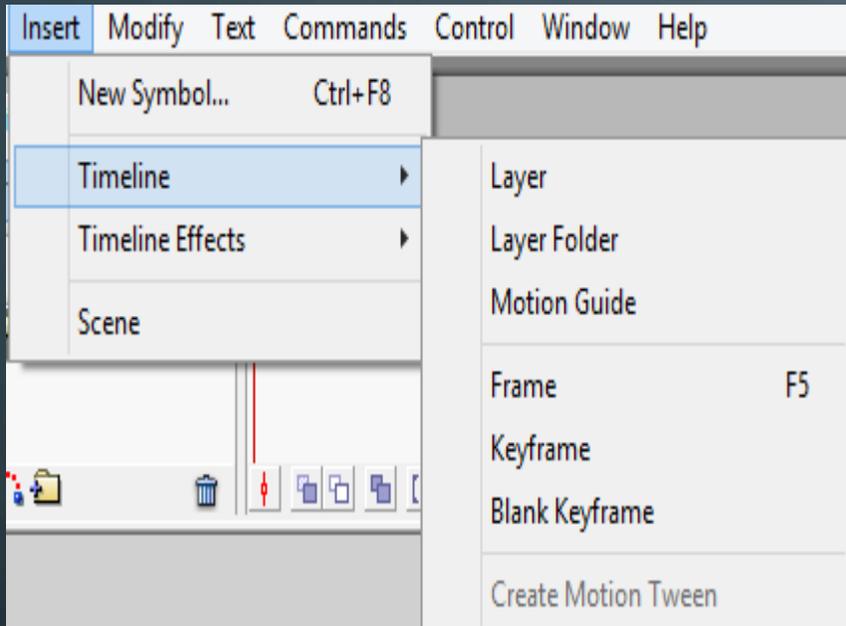
Apart from, typical Zooms, it allows you to move the frames and scenes. It also includes the possibility to create a grid and some guides



4.

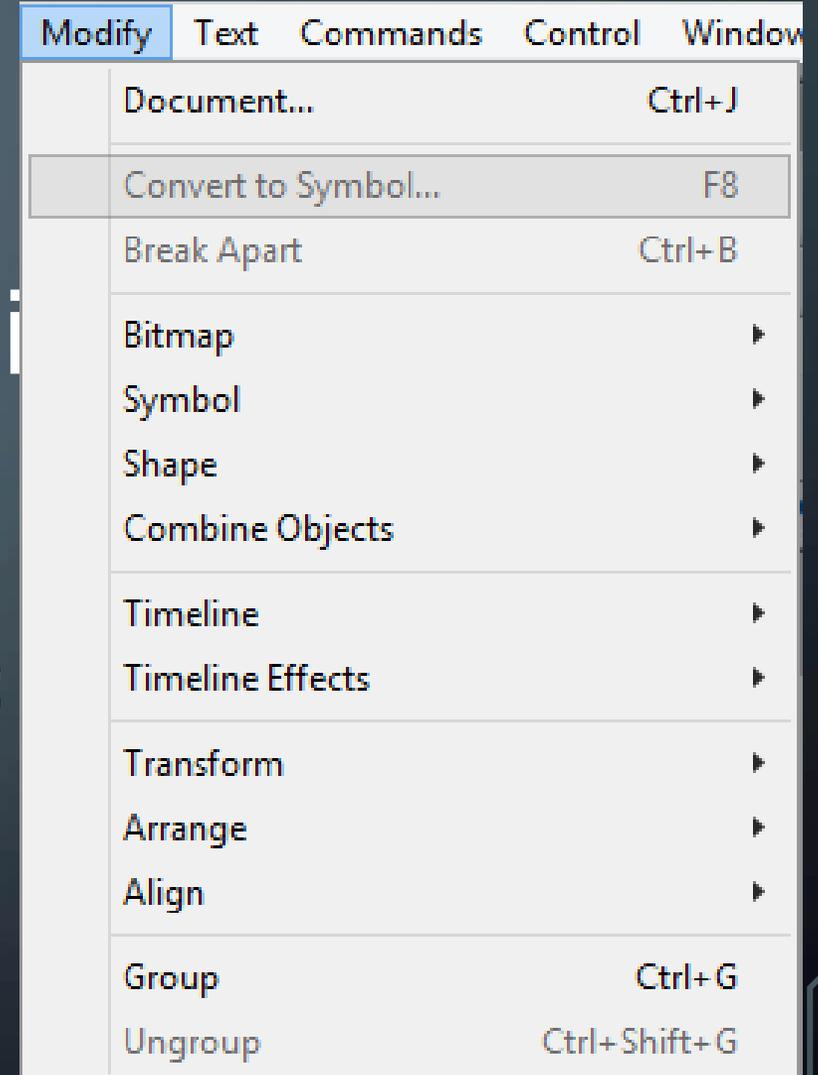
INSERT

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



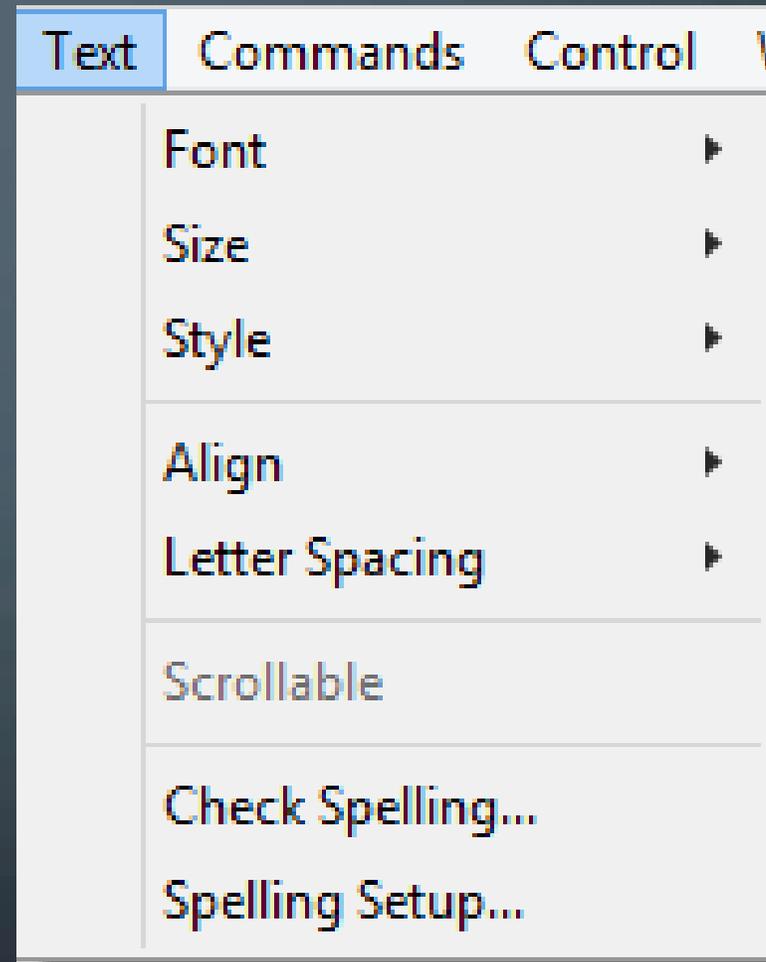
5. MODIFY

The option Transform permits one to modify the graphics existing in the movie, and the option Draw Bitmap allows to



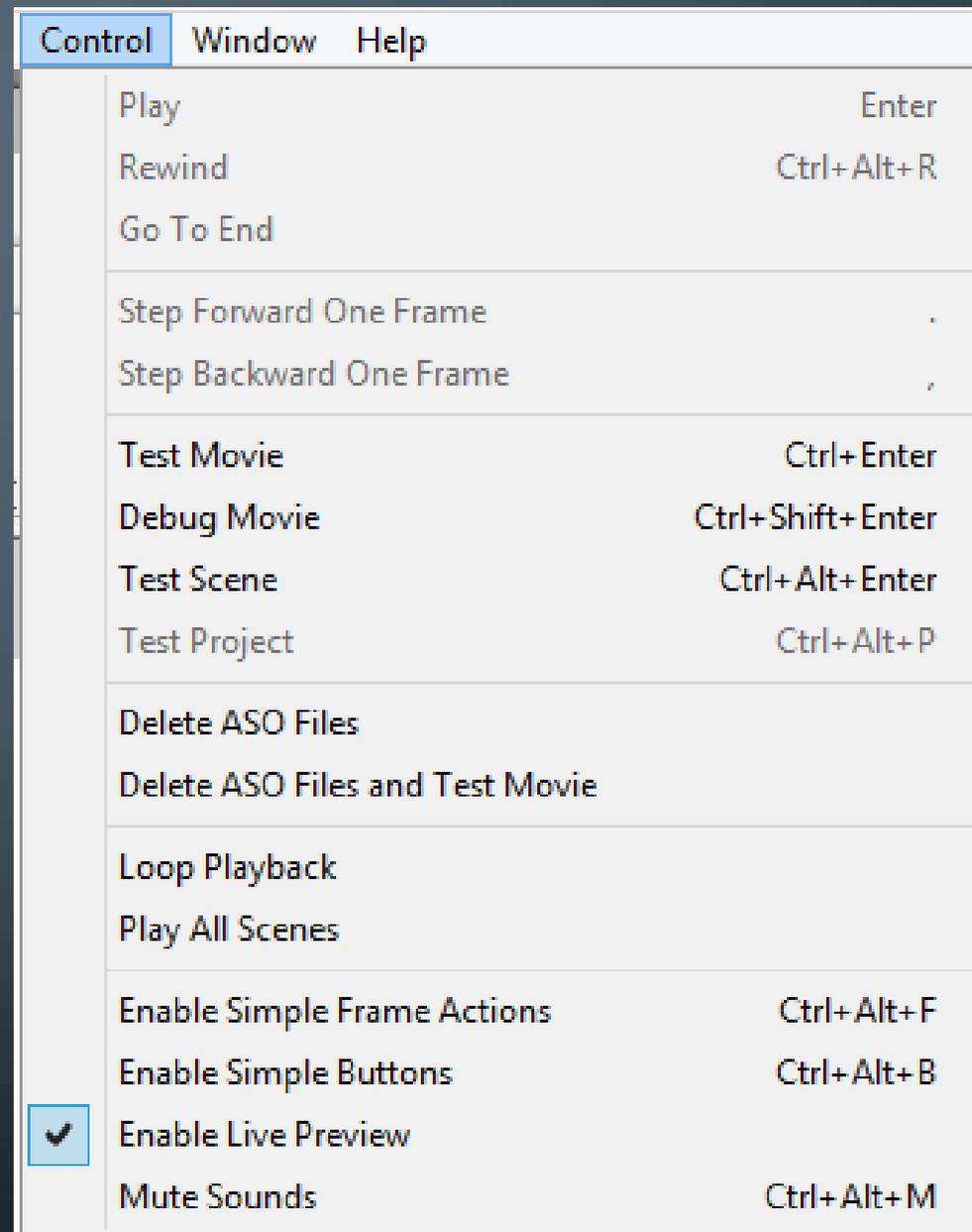
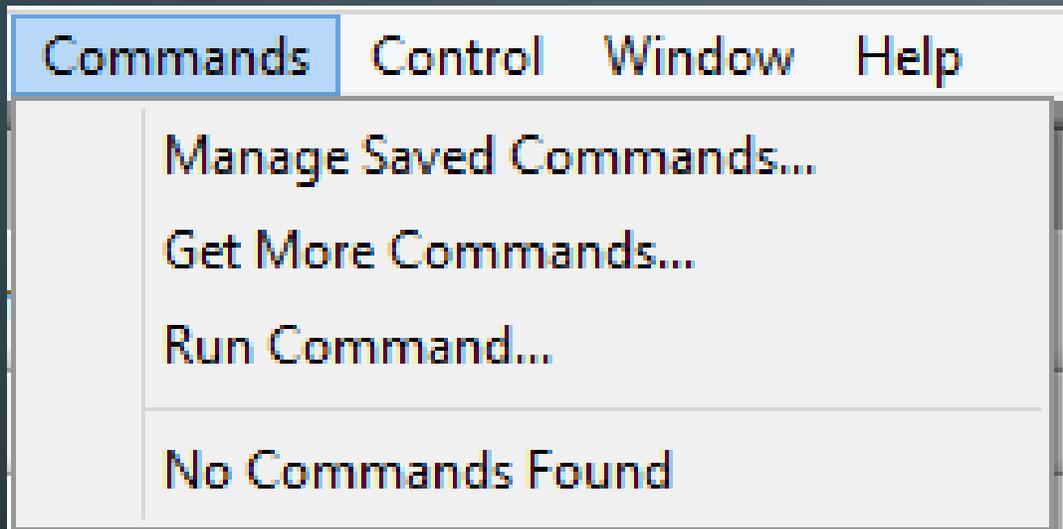
6.TEXT

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



7 & 8. COMMANDS AND CONTROL

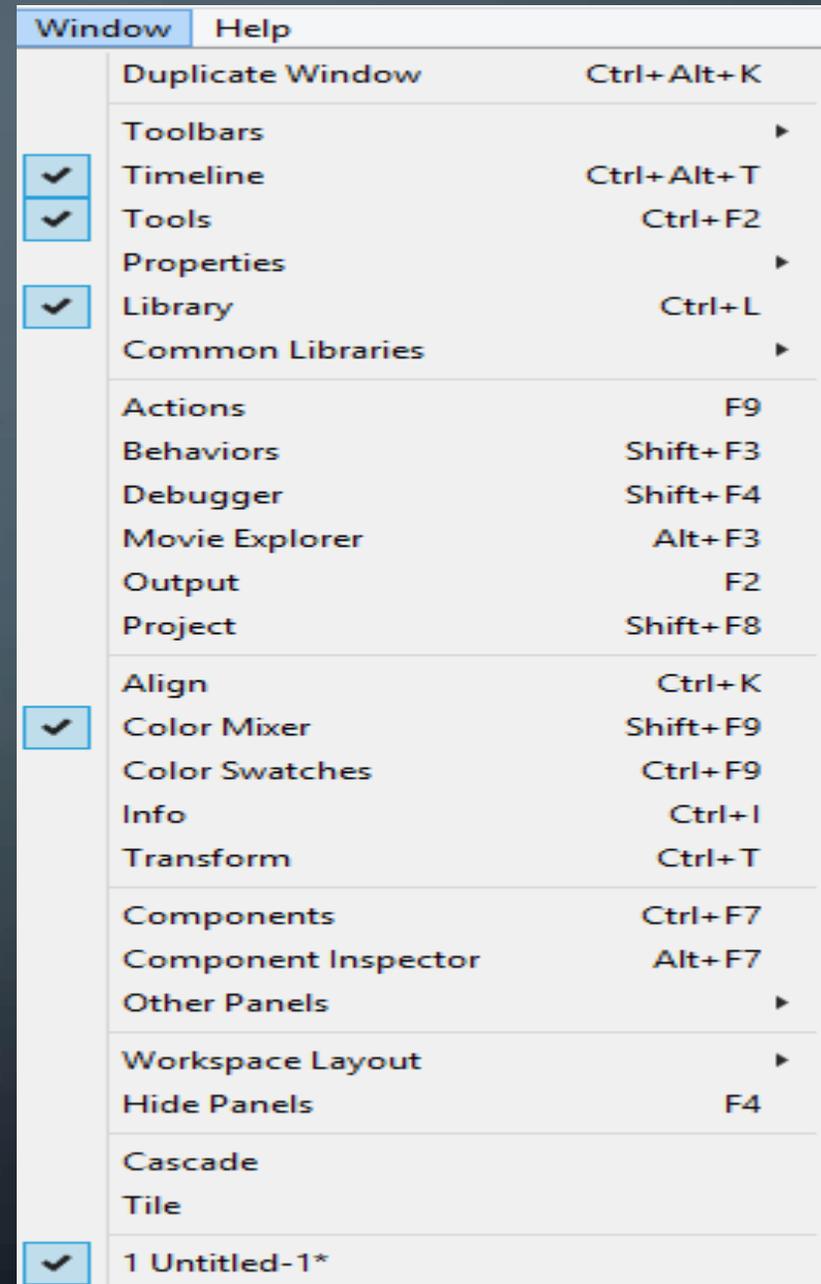
- **Commands:** Allows administrating the Commands that we had saved in our animation, to obtain other news from the Macromedia page or execute what we already have.
- **Control:** From here you modify the properties of the movie reproduction **Play, Rewind, Test Movie**



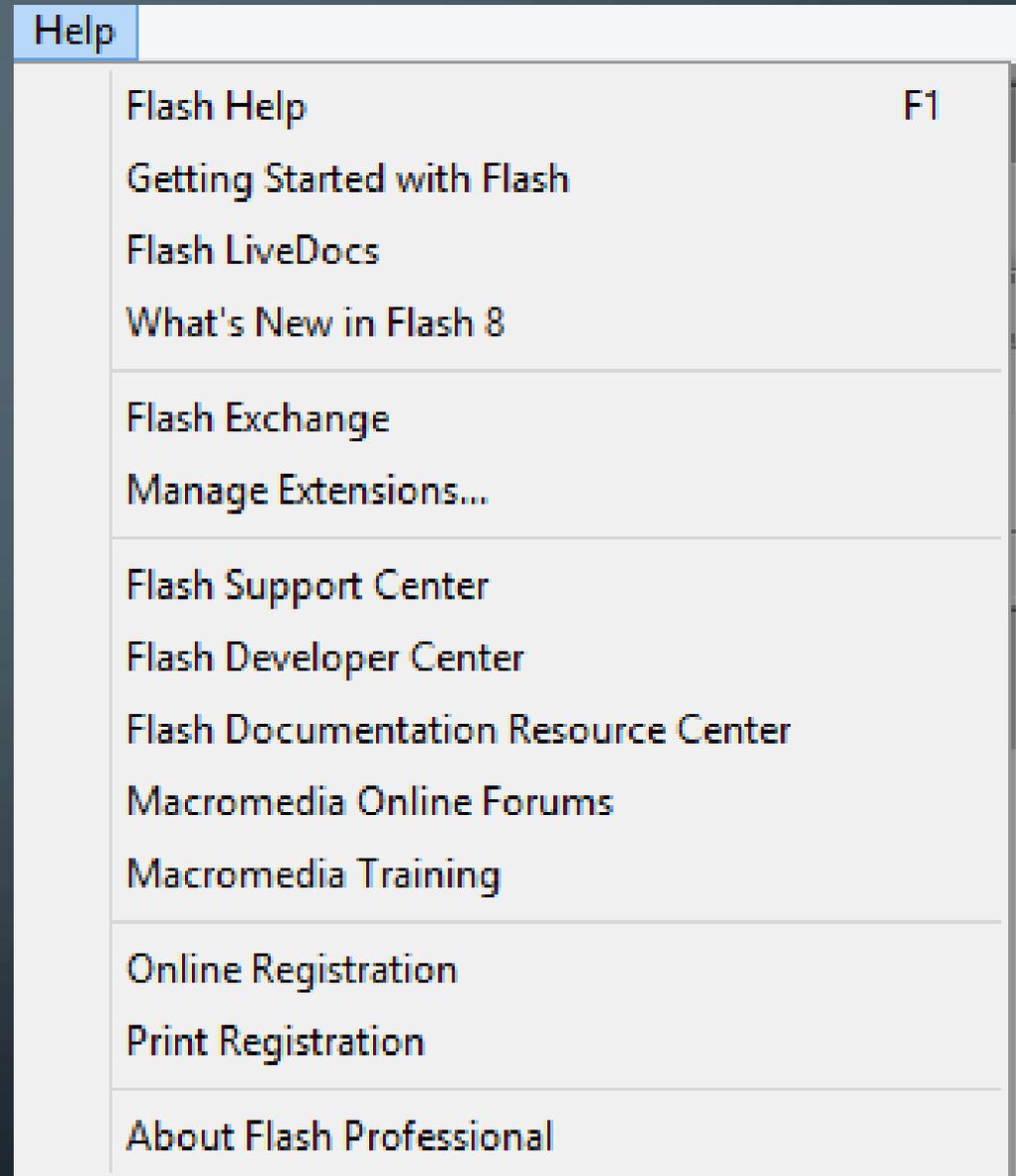
9. WINDOW

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

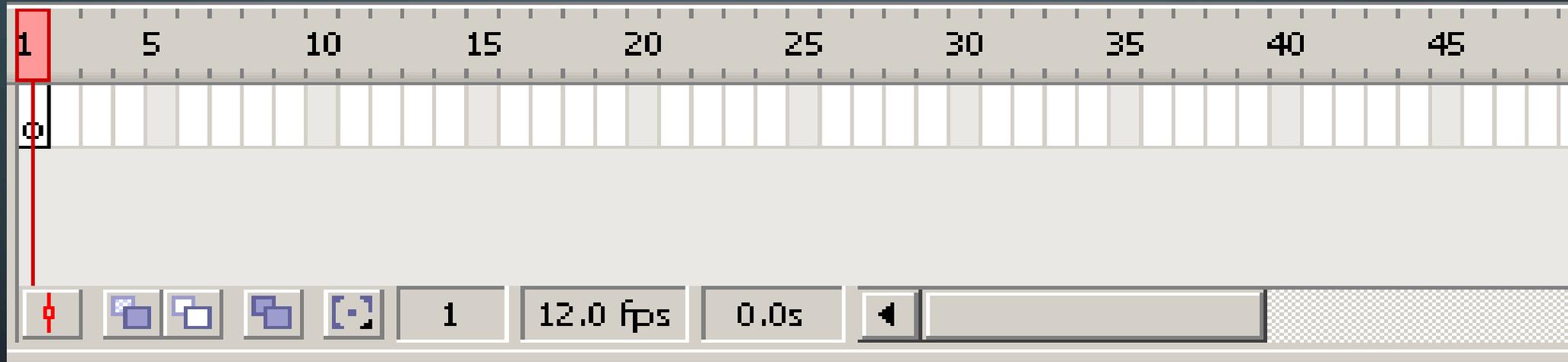
to ALL the Panels



10.
HELP
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

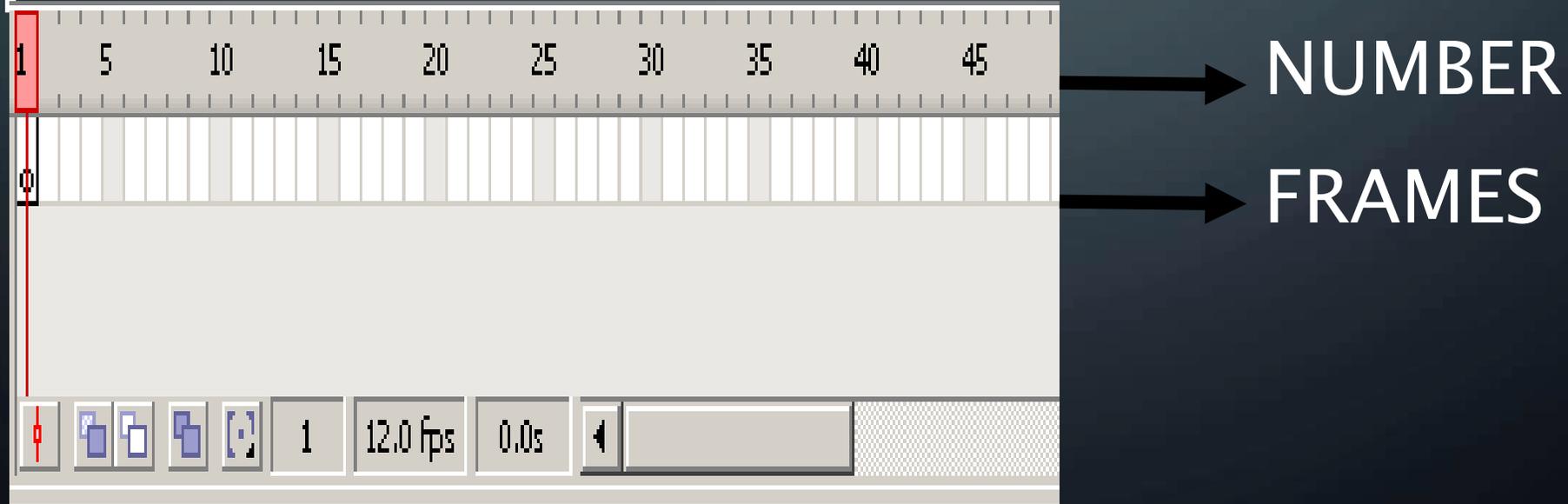


WHAT IS IT AGAIN?



II. TIMELINE

represents a simple mode of visualization. It consists of two parts:

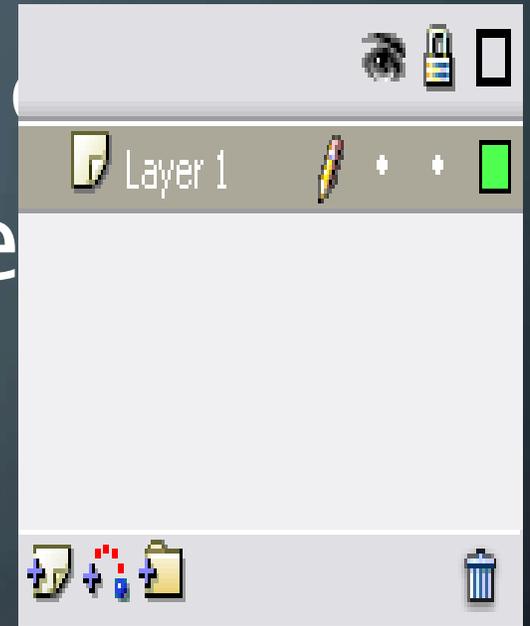


TIMELINE

- 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
- Therefore, timeline represents the succession of frames in the Time.

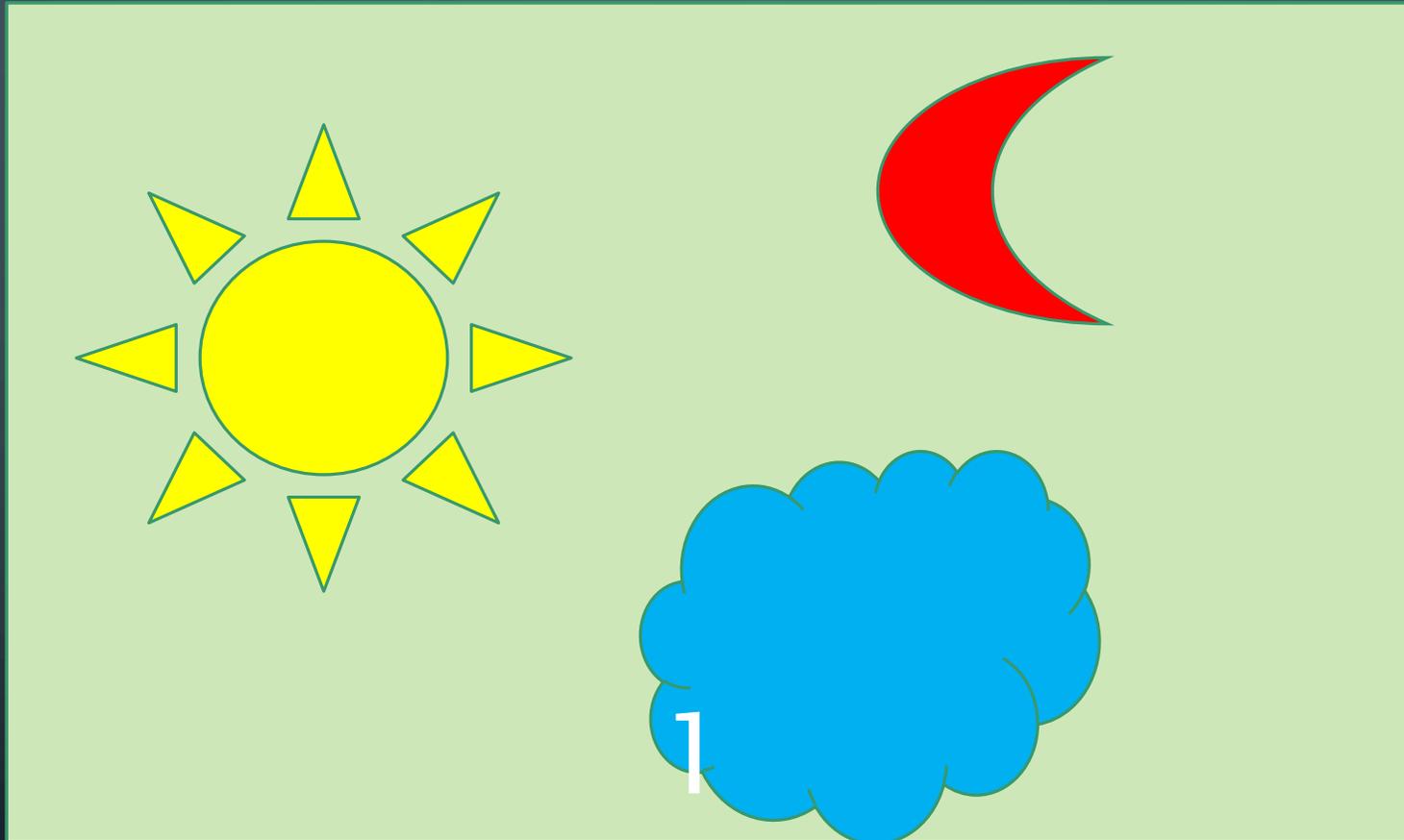
III. LAYER

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



LAYER

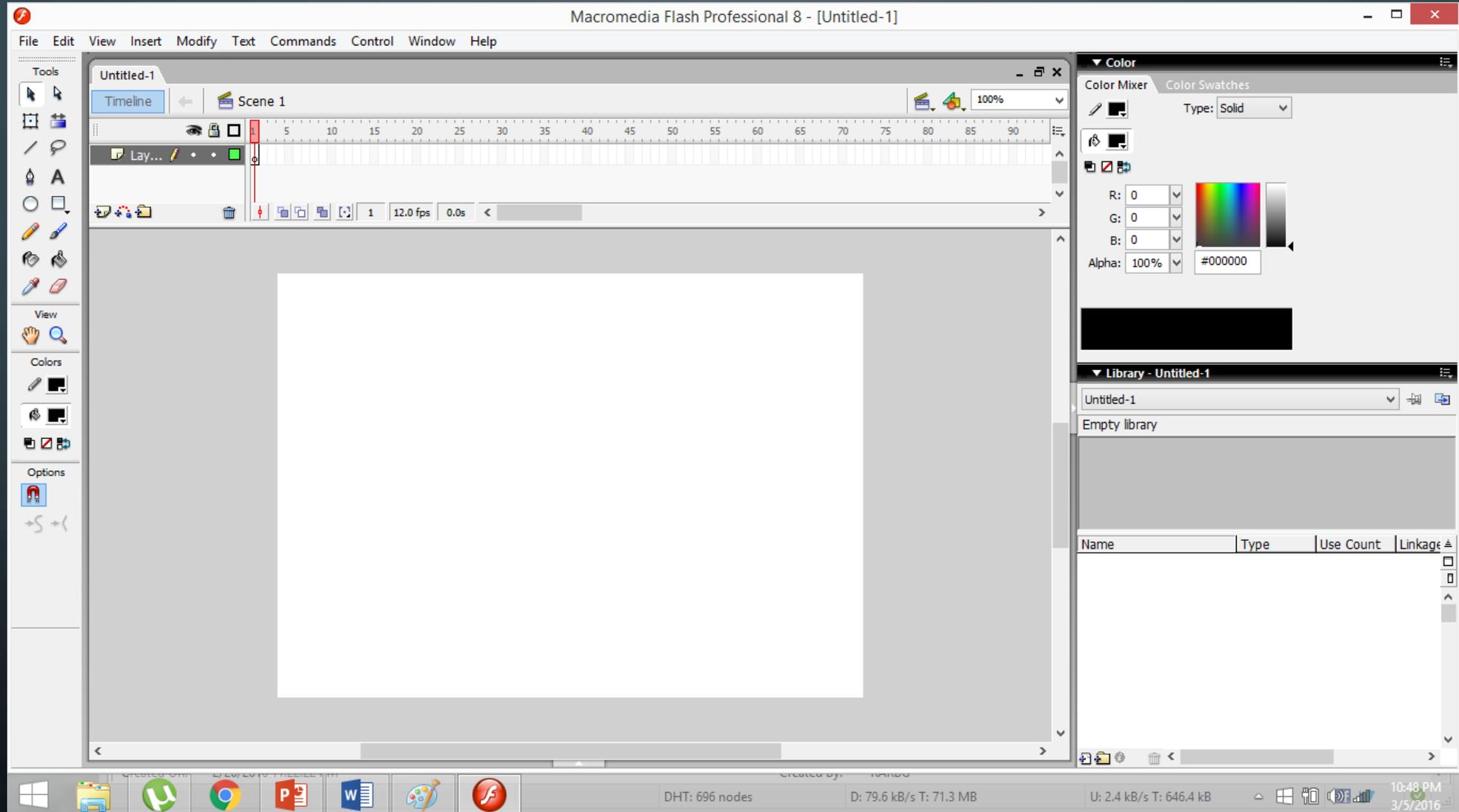
3



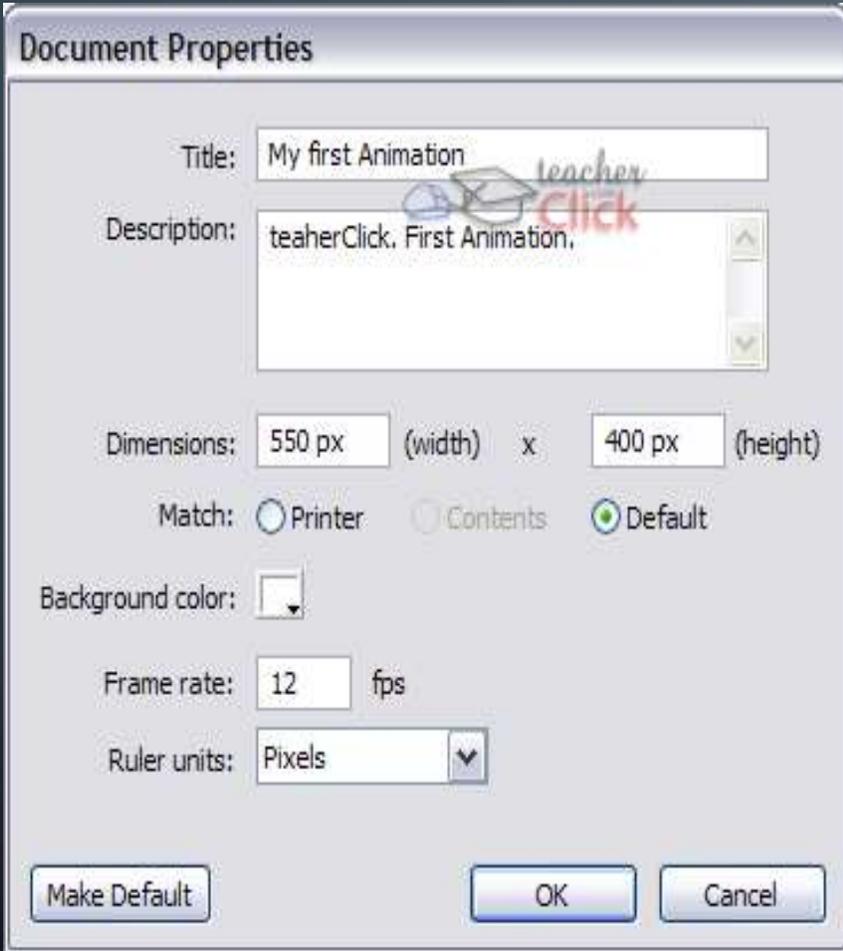
2

1

IV. WORKING AREA & STAGE



WORKING AREA

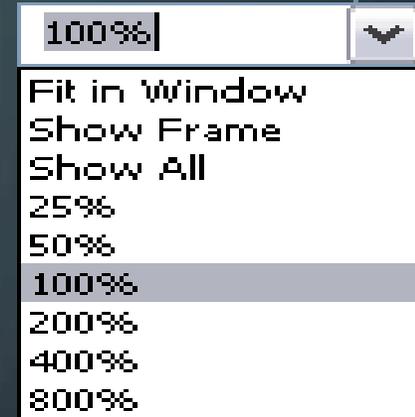


The most important part is the **Stage**, we will draw and fix different elements of our movie. The **Stage** has very important properties

V. VIEWS OR ZOOMS

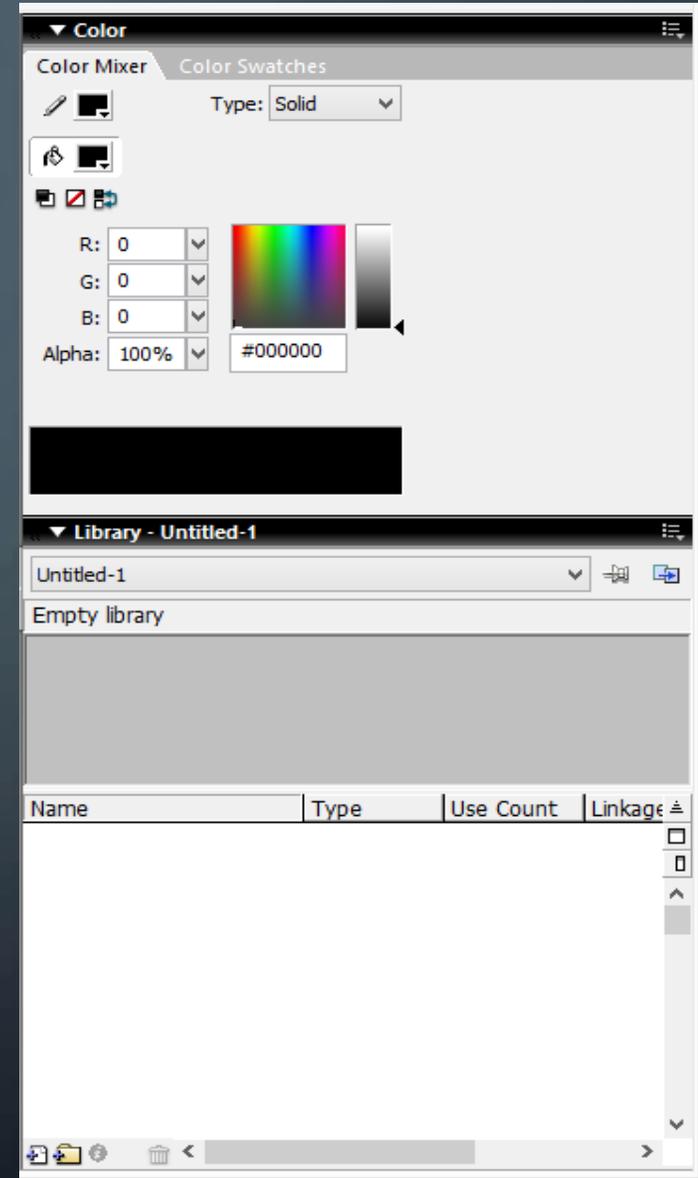
- **Zooms Panel:** It is a set of direct accesses to the View's submenus. They are very useful and help to accelerate the work when they are used correctly.

- The **Zoom Tool** is used to approach or move away the object view, allowing to include more or



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 necessary 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



1. SELECTION (ARROW)

TOOL

Selection (arrow) Tool : It is the most used tool among all.

Its main use is to select

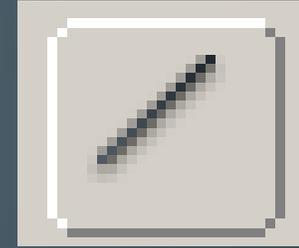
objects, it allows selecting the



borders of the objects, the

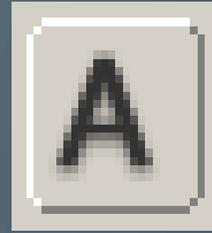
fillings (with only one click),

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

3. TEXT TOO



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

4. OVAL TOOL

Enables drawing circles or ellipses in a fast and simple way

5. RECTANGLE TOOL

Its handling is identical to the Oval Tool, they only differ in the objects they

6. PENCIL TOOL

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 the Color Mixer Pane

7. BRUSH TOOL



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 TOOL

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

Paste

Cut

Copy

Format Painter

Clipboard

Times New Ro 48

A⁺ A⁻ Aa

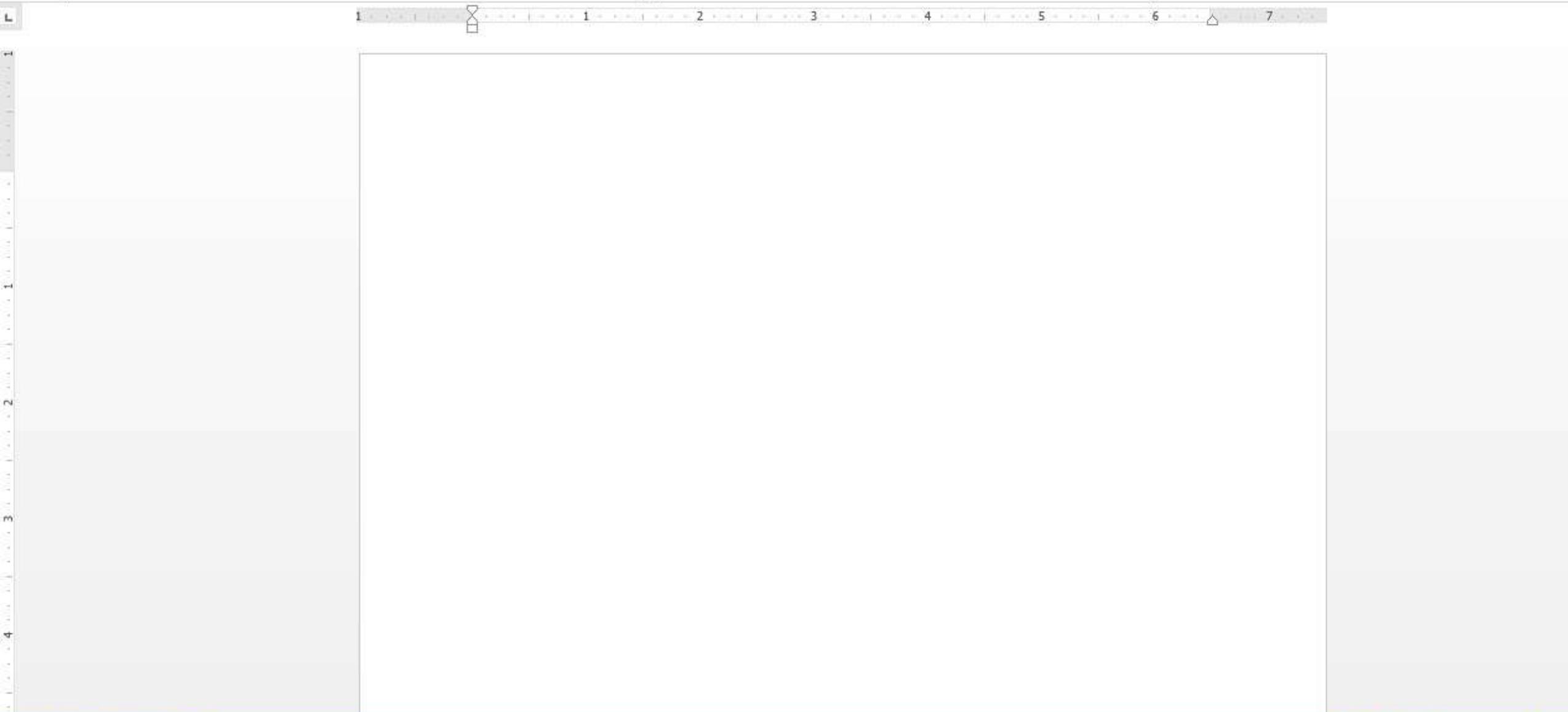
B I U abc x₂ x²

Paragraph

AaBbCcDc AaBbCcDc AaBbCc AaBbCc AaB

Normal No Spac... Heading 1 Heading 2 Title Subtitle Subtle Em... Emphasis

Styles



ADVANCED TOOLS



1. LASSO TOOL

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 way

3. SUBSELECTION TOOL

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 TOOL

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.