Flash 5
Basics: Backgrounds, Tweening, and Colour effects.

Flash is a web authoring application. It creates small file sizes using vector graphics, and it allows you to stream content. The idea is to create a flash movie to insert into HTML pages. It also does not lose quality on resizing if all your content is vector, so your movie can be something like w:550 and h:400.

Backgrounds
For solid you can go to modify> movie

For a gradient bg :-·
*   Insert > new symbol
*   Name it and make it a graphic

*Notice that the 'stage' looks the same but you are not in scene, you are in an area to create and edit a symbol.

*   Draw a square and use the colour gradient sq> fill to make a square.
*   Click on the outline and delete

Go back to scene 1

*   Window> library

This contains all your symbols, sounds movies clips and imported bitmaps.
*   Insert keyframe in frame 15 layer 1> drag symbol into the 'stage'
*   Drag frame across so that the bg is in all frames.
*   Window> Panels> Info
*   Make x: 0 w: 550
        y: 0 h: 400
*   Do not use the centre point
*   Now layer 1 is your background.

Importing
When importing, Flash will drop the bitmap onto the stage and put it into your library. The first thing to do is convert this to a symbol. The point of the library is that no matter how many times you use a symbol, and at what size, flash only has one copy in the library so the overall file size is kept small.

Motion Tweening
1.   Create a new layer
2.   Go to the library
3.   Drag a symbol onto the stage
4.   Insert a key frame on frame 15
5.   In frame 15 move the symbol somewhere else on your page
6.   Change the frame properties to motion tween
7.   Save it and press apple+enter to preview your movie

Tweening alphas, tints and specials
1.   Go through steps 1-4
2.   This time at frame 15 double click the symbol
3.   This is the instance properties (this instance of the symbol)
4.   Go to colour effect> alpha
5.   Change the alpha to 20%

6.   Change the frame properties to motion tween , now the tween fades out the symbol
Tints allows you to change the colour and special allows you to change all three.

Shape Tweening
This process it similar to motion tweening
1.   Create another layer and insert a graphic
2.   Insert a keyframe in 10
3.   Highlight 10-15 and delete the graphic
4.   Insert another graphic
5.   Use the object inspector place the two graphics, on x/y
6.   Go to Modify>break apart
7.   Do this for both symbols
8.   This time in frame properties choose shape tween

Event sounds
Event sounds are sounds that happen when a certain event takes place and plays independent of the time line, for example if you placed a sound on the down state of a button and that button took you to another scene, then the sound would play out in full even though another scene was starting to play.
•   Import your sounds into the library
•   Click on keyframe where sound is to go
•   Click on windows > panels > sounds to bring up the sound panel.
•   Select the sound from the pull down menu
•   Make sure event is pressed

Animation tips
Reshaping stage objects:-
•   Draw a circle on the stage, in layer 1
•   Insert a key frame at 20, then 10
•   In frame 11 grab the edges of the shape and drag to reshape
•   This kind of reshaping only works with stage objects
•   But the animation is jerky so you can add a tween
•   Flash need to understand the object you have drawn to tween, so group it together, the original and the reshaped object
•   You see that there is a rectangle around the object, now you can add a shape tween (remember to break it apart first)

Cutaways:-
•   Insert a new layer, draw two gradients filled objects on this layer, overlapping each other.
•   Insert a key frame at 10, then 20.
•   In frame 11, drag one of the objects away from the other
•   This is a cutaway, if you do this with two objects of the same colour it may not work. This is because Flash has trouble recognising them as two separate objects.
•   You cannot make this exact movement smoother by adding a motion tween, the first object will move to where the second will be then jump back
•   You can have an interesting effect by adding a shape tween, they will "fan" into each other.
•   Remember to group the objects and then break apart

Buttons
It is very simple to create buttons in flash:
•   Easy way; insert a new symbol.
•   Make it a button.
•   Create different states for this button, you can draw a circle then highlight all the states, go to modify, insert key frames.
•   This is a simple button.
•   You can do either of these things;

- Delete the button in the UP state so it is invisible until the user runs over it with the mouse
- And/or enlarge the button in the HIT area, even to the size of the flash movie so that any actions happen as soon as the user moves the mouse over the movie
- If you want to insert a sound for the DOWN state you can do this as documented in Event Sounds.
- You can drag a movie clip onto the OVER state, this is good if its an animation of the button itself as it highlights the buttons "clickability"
- Test this out (if it doesn't work check that buttons are enabled in control of the menu bar
- When you drag this button onto the stage from the library, make sure the button is selected then click the arrow in the bottom right of the

Basic Mouse fx
- Either make a movie clip or use a flash movie clip
- Drag to the movie and name it.
- Drag an instance of the button to the movie
- Add these actions to the button;
- Onmouse event (usually rollover)
- Drag movie clip. Specify the target and click the lock to mouse box.
- Test the movie, when you roll over the movie will stick to the mouse and follow it around
- You can make a button to stop/drag the movie.

Bitmaps, Tweening to paths, masks and shape hints.
- Import a bitmap. Flash dumps a copy onto your stage and library.
- If you select the dropper and sample the bitmap, you will fill your shape with a solid colour from the palette of the bitmap.
- Highlight the bitmap> modify> break apart.
- Now try selecting the bitmap and use the dropper to sample the bitmap then fill a shape.
- The bitmap will be used for the fill shape. If it is smaller only a part will be shown. If it is larger the bitmap will be tiled.
- You can draw using the paintbrush and it will use the bitmap as a fill

Tweening to paths.
- Insert a normal motion tween
- Insert a new layer and make it a guide, in the layer properties.
- In the guide layer draw a line or a path. You can use shapes etc.
- Make sure the centre of the shape is on the beginning of the path, in frame 1 and at the end in the last frame.
- Test your tween. When you import this the guide path will be invisible

Masks
- Keep an image in layer 1
- In layer 2 you should have a solid shape which you can animate in a motion tween if necessary
- Make layer 2 a layer mask in the layer properties
- When you test this it should show you the image on layer 1 but you will only see through the shape of the mask in layer 2

Shape Hints
- You might have noticed that some of your shape morphs aren't very good. You can give flash a hand by indicating what part of the original object you want Flash to tween from and tween to.
- If you add an extra keyframe you can amend the shape in the keyframe to help with shape tween

Buttons/Actionscript
This will help explain flash event handlers.
Go to, Play, Stop, Toggle High Quality, Stop all sounds Get URL are obvious.
• Rolling- moving the mouse over an object without pressing
• Dragging- moving the mouse with button pressed
• Press- you click with the mouse but you haven't released the mouse yet.
  This means that this action will be quite sensative.
• Release- you have pressed and released the mouse all in the hit area
• Release Outside- as above but you released the mouse outside the hit area.
• Roll Over- not a button. Action occurs as the mouse passes over the hit area without being
  clicked
• Roll Out- as above but here the action occurs after you roll out of the hit area
• Drag Over- action occurs when you click within a hit area, move outside the hit area and
  return, all without releasing. Ususally used for games.
• Drag Out- as above but you do not return to the hit area.

Note on key strokes
You cannot use ESC key
In a browser the key strokes will not work unless the user clicks anywhere in the flash movie so
be sure to include this in your user instructions.
They are case sensative, unfortunately.

To open a new window
• The action is put on a button
• In action of this symbol select GET URL
• Choose _blank
• In the URL window write this code or cut and paste it
Javascript:opennewwin()
• If you want the window to be a fixed size you must add extra coding.
Javascript:opennewwin('THE NAME OF THE MOVIE.swf /HTML',
height=100, width=100, toolbars=no, scrollbars=yes)
• The 100 is pixels

• In the HTML of your page, insert this code between the <head> tags<script
  language='Javascript'>
  function opennewwin(URLtoopen, windowname, windowfeatures) {
newwindow=
      window.open(URLtoopen, windowname, windowfeatures);}
      </script>