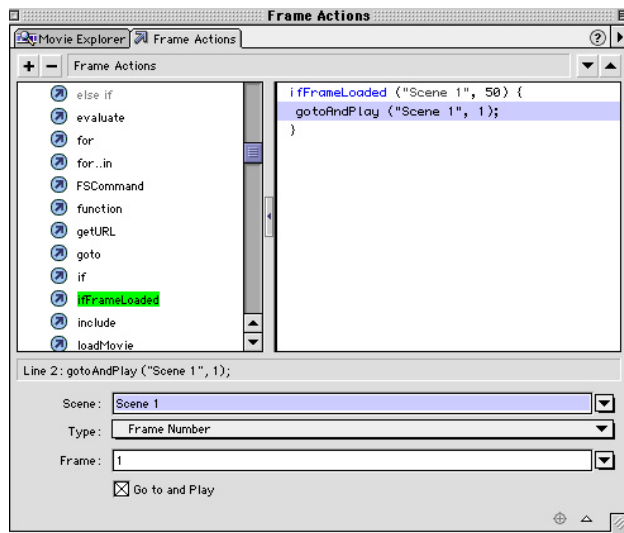


Inserting a Preloader

When you have created a movie with a large amount of media to load, it's good to insert a preloader so that the movie doesn't start playing and then have to stop while waiting for a larger graphic to load later in the movie.

- When you have created your movie add a new scene Insert > Scene.
- Call up the Scene panel Windows > Panels > Scene
- Rename your scene to preloader and drag this above your first scene so that the preloader is the first scene that will be loaded.
- Enter suitable content onto the stage in layer 1, frame 1. If you want to have animation create this on a movie clip so that you only have content on frame 1
- Insert a new layer and call this Frame Actions. In the Frame Actions panel, select If Frame is Loaded and specify a frame in Scene 1.
- Enter a Go To and play action underneath this and specify the next scene.



- Insert a keyframe at frame 2 of the Frame Actions layer. In the Frame Actions panel enter a Go To and Play action and set it to the current scene and frame 1. This will send the time line back to frame 1 if the criteria of frame 1 has not been met. Make sure that you add a frame at frame 2 to your other layers to avoid flickering.

You can of course put all manner of things on this to keep people interested while the rest of your movie loads.