

Flash 5 Tutorial

Introduction to Flash 5 and Action Script Part 2

What's on the agenda?

Part 1	Introduction to Flash 5
Section I	Basics of Flash 5 terminology and their relationships
Section II	Working with the basic functions of Flash 5 (motion, layers, scenes, publishing, exporting)

Part 2	Introduction to Flash 5 and Action Script
Section III	Review of Flash 5 basics
Section IV	Adding basic scripts (Action Script)

Section III

Review of Flash 5 Basics

Graphics Overview

Vector graphics vs. Bitmap

Flash file

Tools

Panels, Libraries, Actions, Movie Explorer

Publishing Flash Movies

Preview in Flash (<ENTER>)

.swf preview (<CTRL + ENTER>)

HTML preview (<F12>)

Publish settings (File > Publish Settings)

Symbols

Converting to Symbols (Insert > Convert to Symbol)

Adding a new Symbol (Insert > New Symbol)

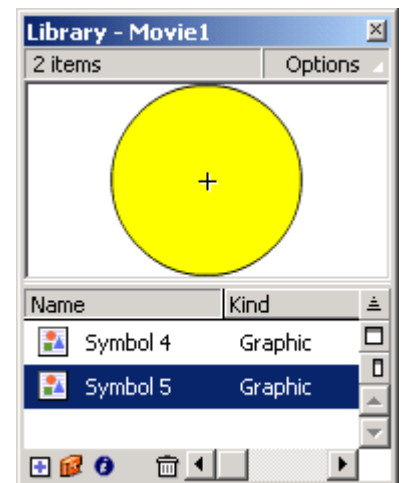
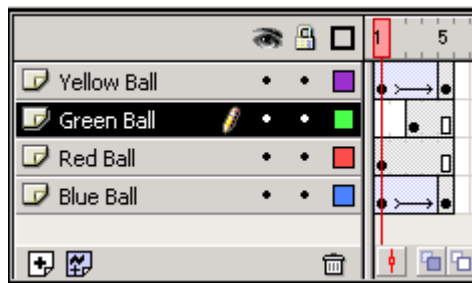
Layers

Showing/ Hiding Layers ()

Locked/Unlocked Layers ()

Outline of Layers ()

Adding Layers ()



Key Frames - makes a copy of the last key frame and puts it in each frame up to the new key frame. (Insert > Key Frame or <F6>)

Motion Tween

Used to move shapes around on the scene (**not** used when changing shapes!)

Example 2.1

Shape Tween

Used to Changes shapes over time (**not** used for creating motion!)

Example 2.2

Section IV Adding basic scripts (Action Script)

Scripting Style

1. Much like java script
 - Object oriented programming structure
2. Paths
 - Dot notation (new to version 5)
 - Slash notation (primarily version 4)
3. GUI, point and click environment

Actions Panel

<CTRL><ALT><A> or Window > Actions

Normal vs. Expert mode

Most common actions (controlling movie play)

1. Stop()
 - Commonly used to keep scenes from repeating or stop of movie before it plays (usually waiting for user interaction)
 - Stop() example: Adding a stop action to the end of a scene or movie clip
2. Play()
 - Commonly used to restart a movie clip of scene after interaction by the user
3. GotoandPaly() and GotoandStop()
 - Commonly used as a navigate technique between scenes or movie clips.
 - Example 2.3: Controlling Scenes with Action Script
4. Set Property()
 - Used to link mouse movements to objects or change symbols (size, location, rotation, transparency, name...)
 - Follow the mouse example