

Introduction

Welcome to *Adobe Flash CS3 Professional On Demand*, a visual quick reference book that shows you how to work efficiently with Flash. This book provides complete coverage of basic to advanced Flash skills.


How This Book Works

You don't have to read this book in any particular order. We've designed the book so that you can jump in, get the information you need, and jump out. However, the book does follow a logical progression from simple tasks to more complex ones. Each task is presented on no more than two facing pages, which lets you focus on a single task without having to turn the page. To find the information that you need, just look up the task in the table of contents or index, and turn to the page listed. Read the task introduction, follow the step-by-step instructions in the left column along with screen illustrations in the right column, and you're done.

What's New

If you're searching for what's new in Flash CS3 Professional, just look for the icon: **New!**. The new icon appears in the table of contents and through out this book so you can quickly and easily identify a new or improved feature in Flash. A complete description of each new feature appears in the New Features guide in the back of this book.

Keyboard Shortcuts

Most menu commands have a keyboard equivalent, such as Ctrl+P (Win) or +P (Mac), as a quicker alternative to using the mouse. A complete list of keyboard shortcuts is available on the Web at www.perspection.com.



How You'll Learn

How This Book Works

What's New

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Step-by-Step Instructions

This book provides concise step-by-step instructions that show you “how” to accomplish a task. Each set of instructions include illustrations that directly correspond to the easy-to-read steps. Also included in the text are time-savers, tables, and sidebars to help you work more efficiently or to teach you more in-depth information. A “Did You Know?” provides tips and techniques to help you work smarter, while a “See Also” leads you to other parts of the book containing related information about the task.

Changing Symbol and Instance Behaviors

Change a Symbol's Behavior

- 1 Open or expand the Library panel.
- 2 Select the symbol from the list.
- 3 Click the Properties button at the bottom of the Library window to open the Symbol Properties dialog box.
- 4 Select a different symbol Behavior option.
- 5 Click OK.

The symbol displays a new behavior. All subsequent instances will default to this behavior.

Did You Know?

If you are already using instances of a symbol in your movie, they will not be affected by a change in behavior. Flash allows you to change the behaviors of instances separately from your symbol's default behavior. To update the instance to a new behavior, select it on the Stage, and then change the behavior in the Property Inspector.

See Also

See “Breaking Symbols Apart” on page 186 for information on taking apart elements.

Symbols have three specific behaviors that are set when you first create the symbol: graphic, movie clip, and button. You can change these behaviors on a symbol's instance by selecting it and setting a new behavior in the Property Inspector. Do this when you need the instance to display a behavior different than its parent symbol. Alternately, you can change the behavior of the parent symbol itself in the Library. All subsequent instances that you create from this symbol will exhibit the new behavior.



Symbol begins as a movie clip.



Symbol is converted into a graphic symbol.

Easy-to-follow introductions focus on a single concept.

Illustrations match the numbered steps.

Numbered steps guide you through each task.

See Also points you to related information in the book.

Did You Know? alerts you to tips, techniques and related information.

Real World Examples

This book uses real world examples files to give you a context in which to use the task. By using the example files, you won't waste time looking for or creating sample files. You get a start file and a result file, so you can compare your work. Not every topic needs an example file, such as changing options, so we provide a complete list of the example files used throughout the book. The example files that you need for project tasks along with a complete file list are available on the Web at www.perspection.com.



Real world examples help you apply what you've learned to other tasks.

Workshop

This book shows you how to put together the individual step-by-step tasks into indepth projects with the Workshop. You start each project with a sample file, work through the steps, and then compare your results with project results file at the end. The Workshop projects and associated files are available on the Web at www.perspection.com.

Adobe Certified Expert

This book prepares you fully for the Adobe Certified Expert (ACE) exam for Adobe Flash CS3 Professional. Each Adobe Certified Expert certification level has a set of objectives, which are organized into broader skill sets. To prepare for the certification exam, you should review and perform each task identified with a Adobe Certified Expert objective to confirm that you can meet the requirements for the exam. The Adobe Certified Expert objectives are available on the Web at www.perspection.com.

Workshop

Introduction

The Workshop is all about being creative and thinking outside of the box. These workshops will help your right-brain soar, while making your left-brain happy, by explaining why things work the way they do. Exploring Flash's possibilities is great fun; however, always stay grounded with knowledge of how things work. Knowledge is power.

Getting and Using the Project Files

Each project in the Workshop includes a start file to help you get started with the project, and a final file to provide you with the results of the project so you can see how well you accomplished the task.

Before you can use the project files, you need to download them from the Web. You can access the files at www.perspection.com in the software downloads area. After you download the files from the Web, unzip the files into a folder on your hard drive to which you have easy access from Flash.

Project 1: Creating an Analog Clock

Skills and Tools

Flash drawing tools and ActionScripting

Creating an analog clock is not all that difficult, it involves a bit of ActionScript, and an image that you want to use for the clock face. You can create the clock in an image-editing application, such as Adobe Photoshop and import it, or you can create it directly within Flash. The advantage to creating the clock face in Flash is that it would be resolution independent, and would look great on any monitor, regardless of resolution. This example will use a clock face created and imported from Adobe Photoshop. Once you get the hang of creating clocks in Flash, you'll want to incorporate them into just about any Flash document.

The Project

In this project, you'll learn how to grab a system asset (in this case the system time), and use it to create a clock that automatically updates.

The Process

- 1 Open Flash 8, create a new document, and then save it as `clock.fla`.

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The Workshop walks you through indepth projects to help you put Flash to work.

Adobe Certified Expert

About the Adobe Certified Expert (ACE) Program

The Adobe Certified Expert (ACE) program is for graphic designers, Web designers, systems integrators, value-added resellers, developers, and business professionals seeking official recognition of their expertise on Adobe products.


What Is an ACE?

An Adobe Certified Expert is an individual who has passed an Adobe Product Proficiency Exam for a specific Adobe software product. Adobe Certified Experts are eligible to promote themselves to clients or employers as highly skilled, expert-level users of Adobe software. ACE certification is a recognized worldwide standard for excellence in Adobe software knowledge. There are three levels of ACE certification: Single product certification, Specialist certification, and Master certification. To become an ACE, you must pass one or more product-specific proficiency exam and sign the ACE program agreement. When you become an ACE, you enjoy these special benefits:

- Professional recognition
- An ACE program certificate
- Use of the Adobe Certified Expert program logo

What Does This Logo Mean?

It means this book will prepare you fully for the Adobe Certified Expert exam for Adobe Flash CS3 Professional. The certification exam has a set of objectives, which are organized into broader skill sets. The Adobe Certified Expert objectives and the specific pages throughout this book that meet the objectives are available on the Web at www.perspection.com.



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Get More on the Web

In addition to the information in this book, you can also get more information on the Web to help you get up to speed faster with Flash CS3 Professional. Some of the information includes:

Transition Helpers

- ◆ **Only New Features.** Download and print the new feature tasks as a quick and easy guide.

Productivity Tools

- ◆ **Keyboard Shortcuts.** Download a list of keyboard shortcuts to learn faster ways to get the job done.

More Content

- ◆ **Photographs.** Download photographs and other graphics to use in your Flash documents.
- ◆ **More Content.** Download new content developed after publication.

You can access these additional resources on the Web at www.perspection.com.

Keyboard Shortcuts

If a command on a menu includes a keyboard reference, known as a keyboard shortcut, to the right of the command name, you can perform the action by pressing and holding the first key, and then pressing the second key to perform the command quickly. In some cases, a keyboard shortcut uses three keys. Simply press and hold the first two keys, and then press the third key. Keyboard shortcuts provide an alternative to using the mouse and make it easy to perform repetitive commands.

If you're searching for new keyboard shortcuts in Macromedia Flash 8, just look for the letter **K**. The **K** appears in the Keyboard Shortcuts table so you can quickly and easily identify new or changed shortcuts.

Keyboard Shortcuts		
Open menu/roll	Windows	Macintosh
Arrow tool (select in Toolbox)	W	W
Sub-Select	A	A
Arrow tool (temporary access)	Ctrl	⌘
Brush tool (select in Toolbox)	B	B
Convert (converts to circles, rectangles to squares, lines and rotation to 45-degree angles)	Shift+drag	Shift+drag
Convert corner point to curve point (Subselection tool)	Alt+drag	Option+drag
Create new corner point (Arrow tool)	Alt+drag a line	Option+drag a line
Drag a copy of selected element	Alt+drag	Option+drag
Drag a copy of selected keyframe element in Timeline	Alt+drag	Option+drag
Dropper tool (select in Toolbox)	I	I
End open path (Pen tool)	Ctrl+click	⌘+click
Eraser tool (select in Toolbox)	E	E
Fill Transform tool (select in Toolbox)	F	F
Free Transform tool (select in Toolbox)	Q	Q
Hand tool (select in Toolbox)	H	H

k

Additional content is available on the Web.