

# **Flash MX**

## **Day Two**

### **Animation with Motion Tweening**

Setting the Tweening Property  
Ending a Motion Tween  
Adding Keyframes to Motion Tweens  
Animating Color Effects  
Animating Graphics  
Rotating and Spinning Graphics  
Moving Graphics in Straight Lines  
Moving Graphics along a Path  
Orienting Graphics to a Motion Path  
Changing Tween Speed

### **Animation with Shape Tweening**

Morphing Simple Lines and Fills  
Shape-Tweening Multiple Shapes  
Transforming Shapes  
Creating shapes that Move

### **More Complex Animation Tasks**

Understanding Scenes  
Manipulating Frames in Multiple Layers  
Animating Multiple Motions  
Animating Shape Tweens  
Reversing Frames  
Combine Tweening w/ Frame Techniques  
Saving Animations  
Using Movie Clip Symbols  
Using Animated Masks

### **Interactivity w/ Simple Frame Actions**

Touring the Action Panel  
Choosing a scripting Mode  
Customizing the Action Panels  
Organizing Actions  
Choosing Actions  
Adding Actions to Frames  
Editing the Script  
Assigning Frame Labels & Comments  
Creating Names Anchors  
Controlling Movie Playback  
Previewing Actions in Action

### **Interactivity w/ Objects**

Creating a Basic Rollover Button  
Previewing Buttons in Movie Editing Mode  
Creating Buttons that Change Shape  
Creating a Fully Animated Button  
Adding Actions to Buttons  
Choosing a Button's event Handler  
Using Multiple Mouse Event Handler

Triggering Button Actions from the Keyboard  
Creating an Invisible Button  
Creating a Button with Multiple Hot Spots  
Adding Actions to Movie Clips  
Making Movie Clips Act like Buttons

### **Adding Sound and Video**

Using Sounds in Flash  
Importing Sounds  
Organizing Sounds  
Adjusting Sound Layer Height  
Adding Sounds to Frames  
Adding Sounds to Buttons  
Using Event Sounds  
Using Start Sounds  
Using Streaming Sounds  
Stopping Sounds  
Looping Sounds  
Editing Sounds  
Updating Video Clips

### **Introducing Complex Interactivity**

Changing the Properties of Objects  
Creating Scriptable Text Objects  
Manipulating Variables  
Creating an Invisible Variable  
Using Conditional Actions  
Loading New Files  
Controlling Nested Timelines  
Using fscommand  
Using Components  
Using the Movie Explorer

### **Delivering Movies To Your Audience**

Preparing Your Movie for Optimal Playback  
Publishing and Exporting  
Working with Flash Player Setting  
Publishing HTML for Flash Player Files  
Controlling Movie Placement in Browser  
Using Other Publishing Settings  
Printing from Flash  
Printing from Flash Player