

Duration 1 day

Pre Requisites

Students must have a good understanding of Flash or should have attended the Flash Introductory course.

Objectives

This course is designed to cover some of the more advanced aspects of Flash.

Course Content

- **Shared Libraries**
 - Creating a Shared Symbol Library
 - Exporting a Library entry
 - Opening a Shared library
- **Basic Actions**
 - Using the Actions Panel
 - Editing Actions
 - Using the Go to, Play and Stop actions
 - Using the 'Get Url' action
 - Using the 'On Mouse Event' action
- **Tell Target Action**
 - Using Tell Target action
 - Controlling a Movie Clip
- **Creating a Form**
 - Using the Text Options panel
 - Using input values and Variables
 - Using Expressions
 - Using Set Variable action
 - Concatenation
- **Set Properties**
 - Using Set Property action
 - Changing a movie clip visibility, position and size
- **Using the IF action**
 - Using the IF action
 - Using comparison operators
 - Using assignment operators
- **An introduction to Action Scripts**
 - Relative mode and Absolute mode
 - Using slash and dot syntax to target a Movie Clip instance
 - How to access variables inside a Movie Clip instance
 - Using Set Property to change an object's properties

Cont...

- **Evaluating the Position of an Object**
 Creating a drag-able object
 Using the Start Drag action
 Using _Droptarget property
 - **Changing a Object's colour**
 Creating a New Colour object
 Using the Evaluate action
 Using Set Transform to change colour
 - **Using the Movie Explorer**
 Using the Movie Explorer panel
 Finding text and changing text
 Using Go To a Location
 - **Testing a Flash Movie**
 Evaluating Download Performance
 Using Test Movie
 Using Bandwidth Profiler
 Steaming Graph Mode
 - **Preloader**
 Creating a simple preloader
 Using the 'If Frame Loaded' action
 Creating a complex preloader
 Using _Framesloaded and _Totalframes properties
 - **Web-native Printing with Flash**
 Using the Print action
 Specifying a Print Area
 Designating Printable Frames
 Using Bounding Boxes
 - **Using Publishing Settings**
 Using Publish Settings
 Configuring HTML file setting
 Configuring Flash file setting
 Configuring Gif file settings
 - **Optimising tips**
- Additional Resources**
- **Action Script Reference**