

# Chapter 1

---

---

## ***Introduction to Adobe Flash Professional CC***

### **Learning Objectives**

**After completing this chapter, you will be able to:**

- *Understand the Adobe Flash Professional CC interface*
- *Work with various panels in Adobe Flash Professional CC*
- *Import images and sounds*
- *Undo and redo steps in Adobe Flash Professional CC*
- *Save and preview the artwork*
- *Find online resources for Adobe Flash Professional CC*

## INTRODUCTION

Adobe Flash Professional CC is a part of the Adobe Creative Cloud. With the help of Creative Cloud, you can access all the Adobe creative tools and services. It also has a library of video tutorials to enhance the learning process. Moreover, you can access the Sync services, 20GB of online storage, the behance community hub, and updates (the moment they are released) to all programs.

The Flash Professional CC allows you to share your artwork within the application and sync across multiple devices. This application, however, runs from your desktop, not in the browser or in the cloud. It is re-engineered with 64-bit architecture and a new streamlined user interface. The modular architecture of the software allows you to work on multiple large files and publish them faster.

The Flash Professional CC also enables you export the content in full high-definition videos and audios. The HTML5 support in Flash Professional CC has been enhanced. You can use the updated **Toolkit for CreateJS** option available in the **Window** menu to create better HTML5 content. You can also manage large backgrounds or elements using the unlimited pasteboard size supported in Flash Professional CC.

In this chapter, you will learn to start Adobe Flash Professional CC, create a new Flash CC document, and get familiar with Adobe Flash Professional CC interface. You will also learn to work with various panels.

## STARTING Adobe Flash Professional CC

To start Adobe Flash Professional CC, choose the **Start** button on the taskbar; the **Start** menu will be displayed. Next, choose **All Programs > Adobe Flash Professional CC** from the **Start** menu, as shown in Figure 1-1; the **Adobe Flash Professional CC** welcome screen will be displayed, as shown in Figure 1-2.

To create a new Flash CC document, choose **ActionScript 3.0** from the **Create New** area of the welcome screen. Alternatively, choose **File > New** from the menubar; the **New Document** dialog box will be displayed, as shown in Figure 1-3. In this dialog box, choose **ActionScript 3.0** from the **General** tab and then choose the **OK** button; a new flash file will be created.

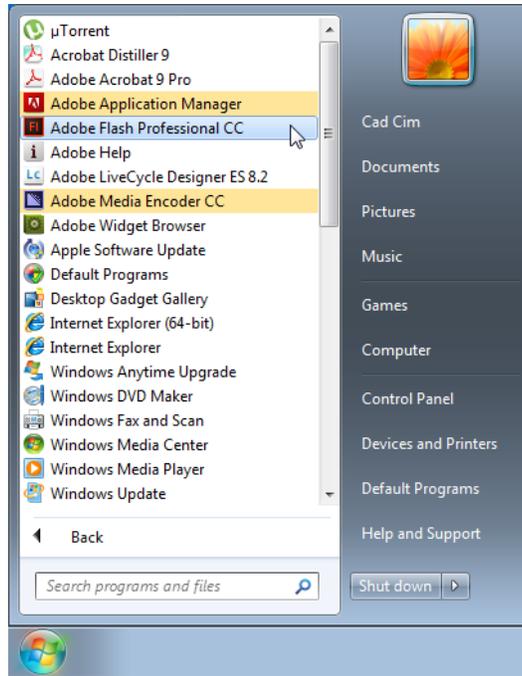


Figure 1-1 Starting Adobe Flash Professional CC using the Start menu

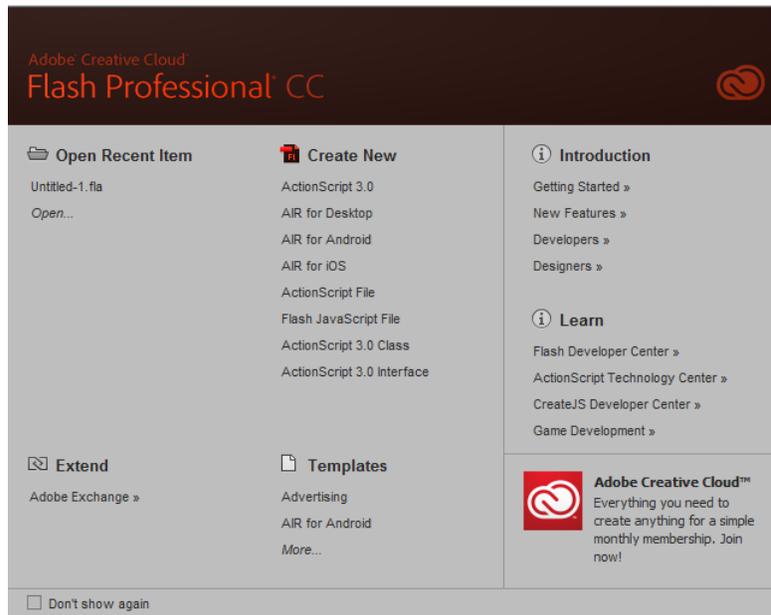


Figure 1-2 The Adobe Flash Professional CC welcome screen

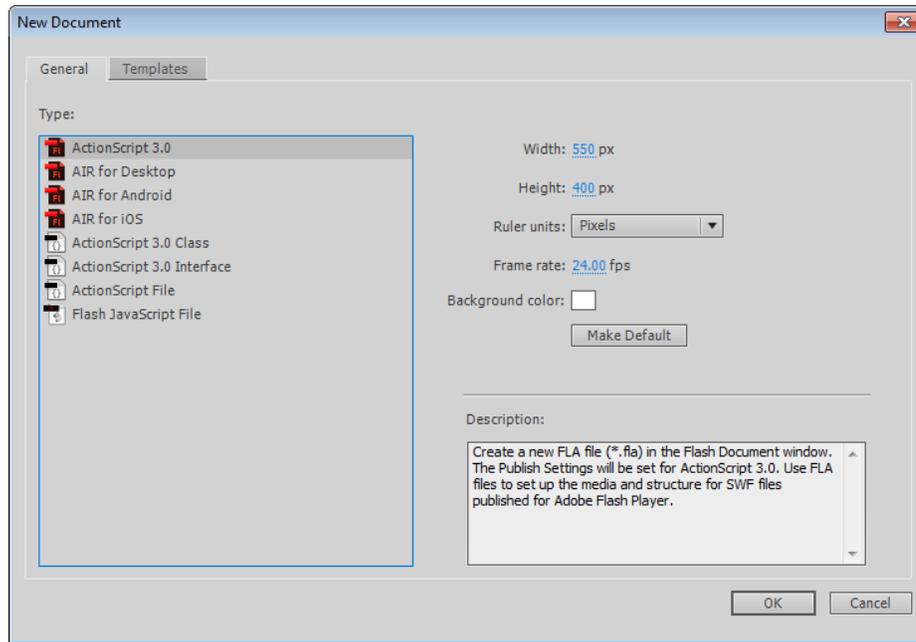


Figure 1-3 The New Document dialog box

## EXPLORING THE Adobe Flash Professional CC INTERFACE

The interface of Flash CC consists of a Stage, **Tools** panel, **Timeline** panel, **Properties** panel, menubar, and application bar, as shown in Figure 1-4. Using the tools in this interface, you can create interactive websites and digital animations as well as edit and add elements to your movie. You can also import files from Adobe Illustrator, Adobe Photoshop, and Adobe After Effects in Flash CC.

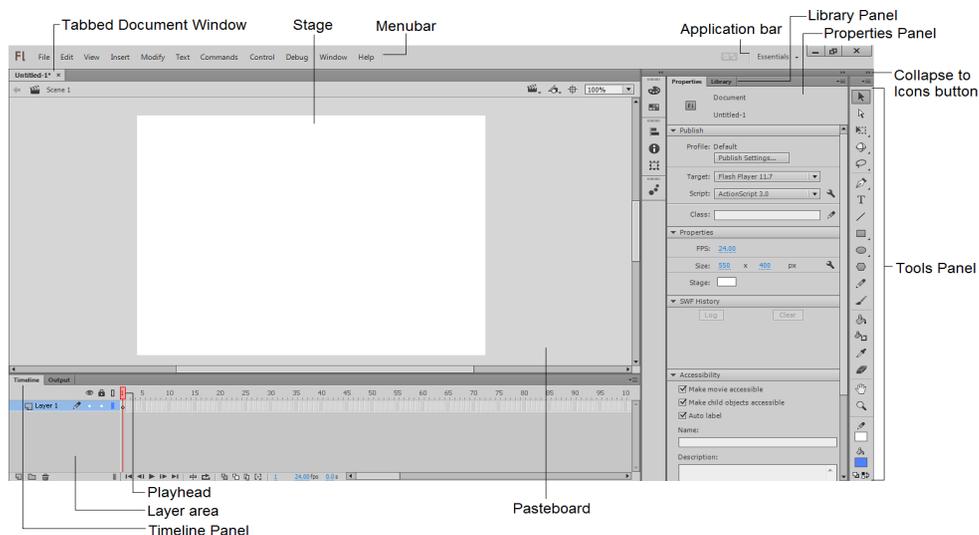
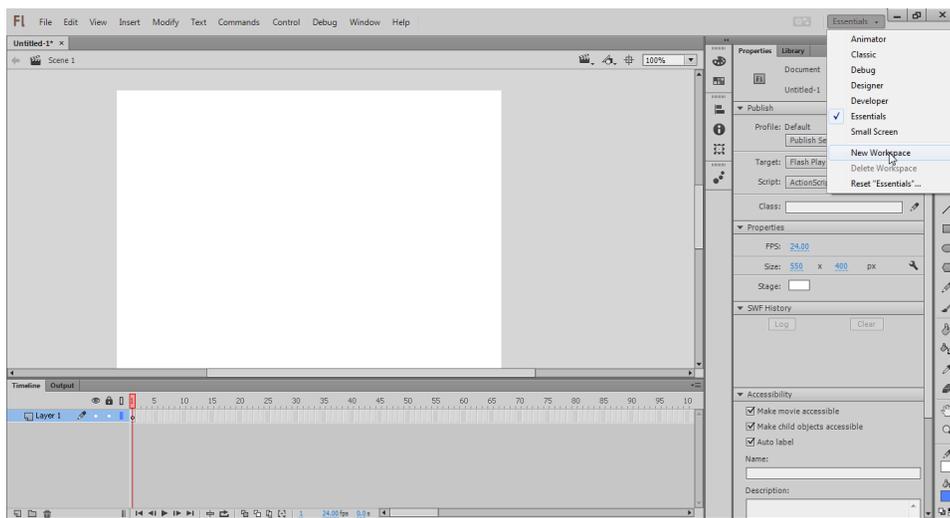


Figure 1-4 The default Flash CC screen with various panels

## Workspace

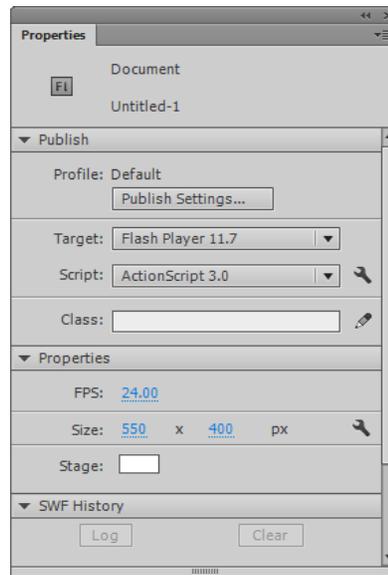
In Flash CC, the main screen is called the Application screen. In Flash CC, there are several workspace profile presets, which allow you to change the layout and arrangement of the panels based on your primary usage. You can also arrange panels based on your requirement and save the current interface as your workspace. To save the current arrangement of panels as your workspace, choose the Workspace switcher button from the application bar; a flyout will be displayed. In this flyout, choose the **New Workspace** option, as shown in Figure 1-5. The **New Workspace** dialog box will be displayed. Next, type the name of the workspace in the **Name** text box and then choose the **OK** button; the current arrangement of panels will be saved with the name that you specified in the dialog box and it becomes the active workspace. You can also choose the preset workspace from the workspace flyout. Various components of the Flash CC interface are discussed next.



*Figure 1-5 Choosing New Workspace from the workspace flyout*

## Stage

The Stage is an area where all activities are performed that the viewers see when a movie is being played. The gray area surrounding the Stage is called Pasteboard. Anything in the Pasteboard is not visible in the final output. You can change the color and size of the Stage by using the options in the **New Document** dialog box and the **Properties** panel, refer to Figures 1-3 and 1-6.

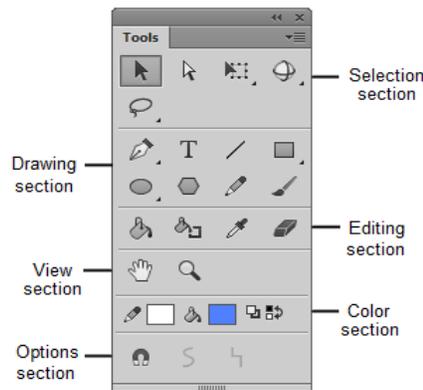


*Figure 1-6 The Properties panel*

## Tools Panel

The **Tools** panel is divided into six sections, refer to Figure 1-7. The Selection section consists of the tools that are used for selecting an object or part of an object. The Drawing section consists of tools that are used to create objects, text, shapes, and decorative patterns. The Editing section consists of tools that are used to edit the existing object. The View section consists of tools that are used to pan and zoom in/out in the Stage. The Color section consists of tools that are used to specify or modify the color of the border and fill of an object. The Options section of the **Tools** panel displays the options and modes of the selected tool.

In Flash, the outline of an object is called stroke and the color filled inside an object is called fill. The black triangle next to a tool indicates that there are some more hidden tools in the respective tool category. These tools are called hidden tools. To display the hidden tools, press and hold the left mouse button on that tool; a flyout will be displayed with all the hidden tools. The various tools in the **Tools** panel are discussed next.



*Figure 1-7 The Tools panel*

## Selection Tool

 The **Selection Tool** is used to select an object, group of objects, strokes, and fills. To select an object, choose **Selection Tool** and then click on the object. Alternatively, invoke the tool and marquee select the object. The options displayed in the Options section of the **Tools** panel on invoking the **Selection Tool** are discussed next.

### Snap to Objects

 On choosing the **Snap to Objects** option, the objects that you move in the Stage jump to the edge of the nearest object.

### Smooth

 The **Smooth** option is used to smoothen the edges of the selected object.

### Straighten

 The **Straighten** option is used to sharpen the edges of the selected object.



### Note

*When you invoke a tool, the properties of that tool are displayed in the **Properties** panel.*

## Subselection Tool

 The **Subselection Tool** is used to change the shape of an object.

## Free Transform Tool

 The **Free Transform Tool** is used to rotate, move, skew, and distort an object. The options displayed in the Options section of the **Tools** panel on invoking the **Free Transform Tool** are discussed next.

### Rotate and Skew

 The **Rotate and Skew** option is used to rotate and give an oblique direction to the selected object.

### Scale

 The **Scale** option is used to scale the selected object.

### Distort

 The **Distort** option is used to deform the shape of an object by dragging individual transform points. On invoking this option, each transform point can be moved individually in all directions.

### Envelope

 The **Envelope** option is used to manipulate the shape of an object. It creates an envelope of transform points around the object. Each transform point can move independently with respect to other transform points.

### Gradient Transform Tool



The **Gradient Transform Tool** is used to scale, rotate, and change the direction of the gradient fill in an object. This tool is located in the flyout that is displayed when you press and hold the left mouse button on **Free Transform Tool**.

### 3D Rotation Tool

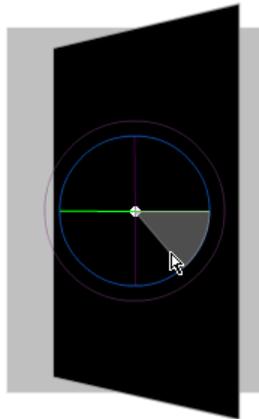


The **3D Rotation Tool** is used to create an impression of 3D in Flash CC. With the help of this tool, you can position the object at an angle and rotate it about any axis, refer to Figure 1-8.

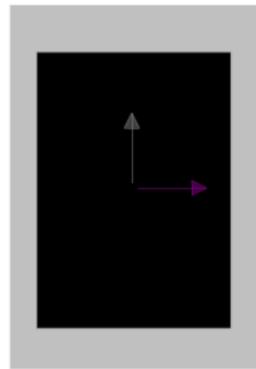
### 3D Translation Tool



The **3D Translation Tool** is used to create a 3D perspective view and depth. This tool is located in the flyout that is displayed when you press and hold the left mouse button on **3D Rotation Tool**. You can create the depth by manipulating the distance between the object and the viewer by moving the object along the Z axis, as shown in Figure 1-9.



*Figure 1-8 Rotating the movie clip about the Y-axis*



*Figure 1-9 Translating the movie clip along the Z-axis*

### Lasso Tool



The **Lasso Tool** is used to select an object or a part of it by creating outlines. When you press and hold the left mouse button on this tool, a flyout will be displayed containing the **Magic Wand** tool and the **Polygon Tool**.

### Magic Wand



The **Magic Wand** tool is used to select the areas that contain similar colors.

### Polygon Tool



The **Polygon Tool** is used to select an object or an area by creating linear and interconnected lines.

## Pen Tool



The **Pen Tool** is used to draw shapes and paths. All the path and shape objects are built from a series of anchor points. You can modify the path by clicking on it and then manipulating the anchor points. When you press and hold the left mouse button on this tool, a flyout will be displayed containing the tools **Add Anchor Point Tool**, **Delete Anchor Point Tool**, and **Convert Anchor Point Tool**.

## Add Anchor Point Tool



The **Add Anchor Point Tool** is used to add an anchor point to the path. For adding a new anchor point on a path, select the path and then choose **Add Anchor Point Tool**. Next, click on the point in the path where you want to add a new anchor point.

## Delete Anchor Point Tool



The **Delete Anchor Point Tool** is used to delete anchor points. To delete an anchor point, choose **Delete Anchor Point Tool** and then click on the anchor point that you want to delete.

## Convert Anchor Point Tool



The **Convert Anchor Point Tool** is used to break the handle of an anchor point into two handles that can be moved independently with respect to each other. To do so, choose **Convert Anchor Point Tool**. Next, select the anchor point and then click on the endpoint of the handle to convert it into two independent handles.

## Object Drawing

The **Object Drawing** button is a toggle button. By default, this button is not chosen. When a drawing tool is in the **Object Drawing** mode, the stroke and fill of an object are not separate elements and the shapes that overlap in the same layer do not alter one another if you move them apart, reposition, or rearrange.

## Text Tool



The **Text Tool** is used to write text as a vector object. To create a text object, choose **Text Tool** and then drag the cursor in the Stage; a text box will be displayed in the Stage. Now, you can write the text in the text box.

## Line Tool



The **Line Tool** is used to draw a straight line segment. To create a line, choose **Line Tool**, press and hold the left mouse button, and drag the cursor in the Stage; a straight line segment will be created in the Stage.

## Rectangle Tool



The **Rectangle Tool** is used to draw a rectangular shape. To draw a rectangular shape, choose **Rectangle Tool**, press and hold the left mouse button, and then drag the cursor in the Stage; a rectangle will be created in the Stage.

## Rectangle Primitive Tool

 This tool is located in the flyout which is displayed when you press and hold the left mouse button on the **Rectangle Tool**. Similar to the **Rectangle Tool**, the **Rectangle Primitive Tool** is also used to draw a rectangular shape with the only difference that the corner radius of the rectangular shape drawn by this tool is modifiable. To draw a rectangle, choose **Rectangle Primitive Tool**. Next, press and hold the left mouse button and then drag the cursor in the Stage; a rectangular shape will be created in the Stage. You can change its corner radius by specifying values in the **Rectangle Options** area of the **Properties** panel, as shown in Figure 1-10.

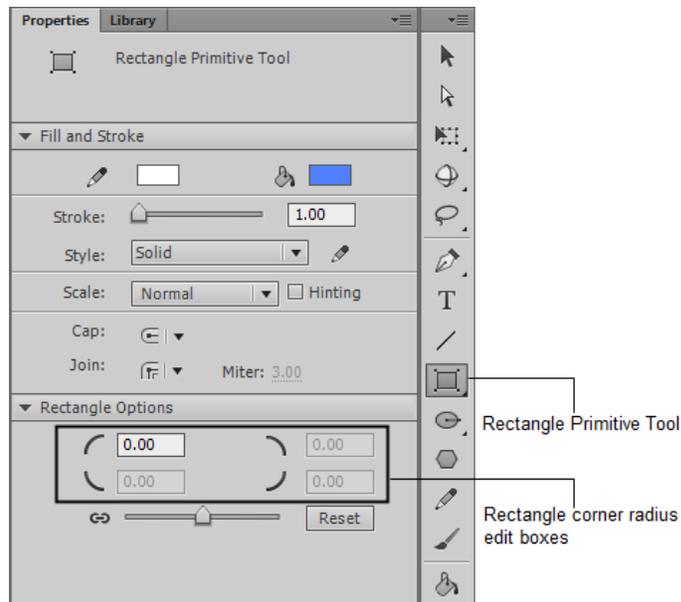


Figure 1-10 The **Rectangle Options** area of the **Rectangle Primitive Tool**

## Oval Tool

 The **Oval Tool** is used to draw an oval shape. To draw an oval shape, choose **Oval Tool**, press and hold the left mouse button, and then drag the cursor in the Stage; an oval shape will be created in the Stage.

## Oval Primitive Tool

 This tool is located in the flyout that is displayed when you press and hold the left mouse button on the **Oval Tool**. Similar to the **Oval Tool**, the **Oval Primitive Tool**, is also used to create an oval shape with the only difference that you can change the start angle, end angle, and inner radius of the oval shape by specifying the options in the **Oval Options** area of the **Properties** panel.

## PolyStar Tool

The **PolyStar Tool** is used to draw the polygon and star shaped objects. On invoking this tool, the **Options** button is displayed in the **Properties** panel. On choosing the **Options** button, the **Tool Settings** dialog box will be displayed, refer to Figure 1-11. Using the options in this dialog box, you can change the style, number of sides, and star point size of the polygon and star shaped objects.

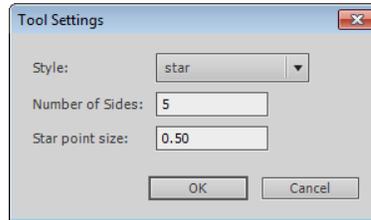


Figure 1-11 The **Tool Settings** dialog box

## Pencil Tool

The **Pencil Tool** is used to draw lines and shapes. The options displayed in the **Options** section on invoking the **Pencil Tool** are discussed next.

### Straighten

4. The **Straighten** mode is used to draw straight lines.

### Smooth

5. The **Smooth** mode is used to draw smooth curved lines.

### Ink

The **Ink** mode is used to draw freehand lines.

## Brush Tool

The **Brush Tool** is used to draw brush-like strokes. The options displayed on invoking the **Brush Tool** are **Brush Mode**, **Brush Size**, and **Brush Shape**. You can change the mode, size, and shape of the brush by using these options, refer to Figure 1-12.

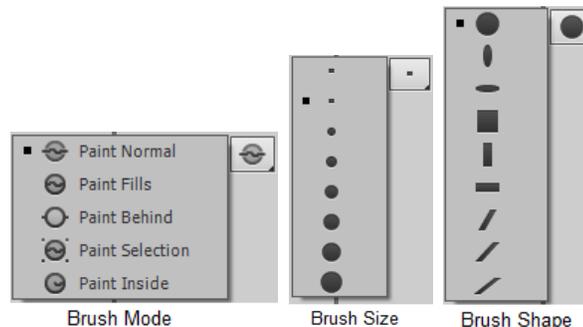


Figure 1-12 The **Brush Tool** options

## Paint Bucket Tool



The **Paint Bucket Tool** is used to apply the fill (solid, gradient, or bitmap) to a closed path or area.

## Ink Bottle Tool



The **Ink Bottle Tool** is used to change the color, width, and style of the stroke.

## Eyedropper Tool



The **Eyedropper Tool** is used to pick the fill and stroke hexadecimal values.

## Eraser Tool



The **Eraser Tool** is used to erase a section of the artwork in the Stage. There are several options of the **Eraser Tool**, refer to Figure 1-13.

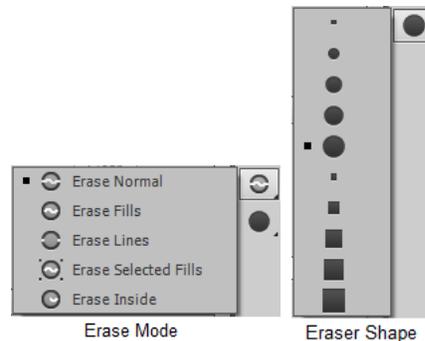


Figure 1-13 The Eraser Tool options



### Note

When the **Faucet** (☒) option of the **Eraser Tool** is selected, on clicking even on a part of the stroke or fill, the entire stroke or fill is erased. Therefore, make sure the **Faucet** option is not selected unless you want to delete entire fill or stroke.

## Hand Tool



The **Hand Tool** is used to move the Stage in all the directions without affecting the magnification. This tool allows you to pan the Stage along the X and Y axes.

## Zoom Tool



The **Zoom Tool** is used to magnify (zoom in) and demagnify (zoom out) the Stage. The options displayed on invoking the **Zoom Tool** are discussed next.

### Enlarge



The **Enlarge** option is used to zoom in the Stage.

### Reduce



The **Reduce** option is used to zoom out the Stage.

### Stroke Color



The **Stroke Color** swatch is used to define the color of the stroke. In Flash, the outline of an object is called stroke. To define the color of the stroke, select the stroke by using the **Selection Tool** and then select the required color from the flyout that is displayed on choosing the **Stroke Color** swatch. You can also select the color first and then draw the stroke.

### Fill Color



The **Fill Color** swatch is used to define the color of the fill. In Flash, the color filled inside an object is called the fill. To define the color of the fill, select the color from the flyout that is displayed on choosing the **Fill Color** swatch and then apply it to the required area. To change the color of the fill of a shape, select the entire fill using the **Selection Tool** and then select the required color.

### Black and white



The **Black and white** button is used to redefine the stroke color as black and the fill color as white.

### Swap colors



The **Swap colors** button is used to swap the stroke color to fill the color and vice-versa.

## Timeline Panel

The animations and drawings in the Stage or Pasteboard are reflected automatically in the Timeline. The **Timeline** panel consists of layers, frames, Playhead, and few other components, as shown in Figure 1-14. The Timeline Header in the **Timeline** panel displays the frame numbers and the Playhead indicates the current frame displayed in the Stage. Various options in the **Timeline** panel are discussed next.

### New Layer

The **New Layer** button is used to create a new layer.

### New Folder

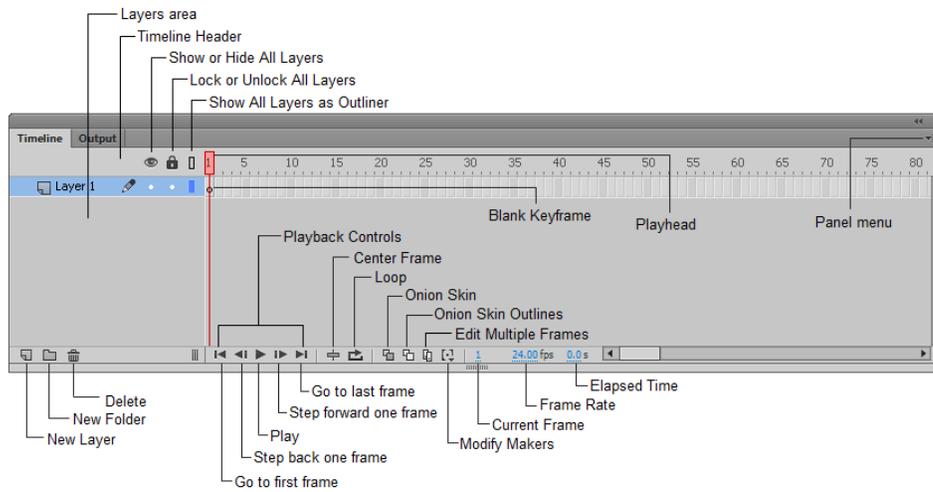
The **New Folder** button is used to create a new folder that can be used to organize layers.

### Delete

The **Delete** button is used to delete the selected layer.

### Go to first frame

The **Go to first frame** button is used to place the Playhead on frame **1** in the **Timeline** panel.



*Figure 1-14 The Timeline panel*

### Step back one frame

The **Step back one frame** button is used to move the Playhead backward by one frame from the current frame.

### Play

The **Play** button is used to play the animation in the Stage.

### Step forward one frame

The **Step forward one frame** button is used to move the Playhead forward by one frame from the current frame.

### Go to last frame

The **Go to last frame** button is used to place the Playhead on last frame of the animation in the **Timeline** panel.

### Center Frame

The **Center Frame** option is used to center the Timeline on the current frame.

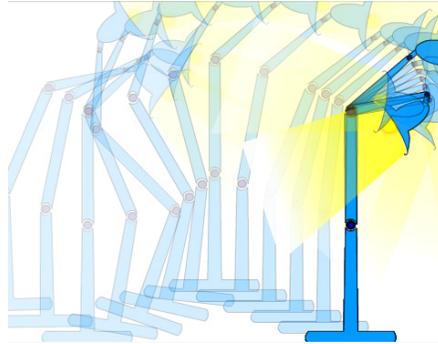
### Loop

The **Loop** button is used to specify a range of frames to play repeatedly during animation.

### Onion Skin

In traditional animation method, light desks or light tables were used that let you see through multiple layers of paper due to transparencies and the ink lines standing out clearly laid on top of one another.

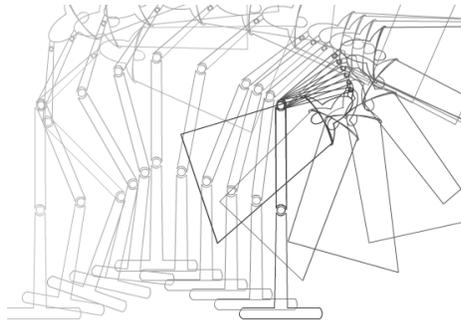
Flash has an equivalent option of the light table known as onion-skinning. The **Onion Skin** button allows you to view a range of frames both before and after the current frame, progressively fading them out as if they are layered on translucent paper on top of each other. By dragging the edges of the grayed block in the Timeline (Start Onion Skin and End Onion Skin markers) you can expand or reduce the number of frames displayed in the onion-skin mode, refer to Figure 1-15.



*Figure 1-15 The frames in the onion skin mode*

### **Onion Skin Outlines**

The **Onion Skin Outlines** button is used to display the objects on the frames between Start Onion Skin and End Onion Skin markers as outlines, refer to Figure 1-16. The onion skin outlines mode is used for long and detailed animations.



*Figure 1-16 The frames in the onion skin outlines mode*

### **Edit Multiple Frames**

The **Edit Multiple Frames** button is used to enable editing of all frames between Onion Skin markers.

### **Modify Markers**

The **Modify Markers** button is a part of the Onion Skin. It is used to control the number of frames before and after the current frame that will be displayed in Onion Skin overlay. On choosing this button, a flyout is displayed, as shown in Figure 1-17. In this flyout, choose the required range of markers. The options in this flyout are discussed next.



*Figure 1-17 The Modify Markers flyout*

### **Always Show Markers**

The **Always Show Markers** option is used to display the Onion Skin markers whether or not the **Onion Skin** is on.

### **Anchor Markers**

The **Anchor Markers** option is used to lock the Onion Skin markers to their current position in the Timeline Header.

### **Shift Marker Range**

The **Shift Marker Range** option is used to move the loop markers to different positions.

### **Marker Range 2**

The **Marker Range 2** option is used to apply markers on two frames on either side of the current frame.

### **Marker Range 5**

The **Marker Range 5** option is used to apply markers on five frames on either side of the current frame.

### **Marker Range All**

The **Marker Range All** option is used to apply markers to all frames.

### **Get Loop Playback Range**

The **Get Loop Playback Range** option is used to reset the range of loop markers to its default state.

### **Current Frame**

The **Current Frame** option displays the frame on which the Playhead is placed. You can also scrub the Current Frame value to place the Playhead on the required frame.

### **Frame Rate**

The **Frame Rate** option is used to specify the speed at which the movie will be played. By default, the frame rate is set to 24 frames per second. You can change the frame rate from the **Properties** panel, the **Timeline** panel or the **New Document** dialog box.

### **Elapsed Time**

The **Elapsed Time** option is used to display the time that has elapsed in your animation at the frame that you have selected.

## Show or Hide All Layers

The **Show or Hide All Layers** button is used to display or hide the contents of the layers.

## Lock or Unlock All Layers

The **Lock or Unlock All Layers** button is used to freeze or defreeze the layers.



### Note

If a layer is frozen in the **Timeline** panel, no changes can be made in that layer.

## Show All Layers as Outlines

The **Show All Layers as Outlines** button is used to display only the outline of the contents of the layers. You can also change the layer properties using the **Layer Properties** dialog box, refer to Figure 1-18. To invoke the **Layer Properties** dialog box, double-click on the layer icon (📄) located on the left of the layer name in the Layer area of the **Timeline** panel.

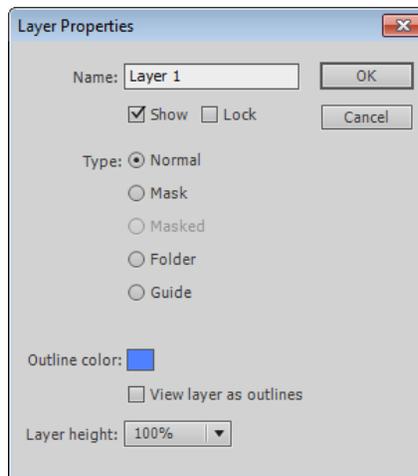


Figure 1-18 The **Layer Properties** dialog box

## Working with Library

The library in Flash stores all the media files, such as bitmaps, graphics, sound files, and video clips that you import and symbols that you create in a Flash document. You can organize items in the library in folders and sort them by their type. You can also open the library of the other Flash documents in the current document to make the library items available from that file.

## Library Panel

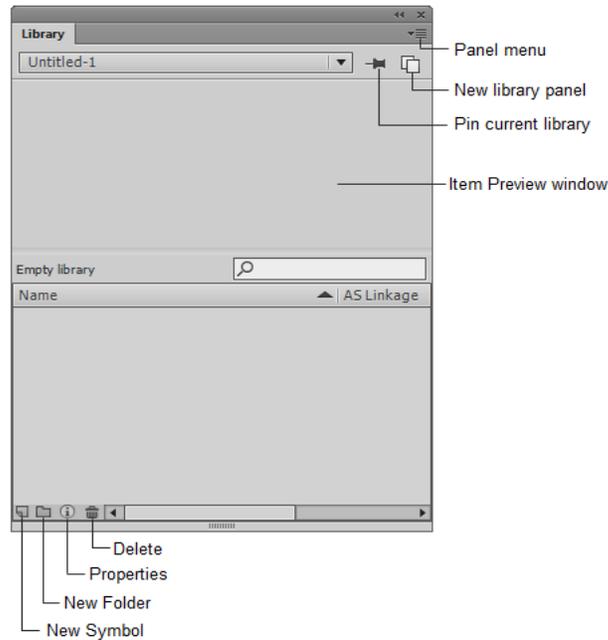
By default, the **Library** panel is located next to the **Properties** panel in the **Essentials** workspace.



### Note

In **Flash CC**, every workspace has its own setting of panels.

To display the **Library** panel, choose **Window > Library** from the menubar. The various parts of the **Library** panel, as shown in Figure 1-19, are discussed next.



*Figure 1-19 The Library panel*

### Item Preview window

The **Item Preview window** displays the selected item in the **Library** panel.

### Pin current library

The **Pin current library** button is used to pin the **Library** panel to make it stay active across multiple Flash documents.

### New library panel

The **New library panel** button is used to create a new **Library** panel that will stay across multiple Flash documents but is active only in the document in which it is created.

### New Symbol

The **New Symbol** button displays the **Create New Symbol** dialog box that is used to create a new symbol.

### New Folder

The **New Folder** button is used to create a new folder in the **Library** panel.

### Properties

The **Properties** button displays the **Symbol Properties** dialog box of the selected symbol.

## Delete

The **Delete** button is used to delete the selected symbol or folder.

## Toolkit for CreateJS

In Adobe Flash Professional, the Toolkit for CreateJS is an extension for Flash Professional CC, refer to Figure 1-20. This extension is used to create assets for HTML5 projects using the open source CreateJS JavaScript libraries. The extension supports most of the features of Flash Professional, such as vectors, bitmaps, classic tweens, sounds, and JavaScript timeline scripting. The **Toolkit for CreateJS** exports the contents on the stage and in the library as JavaScript that can be previewed in the browser. You will learn more about this panel in the later chapters.

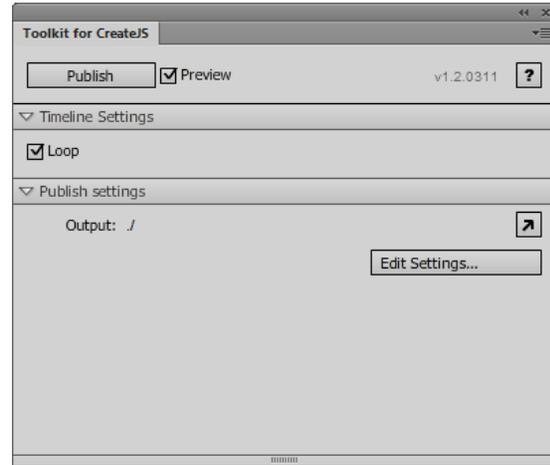


Figure 1-20 The Toolkit for CreateJS panel



### Note

To display this panel in the Flash document, choose **Window > Toolkit for CreateJS** from the menubar.

## IMPORTING IMAGES

You can import images of different formats such as PNG, GIF, JPG, JPEG, and so on in Flash CC. To import an image to the Stage, choose **File > Import > Import to Stage** from the menubar; the **Import** dialog box will be displayed. In this dialog box, browse and select the required image and then choose the **Open** button. If you choose **File > Import > Import to Library** from the menubar, the image will be saved in the **Library** panel. You can drag and drop images from the **Library** panel to the Stage.

## IMPORTING SOUND

To import sound in Flash CC, choose **File > Import > Import to Library** from the menubar; the **Import to Library** dialog box will be displayed. Browse and select the sound and choose the **Open** button. To add a sound to the Timeline, choose **Insert > Timeline > Layer** from the menubar, as shown in Figure 1-21; a new layer is added in the **Timeline** panel to import sound. Drag and drop the sound from the **Library** panel in the Stage; the sound will be added to the current layer. The sound formats that Flash CC supports are ASND, WAV, mp3, AIFF, Sun AU.



### Note

The ASND (Adobe Sound Document) is the built-in sound format of Adobe Soundbooth.

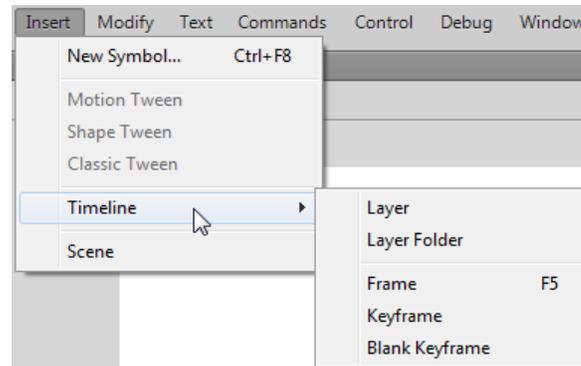


Figure 1-21 The *Timeline* submenu

## UNDO AND REDO IN FLASH CC

In Flash CC, you can undo and redo the actions performed by using the **Undo** and **Redo** commands. To undo an action performed earlier, choose **Edit > Undo** from the menubar or press CTRL+Z. Similarly to redo an action, choose **Edit > Redo** from the menubar or press CTRL+Y. You can also use the **History** panel to undo multiple steps. To display the **History** panel, choose **Window > History** from the menubar, refer to Figure 1-22. You can set the number of maximum undo commands based on your requirement. To do so, choose **Edit > Preferences** from the menubar; the **Preferences** dialog box will be displayed. You can set the undo levels from 2 to 300 in the **levels** edit box of the **Undo** area. Next, choose the **OK** button.

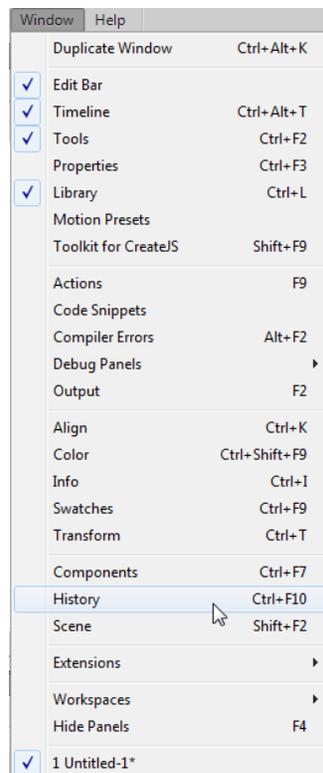


Figure 1-22 Choosing the *History* panel from the window menu

## SAVING FLASH DOCUMENT

To save a **Flash file**, choose **File > Save or Save as** from the menubar; the **Save As** dialog box will be displayed. Next, specify the name for the file and choose the **Save** button, refer to Figure 1-23. The default format for saving a flash file is FLA. However, you can change it to the XFL format.

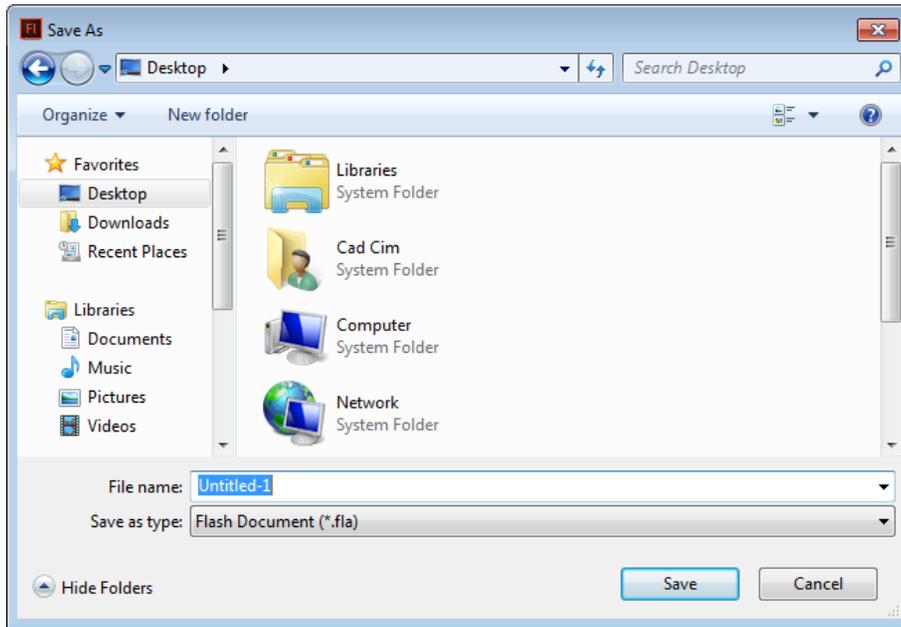


Figure 1-23 The **Save As** dialog box



### Note

The XFL file format is used to represent a Flash document as an XML document. You can open and work on an XFL file in Flash CC. After working on XFL file in Flash Professional CC, you can save it in the FLA or XFL file format.

You can also save a Flash file by using the **Save as Template** option. To do so, choose **File > Save as Template** from the menubar; the **Save As Template Warning** message box will be displayed with a message that the SWF history data will be cleared if the file is saved as template, refer to Figure 1-24. In this message box, choose the **Save as Template** button; the **Save as Template** dialog box will be displayed, as shown in Figure 1-25. The **Save as Template** option is useful when you have created a file such as a website that you want to use later. It does not save the undo/change history of a file. As a result, the size of the file saved on your system is reduced.

Flash lets you save the file as a template that can be used later in other Flash documents. In the **Save as Template** dialog box, specify a name for the file and select the category. You can select the preset categories or create your own category. Next, give the description of the category (optional) and then choose the **Save** button.

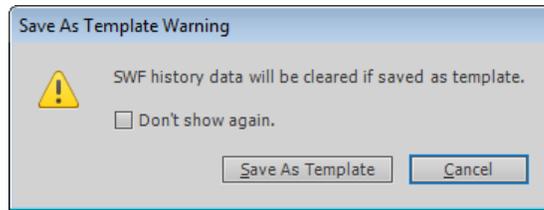


Figure 1-24 The Save As Template Warning message box

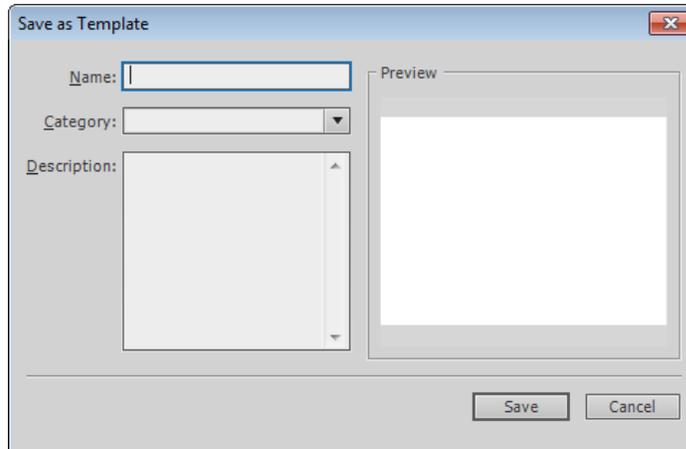


Figure 1-25 The Save as Template dialog box

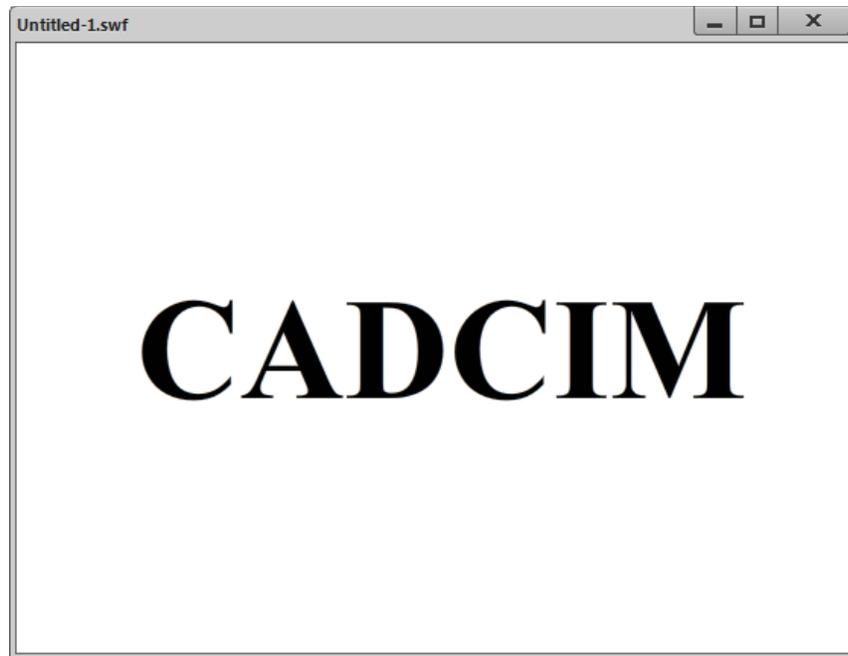
## PREVIEWING YOUR WORK

You can preview your work in Flash CC to check whether you are getting the required output. To see how the final output will appear to viewers, choose **Control > Test Movie > In Flash Professional** from the menubar or press CTRL+ENTER; the **Untitled-#** preview window will be displayed, refer to Figure 1-26. The **Untitled-1** file has the .swf extension and is the rendered output of the Flash document. When you press CTRL+ENTER, Flash creates a SWF file from the FLA file. You can view the sizes of all the SWF files created from the current FLA file in the **Properties** panel.

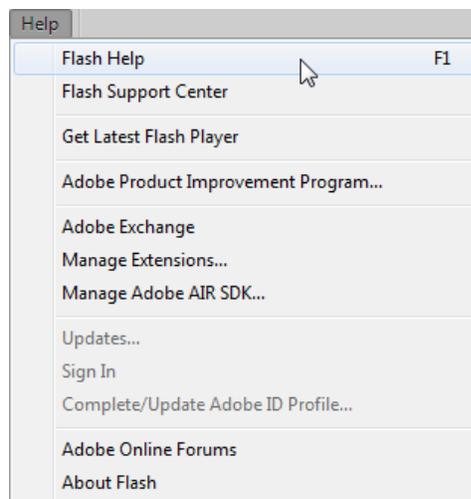


### Note

For complete information about using Flash CC, make sure that you have access to the internet and then choose **Help > Flash Help** from the menubar, refer to Figure 1-27, or press the F1 key. On doing so, you will be connected to Adobe Community Help. With Adobe Community Help, you can search Flash Help and support documents.



*Figure 1-26 The Untitled-1 preview window*



*Figure 1-27 Invoking the Help menu from the menubar*

## Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

1. Which of the following tools is used to change the shape of an object?
 

(a) <b>Selection Tool</b>	(b) <b>Subselection Tool</b>
(c) <b>Line Tool</b>	(d) All of these
2. The \_\_\_\_\_ is used to scale, rotate, and change the direction of gradient fill in an object.
3. The gray area surrounding the Stage is called \_\_\_\_\_.
4. \_\_\_\_\_ is the keyboard shortcut for previewing the work.
5. The \_\_\_\_\_ is the native sound format of Adobe Soundbooth.
6. The **Zoom Tool** is used to pan the Stage along the X and Y coordinates. (T/F)
7. The color filled inside an object is called stroke. (T/F)
8. The Color tools that are used to change the color of the stroke and the fill of an object. (T/F)
9. The **Ink Bottle Tool** is used to pick the attributes of the fill and the stroke from an object to apply on another object. (T/F)
10. The **Add Anchor Point Tool** is used to add an anchor point to the path. (T/F)

## Review Questions

Answer the following questions:

1. Which of the following tools is used to select the areas that contain similar colors?
 

(a) <b>Magic Wand</b>	(b) <b>Lasso Tool</b>
(c) <b>Polygon Tool</b>	(d) All of these
2. \_\_\_\_\_ is used to draw a rectangular shape in which you can change the corner radius.
3. The \_\_\_\_\_ key is the keyboard shortcut for accessing Flash help.
4. The \_\_\_\_\_ displays the frame numbers.
5. The \_\_\_\_\_ window displays the selected item in the **Library** panel.

6. The \_\_\_\_\_ option in the **Timeline** panel displays the current frame number.
7. The **Eyedropper Tool** is used to fill color inside an object. (T/F)
8. The **Pen Tool** is used to draw shapes and paths. (T/F)
9. The **Subselection Tool** is used to change the shape of an object. (T/F)
10. The **Pin current library** button is used to pin the **Library** panel to make it stay active across multiple Flash documents. (T/F)

*Evaluation Copy. Do not reproduce. For information visit [www.cadcim.com](http://www.cadcim.com)*

**Answers to Self-Evaluation Test**

1. b, 2. Gradient Transform Tool, 3. Pasteboard, 4. CTRL+ENTER, 5. ASND, 6. F, 7. E, 8. T, 9. F, 10. T