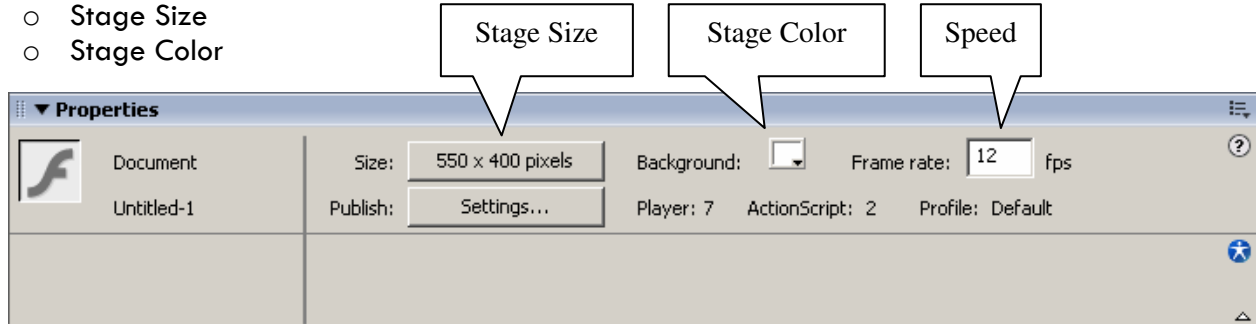


Flash MX 2004 - Notes One

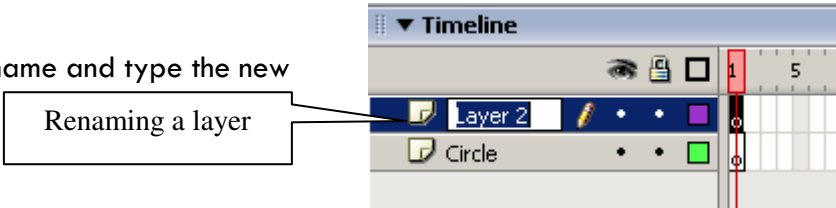
Movie Setup and Document Properties (affect entire document)

- By clicking one time on the stage with the black arrow tool and using the Property Inspector, you can change the
 - o Speed (frames per second)
 - o Stage Size
 - o Stage Color



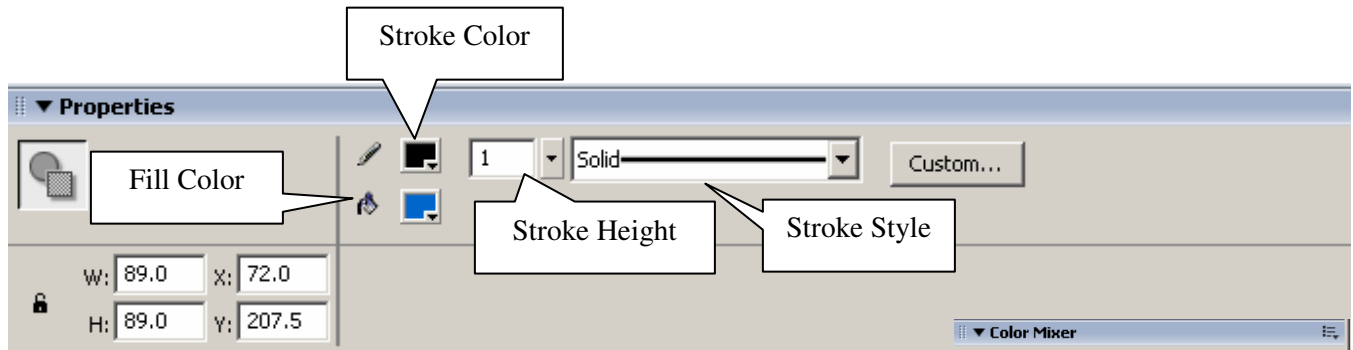
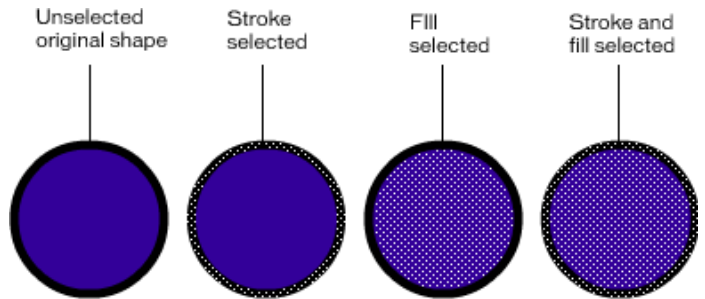
Rename a Layer

- Double click the current layer name and type the new name
- Press Enter Key



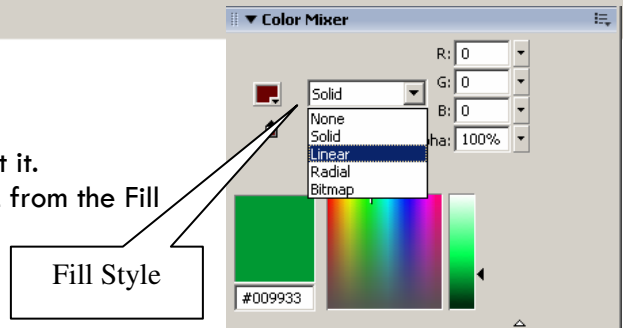
Change Fill and Stroke of Object

- Click one time on the object's current fill or stroke to select it (dots should be displayed to indicate what is selected)
- Change the Fill Color or Stroke by selecting a color from the paint bucket located in the Property Inspector or the Tools Panel
 - o From the Property Inspector you can also change the stroke color, thickness, and/or pattern



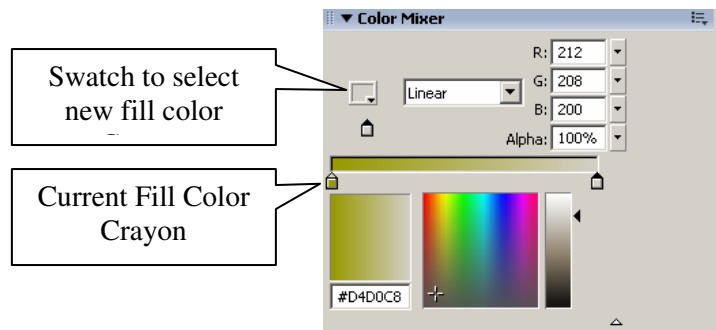
Add Gradient Fill

- Click one time on the objects current fill color to select it.
- From the Color Mixer Panel, select LINEAR or RADIAL from the Fill Style



Change Gradient Colors

- Click one time on the objects current fill color to select it.
- Click on the current color crayon and then select a new color from the swatch.

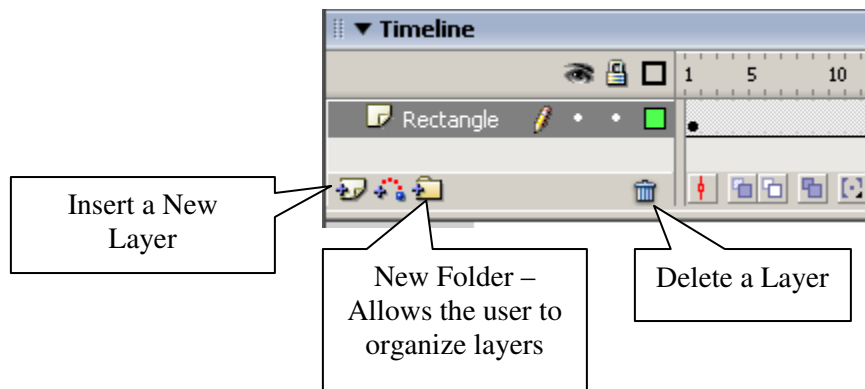


Add a Layer

- Insert menu > layer (or click on the “+” below the listed layers)

Delete a Layer

- Select the layer to delete and click one time on the trash can



Create and Format Text

- Insert a new layer
- Select the text tool from the Tools Panel
- Click one time on the stage and type the text
- From the Property Inspector apply the desired formatting options

Rotate, Scale, and/or Skew an Object

- Click one time on the object to transform
- Select the Free Transform Tool from the Tools Panel
- Rotate, scale, and/or skew the object

Grouping Objects

- Using the SHIFT key, select the objects to group.
- From the MODIFY menu select GROUP
- The selected objects shall move as one.

