

Basic Flash Tips

Text

Be sure your text Properties panel is set to STATIC text and not Dynamic; this will make buttons not work.

Drawing

When drawing, remember that you can reshape something by clicking off of it and then pointing to borders or corners with the black arrow to move lines and points.

Motion Tweens

If you want to motion tween something, it has to be a symbol. Convert it after you draw it by selecting it and pressing F8. Or, create a new symbol and draw it in there. It will be in your library and you can drag it out.

Actions

Make a separate layer for ACTIONS. Remember that actions should be placed on the frame and not on symbols. F9 can be used to bring up or hide the Actions panel.

Common Actions

STOP MOVIE: `stop();`

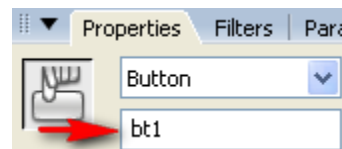
(note, you can also use a stop action inside a movie clip to make it NOT loop)

BUTTON:

```
bt1.onPress = function() {  
    gotoAndStop("Scene 2", 1);  
};  
(remember, the underlined word is the instance name)
```

Instances

Name instances of a symbol in the Property Inspector. Remember that you need to apply this at the beginning of the timeline and insert frame (F5) to keep it up. Keyframe will cause a new "instance" and it can cause problems if you plan to add action for it. Trust me.



Panels

Missing a panel? Take a look under the Window menu