Macromedia®
Flash MX
Quick Reference Card

Flash MX Workspace

Labels: Title bar, Menu bar, Timeline, Tools Panel, Stage or Movie Area, Property Inspector, Panel Groups

Tools Panel

Labels: Arrow, Line, Pen, Oval, Pencil, Free Transform, Ink Bottle, Dropper, Hand, Stroke Color, Tool options, Subselect, Lasso, Text, Rectangle, Brush, Fill Transform, Paint Bucket, Eraser, Zoom, Fill Color
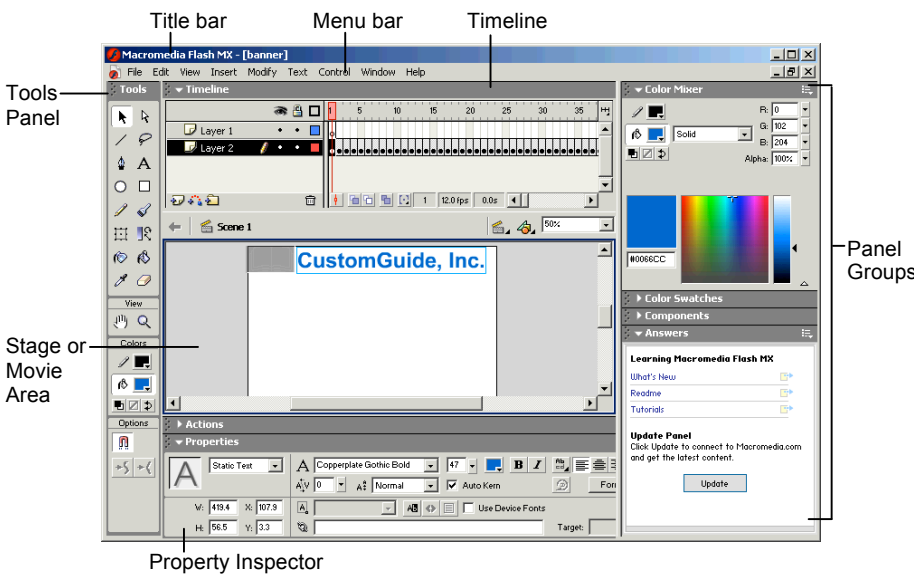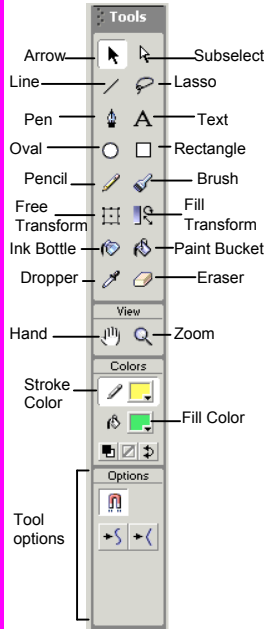
To Display Tool Options: Click a tool and select a tool option from the bottom of the Tools panel.
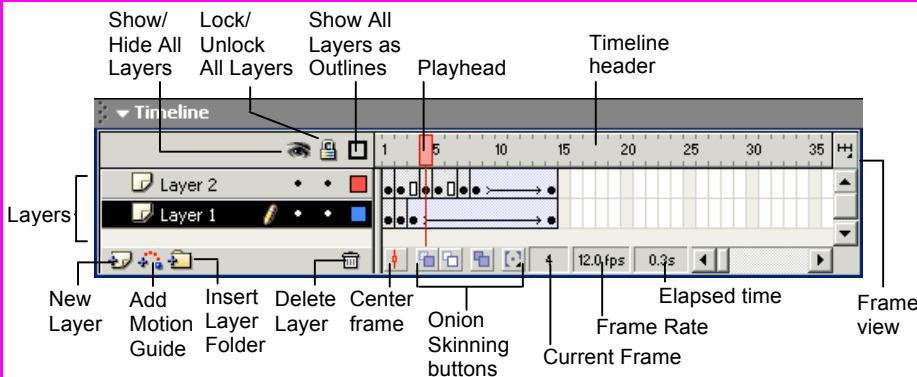
To Constrain Shapes: Press the **<Shift>** key while dragging the shape.

To End Open Path (Pen Tool): Press **<Ctrl>** and click to end the path

To Convert a Corner Point to a Curve Point: Click the **Subselection tool** and press **<Alt>**, click on the point you want to change and drag.

To Create a New Corner Point: Click the **Arrow tool** and press **<Alt>**, click on the line where you want to create a point and drag.

Timeline

Labels: Show/Hide All Layers, Lock/Unlock All Layers, Show All Layers as Outlines, Playhead, Timeline header, Layers, New Layer, Add Motion Guide, Insert Layer Folder, Delete Layer, Center frame, Onion Skinning buttons, Current Frame, Frame Rate, Elapsed time, Frame view

- **To Insert a Layer:** Click the **New Layer button** in the Timeline, or select **Insert → Layer** from the menu.

- **To Insert a Frame:** Click an empty frame on the Timeline and select **Insert → Frame** from the menu, or press **<F5>**. Flash inserts frames from the last frame or keyframe to the selected point.

- **To Delete a Frame:** Select the frame(s) and select **Insert → Remove Frames** from the menu, or press **<Shift>** + **<F5>**.

- **To Insert a Keyframe:** Click an empty frame on the Timeline and select **Insert → Keyframe** from the menu, or press **<F6>**.

- **To Insert a Blank Keyframe:** Click an empty frame on the Timeline and select **Insert → Blank Keyframe** from the menu, or press **<F7>**.

- **To Clear a Keyframe:** Select the keyframe and select **Insert → Clear Keyframe** from the menu, or press **<Shift>** + **<F6>**. The keyframe becomes a regular frame.

- **To Create Frame-by-Frame Animation:** Insert a keyframe in the selected layer, place an object on the stage. Insert a keyframe in the next frame, change the object from the first frame, and repeat.

- **To Insert Motion Tweened Animation:** Insert a keyframe in the selected layer and place a symbol or grouped object on the stage. Select the symbol and select **Insert → Create Motion Tween** from the menu. Select the last frame you want to include in the motion tween, and move the symbol to the final point of the tween.

- **To Change Timeline View:** Click the **Frame view button** and select a view.

Keyboard Shortcuts

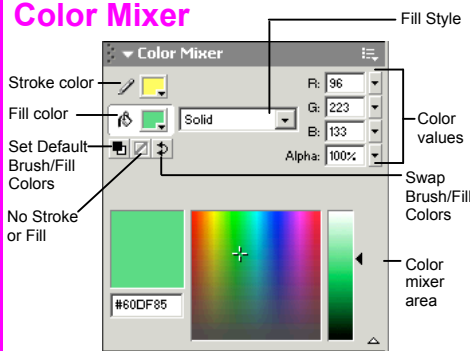|	
Import	**<Ctrl> + <R>**
Export	**<Ctrl>+ <Shift> + <R>**
Insert Frame	**<F5>**
Insert Keyframe	**<F6>**
Insert Blank Keyframe	**<F7>**
Clear Keyframe	**<Shift> + <F6>**
Break Apart	**<Ctrl> + <B>**
Convert to Symbol	**<F8>**
Copy Frames	**<Ctrl> + <Alt> + <C>**
Cut Frames	**<Ctrl> + <Alt> + <X>**
Paste Frames	**<Ctrl> + <Alt> + <V>**
Duplicate Selection	**<Ctrl> + <D>**
Export Movie	**<Ctrl> + <Alt> + <Shift> + <S>**
First Scene	**<Home>**
Group Selected Items	**<Ctrl> + <G>**
Last Scene	**<End>**
Show/Hide Panels	**<Tab>**
Play Movie	**<Enter>**
Remove Frames	**<Shift> + <F5>**
Rewind Movie	**<Ctrl> + <Alt> + <R>**
Show/Hide Timeline	**<Ctrl> + <Alt> + <Z>**
Step Forward	**< . >**
Step Backward	**< , >**

Panels

To View a Panel: Select **Window** from the menu bar and select the panel you want to view. Or, click the title of the panel group, or click the expander arrow in panel group title bar.

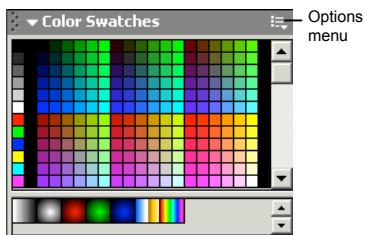**To View More Options:** Click the panel's **Options menu**.

To Move, Dock, or Undock a Panel or Panel Group: Drag the panel gripper (dotted area on the left side of the panel title bar) to a new location or docking area.
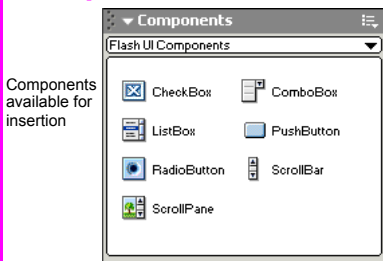
Color Mixer

Stroke color
Fill color
Set Default Brush/Fill Colors
No Stroke or Fill

Fill Style
R: 96
G: 223
B: 133
Alpha: 100%
Solid

Color values
Color mixer area
Swap Brush/Fill Colors

#60DF85

Create a new color, edit a color, use a different color model in your document, or create new colors to add to a color swatch.
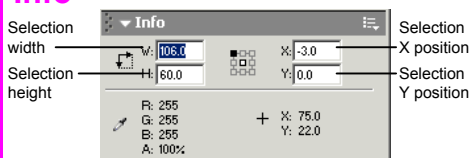
Color Swatches

Options menu

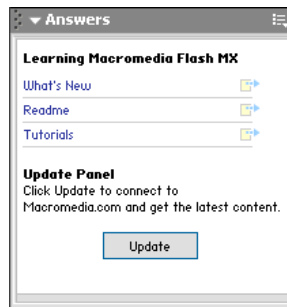Create a new swatch to create your own color scheme, or modify an existing swatch.

Components

Flash UI Components

Components available for insertion

CheckBox
ComboBox
ListBox
PushButton
RadioButton
ScrollBar
ScrollPane

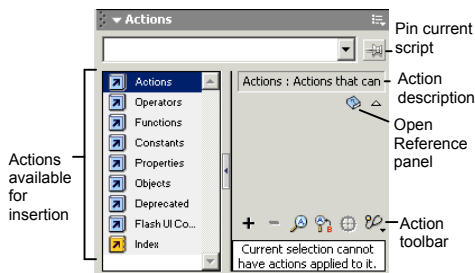Add user interaction in movies or Web forms, create your own components, or modify existing ones.

Info

Selection width
Selection height

W: 106.0
H: 60.0
X: -3.0
Y: 0.0

Selection X position
Selection Y position

R: 255
G: 255
B: 255
A: 100%
X: 75.0
Y: 22.0

Create a new swatch to create your own color scheme, or modify an existing swatch.

Answers

Answers

Learning Macromedia Flash MX

What's New
Readme
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Update Panel
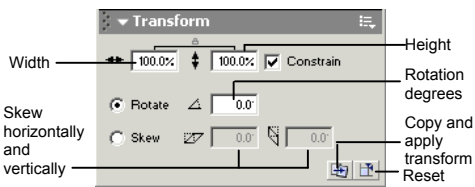Click Update to connect to Macromedia.com and get the latest content.

Update

Connect to the Macromedia web site to learn about and access the most recent information about Flash.

Actions

Actions

Pin current script

Actions
Operators
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Actions : Actions that can

Action description
Open Reference panel

Actions available for insertion
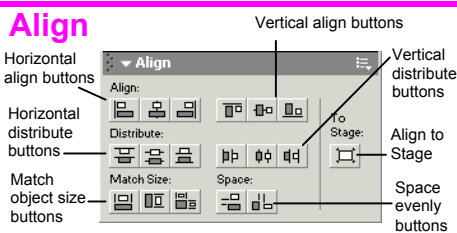
Current selection cannot have actions applied to it.

Action toolbar

Insert ActionScript statements, or commands, into the movie. A description of the selected action appears in the panel.

Transform

Transform

Width
Height
Constrain
100.0%
100.0%

Rotation degrees

Rotate
0.0°

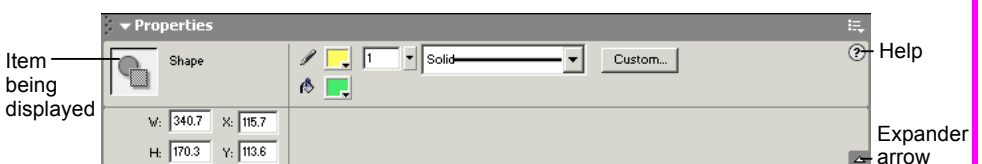Skew horizontally and vertically

Skew
0.0
0.0

Copy and apply transform
Reset

Scale, rotate, or skew an object. Click the Constrain box to maintain the object's original proportions during transformation.

Align

Align

Vertical align buttons

Horizontal align buttons
Vertical distribute buttons

Horizontal distribute buttons

Align:

Distribute:

To Stage:

Align to Stage

Match object size buttons

Match Size:
Space:

Space evenly buttons

Space evenly buttons

Select objects and align and distribute or match size and space relative to one another, or relative to the Stage.

Movie Explorer

Movie Explorer

Show movie element buttons

Show:
Find:

Search for a movie element

Scene 1
Tween 1
Tween 1
Symbol Definition(s)
Tween 1

Movie outline

Use the Movie Explorer as a map of the movie; search for movie content, organize movie contents, view an outline of the movie's structure, or select movie elements for modification.

Reference

Reference

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Operators : Ope
expressions

Description of the selected action

Actions available for insertion

Describes in detail the action selected on the left side of the panel. Or, copy and paste sample code into the Actions panel.

Library

Library - Untitled-2

Library commands

2 items

Symbol preview

Name | Kind
circle | Grap
Tween 1 | Grap

Sort by column
Expand window
Contract window
Delete symbol

Symbol properties
New folder
New symbol

The Library contains the symbols inserted in a movie. Organize symbols into folders and view symbol details such as when the item was last modified and the number of instances. Insert, edit or delete symbols in this window.

Property Inspector

Properties

Shape
Solid
Custom...
Help

Item being displayed

W: 340.7
H: 170.3
X: 115.7
Y: 113.6

1

Expander arrow
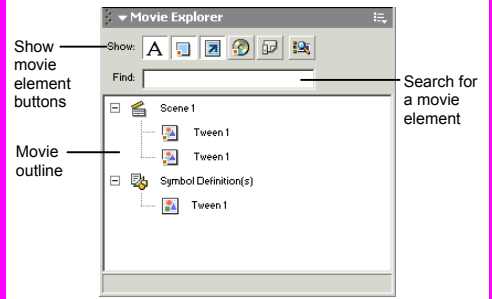
The **Property Inspector** displays detailed information and settings about a selected item in the Flash workspace: the document, shapes, videos, text, symbols, frames, tools, components, or groups. It replaces the Fill, Stroke, Character, Paragraph, Tool Options, Effect, Frame, and Instance panels of earlier versions.
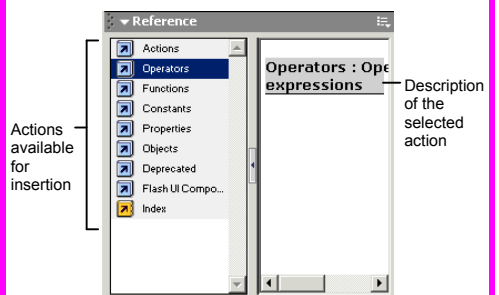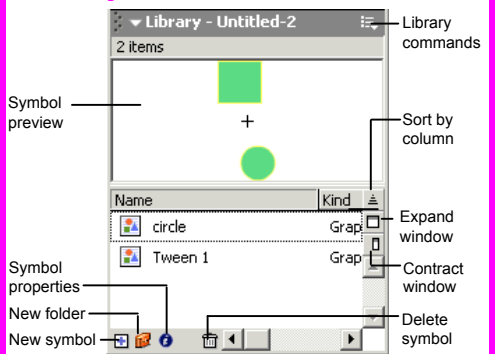
To expand or contract the bottom half of the inspector: Click the **Expander arrow** in the Property Inspector.

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Please consider our other training products!
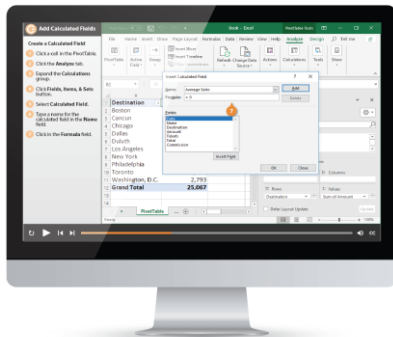
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