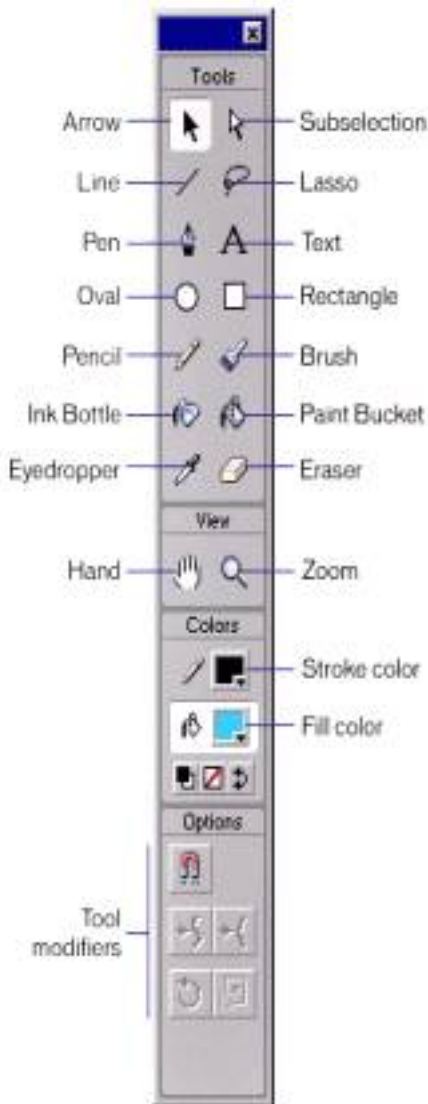


ToolBar



Dear Friend,

Hello, & welcome back to FIREWIRE, your friendly guide to the exciting world of web-design & web-solutions! From this newsletter we are going to start new Flash 5 Tutorial Series Let's begin with basics of Flash Interface & Toolbar.

Introduction to Flash 5

Flash 5 is software that helps us to create animations with a high level of Interactivity and with low file size. It also includes greatly expanded capabilities for creating extra-ordinary animations with actions packed scripts. The main reason why Flash becomes so popular is that, it uses Vector Graphics technology. Due to this technology, it won't get pixilated even when the picture is zoomed to highest level.

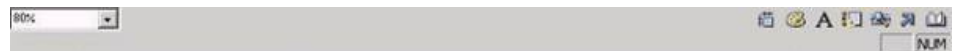
Flash Interface

ToolBar : The toolbar has entire tools which are available in flash.

TitleBar The titlebar show the name of the file.

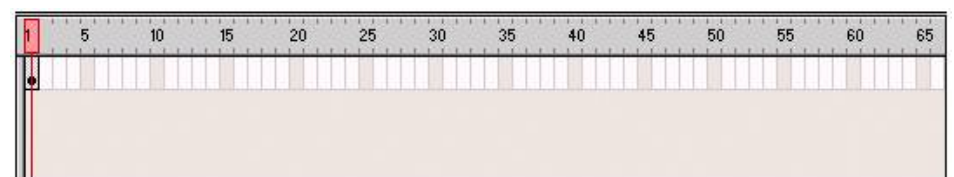
Flash 5 - [FLASH 5]

Status Bar : The status bar posses the zoom percentage and shorcut to Info, Character, Movie Explorer, Action and Instance panels



Timeline

The Timeline help us to control the animations.



Stage

This is the place where we perform the animations.



Tools in Flash



ARROW TOOL

This tool is often used and most needed tool in flash. It is used for selection, move and to edit the objects and shapes.

MOVE TOOL

Double click the object, to select the entire object and move the object wherever on the stage.

EDIT TOOL

Place the arrow tool near the edges of the shape (or) objects, to edit the shapes and objects.

Circular shape edit



Rectangular shape edit



SUBSELECT TOOL

It is used to edit the path, drag and to reshape the objects and shapes.

Using the tool, the starting and the end point can be determined for a shape.

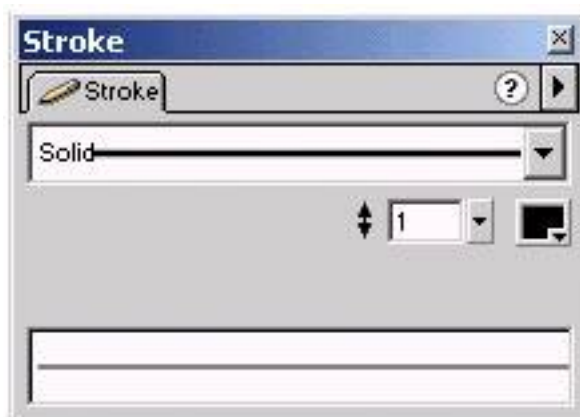
While using the tool on a shape, you can see some anchor points appearing on the edges. By clicking the node, we can get Bezier points

Adjustment or alterations on the shape can be made by moving the bezier point.



LINE TOOL

Line tool is used to draw straight lines, geometric shapes and broken lines. Select the tool and draw any shape. To create stronger lines or broken lines, from the menu bar select the panels and move to the stroke palette.



In the palette, select the corresponding stroke style, width, and the stroke color and we can also have preview of the line. Now, the lines drawn are entirely different from the previous line. There are different stroke styles available in the palette. The maximum width for a stroke is ten. The color of the line can be selected from the stroke color swatch.



LASSO TOOL

This tool is used to select a freehand selection of an object. Using this tool any kind of shape can be selected and edited. There are two types of modes in Lasso Tool. They are:

Polygon Mode

Magic Wand Mode

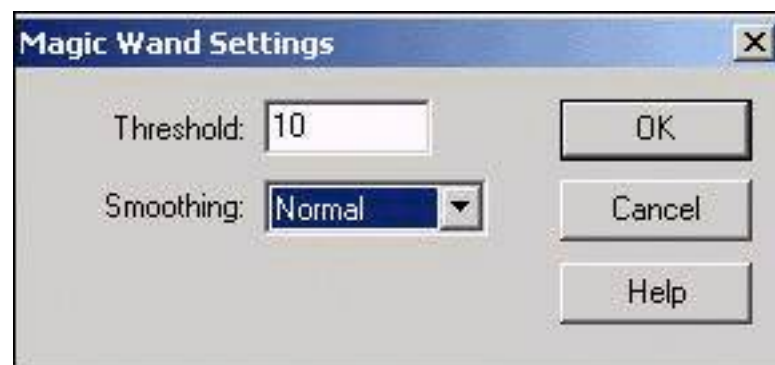
Polygon Mode

Used for the straight selection line, to extend between mouse clicks. To complete the selection double-click the mouse.

Magic Wand Mode

Used to control the adjacent colors in selection. The control properties for this can be changed, with the help of threshold settings.

Change the values of threshold and smoothing to obtain fine selection. The default value of threshold is "10" and smoothing is "Normal".



The Threshold value ranges from 1 to 200. We can also control the edges of the selection by smoothing selection



PEN TOOL

Pen tool is used to draw customized shapes and path. The angle, length and width of straight lines or curves can be adjusted.

With drawing tools, draw some shape. To make precise shape, select the pen tool. Select the shape and some points will appear.

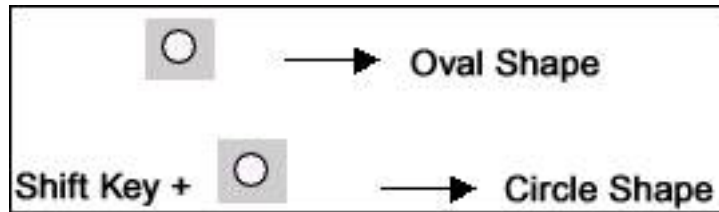
These points are called as anchor points. By clicking the anchor points Bezier-points will appear.

Drawing Tools



OVAL

Oval tool is called as drawing tool. With this tool shapes like circle and oval can be drawn. Select the shape and draw on the stage. By holding the shift key, this tool helps you to draw a circle. The fill color can be a solid color or a gradient. The stroke color is a solid color. Shapes can also be obtained without stroke and fill color. Do make them, select no color from swatches. If both the stroke and fill color are made no color, then the shape is invisible, so either one should have a color.



RECTANGLE

This tool is used to draw rectangle and square shapes. Select the tool and draw a shape on the stage



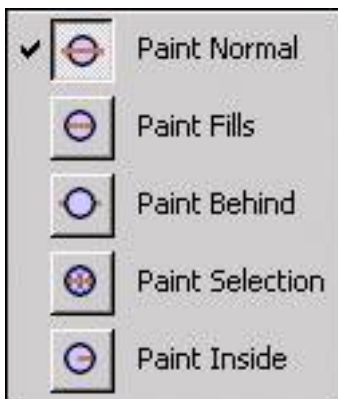
To make the edges to be smooth, select the round rectangle radius button. Specify the corner radius value. The range is between 0 and 999. Now, any shape drawn with this tool will have smooth edge. By adjusting the corner radius, any shape can be obtained. As like oval tool, in rectangle tool also we can omit the fill or stroke color.

Do not make both fill and stroke as no color, since the shape will become invisible.



BRUSH TOOL

Brush tool is used to paint and draw shapes and strokes. It is similar to the pencil tool but it can paint.



The brush tool has five modes. They are:

- 1. Paint Normal:** This will paint on all the objects on the stage and is the default mode of Brush tool.
- 2. Paint Fills:** This will paint only within the fills and not on lines.
- 3. Paint Behind:** This will paint behind the objects and shapes.
- 4. Paint Selection:** This will only paint the selected region.
Using selection tool, select a particular region and it can be painted.
- 5. Paint Inside:** This will paint only the fill area without affecting the line.

From the brush size, we can select the size according to the object. There are different shapes for brush, such as oval, rectangle, square, circle, lines and some other.

Lock fill icon is used to lock the filling into the shapes. If the lock fill icon is switched on and any painted shape will be locked and repainting is not possible. If the lock fill icon is switched off, any alteration can be done to the shapes.

Select the paint brush tool, change the color of the fill color, size and shape of the brush. Verify that the lock is switched off and painting can be done.





INK BOTTLE TOOL

This tool is used to change stroke color of a shape. Ink bottle tool uses only the solid colors. Gradient is not used by Ink bottle.

To change the stroke color of a line, circle, oval, rectangle, square, the ink bottle tool is used.

Draw an oval shape on the stage. Select a color from stroke color and pour the ink bottle on the shape. The stroke color of the shape will change.

In Ink bottle tool, no color option is not available for both the stroke and fill color, even this tool uses only the stroke color



PAINT - BUCKET TOOL

This tool help us to fill the color. It will fill the enclosed areas. Fill color can be solid, gradient, bitmap files. In paint bucket tool, there are four gap sizes for filling. They are:



1. **Don't close gaps** : Filling will not close any kind of gap in the shape.
2. **Close small gaps** : Used to fill the shapes which have very small gaps.
3. **Close medium gaps** : Used to fill gaps which are medium in size.
4. **Close Large gaps** : Used to close large gaps which are present in shape and large gaps will be filled by stroke color.

There are two modifiers available in flash. Those are available with paint bucket tool and brush tool. The modifiers are:



LOCK FILL

If lock fill is switched on, then the shapes designed or filling of color is not possible. To make changes and to fill color into shapes, remove the lock.



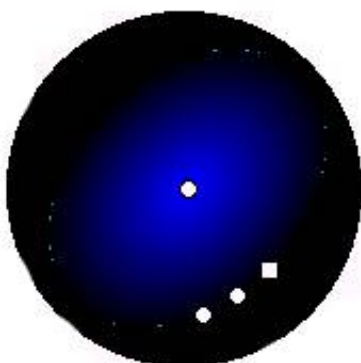
TRANSFORM FILL

To move the light source (or) the center point of a gradient and to compress or expand the gradient, to increase or decrease the gradient, the transform fill is used.

Select the paint bucket tool, in the fill color select the gradient and select do not close gaps. Drop the colors into the shape. The center or light source of the gradient is movable. Switch on the lock fill button and the center point or light source becomes immovable.

Select the transform fill button and select the shape. The four points can edit the gradient.

Even if lock fill is switched on, the center of transform fill is movable. Compression ,expansion, increase and decrease the gradient are possible.





DROPPER TOOL

Dropper tool is used to copy the color properties of any object and help us to draw another object with same fill and stroke color.

A bitmap can also be used as fill color using dropper tool.

We can apply the color properties of an object to another object, by using the dropper tool.



ERASER TOOL

Eraser tools are used to remove the fill and stroke color. Individual segments, filled areas can be erased.

The eraser tool can be customized to erase only stroke, fill or individual segment



There are different erasing modes. They are:

1. Erase Normal :

It will erase all the objects that are available on the stage.

2. Erase Fills :

This will erase only the fill color or filled areas.

3. Erase Lines :

This will erase only the stroke color and not the fill color.

4. Erase Selected Fills :

This will erase the fill color of the selected area. Selection can be made with selection tools.

5. Erase Inside:

This will erase only the fill color within a shape according to the color property.



Faucet

This is the quick way to erase all the objects or shapes on the stage.

This will erase both the stroke and the fill color on the stage.

Faucet deals with color frequency and it will erase a particular color from the object quickly. There are different eraser shapes available shapes are like rectangle, square, oval and so on. To erase the object on the stage, select the faucet and delete the entire shapes and objects easily.

If the fill color alone to be erased, select corresponding eraser mode and shape and erase the object or shape.



HAND TOOL

Hand tool is used to move the page or the stage. It is mostly used when the object is zoomed. To place the stage at the bottom of the page or any other desired location, hand tool can be used. The hand tool comes under the view menu of the tool bar.



ZOOM TOOL

Zoom tool is used for magnification of objects or shapes.

The magnification depends upon the movie size and the resolution of the monitor. To zoom a specific area, draw a rectangular selection with the zoom tool itself and zoom in the area. To zoom in or out, switch between the enlarge and reduce modes of zoom tool

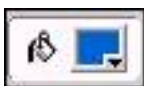


Draw any shape on the stage and to edit a particular area, select the area with rectangular selection of zoom tool and use corresponding mode to do correction.

As discussed before , the zoomed objects can be moved using the Hand Tool and importantly it is used to view a particular portion of the zoomed object.

Colours

In Flash ,there are three types of color. They are Web, Hexadecimal and Color Wheel. Web colors are 216 colors. Hexadecimal will use hex values for the colors and From the color wheel we can select our desired color. We use these three types of colors in Stroke and Fill Palette. We also use colors in Gradient which a mixture of all colors. Using Mixer Palette , we can know about the properties of the color. In the color section of toolbar, we have fill color, stroke color, default color, no color and swap color.



FILL COLOR

Dropper tool is used to copy the color properties of any object and help us to draw another object with same fill and stroke color.

A bitmap can also be used as fill color using dropper tool. We can apply the color properties of an object to another object , by using the dropper tool.



STROKE COLOR

This color is used for border lines. Pencil tool, line tool, ink bottle uses this stroke color tool



DEFAULT COLOR

This color is the default color for stroke and fills colors. Black is default for stroke color and white is default color for fill color.



NO COLOR

While using oval or rectangular tool or pen tool,we can avoid the fill or stroke color, by selecting no color icon. No color will omit the color of fill or stroke



SWAP COLOR

This is used to swap the colors between the fill and stroke color. The colors in fill and stroke will be interchanged on clicking this icon.

In Options window ,options are available, if the selected tool has any modes, different size, shapes and other properties.

What is Layout Galaxy ?

Layout Galaxy is ready to use design concepts in their source format. Different CDs in total contain 200 Photoshop.psd & 100 Flash fla layouts. Select the layout, make necessary changes to suit a customer's need & present demo to the client for approval. It's Select, Set & Go. It saves web designer's time & cost of production. It accelerates web designer's work-pace. It enhances productivity. It is continuous flow of inspiration & wealth of design ideas. Download Free 7 (Photoshop & flash) Layouts to believe it yourself.

Regards,

Manoj Kotak.

Director - Image Online Pvt. Ltd.

Developer of Layout Galaxy *Ready to use design concept for the web.*

All accompanying logos, brands and product names are trademarks of their respective companies.



Blood for humans comes only from humans : Donate Blood

<http://www.donate-blood.org> E-mail - om@donate-blood.org