

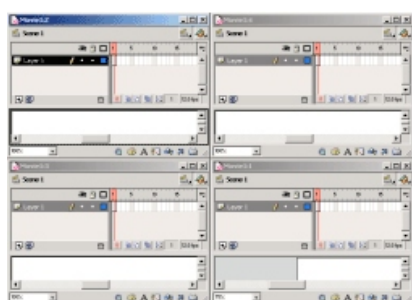
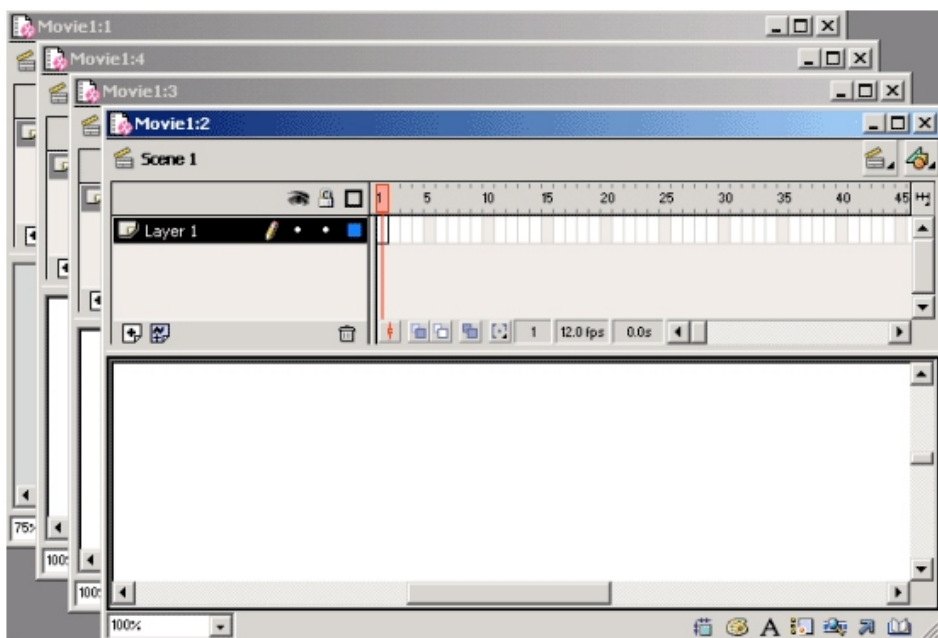
Dear Friend,

Hello, & welcome back to **FIREWIRE**, your friendly guide to the exciting world of web-design & web-solutions! In the previous newsletter of Flash 5 Tutorial Series we had discussed about Symbol Properties, Effect Panel, Instance Panel, Sound Panel, Library, Common Library, Clip Parameters and Smart Clips. Let's continue with Window Properties, Movie Explorer, Preview & Bandwith, Status, Controller, Save, Save as, Import, Export, Publish, Output Window & Debugger.

Window Properties

NEW WINDOW, CASCADE & TILE

New window helps us to create many copies of same window. Similar to creating duplicate copies for the movie window.

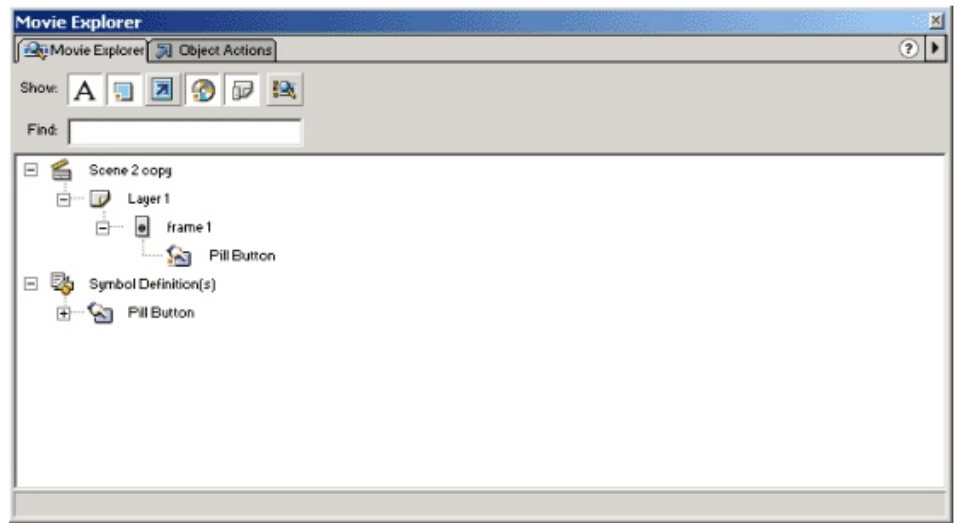


Cascade will arrange the latest duplicate copy first and original copy at the last. Cascading works under the format of last in first and first in last

Tile will help us to view all the copies of the window in one single view. This helps to view all in one window while comparing pictures, size of objects, tiling the window can be used.

Movie Explorer

Movie explorer is used to explore the objects of the movie. Each and every object in the movie can be explained with the help of explorer palette.



It shows the hierarchy of objects. From scene till symbols, it explores. The hierarchy goes like this.

- Scene
- Layer
- Frame
- Object within a frame
- Symbol definitions.

To hide some objects on the scene, edit it with the settings of movie explorer.

Will show, if there is any text option.

Show the symbols (Movie clips, button and graphics)

Displays the action script, if there is any script

Show the video, sounds and bitmaps files on the movie

Displays the frames and the layers available within the movie file.

Movie explorer settings help to either display or to hide the particular object on the explorer.

By selecting or deselecting the option, the corresponding object can be set in the explorer window.

Find text box helps us to find the object from the movie explorer.

It acts like a search engine within the movie explorer.

Preview & Bandwidth

A faster way to check the sequence of the frame is to play the movie. There are two ways to play the movie.

Test Movie

From the menu control, select test movie and it will take us to the preview window.

Shortcut keys

Press Ctrl + Enter simultaneously and file will be automatically exported to flash player and plays the animation.

Bandwidth

Bandwidth profiler helps us to determine the information and capacity of the file so that we can calculate the speed and time.



File size ,determine how quickly the movie can be downloaded. We can have a customized setting in Bandwidth Profiler for different Modem speed.

There are six different modem speeds and the file can be tested with those speeds. To customize the speed, select the customize options and make changes.

There are two different options available in Bandwidth Profiler:

- **In Streaming graph mode, width of each bar shows how long it takes to download.**
- **In Frame by Frame mode, each and every frame details are shown.**

Each and every bar on the profiler graph refers a frame the animation can be stopped by dragging the arrow on the top of the profiler graph. Generally, bandwidth profiler is used to see how the frames are played and to control the downloading time of the movie.

Status

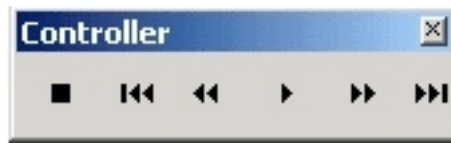
It helps us to know the information about the zoom percentage of object , the status of caps and Num lock and description of tools.



It also posses shortcuts for Info, Mixer, Character, Instance, Movie Explorer, Action and Library palette.

Controller

It helps us to control the playback of the movie.



Save

Used to save a file. The file can be named according to the usage. The name should identify the file. The file will be saved with .fla extension which is the extension of Flash file.

Save As

Used to rename the file. Again the file will be saved with .fla extension.

Import

Any images, sounds or other files can be brought into flash only through the import option. Once the files are imported, they will be available in the library.

Export

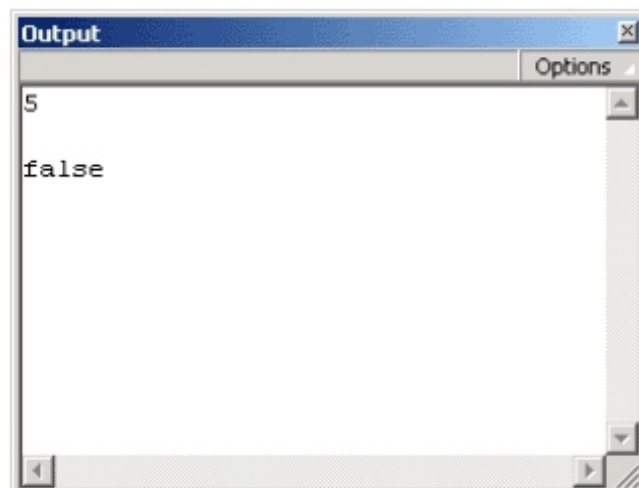
Helps to create flash content which can be edited in other applications. The file can be exported to formats, such as BMP, JPEG, JPG, AVI etc. Export movie does not save the settings for reuse.

Publish

Creates a flash player (SWF) file and HTML document that inserts the flash player in a browser. We can publish the flash file in formats like HTML, JPEG, PNG, Macintosh player, Quick time format etc. We can specify the name and filepath for the movie in the textbox provided.

Output Window

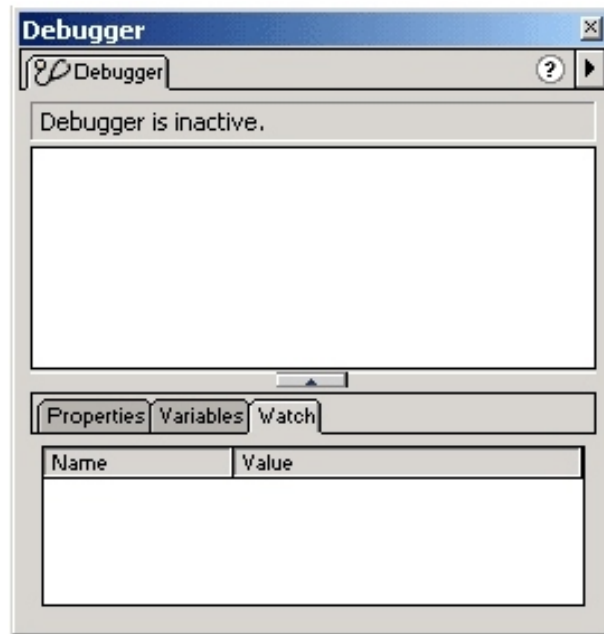
Output window help us to detect the errors in Scripts. The Flash 4 file is tested in Flash 5 and we can see the updated information in this window.



It also displays snapshots every time. Using "Trace" command in action script , we can send useful information and items to the output window.

Debugger

Debugger helps us to rectify the errors remotely and also to protect the movie from debugging by using a password. Without entering the password the movie cannot be debugged.



To have the debugger, the debug player is needed. The player is available with special version of Flash player. The changes done in the debugger window will be reflected in the scripts. For example if we change the value of x as 3 to x as 10, it will be reflected in the script. The different factors involved are variable and properties in this window which can be subjected to change.

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