

## flash - guide layers

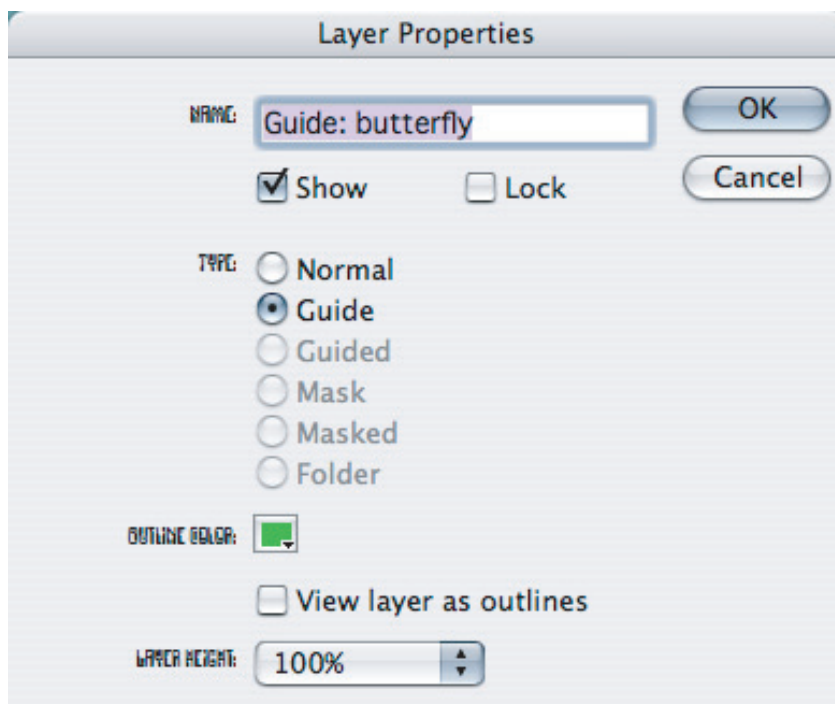
In order to control your animation, there are several techniques you can use, like snap to guides or objects, and guide layers.

To create a guide layer, do one of the following:

- to create a guide layer for an existing object:  
click the Add Guide Layer just below the layers
- to convert an existing layer into a guide layer:  
right-click/PC or control-click/MAC onto the layer and select guide

alternatively:




double click the layer icon to bring up the layer properties box, select Guide from there, rename the layer if needed.



!!! 2 different types of guide layers:

-  Guide • • 

guide layer as drawing guide, working layer that won't be published.  
use for templates, or design notes

-  Guide: butterfly • •   
-----  
 butterfly • • 

motion guide layer, again not published. Draw out the motion path for a symbol to follow in Motion Tween, make sure to snap object's center to path on each keyframe.

## flash - motion guides

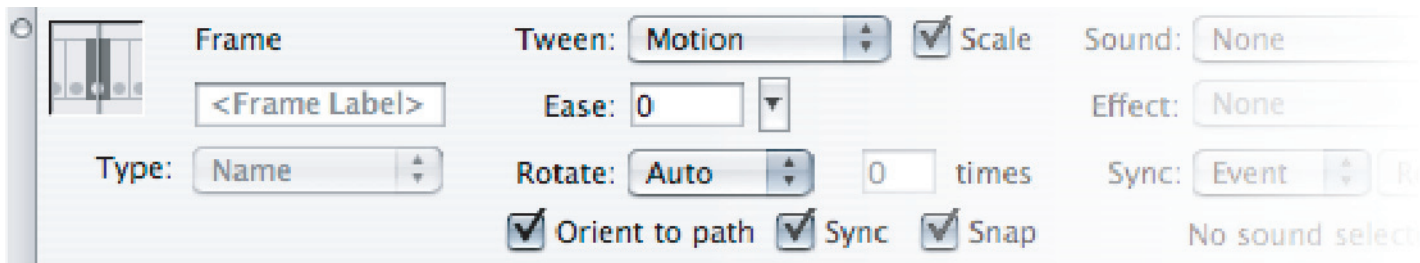
Paths drawn on guide layers let you animate tweened instances, groups, or text blocks in a more controlled manner as they will act as a motion path along which your graphic elements will move. You can link multiple layers to a motion guide layer to have multiple objects follow the same path. A normal layer that is linked to a motion guide layer becomes a guided layer.

**NOTE:** You can only use a path as a guide while using Motion Tween!

To create a motion path for a tweened animation:

- Create the object to be animated and set up your keyframes, leaving the object in its position for now.

Set up the motion tween using the Frame Panel:

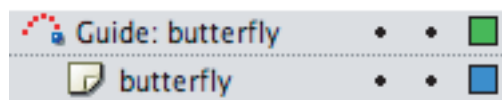


By selecting Orient to Path, the baseline - with reference to the registration point, of the tweened element will orient to the motion path.

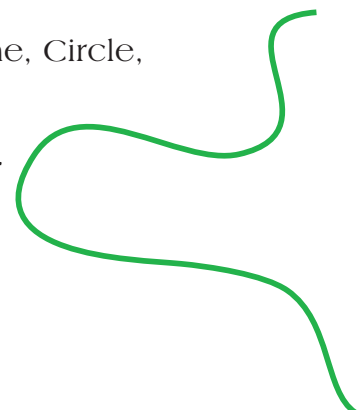
Selecting 'Snap', the registration point of the tweened element will snap to the motion path.

- Do one of the following:
  - Select the layer containing the animation and choose Insert › Motion Guide.
  - Select the layer containing the animation and click the Add Guide Layer just below the layers
  - Right-click /PC or Control-click/MAC the layer containing the animation and choose Add Motion Guide from the context menu. Flash creates a new layer above the selected layer with a motion guide icon to the left of the layer name.

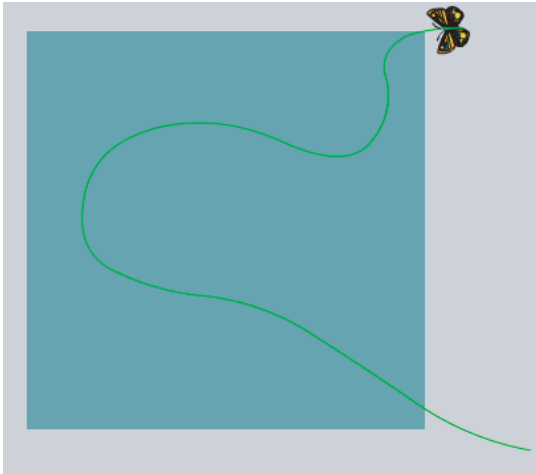
- Use any of the drawing tools, like the Pen, Pencil, Line, Circle, Rectangle, or Brush tool, to draw the desired path



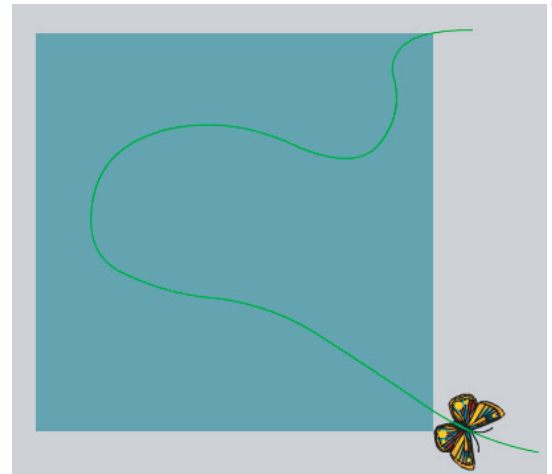
butterfly  
as graphic element to animated  
( can be static or an animated movieclip)



## using guide layers

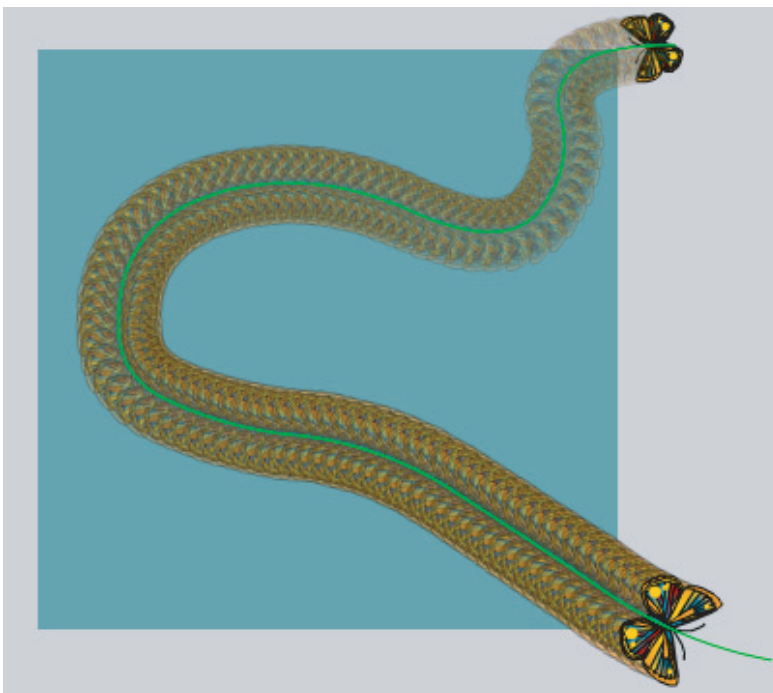


first frame of animated butterfly  
center point snapped to the first point  
of the motion path



last frame of animated butterfly  
center point snapped to the end point  
of the motion path

The square in the middle is the stage over which the butterfly will fly, following the path, initially not in view and flying out of view when reaching the end of the path.



As the snap and the orient to path options are selected, the butterfly will always adjust itself to follow the curves of the motion path, always with the same orientation, as shown here.

To unlink layers from a motion guide layer:

- Select the layer you want to unlink.
- Do one of the following:
  - Drag the layer above the motion guide layer.
  - Choose Modify > Layer and select Normal as the layer type in the Layer Properties dialog box.
  - Alt-click/PC or Option-click/MAC the layer.

To link layers to a motion guide layer, do one of the following:

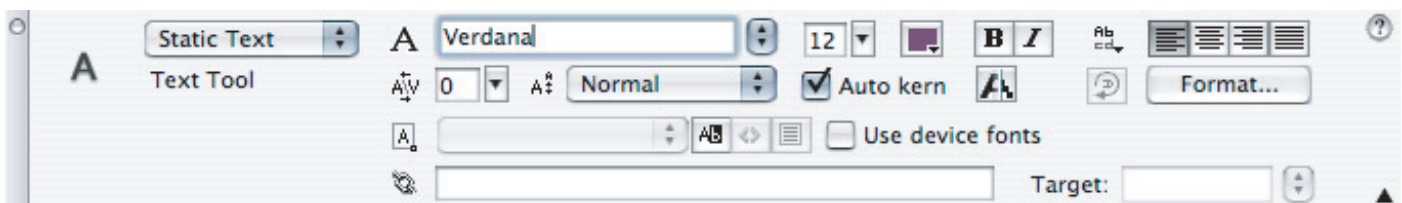
- Drag an existing layer below the motion guide layer, it will be indented under the motion guide layer. All objects on this layer automatically snap to the path.
- Create a new layer under the motion guide layer. Objects you tween on this layer are automatically tweened along the motion path.
- Select a layer below a motion guide layer. Choose Modify > Layer (or double-click the Layer icon) and select Guided in the Layer Properties box.
- Alt-click/PC or Option-click/MAC the layer.

## Creating and animating text

Flash allows you to create three different types of text element:

- **Static text (font embedded)**  
which is the default when you select the text tool, displays whatever text you type.  
On file publish the fonts are embedded into the flash movie, ie will be displayed as you choose - regardless whether the user machine hold this font or not.
- **Dynamic text (font embedding optional)**  
accepts and displays text from an outside source (such as a text file or a database file).  
On file publish the fonts are selected and displayed only if found on user machine - otherwise substituted by system font.  
It is possible to embed the fonts which should be done with great care as it increases the final swf's file size.
- **Input text (font embedding optional)**  
accepts and displays type entered by a user, such as entering a user name and a password.  
On file publish the fonts are selected and displayed only if found on user machine - otherwise substituted by system font.  
It is possible to embed the fonts which should be done with great care as it increases the final swf's file size.

To edit text attributes - select it on stage and use the properties panel:



### definitions

- **Font Name**  
displays the name of the current front. Click the arrow to the right of the front name to view a list of all the available fronts.
- **Font Height (size)**  
displays the current front size. Click the arrow to the right of the front height field and use the slider to adjust the front size or type the desired size in the front height field.
- **Tracking (space between characters)**  
allows you to adjust the space between two or more characters. Click the arrow next to the tracking field and use the slider to increase or decrease the amount of space between characters.
- **Character Position (Baseline Shift)**
  - Normal: resets characters to the baseline.
  - Superscript: shifts characters above the baseline.
  - Subscript: shifts characters below the baseline.

## definitions continued - properties panel

- **Link Text Box**  
create a hyperlink that is attached to selected text. This creates a button that will link to an internal or external HTML file, without the need to create a button symbol.  
Using this option will automatically add a dotted line under the linked text in the .fla file. However, take caution in that hyperlinks created using this feature will not carry any visual feedback (such as an underline) in the .swf file. When previewed in a browser however, the hand symbol will appear when the end user moves the cursor over the linked text.
- **Bold**  
sets selected type to bold.
- **Italic**  
sets selected type to italic.
- **Kern**  
checking this box will automatically use the font's built-in kerning (spacing between characters) information.
- **Text (fill) Colour**  
allows you to change the colour of the type by presenting you with a palette of available colours.

## Embedded Font & Device Fonts

When you select a font for a text block, flash automatically takes all the information (description of how the front will look, aliasing or ant-aliasing, kerning, etc.) and embeds it in the published movie.

Make sure to use reliable fonts. If your font is corrupted in any way - which happens occasionally, especially with free or trial fonts. You can select View › Antialias Text to preview the text if it appears rough or jagged, you know you have a problem with your fontfile - the text will not be exported because flash does not recognize the outline. If your font is corrupted you will have no other choice but try to get hold of a good font file for your font - or chose a different typeface.

Device Fonts were created as a way around this issue. They are special fonts that will not be embedded in the exported movie and therefore create a smaller file size. Rather than using an embedded front, the flash player displays the text using the closest match on the user's computer to the device front. Generally, at smaller type sizes, device fonts are sharper and easier to read. The drawback to device fonts is that if a user doesn't have a font installed on his/her system that is similar to the device font, the text display might be altered quite heavily and the final result won't look as you planned. To combat this concern, flash includes three built-in device fonts to help the results turn out more closely to what you expect:

- Sans-similar to Helvetica or Arial
- Serif-similar to Times Roman
- Typewriter-similar to courier