

How to create a simple animated gradient mask:

1. Create the components:

- In the **toolbar** click on the "**Text Tool**" icon.
- **Type** the required text on stage e.g. "**GRADIENT**".
- Then in the **align** panel **click** on the "**Align horizontal center**" and the "**Align vertical center**".
- **Select** frame "**1**" of the "**light**" layer.
- In the **toolbar** click on the "**Rectangle Tool**" icon.
- **Left click** and **drag the mouse** then release to create a **rectangle** on stage.
- **Click** on the "**Selection Tool**" icon and select the rectangle **fill**.
- Then in the **color** panel in the **color mixer**:
 - **Drag** the color box on the left to the middle of the gradient
 - Set the **color** in the **middle** of the gradient to "**#00CCFF**".
 - **Left click below** the gradient editor to add another color box on the **left**.
 - Set the **color box** on the **left** to "**#000000**".

2. Create a simple position tween:

- In the **main menu** go to **Modify > Convert to Symbol**.
- Then in the "**Convert to Symbol**" window:
 - **Enter** the **name** of the symbol e.g. "**ball**".
 - Set the "**Type**" of symbol to "**Graphic**".
 - **Press** the "**OK**" button.
- Position "**light_mc**" on the **left edge** of the canvas.
- In the **timeline**:
 - **Right click** on frame "**50**" in the "**text_mask**" layer and select "**Insert Frame**".
 - **Right click** on frame "**50**" in the "**light**" layer and select "**Insert Keyframe**".
- **Select** frame "**25**" then **right click** and choose "**Insert Keyframe**".
- Reposition "**light_mc**" at the **right edge** of the stage.
- In the **timeline**:

- o **Right click** between frames "50" and "25" then select "**Convert to motion tween**".
- o **Right click** between frames "25" and "1" then select "**Convert to motion tween**".

3. Convert layer to a mask:

- **Right click** on the "text_mask" layer and select "**Mask**" from the drop down menu.

3. Preview the mask shape tween:

- In the **main menu** go to **Control > Text Movie**.

How to gradient color fill shapes with actionscript:

- **Click** on the **first keyframe** then open the actions panel".
- **Copy and paste** this code in the "Actions" panel:

```
fillType = "linear";
colors = [0xF83680, 0x5844EA];
alphas = [100, 100];
ratios = [0, 255];
matrix = {matrixType:"box", x:50, y:50, w:150, h:100, r:0/180*Math.PI};
_root.lineStyle(2, 0x666666, 100);
_root.beginGradientFill(fillType, colors, alphas, ratios, matrix);
_root.moveTo(50, 50);
_root.lineTo(200, 50);
_root.lineTo(200, 150);
_root.lineTo(50, 150);
_root.lineTo(50, 50);
_root.endFill();
```

- Press **Ctrl + Enter** to test the *movie*.

How to create movie tween selection buttons:

- In the "buttons" layer:
 - o Select the **rotate** button then in the **properties** panel set the **instance** name to "rotate_btn".
 - o Select the **scale** button then in the **properties** panel set the **instance** name to "scale_btn".
 - o Select the **fade** button then in the **properties** panel set the **instance** name to "fade_btn".
- Then in the "actions" layer:
 - o Select the **first** frame.
- Open the **actions** panel.
- **Enter** the following code in the "Actions-Frame" panel.

```

rotate_btn.onPress = function(){
gotoAndPlay(2);
}
scale_btn.onPress = function(){
gotoAndPlay(21);
}
fade_btn.onPress = function(){
gotoAndPlay(41);
}

```

- In the **main menu** go to **Control > Test Movie**.

Note: There is a simple "**stop()**" command at the end of each timeline tween to ensure the playhead stops when the animation has completed. To replay an animation simple press the corresponding button again.

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Note: In this example the button **instance** name is "enter_btn".

How to create a user interface component button instance:

- In the **main menu** go to **Window > Components**.
- **Dock** the "Components" window with the side panel.
- Then in the "Components" panel open the "User Interface" folder.
- **Click** and **drag** the "Button" component on stage.
- Press **Ctrl + Enter** to test the button instance in the movie.

How to load external text into a dynamic text field with a scroll bar:

- Create a new **dynamic text field** on the stage.
- In the **properties** panel:
 - Set the instance name of the dynamic text field to "**my_dynamic_text**".
 - Set the variable name to "**content**".
- Then in the "**actionscript**" layer select the **first** frame on the timeline.
- **Open** the **actionscript panel** and enter the following actionscript.

```

myData = new LoadVars();

myData.onLaod = function(success){
if (success){
my_dynamic_text.text = this.content;
}
}

```

```
}  
else{  
trace("Error loading external content");  
}  
}  
myData.load("my_content_2.txt");
```

- Then In the **components** panel
 - Expand the "User Interface" category.
 - **Select** the "UIScrollBarr".
 - **Drag and drop** the scroll bar UI component **over** the **dynamic text field**.
- Then in the **main menu** go to **Control > Test Movie**.

How to create a simple audio player using the sound class:

- In the **library** panel:
 - **Drag** the "play_btn" and the "stop_btn" on stage.
 - Then **right click** on the sound file "matts_blues" and select "**linkage**" from the drop down menu.
 - In the "**linkage properties**" window:
 - Check the "**Export for Actionscript**" check box.
 - Press the "**OK**" button.
- On **stage**:
 - Select the **play** button then in the **properties** panel set the instance name to "**play_btn**".
 - Then select the **stop** button and in the **properties** panel set the instance name to "**stop_btn**".
- In the **timeline**:
 - Select the **first** frame in the "**actions**" layer.
- Then open the **actionscript** panel and add the following script:

```
var my_sound:Sound = new Sound();  
my_sound.attachSound("matts_blues");  
  
play_btn.onRelease = function(){  
my_sound.start();  
}  
stop_btn.onRelease = function(){
```

```
my_sound.stop();  
}
```

- In the **main menu** go to **Control > Test Movie**.

Note: In this example the mp3 file has already been imported into the library. When the audio player is exported as a swf file the mp3 is automatically embedded into the swf file. This can cause larger file sizes and consequently longer download times. To see how to load and play an external mp3 file see [Creating An External MP3 Filer Player].

Note: You cannot apply a shape tween directly to text. Symbols and groups must be broken apart before a shape tween can be applied.

How to create a simple motion guide:

1. Create the motion guide:

- In the timeline **click** on the "Add Motion Guide" icon.
- Then in the **toolbar click** on the "Line Tool" icon.
- On the stage:
 - **Left click** and **drag** the cursor to **draw the line**.
 - **Release** to **end the line**.
 - **Repeat** this process to create **multiple line segments**.

2. Create a motion tween:

- In the **toolbar** click on the "Selection Tool" icon.
- Then **timeline** select frame "1" of "layer 1".
- In the **toolbar** click on the "Oval Tool" icon.
- On the stage **Hold down** the "Shift" key, **left click** and **drag the mouse** then release to create a **circle**.
- **Click** on the "Selection Tool" icon.
- Select the circle **stroke**.
- Then in the **properties** panel:
 - **Click** on the color box and select "#666666" from the color palette.
- In the **main menu** go to **Modify > Convert to Symbol**.
- Then in the "Convert to Symbol" window:
 - Enter the **name** of the symbol e.g. "ball".
 - Set the "Type" of symbol to "Graphic".
 - **Press** the "OK" button.

- In the **timeline**:
 - **Right click** on each layer in frame "30" and select "**Insert Keyframe**".
 - In "**Layer 1**":
 - **Select** frame "1" and position the graphic instance at the **start** of the **line**.
 - **Select** frame "30" and reposition the graphic instance at the **end** of the **line**.
 - **Right click** anywhere between frames "1" and "30" and select "**Create Motion Tween**".

3. Preview the animation:

- In the **main menu** go to **Control > Play**.

How to create a simple ripple effect:

1. Create a movie clip:

- In the main menu go to **Inset > New Symbol**.
- Then in the "**Convert to Symbol**" window:
 - Enter the **name** of the symbol e.g. "**waves_mc**".
 - Set the "**Type**" of symbol to "**Movie clip**".
 - Press the "**OK**" button.
- In the **toolbar** **click** on the "**Oval Tool**" icon.
- **Hold** down the **left** mouse button then **drag** the cursor to create a **oval** shape.
- Then in the **toolbar** **click** on the "**Selection Tool**" icon.
- **Select** the **oval** shape
- In the **main menu** go to **Modify > Convert to Symbol**.
- Then in the "**Convert to Symbol**" window:
 - **Enter** the **name** of the symbol e.g. "**crest**".
 - Set the "**Type**" of symbol to "**graphic**".
 - Press the "**OK**" button.

2. Create scale tween:

- In the **timeline**:
 - **Right click** on frame "30" and select "**Insert Keyframe**".
- In the **toolbar** **click** on the "**Free Transform Tool**" icon.

- **Hover** over the **corner handle** until the rescale icon appears.
- **Hold** down the **left** mouse button then **drag** the cursor to scale the oval shape.
- Then in the **properties** panel:
 - **Click** on the **chevron** next to "**Color**" and select "**Alpha**".
 - Set the alpha value to "**0**" percent.
- In the **timeline** select frame "**1**".
- Then in the **properties** panel:
 - **Click** on the **chevron** next to "**Color**" and select "**Alpha**".
 - Set the **alpha** value to "**100**" percent
- Then in the **timeline** **right click** anywhere between frames "**1**" and "**30**" and select "**Create Motion Tween**".

3. Create copies of the tween:

- **Select** frames "**1**" to "**30**".
- **Right click** on the selection and choose "**Cut frames**".
- Then **right click** on on the layer tab and select "**Insert Layer**".
- In "**Layer 2**":
 - Select frames "**5**" to "**34**".
 - **Right click** on the **selection** and choose "**Paste Frames**".
- Create a new layer.
- In "**Layer 3**":
 - Select frames "**10**" to "**39**".
 - **Right click** on the **selection** and choose "**Paste Frames**".
- **Click** on "**Scene 1**" exit the movie clip editing mode.
- Then in the **library** panel drag "**Waves_mc**" on to the stage.

4. Preview the animation:

- In the **main menu** go to **Control > Play**.