

Flash CS3 Professional

SITA 2008

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About Flash

FLASH – hybrid between web-oriented bitmap handler and a vector - drawing program

- interactive multimedia-authoring program and sophisticated animation program
- viewed with Flash Player
- Generates very small file size with high-quality animation and optimal sound

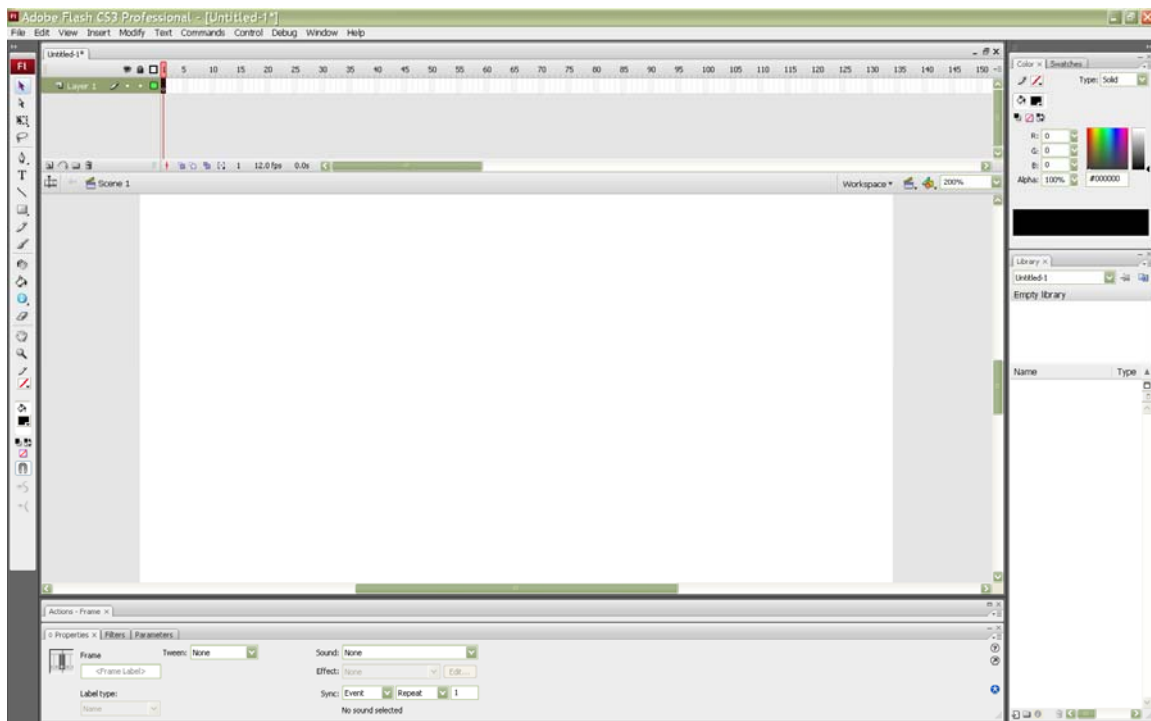
Search engines have a difficult time indexing content.

- Provide HTML content on page with movie.
- Use HTML pages for pages that are mostly textual information and simple graphics.
- Limited accessibility with screen reader. Provide user an option to access regular HTML version.

Access HELP menu for lessons and tutorials about using Flash.

Download a free trial version of Flash at <http://www.adobe.com/downloads/>.

The Flash Environment



Areas within the Document windows

Toolbox on the left

Timeline at the top

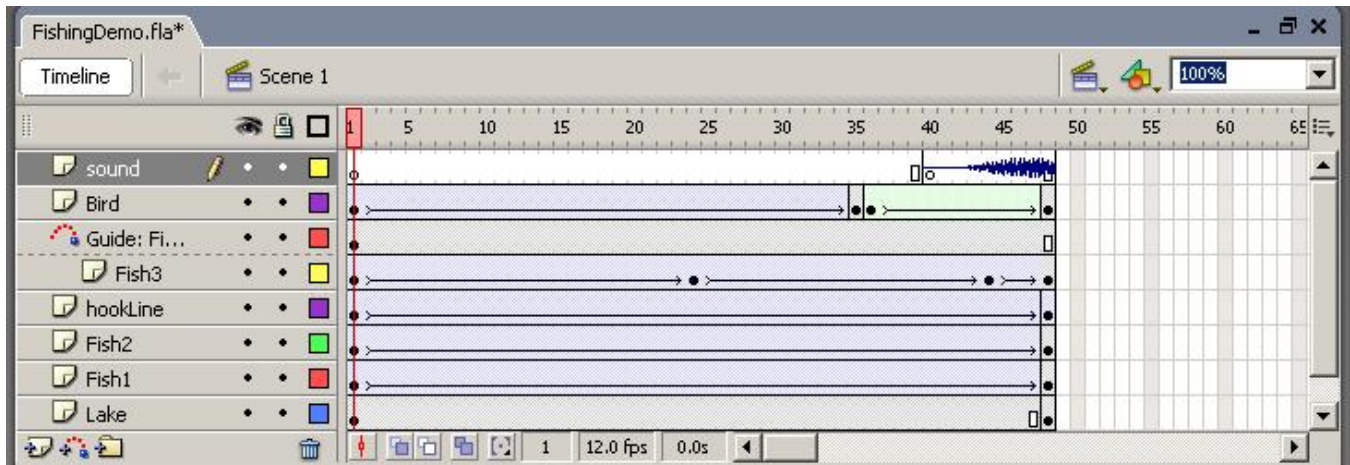
Various panels on the right

Center white area is the stage framed by the light gray work area. **Objects “off-stage” are not visible.**

Actions panel is below the stage area along with the Properties inspector – short cuts located at far right end.

Flash document: .fla (extension)

- 1) scenes – a segment of a Flash movie
- Stage – where the action takes place
- Timeline – where duration is controlled



- Layers – keeps objects separated and "stacked" in depth.
 - covers entire work area
 - objects move within layers – layers DO NOT move

Four types of layers:

- 1) Normal layer – default layer type
- 2) Guide layer – not exported with final file, used for holding reference items
- 3) Motion guide layer – contains a line along which objects travel
- 4) Mask layer – used to selectively mask layers beneath

In layer section: Eye icon – used to show/hide layers

Pad lock icon – used to lock/unlock layer

Label or organize stacks of frame rows

Icons directly below layer area:

Add layer, Add guide layer, Add layer folder, Delete layer

- Timeline Frames sections – content planned along duration of movie
 - Frames – can be labeled

- 1) Normal frames
- 2) Keyframes – marked by filled black circles contain contents that may differ from previous or next frames
- 3) Blank keyframes – marked by an empty white circle; does not contain any content

Icons below frames in order: center frame, onion skin, onion skin outline, edit multiple frames, modify onion markers. Also – current frame, frame rate, elapsed time

- 2) Library – storage area
 - Symbols – multiple use items (instance)
 - 1) Graphic – still images
 - 2) Button – four-state event handler
 - 3) Movie Clip – self-contained
 - Bitmaps – imported raster images
 - Sounds – imported audio files
 - Video – imported digital video

animation



[Icons under the tab, at top of work area: return arrow, current scene, edit scene for menu of scenes, edit symbol for menu of symbols, and stage view control with submenu % and show frame (without cropping visible area) / show all (includes elements in work area).]

Flash movie: .swf (extension – pronounced 'swiff') – exported movie format for delivery over the networks (better to use multiple movies rather than one movie with multiple scenes)

- 1) Portable Cross-platform binary format – compatible with all major operating systems

option Small file sizes – optimized with specialized Compress Movie

Individual resource compression – bitmaps individually compressed

No compression used on entire file – allows streaming playback

Speed – vector format draws quickly on slower computers

need plugin No external resources required – do not need fonts installed; do

- 2) Extensible Tagged format – each data type has a unique tag defining its use and its function

Can reuse any element without additional storage requirements
Allows new features to be added in subsequent versions
Open source code for developers – other formats can support SWF
output

3) Scalable



Movies can be played at multiple resolutions
Maintain high quality presentations at any size

To convert a Flash document into a Flash movie, select EXPORT MOVIE from the File menu.

To begin developing a Flash document:

- Sketch out the design to be developed
- Use the first layer provided as a background layer. Name the layer appropriately.
- Add more layers to contain the various objects that will move. Name each layer.

Flash Tools:

<p>Arrow (select)</p> <p>Line (straight)</p> <p>Pen</p> <p>Oval</p> <p>Pencil (lines/shapes)</p> <p>Free Transform</p> <p>Ink Bottle</p> <p>Eyedropper (select)</p>		<p>Subselection</p> <p>Lasso (select)</p> <p>Text</p> <p>Rectangle</p> <p>Brush (mark/shape)</p> <p>Fill</p> <p>Transform</p> <p>Paint Bucket</p> <p>Eraser</p>	<p>Hand (grabber)</p> <p>Stroke Color</p> <p>Fill Color</p> <p>Black/White</p> <p>Modifiers here depend on tool selected</p>		<p>Zoom (magnifier)</p> <p>Color swatch</p> <p>Color swatch</p> <p>No color/Swap (reverses fill/stroke)</p>
<p>Arrow = move whole object Subselect = moves individual anchor points within object Shift key down with Oval = perfect circle Shift with Rectangle = square Pencil tool = solid line Paintbrush = filled shapes</p>		<p>The Stroke Color and Fill Color controls in the toolbox let you select a solid stroke color or a solid or gradient fill color, switch the stroke and fill colors, or select the default stroke and fill colors (black stroke and white fill). Oval / rectangle objects (shapes) = both stroke and fill Text objects and brush strokes = only fill colors Lines drawn with Line, Pen, Pencil tools = only stroke</p>			

Symbols: [Menu: Window – Library to show symbol library]

- Reusable element residing in Library
- Each time symbol placed on stage or inside another symbol, are working with instance
- Best to convert every main item within Flash document to a symbol
- Any edit in design applied to original is applied to every instance of that symbol
- Color effects and behavior properties (applying just to that instance) can be modified.
- Start with a white colored symbol, then color each instance with TINT.

To CREATE a graphic symbol:

- On a layer, select Insert – New Symbol – name it – Select GRAPHIC as type
- Draw symbol near the crosshairs "+" which represent the center of the symbol

To TINT a symbol:

- Select the symbol
- In Properties: change color to TINT, Select color, Set % to 100%

To convert multiple graphics into one graphic symbol

- select all the graphic symbols (arrow or lasso)
- menu: MODIFY – GROUP
 - to reverse the process, menu: MODIFY – ungroup

To change a graphic symbol's direction

- select the graphic symbols (arrow or lasso)
- menu: MODIFY – TRANSFORM – select the appropriate choice from menu

Animation: default of 12 frames/second (e.g., for a 3-second animation need 36 frames)

Frame – by – frame animation: manually changing the individual contents of any number of successive keyframes

TWEENED animation:

Shape tweening – morphing – changes shape over time

Motion tweening – change in size, location, or rotation over time

- can only be applied to **one** group, symbol, or editable text **per layer**
- use multiple layers to motion tween multiple items in same span of timeline
- For each item on a given layer...
 - start with keyframe
 - add group, symbol, or editable text
 - click in frame where motion is to end
 - right-click to add keyframe
 - click on object and move it to a new location, change its size, or rotation
 - click on any frame between keyframes
 - change TWEEN type to MOTION from the Property Inspector (or right-click and select from the menu)
 - if done correctly, tweened section will turn blue in color

Motion Tweening must use a SYMBOL, not raw graphics.

To convert raw graphics into a symbol

- select the raw graphics (arrow or lasso)
- menu: MODIFY – convert to symbol
- name, select center (registration)

To use a Motion Guide

- [may find it easier to make regular motion tween first then add guide layer]
- select frame 1 of layer containing graphic symbol to use the motion path
- DO NOT ADD a layer – instead select INSERT - Timeline: MOTION GUIDE – it must be above the graphic layer
 - Make sure Snap to Objects is active (View – Snapping – Snap to Objects)
- On Guide layer – use pencil to draw path, click to end
- On graphic layer, use arrow tool to move graphic to start of path in first frame
- On graphic layer, use arrow tool to move graphic to end of path in last frame
- Click on any frame of the layer and add Motion Tween
 - Select Orient to Path in frame 1 of the layer with the symbol to change the symbol's direction along the path
 - To rotate the symbol, Modify – Transform – Rotate & Skew

Shape tweening – Morphing – **applied only to raw data**

- best to put each shape tween on its **own** layer
 - start with keyframe
 - add raw graphic (must be ungrouped – dots will appear in the graphic)
 - end with keyframe (or blank keyframe if adding new raw graphic)
 - alter existing raw graphic or add new raw graphic
 - from properties, tween:shape – cannot select from pop-up menu
 - change TWEEN type to SHAPE from the Property Inspector (cannot click and select from the menu)
 - if done correctly, tweened section will turn green in color
 - Error checking – if something doesn't work, probably because of a missing keyframe, multiple symbols on the layer, or not raw data.

To convert an existing graphic symbol into raw data

- select the graphic symbol (use arrow)
- menu: MODIFY – break apart

To add sound:

- Create a sound layer – check out Window – Other Panels – Common Libraries
- If sound library not there – import one
File – IMPORT – Open External Library
(find SoundsLib.fla file in DeptDir/cs/Harrison/AMCS 318 lab or PMCS318 lab)
- Drag sound to layer.

To Publish:

- File – Publish Preview – Default (or F12) ... make corrections if necessary
- File – Publish into .swf file (Shift + F12)
 - Saves a .swf file which cannot be edited
- Be sure to save the .fla file as well, which can be edited.

To Insert FLASH into a Web page:

- Put the cursor where you want the movie to appear on the web page.
- INSERT – MEDIA – FLASH
- Locate the .swf file to be inserted

Intermediate Flash

(as taken from UWEC website)

What is a Movie Clip?

- A movie clip is a type of **symbol**. Therefore, just like symbols, movie clips can be manipulated on the stage – resized, skewed, rotated, tweened, etc., all while the animation within them continues to play.
- As symbols, the clips are stored in the Library.
- As symbols, the original of the clip is not brought over and placed on the stage – just the **instance** of the clip is brought to the stage.
- Therefore, it is vital that each instance of the clip is **named** so one can refer to that particular clip by name when necessary.

How do Movie Clips work?

- During playback as a Flash movie, unless a **stop** action is placed within the clip, the instance of the movie clip placed on a timeline begins to play as soon as the frame on which it occurs is reached, whether or not the Main Timeline is playing.
- A Movie Clip plays back **autonomously** - meaning that as long as it is present on the Stage, it is not governed by the playing or stopping of the Main Timeline.
- All timelines play at the frame rate specified by the Document Properties dialog box or the Property inspector.
- BE CAREFUL – sometimes the unplayed frames of one clip are accidentally truncated because another clip on the same layer is activated before the original clip has time to finish.

Why use a Movie Clip?

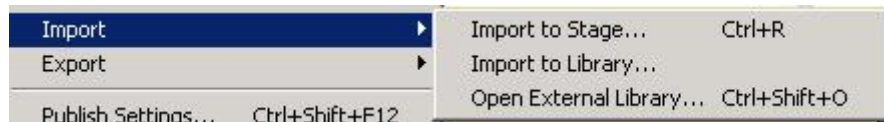
- Each movie clip symbol has its own timeline **independent** of the Main Timeline.
- Each movie clip can be placed as an object on a **single** frame in the Main timeline. This:
 - **cleans up** the Main Timeline
 - provides for better **organization**
- Movie Clips are useful for reuse of motion. The same clip can be used multiple times. For example, two instances of the same flicking flame were used on the cupcakes in the Kelly clip.
- Movie Clips act as fully functional Flash movies.

What about graphics?

- Even though Flash is a **vector** program and anything created with Flash drawing tools is described in vector format, Flash has the capability of importing both vector graphics and raster (bitmap - .bmp, .gif, .jpg, .pict, .tiff, etc.) images.
- For some raster images, it is better to recreate or retrace the image with Flash drawing tools rather than use the original images as the final Flash movie will be **smaller**, look **cleaner**, and be **scalable**.
 - Vector – smaller, scalable
 - Raster – larger, more download time
- If you need to use bitmap images, do so, but try to minimize the impact of large bitmap images on Flash playback performance.
 - Regardless of how many times the bitmap is placed on the stage, the actual bitmap is downloaded before the **first** occurrence of the bitmap.
 - **Limit** the number of bitmaps used in any one frame of a Flash movie.
 - Try spreading out the bitmap usage or **hide** a symbol instance of a bitmap offstage in an earlier frame **before** it is actually visible so that it will be loaded before you need it.

What are the three ways to bring a bitmap file into FLASH?

- Import a bitmap file directly to an active, **unlocked** layer (File – Import – Import to Stage)



- Import a bitmap file directly to the **library** (File – Import – Import to Library)
- Copy the bitmap from an application, paste it on an active, unlocked layer (Edit – Paste)
- When importing **bitmaps** directly to the stage, the file is also placed in the library.
 - Remember - none of the bitmap files can be manipulated as symbols! Since the very essence of Flash movies is the manipulation of symbols, any image that will move in any way or be resized or skewed must be converted to a symbol. Only images that **will not** be motion tweened can remain as bitmaps.
- Importing vector graphics is similar. To learn more about the many properties that can be set for bitmap images, converting raster images to vectors, scanning sketches, and importing vector graphics, check out the on-line HELP within Flash or consult the FLASH books in the library.

Movie Clips:

- All Movie Clips are symbols.
- It is a good habit to begin adding the letters MC after the name of each Movie Clip and L after the name of each Layer.
- Be sure to build the Movie Clip on the center cross in the new symbol window.
- Bit map graphics can be used in a movie clip if the graphic will not move.
- If the graphic is to move, it must be a symbol.
- **For each** item moving within the clip, **make a separate layer**.
- To switch between symbols for editing, use the Edit Symbols icon in the upper right corner.
- To modify the size of an image: Modify – Transform – Scale (hold shift key down and resize)
- (Eventually) put a STOP action on a Movie Clip to cause it to REST at the first frame.
- Try out the movie from the menu: Control – Test Movie (Ctrl – Enter)
- To have constant movement in a clip, while the rest of the clip is at rest, one must use a clip within a clip – a sub animation.
- Be sure to always name every layer used.
- Carefully think through where the actual object is drawn.
- The main difference between a movie clip and clip within a clip (sub animation): when the movie clip is in a resting state because of a STOP action, the sub animation will still continue to play.
- One can double - click on a movie clip within a scene to open it for editing.
- Remember, to change a bit map into a symbol, select Modify - Convert to Symbol.
- To separate bitmaps and graphics in the Library, click on KIND to sort items by kind.
- To show the grid to help line up the objects – View - Grid - Show Grid (CTRL + ')
- To allow one to more freely move an object, turn off View – Snapping – Snap to Grid (CTRL + Shift + ') and View – Snapping – Snap to Objects (CTRL + Shift + /)

Helpful keyboard shortcuts (full list available from Edit – Keyboard Shortcuts)

Cut frame	Ctrl+Alt+X	Convert to symbol	F8
Copy Frames	Ctrl+Alt+C	Transform – Scale & Rotate	Ctrl+Alt+S
Paste Frames	Ctrl+Alt+V	Remove Transform	Ctrl+Shift+Z
Clear Frames	Alt+Backspace	Group	Ctrl+G
Insert Frame	F5	Ungroup	Ctrl+Shift+G
Remove Frames	Shift+F5	Break Apart	Ctrl+B
Clear Keyframe	Shift+F6	Actions panel	F9

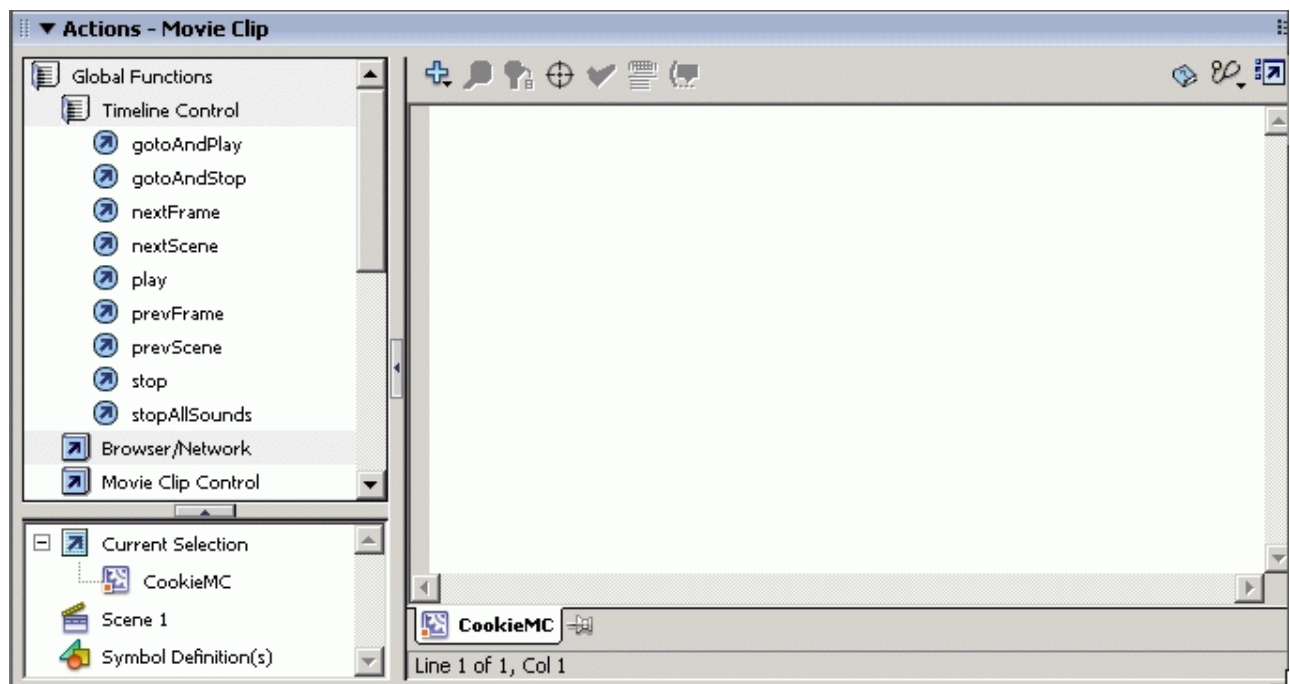
Convert Frame to Keyframe	F6	Library panel	F11
Convert to Blank Keyframe	F7	Edit symbols/document (if something disappears)	Ctrl+E

Note: to play a **Movie Clip** timeline as if you were moving the playhead, just press Enter.

Behaviors and Events

Interactivity in Flash is composed of two parts: the **behavior** (what happens) and the **cause** of the behavior (what makes it happen). Behaviors are referred to as **actions**. What makes the action happen is referred to as an **event**.

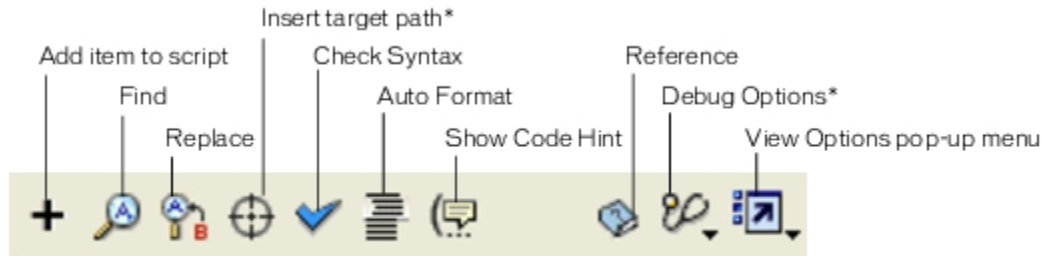
Flash ActionScript is the language used to code the instructions so Flash will know what action to do based on the event. To work with ActionScripts, the ActionScript editor environment is used.



The ActionScript editor environment has two sections: the Script pane on the right where code can be entered and the Actions panel toolbox on the left where the choices of Actions that can be included in a Flash Action Script are listed. The name of the object to which actions are being assigned is listed in the title bar of the Actions panel.

In the bottom part of the toolbox is a Script navigator which is a visual representation of the locations in the .fla file that have associated ActionScript. If you click on an item in the Script navigator, the script associated with that item appears in the Script pane and the playhead moves to that position on the Timeline.

Several buttons are above the Script pane:



* Actions panel only

Of all the possible actions, six different ones are commonly used:

Common Actions	Meaning	ActionScript Notation examples
Global Functions: Timeline Control		
Go to and Play	Changes the current frame to the frame specified and then executes a play action.	<code>gotoAndPlay("frameLabel");</code> <code>gotoAndPlay(2);</code>
Go to and Stop	Changes the current frame to the frame specified and then halts playback.	<code>gotoAndStop("frameLabel");</code> <code>gotoAndStop(2);</code> Better to use a frame label.
play	Sets a movie or a movie clip in motion. A single play action affects only a single timeline.	<code>play();</code>
stop	Halts the progression of a movie or Movie Clip that is in a play state.	<code>stop();</code>
stopAllSounds	Mutes any sounds playing in the movie at the time the action is executed. Not appropriate for stopping individual sounds.	<code>stopAllSounds();</code>
Global Functions: Browser/Network		
getURL	Similar to an anchor tag in HTML. One can specify the target for the new window.	<code>getURL("http://www.uwec.edu");</code> <code>getURL("http://ed.com", "_blank");</code>

Action notes: Both Go to and Play and Go to and Stop can use either a frame number or frame label. While using frame numbers works, it can lead to major problems with scalability. Adding frames in the beginning or middle of a movie's timeline will alter the number of the frame. Since labels move with the labeled frame, it is better to use a frame label. With Play, once the end of a movie clip's timeline is reached, playback loops back to the beginning of the clip, and the clip continues playing. To prevent looping, add a stop action to the last frame of the movie clip.

How does one add an action layer?

An action layer should be added to the timeline to keep the movie clip timeline organized.

There are 3 ways to add an action to the script pane:

By dragging an action from the Actions toolbox to the Script pane.

By selecting an action from the Actions menu, accessed by clicking the + icon.

By double-clicking an action in the Actions toolbox.

To view information about what parameters to use in the script, right-click on the code and view help.

Notice a lower case 'a' appears indicating an action has been added to the frame.

Be sure to add a keyframe to frame 2 so that the stop action is only associated with frame 1.

To stop a movie clip from playing:

1. Open the movie clip.
2. Add an action layer.
3. Add a STOP action to frame 1 in the action layer.
4. Add a keyframe to frame 2.
5. To refer to frame 2 later, add a frame label in the Properties inspector.
Notice the name appears along with a little label flag.



Three choices for playing the movie clip –

- Have the clip play just once and return to frame 1. Place a Stop action on Frame 1.

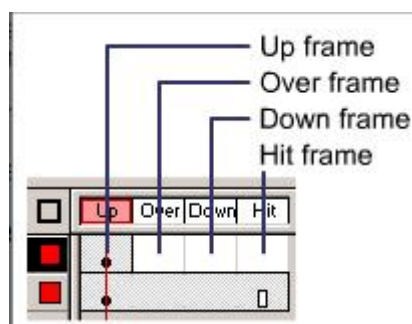
- Have the clip play just once and end on the last frame. Place a Stop action on Frame 1 and a Stop action on the last frame.
- Have the clip continually loop until some other event triggers a stop. Place a Stop action on Frame 1 and add a gotoAndPlay action on the last frame which sends control back to frame 2.

How does one activate a movie clip?

To activate a movie clip, buttons are commonly used.

Buttons

Button symbols have a special timeline structure linked to mouse states.



UP – any elements placed in the UP keyframe appear on the Stage when the button is in a normal, unactivated state.

OVER – any elements placed in the OVER keyframe appear when the mouse rolls over the button on the stage. As soon as the mouse rolls off the button, things revert to the UP state.

DOWN – any elements placed in the DOWN keyframe appear when the mouse is clicked and held down over the button on the stage. As soon as the mouse is released, things revert to the OVER state.

HIT – any element placed in the HIT keyframe is never visible on stage. The shape of the element defines the area of the button that is sensitive to the mouse and forms the hit area. The area must be a **SOLID** area. This is the area where the cursor changes into a hand.

Simple buttons – with internal animation – included if you wish to explore this area

- Insert a new symbol – name: name the button – behavior: button
- Select the layer – name it: outline (for the base of the button)
- Click UP frame – place objects that will appear when mouse is UP
 - o If same objects are to appear at all times, click on UP and right-click, insert a frame. Repeat again until the frames extend to Over and Down as well.
- Add new layer – name: HitArea
- Add a Blank Keyframe to HIT
 - o Define the hit area – either draw something new or copy existing shape
- IF animations are contained directly in the button, add an animation layer.

- Click on UP in the Animations layer and add what you want to the UP frame.
 - Click on the Over frame. Insert a blank keyframe to remove the contents. Add something here if wanted. Repeat for the Down frame.
 - Remove the Hit frame – Right-click, Remove frame.
- Be sure to drag the finished button onto the stage.

Player Control Buttons

Player control buttons are available in the Common Library of buttons.

- Open the common library. Window – Other Panels – Common Library – Buttons
- A list of pre-built buttons is shown.
- Many layers were used to build the button. Only 1 layer has color so the same basic button can be used to build many buttons of color. Buttons available from the Common library don't have any actions – an action layer along with actions would need to be added to make the button useful.

How does one make an Invisible Button?

When working with invisible buttons, be sure the button layer is on top of all the layers so the buttons will not be hidden by any of the symbols on the stage.

To make an invisible button:

- Insert – New Symbol . Name: Invisible, Behavior: button
- When creating an invisible button, one only needs to identify the Hit Area of the button.
 - Label the one layer: HitArea
 - Add a keyframe to the HIT frame of the HitArea layer and draw a solid element.
- Drag the finished button over the items on the stage.



One can't edit the invisible button and use the natural up, over, and down frames of the button, because if the code for one button is changed, all instances of the button will have the same code and cause the same movie clip to play.

In order to specifically direct the actions, it is important to **name all instances** of symbols in the scene.

The name of the movie clip as a *symbol* is NOT the same as the *instance*. Since it is possible to have multiple instances of the same movie clip, Flash expects a

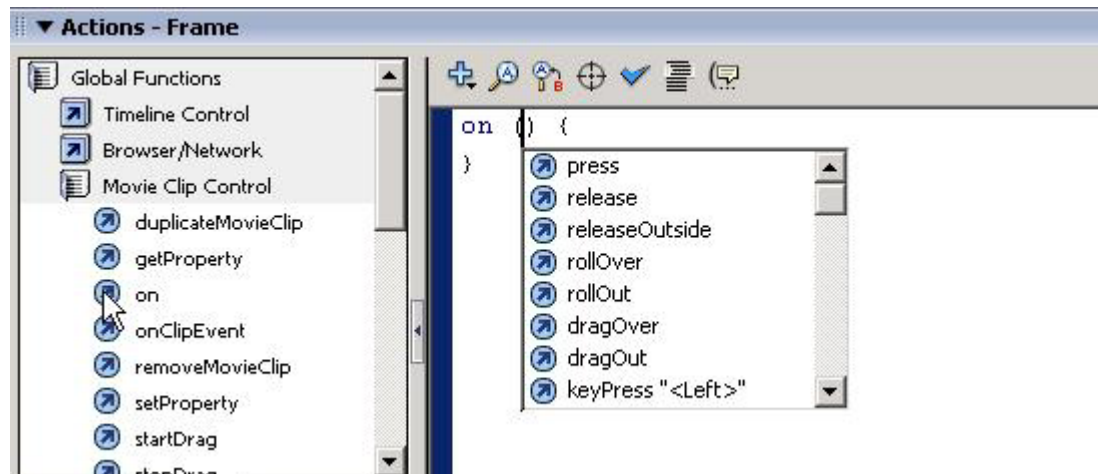
specific name for each instance on the stage in order to use ActionScript to specifically play a movie clip.

To name movieclips already on the stage, hide the button layer. Access the clips, name them, show the button layer again.

If the size of the invisible button needs changing: Modify – Transform – Scale

To code a button to start a clip when the mouse moves over the button:

- Be sure the correct button is selected
- Open the Movie Clip control booklet
- Double - click on ON to send the code to the script pane and reveal the choices



- Select rollOver from the list
- Open the Timeline Control booklet
- Click first right behind the { in the script pane, then double-click gotoAndPlay in the Timeline Control options.
- Add the frame name in "quotes".
- Use DOT NOTATION to direct the action to the specific instance of the movie clip.
- Type in the instance name of the clip right before the action name. Be sure to have a dot between the names.

format of a final ActionScript	<pre>on (eventName) { clipInstanceName.action("framename"); }</pre>
Code for HeartClip	<pre>on (rollOver) { HeartClip.gotoAndPlay("StartThrob"); }</pre>
Code for HouseClip	<pre>on (rollOver) { HouseClip.gotoAndPlay("StartCookieman"); }</pre>

Segmented Timelines

To animate the main icon that will travel to each corner, segment the timeline. (See the tutorial.) When using ActionScript to activate a movie clip, be sure to refer to the instance name of the movie clip on the scene, not the original name of the movie clip in the library.

Publish Settings

- Check the Publish Settings
- FORMATS defaults as set so that Flash MX 2004 will export a Flash movie and an HTML file with the proper markup tags to utilize Flash Player 6 plug-in or Active X control.
- CLICK on the FLASH tab
 - Selecting Flash 6 ensures compatibility with all of the new Flash MX features.
 - Load order determines how the Flash Player will draw the first frame of the Flash movie.
 - Bottom up – layers load in ascending order
 - Use Version 1.0 for the Action Script. Options include:
 - Generating a text report to help pinpoint bandwidth-intensive elements.
 - Select Protect from IMPORT to safeguard your Flash movie to prevent the .swf file generated from being able to be imported back into Flash MX or altered in any way. Macromedia Director can import and use Flash protected movies and there even is an application called Action Script Viewer that can extract ActionScript from your .swf files! Never store any type of password information within your FLASH movie.
 - Omit trace actions removes the trace actions used to help debug the movie.
 - If debugging is permitted, a .swd file used for debugging is also created.
 - Compress movie enables compression in Flash 6 movies only to greatly reduce the size of text or ActionScript-heavy movies. Little or no difference will be seen on other Flash elements such as artwork and sound.
 - If Debugging is permitted, then a password can be entered to access the Debugger panel live over the internet.
 - The JPEG slider is applied to bitmapped artwork in the Flash movie.
 - Audio Stream displays the current audio compression scheme for Stream audio.
 - Audio Even applies to default compression-enabled event sounds.

- The Override box can be checked to disregard any unique compression schemes specified in the document's Library.
- HTML tab.
- The HTML tab includes a number of settings that control the way in which Flash MX will publish a movie into a complete Web page with HTML tags specifying the Flash Player. Options include:
 - Template allows you to select a predefined set of HTML tags to display your Flash movies. All templates use the same options listed here in the HTML tab – the template simply places the values of those settings into HTML tags scripted in the template. All of the preinstalled templates include HTML tags to create an entire web page, complete with <head>, <title>, and <body> tags.
 - Dimensions controls the WIDTH and HEIGHT values of the <object> and <embed> tags.
 - Match movie matches the same dimensions set in the Modify Document options
 - One can find these options in FLASH itself using MODIFY – DOCUMENT...
 - The other two options for dimensions are pixels or percent.
 - Percent scales the movie to the size of the browser window or a portion of it. Using a value of 100 on both width and height expands the Flash movie to fit the entire browser window.
 - Width and Height can only be entered if pixel or percent is selected.
 - Playback
 - Pause at start is like adding a stop action. This is usually off as play control is handled within the movie itself.
 - Loop causes the movie to repeat an infinite number of times. If it is not checked, the Flash movie stops on the last frame unless some other ActionScript event is initiated on the last frame.
 - Display menu controls the user's access to the shortcut menu anywhere within the movie area.
 - When the device font is checked, fonts that are not installed on the Player's system are replaced with other system fonts.
 - Quality determines how Flash artwork in a movie will be rendered. While best quality is nice, it may cause problems with slower processors.
 - Window mode applies only to 32-bit windows versions of IE.
 - HTML alignment determines how the align attribute will be set in the object and embed tags.
 - Scale works with the dimensions setting and determines how the movie displays on the HTML page.

- Default Show all fits the entire Flash movie into the area defined by the dimensions setting without distortion.
- No border forces it to fill the area defined by dimensions without leaving borders
- Exact fit stretches the movie to fill the entire area defined.
- No scale prevents the movie from scaling beyond its original size as defined by the document properties.
- Flash alignment determines how the movie is aligned within the player window.
- Show warning messages alerts you to errors during the actual publish process.

Working with HTML pages

- While one can directly link to flash movies with the <A> tag, it is better to use either the object or embed tags.
- While this works, you have no control, as the link opens to the swf file in a separate browser.
- In Dreamweaver, click at the place you want to insert the movie on a web page.
 - Click on the ACTIVE X choice under the media icon in the Common category.
 - Double-click the AX icon that appears, Switch the type of document to Shockwave Flash
 - Find the .swf file, Click OK
 - Click on the icon and make it large enough to match the size of the flash movie wanted
 - Check out the code – a very simple OBJECT with an EMBED tag as well.
- Finally, Click on the FLASH choice under the media icon in the Common category.
 - Double-click the "F" icon that appears, Switch the type of document to Shockwave Flash
 - Find the .html file, Click OK
 - Click on the icon and make it large enough to match the size of the flash movie wanted
 - Check out the code – a more detailed OBJECT with an EMBED tag in included – all the parameters are included.