

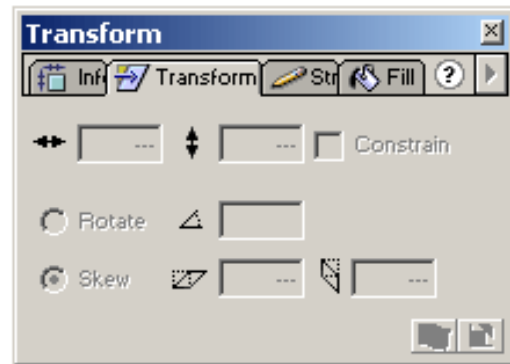
# Flash: Panels

## Lesson 7: Info Panel

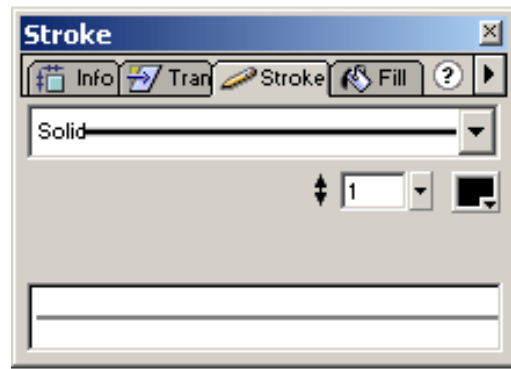
### Info Panel

**1. Info:** The info panel is used to keep exact X and Y coordinates of the objects, points, and current mouse positions. For currently selected objects, the info panel shows the size (vertical and horizontal) and position (from the top left corner of stage) of that object. Entering numbers into the W, H, X, and Y box will let you resize and reposition your object. The top right portion of the info panel will show you if the currently selected item is a symbol, button, or movie-clip. Finally the bottom right hand corner displays color and alpha value.

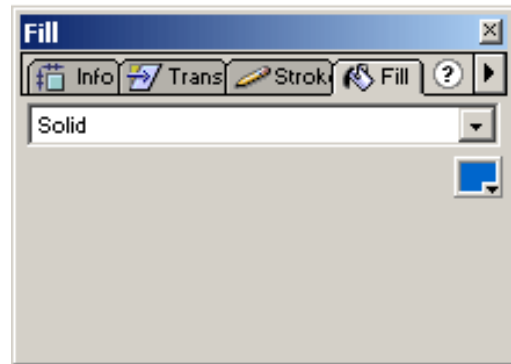
**2. Transform:** With the transform panel, you can scale, rotate, and skew selected objects with any desired amount. Values are entered into the text boxes to get the needed value. Percentages are used to show the initial state and then the subsequent transformed state.



**3. Stroke:** This panel allows you to set different attributes when creating designs with the Line, Pen, Pencil, or Ink Bottle Tools. Numerous styles can be applied using a simple drop down menu. (See website for example.) for some examples of strokes. (Check out how these green boxes are different).



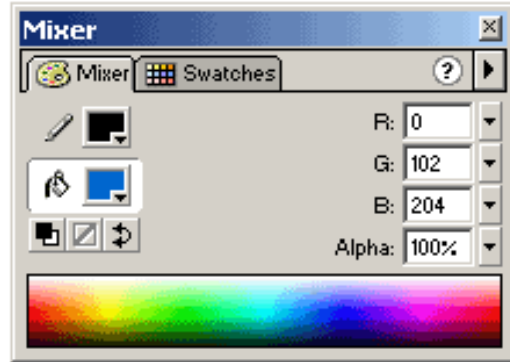
**4. Fill:** Different fills can be used to modify a selected object. Choices include none, solid, linear gradient, radial gradient, or bitmap. Colors can then be chosen to accompany the fill style. Drawing tools like: Oval, Rectangle, Brush, or the Paint Bucket tool can be used in conjunction with the fill tool to affect an object. (See website for example.) for some examples of different kinds of fills.



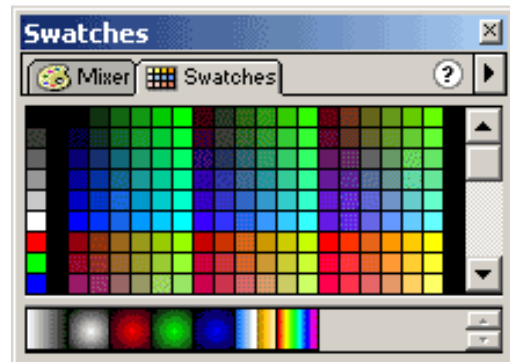
# Lesson 8: Mixer

## Mixer Panel

**1. Mixer:** This panel allows the user to create new colors. They can be done in three different formats: RGB, HSB, and Hexadecimal.



**2. Swatches:** The Swatches panel contains all colors and gradients available on the current palette.



# Lesson 9: Character Panel

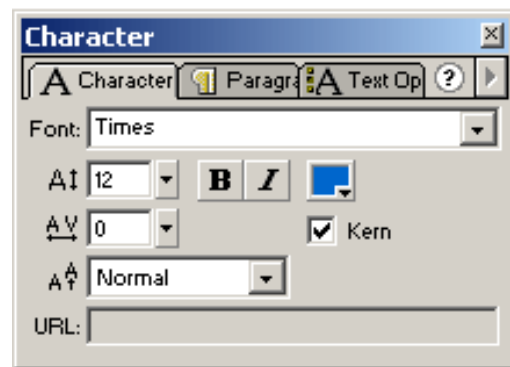
## Character Panel

### All Text Option Panels:

**Character:** This is the panel that contains the functions of an average text editor program like MSWord. It gives you the ability to change: font, font style, font color, character position, etc.

**Paragraph:** This panel lets you set attributes when text is contained in a paragraph. It gives you the ability to change margin size, alignment, settings, and line spacing.

**Text Options:** This panel lets you set information that would be considered variable type information. It gives you the opportunity to set text as input, static, or dynamic.



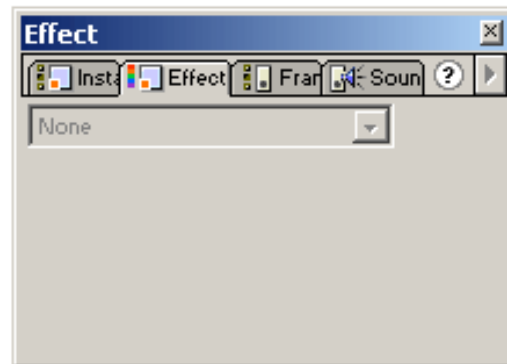
# Lesson 10: Instance Panel

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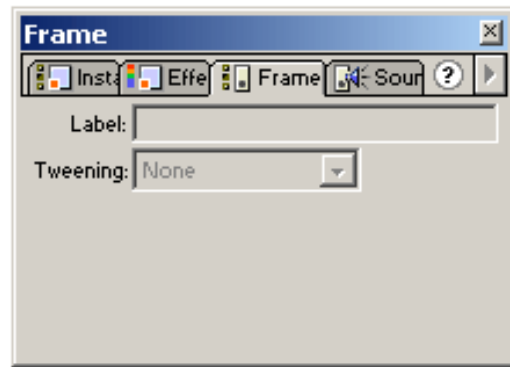
## Instance Panel

**1. Instance:** The instance panel can do numerous options depending on the symbol that is highlighted. When an object is converted to a symbol it is initialized as a movie clip, graphic, or button. This will be shown in the behavior box on the instance panel. Underneath this box, depending on the symbol behavior, will be numerous options that can affect that symbol. (See website for example.) for an example of instance and frame. This a motion tween rotating counter clockwise.

**2. Effect:** This panel allows the user to apply different visual effects to an instance on the stage. The two main effects that are used are color and alpha. If an effect was put on prior to the selection then that effect will show up in the panel. (See website for example.) to view an Alpha effect.



**3. Frame:** The Frame Panel has two main options: the type of tween and the frame label. A user can pick between three different tweens to supply animation to a certain part of the movie. These tweens include motion or shape. Different options can then be seen depending on the different types of tweens. Adding a label comment actually gives the frame(s) a variable name that can be accessed in the future.



**4. Sound:** This panel allows the user to add sound effects and adjust sound effects to the desired number of frames. Macromedia Flash also has a sound editing tool (not as good as SoundForge XP) that can be used to edit sound files.

