

## A brief overview of Flash

### Key-frame animation system

- Timeline of frames
- 2D graphics editor
- Import images, eps, Adobe formats

### GUI design system

- Buttons, menus
- Lists, type-in boxes
- Activate with Actionscript

### Programming system (Actionscript)

- Fully functioning language like Javascript
- Many predefined objects and classes

## Key-frame animation system

### Timeline of frames

- Stage, layers of graphics on stage
- Autoplay frames, n/second
- Key frames and interpolation
- Properties

### Create graphics

- 2D graphics editor
- Import images, eps, Adobe formats

### Create symbols and instances

A MovieClip is a sequence of frames

## GUI Design System

### UI Components

- Buttons, menus
- Lists, type-in boxes
- Radio buttons, etc

### Steps

- Instance component (drag to stage)
- Set its parameters
- Name the instance
- Write Actionscript to implement the actions
- Instance name is instance variable in script

## Programming System

### Actionscript

- Fully functioning language like Javascript
- Predefined classes and objects
- Primary class is MovieClip
- Online Actionscript Language Reference

### Uses

- Supply interaction to designed content on stage
- Dynamically generate graphics, interaction

### Files

- Reads local file, HTTP stream
- Writes HTTP stream

## How to learn Flash

[Download](#) the free trial from Adobe  
Getting started tutorials for the basics  
Use the help sequences and explore

### Books

- *Flash for Dummies*
- Colin Moock, *Essential ActionScript*, O'Reilly Press  
(3.0 is latest version, 2.0 is latest book)